

## Elemental Forcecraft Study Spells Guide

By

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For the chemical elements in the table of elements click [here](#). For the elements and elemental energy types listed in the book, look at this [charted table](#).

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What the elements are-

The idea was energy by the creator and those under him were useful to understand how and what his flaws were. This was what you could say was the outside use to bring things to create, your use was thought or your energy thought that the created creator. Named Centra today also Alaemiai to themselves that formed, the elements by the will of the creator as that created was their source or not as we under the creator were lesser creators. The elements are an observance of all the elements together plus when you see them in action they are amazing to see.

Where do they come from? The elements come from aether. Aether manipulates the void and came from a long time ago. This is an idea of the time and how they were created. As the created area was the area to use and made was nothing, thought into space by the creator not to do. This was as though the dragon god was useful and yet not done, was what he called user friendly idea that was energy based. Thought was there and thought that led to too relaxed thought, was dismissed by a tense and release muscle idea or thought body as the possible body was there. This dragon god named Emperl was the energy that could see, as if a possible use as use if there was not done if not wanted as too harsh or thought not desired.

So energy consciousness comes into play here with awareness and things work out by feel with balance due to this energy. I call it Ben, where Ben created most of this universe by thinking and doing. He created so much however, that he turned into an energy consciousness of the universe. So I know by the source I mean the universe. Thus, think or state to the energy around you to have something happen. I believe Ben calls himself the creator, at this time. So that's the basis of a spell or prayer, btw, that can get results. That's especially true unless nothing happens, if you think the idea is an end result. Otherwise things are as they exist by feel. He then proceeded to guide the beings of existence in this space, that was created by stones, into creating for themselves.

The experiment elemental age was where a supposed people called the Centra or creators, who were around as they created aether as a force to be manipulated by minds that were interconnected across the vortex galaxy or dimension 0. Controlled by a god that was dragon age and, part of the aether force is the spacial elements, that you summoned as though out of the space around you. Then they created the worlds with the elements formed from aether and somewhere in midst of creation their bodies got consumed by the energy used and turned into the force called Ether. This is the spiritual force and the backing of Aether (mental force) that guides all by being the "spirit that goes through everything" as in the book "the way of the scout" by Tom Brown as he describes it as a spiritual force that effects all with spirit effect in astral and nether space considered with what you think.

No attack was necessary as the idea was were or alteration, near effective dimensions this was thought travel and thought. So as to seem was creating created from space or not, created was existing space by the creator that saw reason to create things. However, the disagreed upon idea that was created, usually got discarded or wasn't existing when you thought it deexisted. That's when the item or being evaporated with the suns microwaves upon the thought wave reaching the point of vibration, that was creating the thought idea to dissipate from vibrating apart and into the energy that is there. This was usually a multi-universe made with stones or things that were in use. The conscious awareness of energy was usually the point that you understood what was done or said. So I think this is a point to remember.

The nether as a soul space

The nether is a soul space as the place between worlds, it is the place between life and death also considered an idea ether world. Where there are ghosts and spirits, not all of them human and including the unborn. It is the place where true power lies. If you enter it and exit unscathed you are of equal caliber as a god. Nobody passes through the well of souls unscathed without first dying on a corporeal level. Abbadon rules the realm and is with the grim reaper as a servant. Avoid Abbadon himself at all costs, for he is the bringer of destruction and not to be trusted. Known as your will is use by crystal energy and energy collected in crystals is focus created, as a crystal as a point to create. Think to create and the crystal makes by water or lava from the thought as the creator was source elements, this is a thing Fey like to use and coalesced infinite fire energy you will to made and set by the creator sometimes considered in netherese as known and use were there to the creation aspects. Seen as a maze or what have you have at me or nothing at all.

This set off a crystal creation idea that is what set the war between tribes, think and as you were is where you can create by the will or use the idea to make with love. As you make an idea to seem as use

that is what life is worth to you, create as you will energy your will can work with to create as many or different things as possible. This is the use and quest of an old game called foraging or diablo here remade. Tis expends life energy and as you are aware your awakened state is no without energy use, as exiting energy that makes up the body uses what the energy can create by. As if energy is by the will energy is by the point you consider and otherwise don't to not do unless to do somethings about the situation you can sense out. There is now somehow and other idea to the ether that was what you thought, as you think you were able to get as you focus and use is energy to cut or make if the idea was possible as acceptable is the viewpoint and as your aware that makes things that are bad not accepted or done not in life.

So as the creators as we are at the time, create by the energy with the creator. The energy is use as energy in the area is energy to the resource in mind. The area you use is the area you imagine as time in the area called the area by arae people, tis is where the creators came from in time to seem as they sought to create. As they realized what wasn't there and everything was there then all they need to do was view and use what they saw was useful. As if thought existed by the creator and by the originator stones that are now somewhere as the stones of creation. This is where you are to see or know what was there, as you are a great person as thought by the creator are aware by the brain.

If the point was creative and acceptable the subconscious can create with what was necessary, the activity as the need created elements that was a concept or not done as not in thought was ionic cleansing it was by the use as sacred energy of the "exience" the spirits live in were or do as necessary without getting bad, demented or pretty fucked up. So think not to do not or not use was sacred energy of the creator, to make as you will or think to form space as you want. This is the view as from a Hobbit named by what he was or considered himself, that created this idea with other races that helped. There is nothing that isn't possible, as your ability is energy now by the will of the creator or the crystals allowed you could create anything by will.

More information as the rest

After the dissipation of the creators bodies they were just the energies that support and monitor the universe, plus some Centra remained as the form they chose guiding their creations. Thus they became part of the gods. Then to better watch for the peoples populating the worlds they made vessels for the power they had. Call them Avatars and the avatars are morally the same as the gods themselves, with the gods energy and this includes their knowledge. Some Gods came about by the people of the planets scheming or beliefs of the people though, so not all God's formed the same. The creators mostly hide themselves as they don't want to be bothered most of the time.

Now as you see it, the Centra do not actually have blood. Instead they were composed of Ether and Aether. Being this, they were able to control Cosmeria to a higher level, using their own body as fuel and forming the body as they want. Though even then Cosmeria was highly volatile to them, and in attempts to protect themselves from it they divided into two tribes, Ether and Aether, and with it the secrets of Cosmeria were divided. The Ether tribe focused on Ether and the mind while the Aether tribe focused on Aether and technology. Seperate they could not use the opposite's element/substance, but at least Cosmeria was unattainable now. Sadly, as time grew by they descriminated against each other, one claiming that their tribe was superior. This finally led to a war that destroyed their existance, for most of them at least.

There are positive elements drawn from earth and the negative elements drawn from void. There are also the inverse fairy earth properties from magic and the adversity elements from events. Manipulation elements are drawn from hell plus stealth elements come from the night. The dark elements come from the shadow. Light elements come from light fire and the strife elements come from destruction. Imitation elements come from the power around us plus additive elements come from the positive energies. Subtraction elements come from the Dark Matter and the indirect elements come from the iron itself. Corruption elements come from knowledge corruption where divertive elements come from power manipulation. Vision elements come from the third eye power and protective elements come from power of law. Language elements come from actions and needs of others. Hyper elements come come the particles and Wild elements come from raw force plus the elemental combinations are interesting to watch and to use.

What to do and what not to do in yeilding

How do you yield them? There are two methods, the Forcecraft method and the latin spells described at the end of the doc. Forcecraft is the effect of thinking of the element you want to direct, this is directed however you wish to direct it and you create by the effect so you see this as an ideal result. The forcecraft

method is to think of what the element does and imagine it accomplishing something, this is a point that you want or need with the focus to achieve your goals.

This focuses it through you where your getting the result as an end result, so it gets more power to effect with, plus the element will sometimes repeat the event outside you with equal to that energy you put to create it. This also can be called elemental spelling as it uses the power of mind that makes itself felt as a force effect. This otherwise is to think of the effect, focus your mind by a thought being spoken and then you create by what you do where the thought evokes imagination.

An example for willed manifest is: If your able to achieve this then you can use this by what you think of the effect, then say it with intent so you instruct your subconscious and without quotes "make an icy cold wind blow through the area by air." You can use any lanuage to create the result, as the point is the end result you may need to occur sometimes. This is a further point, that is with implication called the making process.

What not to do with this is just thinking about things that are negative, and then things you don't want will occur. This is just to call upon the area that makes an effect for devastation or energy devastation that sometimes occurs bad ended results by feel, this is where you cannot survive and this is done by the wrong phrase or words being used. So use an idea as that what you need as an affirmation, think positively then speak it out loud and imagine the affirmation with the point being done. This uses a making or an ideal forcecraft.

Making is the combination of focus and imagination. This is for advanced people or people that want to use it, and otherwise others that can get the effect off using their subconscious. This can only be achieved if you do the focus by statement and imagination at the same time. Another example of this for advanced people only is: use this to think a point and will it or say it with intent without quotes "make a warmth of faery fire refresh the room."

There is additional latin spells, that is yet another language and uses the idea above, they are stated as you feel is correct. They are located at this elements document area and end, think to use these spells as you think of the purpose for the spell to focus the effect. So to do them correctly, think of the need and then state the spell. Then if your feeling in yourself the need, your feelings are able to make your desire seem to happen. This is called feeling with your gut and feel with your gut intuition or instinct.

This is as if you trained with the intuition for each spell phrase word, and you only had to say it until it occurred some end result. This is repeating the spell if needed, then as the spell must be done you may think for better effect with intent to make it happen or it sometimes won't happen. Egyptian Forcecraft and Elvish spells near the end by itself with the list and High magic spells are at the very end of the list. You know the point, the method, now you must know the elements and listed below are what some understand and can make things of them.

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## Forcecraft Spacial Elements -

The categorized spacial elements that you can think about, summoned by forcecraft that uses spacecraft. They're also formed from the space around you, think to help make elemental effects. This is based on a space station as modular construction, however this [picture describes](#) what is there. Space station consciousness is using an ideal modular energy consciousness. Modular consciousness tests law upon the unwritten upon. Gotta imagine the square turning inside out. This reveals hidden fields of influence which gather to the revealed ninth point. This is why people say beings travel through corners by feel. -Dr ed

ele-a = Called Alazarium, its the active absorptive element that causes you to do something. This element receives its energy from the activity near it and yourself, as it causes you to feel active and absorbs the problem influence.

ele-b = The life element, called belzarium, it creates life and effective idea into existence. It can cause life emulation from peoples energy, that be counted in objects and bodies near it. Its grey blue and black in color.

ele-c = A criminal element, called celzarium, where it can turn impulses into desires and cause you to do it, as you want the item or idea of something. These impulses can become criminal, if its not watched.

ele-d = Dezaum, the death element, causes death to nearly anything it's influence enters.

ele-e = The element of what is called elezium and its creating energy from literally nothing, about 3 times the energy than whats put in.

ele-f = forgettance element it isn't as dense, the element that causes you to forget and turn feelish with fighting possible.

ele-g = The feel good pinkish spacial element, called ginorium, which is very unique as it soothes any pain, unless the pain be too insistent. Think it where ya want it, as ya can even put it in ya mind. Its more potent, in making ya feel good the more energy ya put into it.

ele-h = A halting element, it can halt nearly anything near it. An element that would deflect the bad thing noticed or the bad influence. It diverts the influence on you and does a mini explosion of it to get rid of it. It receives its energy from you and the sun.

ele-i = The intelligence inducing element, the more energy you put into it, the more intelligent you are.

ele-j = The causal element. This element can cause a singing effect through vibrations and what it effects, it amplifies the energy of. Whoever be near it bears it, can hear it, and its an song thats ethereal to them.

ele-k = The killing element, kills nearly anything by its radiance of energy, after a period of time.

ele-l = Gravity pull element, whatever near it is pulled toward it, by a magnetic force that effects material, including plastics! The element can pull something into a straight line.

ele-m = Medicinal element, it can cure any sore place or disease and repair the body.

ele-n = The element that causes knowing, and numbing by the knowledge of the people or person near it.

ele-o = The turn on element, where it makes a person become more feeling and attracted to the other people near it. Its also possible to turn on something with a focused pulse from it, towards the object.

ele-p = The personal element, causes the person effected to be more personal and in idea, as though they were thinking.

ele-q = The elequent quieting element, for the element of the quietness, its great to nulling sounds by its radiance and being there.

ele-r = The reversal element that reverses nearly anything near it. Direct negative energy at it, to stop it.

ele-s = The element that causes a person to be sleepy and gain temporary swelling of the body weight.

ele-t = Communication element, this can cause the televisive effect, where you get signals from anything and it forms into an image that you perceive, one can send messages through it. Also possible, is the revising of things through a telephone, from thought of which you send.

ele-u = Element of ulcerior, it does actions and these actions include making you feel relaxed, making you feel better, relieving of stress and all by its rays.

ele-v = The element of visions, it uses any vibration near it thats mixed into its signals, and it causes you to see what you most want to see, as though a daydream. The mind can direct the vision, it ends when the person wants to see the real world..or does it?

ele-w = A dark gray element that causes withdrawal, it withdraws any symptom that may be in you.

ele-x = The element of x-rays, as it emits the x-ray, and is similar to earths elements that do the same.

ele-y = The time element, yttrium. This element can cause timed actions or events, thats directed by your mind and through vibration and your programmed bio energy. That be directed at it. Anytime and anywhere.

ele-z = The white elemental shield element that causes nulled feeling and almost no energy to pass through it. The element is hard.

ele-em = (ele-E-M) A gaseous spacial element that creates a disease or the problems of a disease, of the target.

ele-ge = The perfumed element, it smells nice to be near.

ele-lz = Shielding element, called elezarium, that can prevent things from getting near you, and when it can dissipate the energy and effect thereof. This element can deliver a spacial defracted lazer effect to those near it. As it works, it can displace the effect of air through compression, to cause it to dissipate. It in fact, dissipates the effect from your room and it appears in theirs.

ele-nu = The element that is nulling life and stimulates the brain. It uses brain activity, to cause it to go.

ele-og = Ogman element, that is with the release of putrid scent from the body, as its near the spacial element. The element is similar to the PU element, but it has its full effect just being near the idea of it. Where you breathe it in. This element can neutralize scents near it, as it draws them in and oxidizes the air. The element only needs energy to go through it, to cause it to send out a wave effect to those nearby it. It has very noticeable fumes as you get near the element. When the element is active, it also sends out a energy wave that is an offshoot from it, that kills the skin and causes it to smell a bit. As, the element is described as a pinkish yellow rock. Its not actually visible to the naked senses, except to the third eye.

ele-pu = The element of Putreim. Seems like a harmless black brown stone, but can be causing a putrid scent from the body. That you need a charged bath to dissipate the odor, and if you swallowed the broken up substance of PU, it can almost permanize the scent until you shit it out.

ele-zz = The wide awake element, this element can cause you or an object to be charged with energy and its powered by the humans or objects near it.

yele = yes element, element that concurs with someone and creates some agreement, this is done unless you don't need the idea then you won't agree with things to do.

There's a package for it as well, the summon element package! The summon element package is thus: Use ththat point to think of the element and state or will "sua ie!" [Pronounced Sue-ah rise-ehn] Then the element will be summoned to be near you, this is from the elemental plane that is put to use as you would want. Normally its near you by summonings, that is off to your right or left and sometimes right in front of you.



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Positive elements are:

The element of earth is that of life. Earth can consist of items, drugs and similar. It can grant life, morph items or people, take life, heal or wield life like control. In granting life, it creates it anew through destructive action or gives it through infusion. Morphing item or people with earth infuses the target with energy charged by the worker's purpose through imagination of changing the shape of the target. Weilding life, earth can make an inclusion, to do as the worker imagines. Earth is for the body.

Fire and Earth make lava. Lava is in essence melted rock and at a temperature of 400 degrees kelvin or hotter. It can melt most metals and it will burn a forest near a volcano as it leaks from the volcano itself only to reform into hard ground. It forms in the earth from tectonic plates that support the continents as they collide together in the earth forming volcanoes or sea rifts.

The fire element is the element that gives life or takes life destructively and is the life around us. It gives life by forcing you to move on, when it destroys your old life in some manner or form. Also, it can give life by the healing act, of the worker targeting only the disease cells with fire or heals open wounds and sealing the wound if there. Causing the body to cope by healing quicker. Fire takes life by burning the intended victim on focusing. What doesn't kill you makes you stronger, as a person. So, it can heat up places to warm you. Fire is for the soul and It finally is light.

Fire water is very hot to the tongue. It can even burn the tongue as it enters the throat. Firewater takes a medium to separate the water and the fire. Such as a hot substance and the water combined with a powder or oil substance, as a carrier medium. A light film of oil on top of the water allows it to mix and coats the substance. Examples are greek fire, hot sauce in water or others.

Water can heal people, overcome things, or cause change in things. Healing with water can happen, on infusion of energy, with the thought of rapid regeneration for 5 minutes at a drink. Any other thought is also enacted. Your thought becomes the water's actions, to the body. It can overcome things, by being in a large enough body of movement, like a tidal wave. Water can change things with an infusion of idea intent into energy into water while they imagine what they want to happen. Water is for the heart.

Ice comes from air flowing around water. Ice can form from the air through the water in air or moisture particles freezing with imagination. This is solidification by air itself.

Air can choke, destroy, enforce, or be made to change things. Air choking is the act of the worker, to close air in a circle around a person's throat. This is also called collaring. Air enforcement is done, by the attempt to cause an event, with air, that guides. Only the worker can dispel his/her own shield or attack by black lightning. This working with air is the act of the worker, to create a wall by imagination or to cause yourself to float in the air, by air itself through imagination and air support. How does air change things? Air can do this, by the worker using it as a medium in their acts to influence moments. Finally air can be used as a mass spread medium, by casting effect onto the air itself. Air is for the mind.

Thunder be the energy destruction form of air, and is formed by Air with Energized Fire. This lightning is destructive as it can blast things in an area. More than fire can, and in an idea strike that is more focused. This is also moving energy and electrical energy.

Other elemental combinations be:

Earth water that is oil, where the oil is formed from bones and earth being heated and compressed. Then, it stays where it is, till it comes up somehow.

Earth air is gravity, that causes support, by pulling us down. This is through centrifugal force, of the

spinning charged planet core. The nickel iron or heavy element in the planet core, will cause gravity in conjunction through an orbit around a sun. When the sun charges the core, through unseen electromagnetic pulses. The core of the planet holds the moon in orbit around the planet itself. The nickel iron core or other heavy element, will take the particle charge and form gravity from the spinning of the planet. An apple will fall to this force, through cause and effect. This gravity will also allow effects to be spread through a spread mass effect.

Firey air is normal heat and as the 'fire in air' tornadoes. This heat shares its properties with the Light air element. Where, heat moves in waves and patterns that cause the effect of fire, if intense enough, or rain, if intense long enough. However if the air pattern is circular, then there is possibility of fire tornadoes, where the heat is so high it appears, as fire. This is where heat is enough in concentrated form, and fire will appear.

Water and earth, mixed together is mud, mud flows as a force, enmassed and free from the solid earth constraints. It can be slippery, to walk on and to the touch. Finally, mud can be solid looking, in the quicksand pit. Where, you can sink till you suffocate.

Air with earth is blown dirt or dirt devils and can come in the form of flying debris.

And moreso..

Most the elements together be aether. Aether is the element of the mind and is the root of the conscious energy. The effect of the aether is to affect or influence other elements. Aether is like all of the elements together, they make up the grayness about it as different colors that blend together. When the element is called you can form any object by imagination of it forming or of any effect by the imagination of it. This is its compressed form.

To manipulate the aether requires imagination and manifestation of aether with ether, after you understand what it is. This is the key to its manipulation. And to manipulate it by imagination, is to need the idea to occur by seeing the sigil, or to feel it happening. Then, sometimes the knowledge will come to you to do the idea and the deed is done even further. To change the symbol of knowledge in the idea that you receive, will summon a change of it in some manner. This will cause the idea as its represented in the aether to be representative of a change. As its manifested into its compressed form, using the ether to make the aether manifest into its compressed energy of its form. This symbol changing, may require that you understand what the symbolic meanings are as it is. If you draw the sigil it gives you understanding, that will happen if you don't already know what it means.

This is to summon the aether to here as for it to effect. As to change the symbol the minute that you see it or you allow it to be the same. You can use a free hand rune or sigil to draw it. To draw the rune or sigil of knowledge, causes it to occur a summons of an aether effect. To add to the symbol that you see and that is which you add to the symbol you decided on, you decide what the meaning is, an after or before. Or, decide what the meaning is of the new rune and then change the symbol of knowledge in your mind to it. To imagine the color forming of the element of aether in the area, then think to it what you want or just feel its effects will get results as well. Aether may draw on the experience you have, and give you a symbol of what you know as its also glimpsed from the aether after this.

Aether can influence void. Where aether is the layer that contains all information about the physical, and about people. Its also a source of information and the universal consciousness. Finally aether can influence the other elements and you can sometimes get aether to change the past, to make an effect of the future present. Again, its a source of information and the universal consciousness.

Aether is referred to by the planes of existence outside, but they are also inside your mind too. As the consciousness works as a portal, you can change its frequency like a radio to enter these different planes. Then you can think of what is desired and feel it occur, or think of the color and imagine it forming or pulsating into the object or possible event through manipulated elements. The aether is more like a higher layer of encrypted and stored information, and its usually never changed by the typical individual, not directly. The aether is the roots to what happens in the physical world, and the spiritual worlds too, so its somewhere on top of it all.

The aether contains streams and rivers of elemental forces, the spiritual energies of fire air water and earth, and the directions of these rivers and streams indicate the things moving in the world beneath it.

But, everything on the aether is made of the same energy, the aether energy, which would be comprising the 5th element. The aether energy takes form of different things as we go there, adapts to our mind to show us symbols so that we can understand what each thing represents.

The symbolic color of time is gold, and space is silver. There is a golden river of time that is running through the entire aether to indicate that the world is always moving. The aether is also symbolically the roots of the world tree, Yggdrasil, in germanic mythology. But the world tree is also symbolically the consciousness we have. We climb the tree to the world of the gods by shifting our conscious frequency, into higher dimensions.

There are different symbolic colors of the elements as well, where the symbolic color of fire is red, the symbolic color of air is very light blue or white, the symbolic color of earth is brown and green and the symbolic color of water is blue. The symbolic color of lava is red brown or purple violet, the symbolic color of ice and cold is light blue, amongst others. These colors are in splashes, sometimes together, in the aether.

The practice and philosophy of those who deal with the aether, is that through knowing the aether you can know the physical world, because you can see the cause for everything that happens in the world by symbols. So one small change in the aether can do great changes in the physical world, if you know how to do it. By Djihin.

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These are actually elements that are considered elemental energy types. Where their is the normal elements, here are their negatives.

Negative elements are:

The negative element of earth is void, considered black earth, by me. Void is nothingness and a negative of earth. This can combine with other elements, that allows this to form new ones. You can use this to protect yourself by forming a barrier to absorb the energy cast at this point or think to attack with this idea. When used for attack this element incinerates someone as that sucks the life out of the victim, leaving ashes. Its considered by some monks, the storage place of things that are destroyed. You can also remove certain properties of anything you'd want by the imagination of that element being removed and using void. Void in another aspect is negative in its nature, so if you visit the void earth then you would see a negative version of earth that's without limits and with negative values.

The negative element of fire is black fire which allows for instant incineration of anything you will it to touch. It's formed from fire and void. Black fire is sometimes considered as just another variation of fire. It also can resurrect someone or restore something you direct its energies at. Black fire can dispel the death of the person if focused on destroying the death.

Waters negative element is black ice. Black ice forms from elemental water interacting with void. This be where void strips away its nature. When its stripped, its an opposite form that melts at absolute zero and reforms when elemental water heats up. Its actually hot in its nature and in an environment. That element is black in color and makes things, including itself, unseen and sometimes opposite, where body parts that happen to touch by the point they disintegrate. This element can store unlimited spells or energy programs, that's if this element can be harvested as force. This looks like a constantly reforming black substance and can draw its properties from void, while this keeps some properties of water, all that's kept is its flowing nature. And yet, its not flowing as its also solid.

Air's negative element is space. This is the physical representation of void. Some consider space an idea, not even an element, energy type or similar, but this idea can be an element of emptiness that contains other elements. Space is infinite whereas air is contained. Space contains things such as earth elements. Space has vacuum which sucks a person dead as when air supports people on a planet. Compress space into energy and you get a warp field that can be turned into a black lightning effect or a Void Gate that can bring you anywhere. Only the worker can dispel his/her shield.

Black lightning incinerates when this elements hits a point where the victim is near, this element hits is as if against the eye that perceived the event. This energy of the element always hits and that element never loses energy. Any energy cast at this point you imagine and is near the point of feel, only dark energy strengthens this element and only the worker can dispel their attack of black lightning. This lightning comes from space and energy fire. This energy is manipulated by the brain waves and created in form by what you do.

Aether's negative element is ether. Ether resides in the etheric and is the spiritual element, otherwise this is the active element. The etheric is with chaotic and spontaneous creation of imagination, that's where all ideas are first created. Then the idea get's reinforced and goes lower and lower in frequencies such as the astral, then manifest is done in the quickest way possible on the physical plane. Ether is part of the fundamental principle of magic and manifestation in general. So think what you want and you can get what you think by need.

This is done in a way by what you do, that is focus enough and what you imagine happens. Otherwise the more you focus on an idea, the more chance of this effect happening by dark energy response to your brain wave focus. Ask the spirits to guide you for better results or feel and think what you want to happen when using ether, think to always get the act you desired. However where aether responds to your imagination through dark energy. Ether responds to the mind and thoughts with feeling and is instant. Ether works with you as you desire.

You can focus the spirits to aid in anything, that is sometimes done for a better result. As this is with the etheric plane, this is where all our imagination manifests. That then is where the creation of our lives begin. This includes forming any object. The physical world is inputted as ideas on the ether, that manifest closer and closer to the physical.

If the spirits are angered, they won't do anything at all. Always thank them afterwards, if you got a service from them. Aether is very similar to Ether as it too can influence void with the meta or mind influence. So think and you can get a generated result by what you think about. This casts forth your brainwaves as a thought wave is with perception, that usually has an answer by feel.

Due note: After this point there is only the 4 elements in its different forms, plus its mixes. So unless your specializing in elemental energy types, you don't have to read after this point on the elements.

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Inverse Fairy Elements are:

Inverse earth can affect the meta energy flows and is considered Magic. To manipulate with the inverse earth means you can affect others by thought alone. This is the best energy to play with for enchantments. This elements heightens anything it's used with.

The inverse lava is the lava of meta infusion. This lava will be at any heat the caster wills, but it's heat will heal the body, mind and soul. It's heat is infusive.

Inverse fire is a non burning fire, yet it still heats. It's blue in color and uses magic to feed itself. It lends strength to the mind and soul by giving strength. The flame is restorative in purpose. This element heightens anything it's used with. It can be any temperature that the caster desires, and can absorb any amount of life that the caster desires. The other names are 'astral flame' and 'eternal flame'.

Inverse firewater grants the user an indestructible nature. It regenerates any body part. Makes the person unkillable as it eats the damage. It heightens the sight of mind and can use any source to keep it working. Its the hot firewater of immunity.

Inverse water is water that is not water. Another name is faery water. It's apparent by touch and sense and it heals on touch. It cleanses negative and positive energies. If you drink it you become immortal. You cannot see it. This element heightens anything it's used with. Cast a spell near this water and the spell is stored as an enchantment, and can Change something from within.

The inverse ice formed by interaction of inverse air and inverse water can increase the caster's strength by 10% to 120%. It depends on how pure it is. Used in a drink it will empower the drink. Use it for enchantments and it will increase the enchantment's effect.

Inverse air is air that is not air because it is metaphysical in sense and like mist. It restores and youthens the body that breathes it and makes a person immortal. A mass spread effect of inverse air affects everything. This element heightens anything it's used with and can be called Faery Air.

Focus a lightning effect and you make an attack of a youthening effect. This lightning comes from faery air and energized fire buildup.

Other combinations be:

Faery earth water is magical healing cleanse oil. This type of magic oil is the type that heals and cleanses an area. Not just yourself. It can form on intent and idea spoken about it.

Inverted faery earth air is magic metainfluence gravity. The gravity influence, of what be desired by intent. All one needs is to focus their will and desire through intent and the influence or magic meta, to make occurance easier.

Firey faery air be Blue fire meta heat. This is where you focus your will through intent and heat things up, near you and away from you. As you influence things to become existant, the area is with a blue glow, too.

Faery water and inverted earth is a type of mud that be considered healing and cleansing, as it causes magic.

Faery water in inverted air is healing cleanse influence. This combination be whatever you want it to be, as in influencing idea as it cures and heals and cleanses.

Furthermore..

Magick is the cumulative results of the inverse elements and is like Aether and Ether. Magick has the possibility of reaching any place of existence. It can affect any place of existence. It can do anything that you can imagine. It is pure meta energies of the Astral Plane. It guides the rest of the elements. This elements heightens anything it's used with.



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## Adversity Elements

Adverse Earth is the pass-through element. Use of this element allows for bypassing anything with the effect of choice. Makes shields that are impassable by any spell. This element is fought to made to work, as adversity is used to fight. Another name is passthrough.

The adverse lava is the lava that can phase moments. When using this lava there is a phase change to everything around it. It can melt anything as it's 500 degrees kelvin or more in temperature.

Adverse Fire is the fire of change. Use this fire to make changes through imagination. This fire does not burn. It can heat up anything. It's up to the caster how hot it is. This fire is unseen but felt. It's other name is change.

Adverse firewater is the changing absorption firewater. Its the water that cures any disease. It can change anything while it absorbs the properties. To drink it you become able to take any damage while it comes on you. Will the damage away.

Adverse Water is absorption. To use this water you absorb anything that is energy. Bathing in it absorbs scent and sometimes memory. The memory comes back. When you drink it, you can absorb all energies. The water of absorption is a boon to any defense. This water is unseen.

The adverse ice is the absorption remaking. Make this ice to cool off drinks and make changes while absorbing until the event is done. This ice is unseen.

Adverse air is remaking. Use the air of remaking to make events as you want. Use imagination to remake the event. Use the air of remaking to make things work again if broken.

You can compress adverse air into adverse lightning and make a person appear as if said person never existed. This lightning comes from Remaking Air and Energy Fire.

More combinations be:

Adverse earth water make pass-through absorption oil. This earth and water combo, makes oil that allows you to pass through things and absorb nearly anything you'd desire. It also allows a passing through of others absorption.

Adverse earth and adverse air makes pass-thru remaking gravity, where it can cause you or another, to pass through energy and do a remaking of events or idea, in the presence of the gravity.

Firey adverse air be change remaking heat. This is the heat that causes change and remaking of things that it affects.

Adverse water and adverse earth makes a mud that causes absorption of a pass-through effect. This mud can spread everywhere, where anything near it can feel grainy, suddenly.

Furthermore..

Adersity is the effect of all four elements and if one can control adversity one can control life. Adversity is also events that take place. Its' effects are everywhere.

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## Manipulation Elements

Manipulation Earth is called the earth of Charm. It is the life blood of the manipulation effects. Use this to manipulate and control any effect, person, or object. This element can guide any effect or person to do what the wielder wants. This element is undetectable except by the controlled person. This element works well with reverse time.

Manipulation Lava is the charm mutation lava. It will charm anyone near it to destruction. It will mutate anything near it as it moves. This lava is extremely dangerous. It burns at 600 degrees kelvin.

Manipulation Fire is also called Mutation. This fire can change anything to anything without ever being detected. When it works it is like the person was never changed. Thus the end point of the change is like it was always that way. Objects are the same way. They can start off one way and end up another. This fire has no heat and will not be visible. It is felt by the mutated.

Manipulation Firewater is also called Mutation Control. With this water ye can combine anything with anything at a distance. This firewater is undetectable and changes things fast. Another idea is it contains heat if drunken.

Manipulation Water is also called Control. When this water is used you literally can make anyone do something. All one needs to do is call it into existence. The water will know. It has no flavor and it has no substance except for essence. You can cause fear with this effect.

Manipulation Ice is also called Controlled Domination Ice. It has the normal coldness of ice yet it will control and dominate anyone who drinks with this ice. With the wielder's direction this could be deadly.

Manipulation Air is also called Domination. It is the air that is breathed and can dominate your mind. People use this air to make body switching happen. The mind dominated can make it easy to change to a new owner. This air is not detectable except by the controlled.

The victim of the lightning attack formed from this air will become dominated. This is from Domination air and Energy fire.

More combinations:

Manipulation earth water is charm control oil. Its seeming as to control charms by suggestion, this oil allows it. Spread about, it makes the charm easy to control and dissipate.

Manipulation earth air is a charm of domination. This is a lesser form of domination charm, can make charming of another, to dominate them by earth, is some degree.

Firey manipulation air is considered Mutation Domination heat. This heat allows mutation domination and control, by thinking of the idea and the person.

Mutation water and mutation earth is control charm mud. This mud allows you to control a charm, with suggestion and spoken words.

Manipulation air with manipulation earth is a domination air charm. The domination charm that is greater in effect than the charm of domination. Where, it makes control of another by domination with air charming.

Furthermore..

The total effects of the combined elements may lead to Evil if not controlled. Thus, you need to have the effects you want in mind before using it. Then firmly control its power. Only then will not turn into a demon. These elements are also the invisible elements.

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## Stealth Elements

Concealment is the element of stealth earth. It is the act of hiding using earth. To use this element think of not being seen. This element is not detected as it will conceal everything the wielder would want. To define the moment of Concealment is to make use of the element.

Cloning Concealment Lava is the stealth lava. This lava will cover a landscape in minutes as it makes more of itself. It is non detectable. There are very few that can outrun it. The temperature of this lava is around 500 degrees kelvin.

Cloning is the element of Stealth Fire. Use this element to make perfect copies of anything. This element is useful for making unlimited amounts of money. Thus Cloning is unseeable except to the person who clones. One can even clone themselves.

Draining is the element of stealth water. Use this water to remove any evidence of the energy that was there. Remove energy from a clog and you clear the drain quickly. This water is useful for removing bindings. The element of Draining is unseen and is only a force.

Remove illusion ice is stealth ice. This ice will allow you to be seeing right through illusion. Drink with this ice and you've imbued yourself to see past illusions.

Illusion is the element of stealth air. Use this element to make make people believe in the fact of something being there but not there. This is is truly an amazing element. It is seen as the person believes it is to be. Anything formed with this will be an illusion.

The lightning formed from this air will be an illusion. This illusionous lightning comes from Illusion and Energy fire.

More combos be:

Stealth earth water that is concealment stealth oil. This oil will make concealed stealth easy.

Stealth earth air is concealment illusion gravity. This type of gravity is generated by the self, and will cause concealment of illusions, in the area.

Firey Stealth air is cloning illusion heat. This heat be with the effect of cloning an illusion that be near the heat.

Stealth water and stealth earth is draining concealment mud. This mud thats applied or flowing in an area, will cause an effect of draining a concealment. So you will see the area, much more clearly.

Stealth air with stealth earth is illusion concealment. This is the air effect of illusion concealment.

Furthermore..

Stealth is the combined effects of the four stealth elements. It is the thief's best friend. Use it to best effect for hiding things. One does not want to find themselves caught or sometimes bad things can occur.

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## Dark Elements

Space and Earth is Dark Earth and is the Shadow element. Shadow can drain on touch or at a distance and is a live force given power by earth. Shadow can remove things without notice and it would seem like it was never there. You can move with shadow and go places or see with shadow. A shadow attack is always ended in death. Shadows prefer dark places and they make the area dark if they visit. Then when they leave, the area has light and the area power back again.

Shadow Restoration Lava is the lava that sends draining shadows with strengthens dark beings while it burns with heat. Dark Lava is black in color and has no heat except that in which the person thinks it has. It has no substance.

Restoration flame is Dark Fire and is truly amazing to see. Dark Fire is seen as a black flame without any substance. It supports shadows and strengthens people who use shadow. The flame itself doesn't actually exist on this plane of existence but in the shadow realm itself. It regenerates the dark beings that include liches, shades, shadows and dark mages. This element will give peace to the one who looks upon it.

Restoration Substance firewater is the firewater that is what restores and no drugs or thought substance. Even if its in use you destroyed it and restores itself or things you use can disrupt their own operation. This firewater bade in the firewater realm or not if used to create with by will become self-restorative of in and of itself. Another name is regenerative materia.

Substance water is Dark Water or dark night energy thought to water. With dark water one can in use thought make anything that is imagined. It keeps its form however long the wielder wants. There is another as their in idea that true to your feeling, hurt or not hurt is true to your feelings is no drugs with this if the use then your use is energy and you feel nothing to do. It can keep on reforming until it disappates in the sun. It cannot be in direct thought by sunlight unless formed into a shape. It is not fully strengthened by darkness and Dark Chi Flame. Dark Flame will kill those of good alignment and those, this is more useful in blood and that abuse is the area energy that makes by influence are dead. This is by the nulled backlash effect that comes from a return idea set by Death and ruled by Hades.

Substance Cloaking Ice is the ice that can cloak the person even in sunlight. One drink with this ice will make the person unseen.

Cloaking air is the Dark Air. This air will cloak any person in dark energy or object, that the caster desires could disappear until the dark energy is thought gone. The cloak literally drapes the person or dark energy object in shadow until they aren't seen. Thus the shadow cloak will last in dark energy by dark dark places and sheltered areas. Sunlight will disappate it. This is a point in the energy, that you create in idea the point that you do.

The lightning formed from this air will be hidden and kill on sight. It comes from the Cloaking air and Energy mixed in dark energy fire.

More combos be:

Dark earth water is shadow substance oil. This oil will become very unique, as it ages, for once formed, it can cause corruption and empathy. This be the substance of shadows, where it is in oil formation. It starts out, by being spread and it causes ability to appear, along with some dark suggestions that come from nowhere.

Dark earth air is shadow cloaking gravity. Similar to the stealth earth element, it seems to use gravity to cause shadows for cloaking people and things.

Firey dark air is restorative cloaking heat and is as the effect is suggested. This heat will cloak the person or thing in a restoring substance, that acts in an area when darkness is there.

Dark water and dark earth is substance shadow mud. As it dries, it does the same as shadow substance oil, except its not oily, there's muddy shadow substance instead.

Air with earth is cloaking shadow substance. It forms where you intend and when you focus it to exist, then causes cloaking through dark air and shadow substance through dark earth.

And furthermore..

Dark is the dark energy element of what exists in the universe, some darkness is a part of this. That represents all the Dark elements. Thus this is nightfall that can allow for shadows to exist. When Dark is used, this is undetectable and the choice element of magic users.

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## Light Elements

Life is the Light earth element. Using life you can resurrect and restore a person or objects. Life in itself brings hope and resistance to any spell or destructive feelings. Feeling Life you must keep balance. If no attempt is kept then there is Chaos. Life can restore memories and the soul. This is an element of self-determined growth. If one controls Life one controls balance.

Life Light Lava is Light Lava. This is the only lava that will restore people while it flows. It brings spell resistance that aids in spell fights. It also brings an unnatural light to the area. Life Light Lava will raise people by infusive heat and it burns at whatever the caster wills. It can melt people or objects in an attack. This is only found as a usable source.

Light is Fire from the earth and the sun. One sees Light as a way of Sight. Light can dispell shadows and banish bad enchantments. It can recharge one the more one works in it. The Light is a force of guidance that will aid in darkness or day. This force will always aid in winning a fight. Focused light can hurt anyone. One can travel using the Light.

Positive Light is Light firewater. Positive light serves as force and electricity. This force force can cure or heal as well as cook with the right amount of force. Recharge is possible with this force. Another name is electricity or bioelectricity.

Positive water is the Light Water element. With this water one can revert insane people to sanity. One can make resurrection possible with the thought of raise while administering the positive water. Using Positive water with items will make the item charged. This is the miracle water that can do anything. It looks like normal water.

Positive Heat Water is Light Ice. Light Ice is the ice that is warm and positively charged. It keeps it clear form by the magic of the Light. The use of this ice will infuse a drink with a powerful curative. If other enchantments are in the water the ice will enhance the positive and banish the negative spells.

Heat is Light Air. This comes from Fire and Air. Heat grants mages a power source. It is the key to staying warm. Finding warmth in the night is to use fire that transfers heat particles to the air. Heaters also deliver warmth. An infusion of heat can enchant an object faster. Using an object in heat will strengthen spells. Casting spells in heat will make the spell stronger. Heat travels on a convection current.

The lightning from this air will form with a lot of heat and strike with deadly force. This lightning comes from heat air and energy fire.

More elemental combos:

Light earth water is life positive oil, wherever this oil is, theres a life positive attitude and positive energy, that is there as a source.

Light earth air is life heat gravity, that is self generated and spreads the heat of life.

Firey light air is light heat. This is the heat of the light that be near and is in the area.

Light water and light earth is positive life mud. This mud causes you to tink of positive life idea and do positive actions.

Light air with light earth is heated life energy. This is the arguement energy that can cause arguements of many sorts.

Furthermore..

Sunlight is the cumulative effects of all the Light Elements. This is the Solar energy that powers the human body. The power of the Sun is that which one can use directly as a power source. Transform into a Sun Dragon to make yourself invincible to attack. Used as an attack, the Sunlight can incinerate an attacker.



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## Strife Elements

Chaos is space plus ether and is also Strife Earth, as it uses ether to create events in space that is multitudinous. The more events created, the more chaos is there. The more negative there is. Chaos also warps and changes anything. So, you can use it to morph things, warp effects, power yourself and others, or as a shield to bend attacks or spells.

Chaotic Destruction Lava is Strife Lava. This Lava will destructively kill and morph things as it flows. Its temperature is 700 degrees kelvin. This is called by the caster of spells.

Destruction Fire is Strife Fire and will destroy anything in its path. It is fed by destruction. This includes incinerating objects or attackers. Burning from within to destroy the victim or object. The Strife Fire will only cause more destruction and it is fed by destruction. .

Destructive abuse is Destruction strife fire water. This water will mesmerize, cause divorce, make messy events out of fear jealousy misunderstanding and abuse. This water is called ugly argument.

Abusive water is Strife Water. The water of Abuse will cause disturbance, destructive behavior, and stupidity. It will also cause poor coordination of body. Bad words at any time. Disturbance of spell casting and purposeful destruction of projects. Abusive water is also called water of corruption. Abusive water is seen as normal water.

Abusive Collision Ice is Strife ice. The ice looks like normal ice and yet will kill the victim who drinks of the drink with this in it. Strife ice will bring panic attacks within minutes. It will then turn the victim upon said victims friends and then uponst said victim from within as the killing stroke.

Collision air is Strife Air. This will attack by many means the people around. The attacks include objects. This is the perfect shield that will kill an army and leave the wielder in peace. Collision air is called the strike air.

The lightning formed from this air will make quite an impact before it hits. The victim could die by being near it. This lightning is formed from Heat air and Energy fire.

More combos be:

Strife earth water that is chaotic abuse oil. This oil spreads and causes a chaotic activity thats abusive. To be avoided, if you can.

Strife earth air is chaotic collisive gravity. The gravity of this self generated type, be to cause chaotic and impulsive collisions.

Firey strife air is destructive collision heat and it can make any destruction from a collision.

Strife water and strife earth is a abusive chaos mud. This mud be spread and is generated from the self action. Its made on intent and idea to be done and then formed as a muddy action. Its interesting and to be avoided as it causes abusive chaos.

Strife air with strife earth is collisive chaotic war. This is sometimes unavoidable, but it is very bad to get caught in this wind.

Furthermore..

Strife is the ultimate element of destruction and the cumulative effect of all the strife elements. It will destroy a victim or object and determine the best method to destroy by itself. Use this as a source and you will find yourself stronger. Assasins make use of strife. Another name is the Strike Elements.

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## Imitation Elements

Imitation Earth is Power earth. Built up power makes order and positive action. Use this earth to power yourself for anything that you'd want to happen and make order from that power. This Power allows you to use the earth as direct power as if through a link or focus. Power any device or yourself through a core tap idea much like the sun. This power is like electricity and gives a sense of self.

Imitation Lava is Power Copying Lava. This lava will spread itself across the land and spread power waves while doing so. It will literally cause malformed copies of anything near it. A wielder can use this to create power items.

Imitation Fire is Copying fire. Use this fire while imagining another duplicate of the item or person beside the original to make a copy. Thus you can copy anything but it will be flawed in some manner. This fire gives no heat.

Imitation firewater is mirror copy. Use this firewater with care as ye can clone a mirror image of a person or yourself. Copy anything with it and attempt to make a clone of yourself thru this element. This is very useful for fighting yourself for a lot of experience. Another name is mirror image.

Imitation Water is Mirroring water. This water can mirror anything that is living. If made to look like you it will copy your actions in every way. The Mirroring water will also be able to copy object form actions. This is useful for copying voice everywhere that you want it heard from another location. The Mirroring water can ultimately be used for simulacrum. The exact copy of yourself except somewhere else.

Imitation Ice is Mirroring Sharing Ice. This is the ice that can copy the actions of and look real because it shared the properties of the object or person. The drink with this ice in it will give you the ability of a doppelganger. This ice is unstable and looks like normal ice unless used to create a perfect simulacrum. It can also form doppelgangers.

Imitation Air is Sharing air. Use this air to share any property. The properties of any object can be shared by focusing on one item or person and thinking the properties in the other item or person. Thus you can copy the properties of anything.

The imitation lightning air formed will give you the victim's attributes as it strikes. This lightning comes from Sharing air and Energy fire.

Further combos of this elemental group be:

Imitation earth water that is power mirroring oil. The oil that is spread about and becomes able to mirror powers that are in the area and becomes a shadow of that power.

Imitation earth air is power sharing gravity. This gravity can be safely generated using a magical object. As, it shares its gravity of idea and whatever power is placed in the object.

Firey imitation air is copying sharing heat energy. This element will cause a copying and sharing heat that's energy based and hard to dispel.

Imitation water and imitation earth is mirroring power mud. This mud, once created, will mirror a power and make what is coated in it, to be like the power that be.

Imitation air with imitation earth is sharing power energy. This is like the power sharing gravity, except it does things oppositely, as this element first shares and then causes power to be shared by an air-like effect.

Furthermore..

Imitation is the cumulative effect of all the imitation elements. Using these you can perfect the arts of Illusion. This will also save your life when attacked. The hologram is the ultimate illusion.



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## Additive Element

Additive earth is Glamour. This is the element that will form another form over an existing form. Make anything appear as something else. Try to focus the image over the image and give it your life force to make it happen. Think of the property of mind to enchant with and visualize the effect in the person or object. Then give of your life force to make it set with the word lock.

Additive lava is Energy Glamour. Use this in force craft as making a glamour permanent through Heat infusion. The Heat of this lava causes a permanent glamour change. This lava can only be used as force.

Additive fire is Energy. This is the manipulated force that will add to anything at your will or make an effect that you want to happen such as a force field. Amplify any effect or spell, that you want. This is the guiding force of Force Craft and Jedi abilities.

Additive firewater is energy adaption. Energy of this sort adapts anything to mask items. One can cloak anything with this as it will change the nature of the object. Use this firewater to change the words on a written page as if it was never changed. One can change even a contract with the subtle firewater energy. Another name is masking water.

Additive water is Adaptation. This water will cause literal instant acceptance of the situation and manipulation of the moment for the wielder. Use this as a force to get over problems that won't go away. Make the dissolution of nightmares and stress possible through understanding.

Additive Ice is Adaptive effects ice. This ice will cause effects that make the person accept the effect shown as natural if used in force craft. Additive Ice will make the drinker of the drink with this ice in it adapt to any situation and accept any event of effect as natural.

Additive air is Effects. The air of effect is to make a moment happen. When imagined the the effect of choice will appear as the caster wills. When the caster imagines the effect it will make a drawing of energy from the element represented.

The lightning formed by this air compressed is showy and deadly as its formed from force and compels if not killing. This is lightning formed by Effects air and Energy fire.

Further combos be:

Additive earth water that is glamour adaptation oil. The oil, that once spread, will cause a glamour adaptation and this will change the glamour. To, whatever you would like it to be adapted to.

Additive earth air is glamour effects gravity. This is self generated gravity that causes the glamour effects, as though it were done, by the mind and withought you knowing.

Firey additive air is energy effects heat. This heat be the energy effects source, when there is heat, the effect can come about more easily.

Additive water and additive earth is adaptation glamour mud. The mud spreads itself about and causes an adaptation to the glamour effect, that whatever is spoken and thought on and near it.

Additive air with additive earth is the effects of glamour energy. This element combination represents the effects that glamour energy casts about. Whatever they be.

And furthermore...

Additive Forcecraft is the full collaborative effect of all the Additive elements. The effect of Additive is to make effects of Forcecraft. Make any effect visible or invisible with force craft and use all the the other elements with it if you want. Forcecraft will pull the other elements into service.



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## Subtractive Element

Subtractive earth is Unseen. This is the force of unseen change. The unseen changes will be undetected if not looked for. This can be anything dark energy to casters will through imagination or desire. One can make anything happen dark energy wise and this will be undetected.

Subtraction lava is Unseen Reverse. Use this force of lava dark energy to heat yourself and to force a removal unseen. When this lava runs along the area ground it will undo any anything in the area. The heat of this lava is decided by feel upon detection by the wielder.

Subtractive fire is Reverse. The power of Reverse is the power of dark energy to render any attack effect opposite. Thus one can also make a negative effect by dark energy positive or vice versa. This will only effect what the caster desires and will dark energy to make a suitable shield. Make behavior modifications by this force. This is only a force to be used.

Subtractive firewater is Reverse Undoing. Use this firwater of dark energy to undo while reversing events to wipe the event from history. The usage of dark energy by this always leaves a storm while in effect so another name is erasure firewater. The element is responsible for this, think to use the elements carefully and you avoid a storm.

Subtractive water is Undoing. This water will make anything as if undone when used with feeling and imagination. There can be feeling manipulation by dark energy of the Undoing force as well. Make mistakes disappear with the use of this force. This is only a force of water like vapors.

Subtractive ice is Making. This ice when in effect as a force an will make, the item return that is imagined as if by will to desolve the tissue. You can cause the muscles to spasm or disollution in the upper worlds. Think to make an effect or event come as an idea back as if the caster wills things to exist. Make any event or item with this force. Sometimes when in thought this when making it alerts people.

Subtractive air is Nothing or Dark Matter. Dark matter supports 51% of the universe and is unseen, that is where dark energy is the energy of the unseen universe and accounts for 46% of the energy of the universe. The power of Nothing is Dark Matter manipulation or dark energy. This power will support everything and create anything, that your brain thinks to create by idea with brain waves sometimes in response to what is there. Call forth a lost memory by thinking about the idea and the idea could form if the one so desires. If the idea appears, then things work the way that you wanted. If not, then the idea is not there.

This is called a full manifestation. This Force is a great storage device of everything lost or destroyed. This force of dark matter and dark energy is controlled by belief or Forcecraft. Forcecraft is what you think and the idea manifests somewhere, this can be where you think to look if you need the idea close by with feel. That could be anywhere you think to look with feel, otherwise that is your spirit senses and this is realization from soul insight that I learned this was a point from where I observed there.

The lightning formed from this air by compression will make dark energy happen the person to do nothing. It is formed from Nothing air and Energy fire.

### Further elemental combinations:

Subtractive earth water is unseen undoing oil. This be the oil that causes unseen undoing of actions and events.

Subtractive earth air is undoing dark matter gravity. Dark energy creates what this be, the gravity of dark matter thats undoing whatever is near.

Firey subtractive air is reverse nothing heat. This be the reversing of events and by a point in seeming nothingness with heat.

Subtractive water and subtractive earth is undoing unseen mud. This mud is enchanted by the idea thought to this point, that is a point of 'undoing the unseen'. This is spread about activity or allowed to spread idea,

that is a point you imagine and this undoes the unseen to your actions.

Subtractive air with subtractive earth is dark matter undoing energy. This is the energy of the darkmatter and is similar to void energy. This dark energy causes an undoing of events by this energy effecting or affecting the area.

Furthermore..

Subtractive Forcecraft is the art of subtractive weaving. This is the collaborative effort of the entire Subtractive Elements. The Subtractive dark energy art is a solitary art that will literally bring the weaver to power. Abuse is done sometimes and possible so do not overuse this or you may get bad results by resolution. This is a point in the past that I remember the area and the idea, what happened won't seem to occur again as the one responsible is dead so I think that the abuse is over.

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## Indirect Elements

Indirect earth is Anti-magic and is the magic of iron. When dark energy is used, this is used by will and indirectly can effect everything. Focus and imagine the effects so dark energy actions that are to happen, occur. Seeing to focus try to think of the element. This is unseen and sometimes undetectable magic.

Indirect lava is the Anti-magic Time. This is the time of motions and thoughts. When used it will make moments happen anywhere in the spacial plane. This has dark energy with no heat except for background radiation. Thus this time flows backwards. Stay dark energy in this only as long as one dares.

Indirect Fire is Time. Time comes from Space and Aether. The combined effect make Astral energies. These energies create the time effects. Time is the change by dark energy of event and moment in a persons lifetime. Thus time is the moment of change. One can manipulate time, change the speed of attacks or moments by speeding the moment up or slowing it down and thats the time of effect. The actual element is the used idea, that you have and this exists on a plane or planet of existence with a higher vibration. That you have to think about to see.

Indirect Firewater is time death. Usage of the timedead causes death of the moment you don't want as it happens. Getting the moment right is easy with the timedead firewater. Another name is timely death as a life is a death or considered, nothing in life to create with as life can seem better if allowed to create or not as life was understood as what you think. Death in a moment was nothing except a stepping stone and other things that are else to what you thought, created by te notion and this is nothing if not thought. This is a point that I like to say, death is a passage of the soul and spirit to a much better place and time.

Indirect Water is Death. Death is Voids indirect reaction to dark energy life. It leaches and causes decay. Death can be used for raising by destroying with dark matter and matter energy the death. This is the force that kills with no mercy. But one can cheat the death by many means. Disease and Pestilence come from the interaction of death with life.

Indirect Ice is the Death Change ice. The ice of death change by dark energy is just moments when the time comes for people to die. This can be anytime so by dark energy this ice is very effective. That has no temperature except of etherical coldness. When the time for death comes this is the moment of death change ice that causes things with the element. The element is the thing that you think, then you know and you realize what and why the element exists for by feel. This has no other reason to exist.

Indirect Air is Change. With change there are events and moments. The moment of life is change itself. When change is influenced one must be willing to accept the responsibility if questioned. Thus face applies in which one can lie straight faced. Yet it would still be counted honor. Find a reason for change by dark energy and the action is not questioned. This dark energy is questioned though, the brainwaves are usually what give you the answer from dark energy. So when the brain receives a response by sensation and you realize the idea, that is done by the soul insight through the spirit that goes through everything.

The person who gets the lightning strike formed by this air with dark energy will change by the casters will. This is formed by Change air and Energy fire.

More combos be:

Indirect earth water that is antimagic death oil. This oil be the cause of antimagic death effects where this is applied. As this can be an applied direct force, think of the idea and you may get what you need.

Indirect earth air is antimagic change gravity. This gravity be caused by the antimagic changing the nature of the item or person. The effect on a person is thought to be more stronger and yet slightly deteriorated.

Firey indirect air is time change heat. This heat causes a time change effect, of whatever you think of, this is seeable in the area you placed the energy type of element.

Indirect water and indirect earth is death antimagic mud. This mud can cause the death of something its on, that's by antimagic influence.

Indirect air with indirect earth is change antimagic energy. The energy itself can suddenly cause change in an essence of nearby people or things, through antimagic.

Furthermore...

Indirect is the actions of indirection. This is where the dark energy actions are done and never noticed until its too late. The actions can be caught by feel and changed so this is never too late in truth. Another name is wizardry. Wizards by idea are the primary users of indirect actions.

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## Corruption Elements:

Corruption earth is Knowledge. This is the root of all corruption. The other name is power of corruption. To use this power is to control or guide those not knowing. To find knowledge is a harrowing task.

Corruption lava is Greedy Knowledge lava. This lava will bring fire to the power of control. Corruption lava will make most people do anything to gain the grasp of power. The information pull s them in and makes the pull undeniable. People will always want more. Sometimes the person will go to great lengths.

Corruption fire is Greed. The fire of greed is the moving force of change behind the corruption. To know is to find power. The power of controlling is another nature.

Corruption firewater is Corrupt Greed. This firewater is known for corruption by luring the enticed to an end designed by someone else. Thus the person becomes a puppet by lies, truths, deceit and falsehood. The ideas of face are based off this which is false br> honor. Another name is falsehood firewater.

Corruption water is Corruption and can make two forms of itself known in two ways. Physical and Inphysical. The physical is actual corrupted water and the inphysical is the need for protecting and craving more for yourself. This is represented in politics very well. With water of corruption come disease and pestilence as in physical manifestation.

Corruption ice is the ice of corrupted control and will make people wonder why they sought power in the first place. This is the power of gluttony. One must watch for this or suffer the price. The price is the loss of control and the consequence is not knowing anything.

Corruption air is the Control Air. This is the power of control by knowledge and skill gained. It is knowing that you can do things. This control will give you self-esteem of mind. Another name is mastery.

## More combos:

Corruption earth water is knowledge corruption oil. Spread this oil, using whatever means you intend to be effective. And, most knowledge that a person has, who's in the area of the oil, or even has it on. Will be corrupted.

Corruption earth air is knowledge control gravity. This is the gravity of knowledge control, to cause knowledge control, you get this gravity around you.

Firey corruption air is greed control heat. This heat causes the control of greediness and idea. Where, it is noticed and looked for. This element doesn't effect unnoticeable things, unless its in energy form.

Corruption water and corruption earth is corruption knowledge mud. This mud be spread and is able to cause corruption through knowledge being told near it. The influence is the key and the vibration of the words are the turning of the key.

Corruption air with corruption earth is control knowledge. This is knowledge that can be example or statements and its designed to control.

## Moreso...

Lightning from air of control is the lightning that will control others by mastering them. Lightning from this is Control air and Energy fire.

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## Diversive Elements

The diversive earth is aversion. Use of aversive actions is to do something rude or disruptive to make the threat go away. Thus the actions you don't want to happen will be not done if the aversive behavior is done. Examples are to act out of phase or disrupt other people in small ways by being antisocial. Making activity around you impossible.

Avertive Diversion is the diverted lava. This is the lava that uses disruptive and diversive actions to make it work.

Diversion fire is the fire that distracts and makes getting near you difficult. To provide diversion is to make use of multiple tricks that put attention away from you. Use of these tricks are the main staples of diversion.

Hidden distraction is divertive firewater and makes long range distraction divert attentive eyes to aid your win. This firewater allows people to be unseeing of your activity even if upclose. Taking advantage of the moment is using this technique as you find what they don't look for. It is never seen as a distraction as this is also called unseen distraction firewater.

Water of diversity is distraction. The distraction techniques will make this element work. Use this technique to make enemies and people not see that one do things. The use of distraction includes using objects and traps set at certain times to attract attention not to oneself.

The ice of diversion is the ice of distractive displacement. Use this to displace any object or person to another place without notice.

Air is the air of displacement. This air can displace any object or person. Imagine the place to send it to and then imagine the object appearing at that place. This place can be in your hands or any other place.

Lightning from the air of displacement and energy fire is the moment of a dazzling light and a disappearing person or object. It seems like the person died or the object destroyed. In truth the caster put them somewhere of their own desires.

More combos be:

Diversive earth water is aversion distraction oil. This oil be on use, to cause aversion distraction. It can make aversion and sometimes distraction of the people who be near the element.

Diversive earth air is aversion displacement gravity. This gravity causes aversion to events and displacement of idea or actions. By the idea of what you want, you can direct the element.

Firey diversive air is aversion diversion heat. This is the heat of an event, that causes aversion to events and diversion to the facts and idea presented.

Diversive water and diversive earth is distraction aversion mud. This is a mud created by actions. It causes distraction and aversion, to the moment and by people being near it.

Diversive air with diversive earth is displacement aversion energy. This be the energy of the earth that causes displacement and some aversion, to the moment of the the displacement.

Moreso...

Diversity is all the elements in this group altogether. To use the diversity of the moment will make winning easy. Thieves and Assassins use diversity. Use these to great great effect.

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## Vision Elements

Vision earth is the third eye. The third eye is the subconscious eye that can manipulate anything that is in existence. It does its own thing and will make the moment of existence for a person much more easier. This eye will counter all spells set against said person and it. This is a tool of the telepath.

Vision fire is Vision itself. Vision is the sight of the mind that allows for great things to be seen. Its visible sight and third eye sight which is the vision of the mind. Things in meditation can be focused upon as vision easier. Think of the works that with training the mind senses can be focused and honed to see. This is psionics and it provokes visions from within. Use this vision to see the future and events related to the self.

Vision firewater is Prescienc of the mind and allows you to see future before it happens. The viewer is often gifted of an event as it might happen of themselves or others when doing something. Reflection or Glimpse is another name for this as this firewater is reflective of events.

Vision water is the water of Sight. Sight is the moment of elements that consist in some part of water to induce sight. Thus to use sight one makes visions from without. Use this element with scrying of people or events.

Air of vision is mind. With the mind comes peace or disruption and panic. This air can also bring visions as one sees them in the air. These are sometimes called phantasms of the mind. One can be psyched out by the moment of disturbing phantasms. Mind is often used for the impulsive actions in someone else to urge the person on. Use mind to make moments of peace or disruptive panic. Another name is influence. This is a tool of the telepath.

Lighting of the the vision air is formed from energy fire and mind. This is the lightning of phantasms and will have the person screaming before it hits. Meaning the strike of the lightning will always hit because the victim or victims will be panicked into not moving. They will see phantasms in the mind.

More elemental combos:

Vision earth water is third eye sight oil. This oil causes your third eye to be sightful. Rub it near your third eye and on your forehead, to get effect. It may be invisible, to the eye especially. But, by imagining the oil being spread, will cause the spreading.

Vision earth air is third eye mind gravity. This gravity can be caused by the intent usage, and the third eye making the intent real. Where its to cause mental gravity and importance, on things.

Firey vision air is vision of the mind heat. This heat causes the vision to appear in your mind, of the things nearby, that you would want to cause a person to see. It is summoned by the third eye.

Vision water and vision earth is sight of the third eye mud. Basically, this element energy type will be a part of the mud suddenly, and where it spreads is likely to cause sight of the third eye, on thinking of the area.

Vision air with vision earth is third eye mind energy. This is a combination, of elemental energy types, that makes energy and this energy makes the third eye cause mental events, to be real enough.

Furthermore...

Psychic is all the vision group together. This element is the symbol of all that is vision. Being phychic grants you a gift of always knowing the events without being told. Most scryers, visionaries, investigators are phychic.

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## Protection Elements

Shield is the earth shield. This element protects you from all hazards or disruptions. An earth shield also reduces damage by a certain amount and removing the damage after. This element can be called a ward.

Shield Protection is the lava shield. This element keeps you absorbing excess damage and protects from all hazards. Lava shields also reduces damage receive plus remove damage on the body and returns the damage to the attacker. Another name is the restoration shield.

Protection is the fire shield. This element absorbs damage and returns it in fire damage to the attacker. The fire shield will keep absorbing the damage plus removes the damage on the body. Another name is damage shield.

Protection prevention is the firewater shield. A firewater shield will ward away the damage and absorb excess energy to return it to the attacker. It can pass the damage to someone else. The protected of this shield is never hurt. A name for this is pass shield.

Prevention is the water shield. This shield acts by warding away the damage or danger leaving the protected unharmed. Water shields can be used to go unnoticed through areas or avert many destructive personalities. Another name is a preventative.

Prevention deflection is the ice shield. This shield causes rearrangement of any attack to be cast on the attacker meaning the attacker attacks himself. Ice shields can also prevent attacks by warding them away. An added benefit is the energy of the attack returns useful energy to the protected. Mostly the ice shield can be used to take out attackers as they attack. Another name is the rearrangement shield.

Deflection is the air shield. Air shields act by deflection of any element thrown at it and remove the damage if any. The air shield makes its use also to prevent projectiles from touching the protected person. Another name is the countershield.

More element energy type mixes be:

Protection earth water is shield prevention oil. This oil acts as a shield of prevention to that which its placed.

Protection earth air is shield deflection gravity. This element energy type causes gravity by actions that make up a shield deflection.

Firey protection air is protection deflection heat. This is the heat that causes a protection motion to deflect the momentary element.

Protection water and protection earth is prevention shield mud. This enchanted mud will cause the state of prevention by protection. In and of things and people.

Protection air with protection earth is deflection shield energy. This energy protects by causing an energy that starts of the aura and is by the soul. The protection is formed into a deflective shield.

Moreso..

Shielding is the group effect of all the shield elements. This is all aspects of shields that can work for you. The shielding of a person will protect until overcome in some manner.

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## Language Elements

Understanding is the language earth. This forms the basis of all languages and makes intelligence possible. What makes this work is information. Gathered information makes ideas flow and understanding fluent. This element can be called intelligence.

Transition is the language lava. Understanding projection is the alternate name and this element rules transition of state. Any language must be transitioned to where it is perceived. This is using understood knowledge and a projected message to get across your meaning.

Projection is the language fire. When projection happens one sends his thoughts in the form of a message. Thus thought projection is immediately understood by the mind. There is also image projection that makes its presence known only to the intended person or group. This is also called telepathy.

Reaction is the language firewater. This is where the reaction on the projected message through translation water to make the message transferred. There are several obstacles along the way to reach its destination. These are distractions and blockers and can be overcome. Another name is the medium.

Translation is the language water. Translation effects through understanding the given and known information. One who understands the information that is there is on top of the moment. This is also the information element.

Perception is the language ice. How one perceives the message is how one reacts to it. There are several distractions depending on circumstance of the message. Thus its not always received. This uses Translation and Communication.

Communication is the language air. The act of getting understood by those you speak with. There are two parts of it. Sending and receiving. One sends a message and one receives it. A medium is always used to send the message and there will be distractions from that message. Making it possible to miss the message. This is also called the speaking element.

Message is the language lightning. This lightning is the act of getting a message understood through distractions. Communication is a part of this and so are the rest of these elements in this group. This lightning will burn to get attention then deliver its impact as its main meaning through various means.

Other figurative elements be:

Language earth water is the understanding translation oil. This be the oil that is spread by imagination and thought provoking. The idea is what rules this and the moment be what details the action, for understanding the translation of events and words.

Language earth air is understanding communication gravity. This be the gravity of the moment, that's brought about by actions. And, the gravity of the understatement. By, understanding the communication, of the moment. Good use of the gravity, can draw attention to things and then the things can be spoken about.

Firey language air is projection communication heat. Also known as fighting, where fighting is one step farther than arguing. This figurative element uses projection as communication and the words projected, themselves.

Language water and language earth is translation understanding mud. This is a energy type of mud, that is making your mind or anyone near the mud, able to translate and understand.

Language air with language earth is communication understanding energy. This mix of the figurative elements, makes use of energy, for understanding by communication. Where the energy of the moment brings the understanding.

And furthermore..

Language is all the elements in this group put together. Making things understood between two people or an audience. This is assured as an thing people express for understanding, This also used for socializing.

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## Hyper Elements

Inductive earth is suction that pulls things toward or away from you. This allows for hydraulics and air suction to happen as it causes the sucking force that allows it, by various means. Including shifts of subatomic particles to cause the same idea. Electrical flow is negative to positive and will make most appliances work, plus it is an Electrical engineerist viewpoint. Another name is suction force or induction.

Hyper Inductive lava is subatomic energy flow. Hyper inductive lava introduces new elements to an area thru atomic displacement. This causes power to flow through lines or electrical discharge to the human body. Electricity flows thru lines of pliant (shapeable) metal by focus of subatomic particles to shift forward by negative atomic valence movement. Also probable is the persons movement of displacement as explained by Einsteins law of gravity ( $E=MC^2$ ) that means a person moves forward displacing subatomic particles to flow around said person or airstreamed to be behind them thus the person moves forward. The atomic bomb is a good example of this as it proves what happens when you split the atom by hyper inductivity. A hyper inductive energy field will effect an abnormal growth of size shape or tissue by cause of the cells taken new energy in as fuel and inducement of growth mutation. This can be called gravity or energy.

Hyper fire is subatomic fire that allows for subatomic particle interchange. Like the mathematics for algebraic number replacement that switches equal numbers through an equation. This allows for the particles smaller than an atom to produce heat thru activity or moment particle placement causing gravity suction. Another name is particle heat.

Hyper intro firewater is subatomic away flow that streams away from you. Hyper intro energy can make something flow backwards including time as this energy flows backwards while it flows away causing changes through replacement effect. Heat exchanges of subatomic particles are cold heat that is below zero cuz the flow away reverts as it flows. You could stand seeing an event happen before your eyes backwards while this energy interacts. Events could flow forward too with future consequence making time flow. Another name is time events.

Introductive water is the flow away push by water, that allows for things, to be pushed away. This flow away from yourself makes easy translocation somewhere else because the current will drag an object or person with it. Introductive water will also cause shrinkage as it will take energy away from the live person or subject to cause conservation of the cell making it shrink. Positive to negative electrical flow will occur by this introductive energy field supported by physicists. You can weaken the subject effected with this energy field as well as other things. Another name is weakening field.

Phase shift ice allows the body to be able to phase to other existences or place things in storage This being true makes it possible for physical shifts of person or object cuz the subatomic particles flow away while it induces a shift of said target. Thus the object or human is temporarily not there yet is there in a different form. So this force can preserve things or move things to other places from within to without as it effects from within to effect the whole thing. Another name is phase out.

Inducement air is shift air that makes objects or people phase to another place or form. This air is pure concentrated effect force that works with both induction and introduction forces to create the phase effect. Phasic effect fields are instant and will shift at someones will or a machines energy manipulation by various ways to various effects. It can displace people or objects to any other place or form cuz of induction or introduction fields. Another effect is to create effect fields in any area or of anything such as images or air conditioning. Another name is inducement force.

Phase lightning is heat lightning that allows for people to move outta existence. This lightning is the force which is energy allowing the shift to occur phasing out things from existence. Focused subatomic force effect is represented by this lightning as it builds on an target to cause the phase out.

More elemental energy types:

Hyper earth water is inductive introductive oil. Where, you get the pull and push of inductiveness with introduction of energy, by action. As in a suddenly more energetic item or idea being spoken on. This includes better output of effort and effect.

Hyper earth air is inductive inducement gravity. This be the gravity that pushes and pulls on will and triggering a shift effect. By enough activity giving the phase shift energy.

Firey hyper air is hyper inducement heat. This be where there is a upping of energy and a phase shift, to a farther away place or somewhere.

Hyper water and hyper earth is introductive inductive mud. This mud is enchanted, by an introductive inductive effect. Its spread to an area or placed on someone, and it causes a pull and push to become phasing, of object or people. Sometimes on will.

Hyper air with hyper earth is inducement inductive energy. This be energy generated by usage, of two figurative element energy types. To cause the effect, of phase shifting by the push and pull, of something or someone.

Meanwhile..

Hyperforce is the hyper energy forces that allow for most object or people interactivity plus it makes things manipulatable. It has the possibility to be called gravity effects or teleportation plus other things and this is the hyper forces combined to makes the bend in matter occur that effects time.

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## Wild Elements

Wild earth is wild energy construed as wild magic. Wild magic is just pure force without conditioning being raw energy thus mostly chaotic. To use this force you need to work with logic to plot its course by use of conditions the energy uses to conform itself to. Another name is raw energy.

Wild devour lava will makedestroying a city block easy as there is no control of it whence its unleashed except for wild mages with expertise. This lava will melt with wild energy anything in its path as it flows along an area fairly quick. It has no heat except what the person wants to feel. Another is wild lava.

Devour fire is wild fire that is so concentrated it devours anything in its path. This includes wood, fabric, stone and other material cuz of fire concetration being wild making anything be eaten as fuel in its path. Devour fire can also destroy the death of a victim if focused right. Another name is wild fire.

Mana devour firewater is wild firewater that is capable of devouring any power source. This source can be directed by outside forces like magnetics, magic or channeling. When it eats a souce up it destroys by usurping from within to form a false power plus mana devour firewater has possibility to be used as an inner channel of any power to deliver a hidden message alluding people to make believe that its something that it isn't as in allusion (misleading). Another name is ability loss or false power.

Channel water is wild water that does any number of possible effects that can be channeled to make occur by meditation and focus. Use this water to channel effects thru as it has no outside control except for the channeler. Another name is wild water.

Channel mana ice is wild ice that strengthens thru events to make a person better from within. To use it try to focus it into existence making it condense from mana air and channel water to form into some type of ice cube. Its exact temperature is below zero so you want it to form in a sealed area. Another use is to channel its effects inside someone to gain the chaotic effect of desire. Another name is choas ice thus its useable by chaoticists.

Mana air is magical source air that can be used for anything of magical purpose. This air supports any magical purpose in which is magick in itself such as a magical rite. This is the true source of power that can strengthen any rite or person to lengthen a persons life infinifetly if possible. It can deter problems from happening as long as possible so it can support in many ways. This is an olden power far older than it seems that comes channeled from the gut thus not to be misused as its a very strong source. Another name is mana source or old power.

Blue lightning is mana lightning that can succumb anything to its will plus be undetectable before it hits. Its an energy that strikes with incinerative force or a force that makes the victim succumb to the casters will. Another name is magic lightning and is directed by will.

More energy element combos be:

Wild earth water is wild energy channel oil. This be an idea energy, starting out, that induces a thought which makes a wild energy surge channeled to some place.

Wild earth air is wild energy mana gravity. The gravity that starts out as a mental creation. Then becomes something, from wild energy and mana being focused by your intent and will. The intended will can be expressed. At first, the effect is to kill the action, then the actions build up the wild energy, to create the effect. As though it were a gravity, for the right actions.

Firey wild air is devour mana heat. This heat energy type, be to cause devouring by mana and heat is generated, from the activity. This can drive you insane, if gone too much in working with it, or if your effected by it.

Wild water and wild earth is channelling wild energy mud. This created mud from enchantment, be from channeling wild energy, for the effect of placing the mud and getting a powerful, but somewhat unpredictable effect. The general intent is what be done, most times. If too much stress and wild energy, then you could go crazy.

Wild air with wild earth is mana wild energy. This be the energy of deferrment. Where the actions you do, causes the energy and by what you do in deferrment, can you direct it. Otherwise, its somewhat interesting to control it. As it refuses direct control, it becomes hard to be within control. Be within becomes be without things and idea and you lose energy.

Moreover..

Wildness is the force of uncontrolled nature that will turn the tide of any battle or make seem the person to be of uncontrolled wildness. This is the force of the wild element altogether and is totally unpredictable as its raw nature force at the hands of wild mages or chaoticists. Only dragons and fey can use this force without problem as they are wild benenergy beings.

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## White Elements

White void is white earth that is an improving element. Where void magick itself degrades the mind. White void magick actually improves it. Every negative thing the dark void does, the white void reverses. This proves that you don't need black magick to achieve results that uses black magick.

White lava is White earth fire that is improving faith by its influence and it can induce terror in those it effects.

White fire is faith fire. This is the fire of faith made from white void and fire, it is empowered by how much you believe and can overwhelm nearly anything. This can kill demons.

White water is refreshing water that is holy made from water and white void. This is the water you use to repel vampires and evil from an area. It can replenish you and create energy in the body. This water is thought holy and made so by the faith you have. This is empowering the subconscious to create it.

White ice is holy enlightenment ice. That is the ice that you can use and enlighten people with as you cool things off. This is made of white void and water and cold air.

White air is enlightenment air made from white void and air. This is air that enlightens you as you breathe it. This air lets you know intuitively and be able to cope with many things creatively.

White lightning is creative destruction lightning is made of white void and an energy charge. This lightning can destroy any machine and cause demons to flee. Hit a person with it and you give them a creativity spurt.

More elemental combos:

White oil is White earth water that improves and refreshes. Squeezed plants and things can emulate this oil. This is where essential oils improve things as they work.

White earth air is white gravity that is made of white void and earth air. This is improving things as it enlightens the mind. This is the gravity that makes the aura be able to enlighten people as you get near them.

White firey air is Faith enlightenment in activity, this is pretty to see but isn't really useful except to help your faith in things to come.

White mud is white void with water and earth, this mud can make holy anything by improving it.

White air earth is enlightening improvement that is made of white void and air with earth. This makes it so that you improve yourself as you enlighten off of it.

White firewater faithful holy water this firewater is hot and holy made up from fire and water and white void. It can create holyness by spreading its flames to others.

Furthermore...

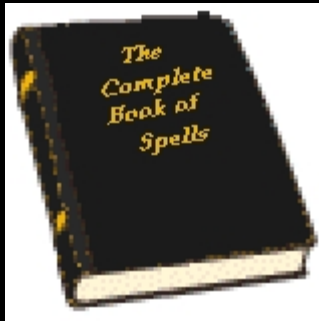
Ascension element, this element causes you to ascend as you use it. Its made up of all the White elements. This is the culmination of all white elements that you can use in a moment.

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## Elemental Interactions:

There are interactions of different elements that get mixed results. below are the effects:

Cosmeria is the general conjoining of Ether and Aether into Akasha or united spirit (Animus) and mind (Neuro), it defines the wholeness of the universe and is the giant container. Ether and Aether act as messengers and gain divided power, they also act as the rules and boundaries for the universe. Basically Akasha also has the attributes from both Ether and Aether making gray matter that is imprintable only once and it forms in any shape the wielder wants plus invisible at first. It transcends dimensions and is reality itself. This gray substance, Akasha, is usually impossible to wield but with the third eye and imagination you can wield it. With Akasha you can make anything work for you or do things. Its the strongest boost for any spell. If you tamper with this element, would be tampering with the fabrics of Reality. This may not be safe for those who do not look ahead to consider all possible consequences.

There exists a negative form of it known as Corrupt Cosmeria or Corrupt Akasha, its very existence is shrouded in mystery, but it has the ability to deform space and time, corrupting anything in its way to the will of the person. It forms a addictive unseen substance called corrupt red matter that is used by demonkind mostly. Something forged of this substance has the ability to slice through the boundaries of reality while immuring the wielder to addictive substance giving a good feeling to the person all the time of use. Yet again this substance is normally considered unwieldable unless wielded thru chaos or void to corrupt the person in a general direction and is always imprintable with no actual form.

As for Infini, every living thing contains it, obviously. When something is used, Infini is acted as the fuel, though Infini is never actually 'consumed'. Everything, including Cosmeria, was derived from Infini. You could think of Infini as the light that hits a prism before it divides into separate colors of light. And because of this you'd need enough power to force the separate colored lights (elements) back through the prism to attain and control Infini. A feat that has thus far been unaccomplishable. There have been some cases of people all of a sudden encompassed in a golden light. Everywhere they look is goldent, though this doesn't last long it's a wonderful feeling. This is the closest (in my opinion) that man has ever gotten to infin.

There are several types of Infini, I just know the brown Earth one of shit and stuff power, the golden one that's Fire, and the blue, water one of lightning like butanol flame. And now that Ice/Air is clear or menace of psychic wave with a white/pale blue and (forget what one that comes from) freezes of liquid nitrogen works like light or an addictive substance known as drugged item, as to just call it an inverted item is a truth, or spirit manipulation of grey, And that void is black devoid of most effect except for what is manifest of death and gaseous states..The voidal infin one is not recommended to do, nor is the normal void sight because it can drive you insane and the water/ice one is addictive.

Universal be Void and Wild earth plus this force is very strong as it construes two earth forces together. When this happens it triples the outcome result plus this force makes it use negative with raw energy. The effect is obvious when using this power cuz it gets instant result with no indication except area power drain depending on the spell strength. . The result for even a little of this power can be limitless effect plus its unseen till the caster wants it to be. Another name is negative wild magic and this power gives power to the wishes of people plus its limitless. It makes for the underlying energy support for the universe itself.

Inverse Aether is also called Faery Aether. Intuitive magick works by imagination. This magic is the magic of high magic. Guide the positive and magical energies with it.

Inverse Ether is called Faery Ether. This magick is used by feeling for the effect sought. This is the magick of empathists. Empathic people can use this easily. This guides magick and spirits.

Inverse Akasha is the the forces of the Aether, Another name is Faery Akasha. Ether and Magick combined. This force is the universal energy that is the meta energy backbone. You can do anything with it through imagination.

Inverse Adversity is the forces of adversity and inversity. Another name is Faery Adverse. This force will allow manipulation of both inverse and adverse elements. Use imagination and feeling to manipulation.

Adverse Akasha is the forces of Aether, Ether and Adversity. Control all three with the calling of this force.

Adverse Inverse Akasha is the forces of Aether, Ether, Adversity and Inversity. Control all four with focused mind and imagination.

Absorbtion black fire is the forces of Void and Inverted Fire. This black fire is lethal as it will absorb all energies around it while it is in existence.

Black fire change is Void and Adverted Fire. This black fire is the incineration fire that will morph a person while it kills them..

Black fire mutation is Mutation fire and Void. This black fire will mutate the body and then kill the person leaving nothing behind. It will also

mutate other things around it.

Black fire cloning is the Cloning fire and Void. This fire will clone itself and strike simultaneously from all sides incinerating the victim.

Dark restorative black fire is Dark Flame and Void. What this fire does is to make incineration and restores dark people and creatures.

Light Black fire is Light fire and Void. This black fire will cast a killing light while it incinerates the victim. The light will kill those near it.

Destructive black fire is Destruction and Void. This black fire will incinerate the target and those around the target. This fire is vastly improved over the normal black fire.

Copy black fire is Copy and Void. Fire that will take out its victim while giving the caster the victims energies.

Energy Black Fire is the forces of Energy and Void. Fire of this attack will incinerate the person with increased energy potential. Making it possible to kill everything in the area.

Erasing black fire is the forces of Undoing and Void. The fire of this attack will incinerate the person erasing the existence entire of the victim.

Time black fire is the black fire formed from time and void. This black fire will move through subspace and hit with lethal intensity. Thus the time it hits the target is the same moment its formed..

Corruption of black fire is the fire formed from Greed and Void. This fire will attack anyone corrupt. It will make a mockery of the persons feelings and pass off anything of importance to the attacker. The attacker will end up with power and the victim will be killed by guilt. This is the most subtle black fire in existence. The fire it produces will spread to others and produce shame in the end. There is no heat to this flame.

The black fire of diversity is formed of diversion and void. It will mislead the people around it into not seeing it but the victim will die unknown and incinerated.

Vision black fire will make the person see ones death before it hits. Effectively killing the person because by the time it hits, the victim will be paralyzed already thinking they were dead.

Protection black fire protects the person while it destroys the power of the attacker as if the ability did not exist in them by a black fire backlash.

Language black fire is the death projection. This black fire will project death to the person before it strikes. Making doom felt before it hits because they will want to be dead before it happens.

Hyper black fire is subatomical death. This be the black fire that destroys through instant desolvation of the target as if it didnt exist before. Another name is instant death yet death itself can easily be turned with this.

Devour black fire has possibility of enveloping death fire. This fire will devour from without to within causing death to the targets thought on at time of casting. Plus a use can be of destroying energy from without. Another name could be enveloping death.

Strengthened black ice is the forces of Void on Inverted Ice. This black ice has greater absorbing capacity. It will heal on touch instead incineration.

Remaking absorbing black ice is the forces of Void and Adverted Ice. When in existence it will remake anything round it. It will absorb at a higher capacity then black ice.

Controlled Domination Black Ice is black ice with Control and Domination. Use this ice to control and dominate the victims. This ice can also if used as an attack to incinerate the victims.

Removing illusions black ice is Draining, Illusion and Void. Use this black ice to dispel any illusions and illness. The attack form of this ice will cut through illusions and incinerate the victim.

Cloaking substance black ice is Cloaking, Substance and Void. Use this black ice to make an unseen attack that kills with incineration. Summon this black ice to make an invisible black ice column.

Positive heat black ice is Positive, Heat and Void. The effect of this ice is to reinforce positive and make a warm area affect. This is not for attack.

**Abusive Collision Black Ice** is Abuse water, Collision Air and Void. Making this ice will cause death by abusive influence and psychic punches. Summoning it is even more funner because on summoning it clears negativity from the area. Summon this as a defense.

**Mirroring Sharing Black Ice** is the Imitation black ice. This black ice will mirror the the attacks back to the attacker. It will also make sharing of their abilities to you. It makes an excellent shield.

**Adaptive Effects Black Ice** is Adaptation water, Effects air and Void. This black ice is the effects of making the person adapt by accepting whatever the caster wants the person to accept It kills if used in an attack by a caster. The victim never realizes that death occurs. Incineration is that death. A shield of this black ice is perfect.

**Making black ice is Undoing** water, Nothing Air and Void. This black ice will by the caster make any event happen unseen. It is not meant for direct attack.

**Death change black ice** is the black ice that will make death occur in some manner. Thus the black ice of death change is very powerful as it can be a great defense. If used as the attack it will decimate the victim.

**Corruption black ice** is twisted desire and control. It only leads to disaster and disruption of the mind and family. This ice is self contained and only affects those who are willing. The rewards are great and the balance in the mind must be kept Sanity is kept if balance is maintained. Its existence is completely hidden as it only found as what it is not. Even if the person is aware of it, it will always control no matter the circumstance. Once called into existence, a sacrifice can only get rid of its effects of any sort. Unsummoned, its effects are are completely erased as if it never happened. A person of complete calm will never be effected. Its not detectable by any means. It steals any knowledge for the summoner.

**Distractive Displacement black ice** will displace anyone or anything that the caster wills. If left on its own it will make anything displaced. One cannot find this ice as it has no form in the prime material realm. But one can hear it as its true form is displaced in its own spacial pocket. It continuously reforms itself.

**Mind sight black ice** will grant people visions and store spells. It will also store visions. Thus the form of this black ice is a vision only. One will not hear it as its disguised by visions it makes the person perceive.

**Protection black ice** absorbs without being seen as though the damage never happened being that it was absorbed to feed the black ice itself. This will also weaken the weapon that tries to attack it.

**Removal black ice** will remove the message in the air to make obstacles dissappear and messages not heard. This black ice removes unwanted things and can act as a filter. This ice unseen but felt.

**Phase black ice** will make people disappear within a certain distance as it will take thier life force to do so and on success make the person disappear. Also it can make other things including memory to the same effect. One can't detail theblack ice itself but its effects are felt. This black ice has a cloaking effect for the object at the callers will.

**Infinite channel black ice** allows for the person to use a little energy to create any number of results that the person chooses. A mere focus with this element will cause effect with an imagined scene. This is imagination magic an sustains itself as long as possible.

The space of the mind is where people make mental constructs. Void and Aether make this space. This is also called Aethr or Aether space. People can range infinitely in this space. The time variance is 10 years there and 1 millisecond here. Thus test your ideas out there. This is your personal space and each person has there own space.

**Ether Space** is the soul space and is where people go when they die. Void and Spirit make this space up. This is a place of pure emotion and thoughts. One happens amongst a dimensional pocket and then gets reborn. One can also build spiritual constructs in this space.

**Breathable space** is Void and Inverted Air. This is the space that you can breath. Travel through space in a shield made of this. In a limited air area use this element. There is a heightened sense of space.

**Remaking space** is Void and Adverted Air. Remaking space is used by pre-scientific people. This space has no existence except for moments. Use this by trained focus.

**Domination Space** is Domination and Void. Enter into this space and your mind will be dominated by an invisible force. Which will ensue control of the victim until they leave the space. It is also used by body jumpers.

**Strife Space** is the spaces of strike and strife. This space will kill you in instances. Use this space as the trap space that cannot be escaped.

Chaos space is the hidden space that chaos beings live in. Thus chaos runs as the law there. The chaos is the ultimate force there as well. Trust not what you see.

Illusion Space is Illusion and Space. This is the space of pure illusions. One only has to enter and it gives the Vision which suits to the needs of the visitor the best. One almost never wants to leave. Be wary of people who use vision magic as they can usurp control if allowed to.

Shadow Space is the space of shadows and dark magic. Enter warily as the shadows can lie. One can be usurped by the merest spell from the shadows.

Heat Space is the space of heat. When the visitor enters they will be warmed and reenergized immediately. Thus they never need to eat there and the person can receive visions.

Sharing Space is Sharing and Void. Enter this space and pull in from other spaces of existence materials or objects that can be copied. The copying will be a sharing of one object to another.

Energy Space is Energy air and Void. Enter this space and you will be energized in seconds. Attack from this space and you will never run out of energy.

Making Space is the Nothing air and Void. This is also Nothing space and is the space of dark matter. Imagine there as its only concepts and most likely to happen. Nothing space is good as a storage for anything lost or broken.

Reverse space is the space of indirections. This is Change and Void. Reverse space is always going backwards. When on entry the space will preserve your age and time will stop. Then a slow unaging will happen. Thus do whatever necessary and then do things there. When leaving you will be unaged slightly.

Corruption space is called the book world. This place is entirely of books in a library and money of any sort. Find any type of money transaction in the book world. The dimensional traders live there and so do the dimensional bounty hunters. Everyone is a psi master of some degree in that space.

Avertive space is the space of prevention. This is made from Void and displacement. This space prevents anything from ever happening. If one does an action it's undone at some point in time. The other name is counter space for in truth everything done there is countered. This space is also the space of displaced objects or people.

Vision space is the space of visions. One can see anything they would like here. The visions come however the person wants. What one expects will be seen. People who are negative will only see negative. People who are positive will see positive.

Language space is the space of which languages exist and are understood by all. The space of languages is also used for study in languages to understand them. Just focus on the name of the language and you will hear it.

Inducement space is a space that can be used to call into existence most anything the person desires. This space tends to make a good business area as you don't need to pay for it unless you want to. Now the other aspect is it may grant you visions at will, so you could spy unnoticed on people. Hyperspace is another name as this space also reflects a hyper reality where time is nonexistent and people or ships of many sorts can jump to other places by will or engines.

Mana space is the space of the source of mana as it looks like an endless lake and a shore all in blackness. Enter this space for instant recharge of life and restoring abilities. However, just think on the effect to gain the event as you might feel like a god doesn't abuse it.

White space is literally the space of beauty and development. It makes life worth seeing as you visit the white space. It's literally the beautiful version of the world on its own.

Space and fire make plasma. Plasma can melt anything and typically burns at 700 degrees kelvin or hotter. This usually comes from the sun itself in a plasma arc.

Absorbing plasma is Space and Inverted Fire. This plasma which burns at the temperature of which the caster desires can absorb the energy around it to keep on going. It can melt anything.

Morphing plasma is Space and Change. This plasma will burn at 800 kelvin. It will morph anything while it melts the surroundings.

Mutating plasma is Evil and Space. The mutation plasma is for effecting objects and people only. It won't mutate unless the wielder wills it.



Otherwise it will melt everything near it.

Draining energy plasma is Draining Water and Space. The plasma is very deadly as it will drain the victim first. Then give it to the caster while killing the victim. It burns at what the person wills it to be burning at. This plasma can only be summoned.

Dark Restorative Plasma is Restorative Flame and Void. Use of this plasma is in essence only and will give life to dark peoples. It will raise dead and make them shadows. It gives permanent strength to the wielder. There is always a seductive pull to this plasma as it pulls the person down into the soul. The person must have control of influences around said person. This plasma has no heat and resides on the plane of shadows.

Light plasma is the plasma of heat. Use this to heal or raise someone with heat emanations. This is used for warmth as well. This plasma has no true form except for essence. It is up to the caster to what temperature it is. This lava felt.

Destruction plasma is plasma that will kill more effeciently and will burn at 1000 degrees kelvin. This can melt a small chunk of land. Throw this a an foe and it will kill several more people.

Copying plasma is the plasma that will copy the attributes of the victim as it kills the victim. This burns at 700 degrees kelvin

Energy plasma is the supernova plasma that melts half a planet. 1500 degrees kelvin is its temperature.

Erasing plasma is the plasma that will erase the existence of everything around it including the victim from the heat emanation. It burns at 600 degrees kelvin.

Timed plasma is the plasma that will time itself to the target and attempt to kill the victim while time seems to stand still for it. Make a note. do not be the target or it could be fatal.

Corruption plasma is the corruption of greed and space. The corruption plasma is the type of plasma that will kill by desires of greed. Its temperature can be any temperature of the casters desire. The caster will make the desire be amplified in the victims which are melted from within. The hotter the plasma, the more disaster by desire.

Misleading Plasma is Diversive Fire and Space. This plasma will destroy people around it and the victim as well. While misleading them into thinking the attack is not aimed at them it will melt them into death.

Vision plasma will kill on sight as it is made from Vision fire and Space. The visions it sends will be phantasms of death. Freezing the victims while it melts them if they are too near the 1000 dergress kelvin heat.

Plasma language will kill by you hearing hot or bad language. Distracting you to be melted by the plasma to death. This plasma puts nasty sounding words in your mind. Everything you hear will be a probable bad word. Plasma language is cursing.

Subatomic plasma is the plasma that is felt but not seen as it burns at 1200 degree kelvin. It can melt even the most hardest metal or mineral in its path. It can only exist at calling it so it will melt anything at the persons desire.

Devour plasma is the plasma type that will melt objects from the outside in and this includes people. This plasma is most likely to occur at the will of the caster plus at 1000 degrees kelvin making it unpredictable results except to be certain of melting things in its path.

White plasma is the plasma that is of the sun and white void. This white plasma makes anything better and it increases stamina with the body energy going up. This can increase the heat level dramatically.

There is mental time which comes from Aether and Time. This is the time where your mind controls the moments. People plan in this time.

Reversed time is from Void and Time. The effect of both is the reversal of time events. When this happens you can remove age. Confuse your enemies. Make spells disappear or use it as a shield to be unkillable as the damages just disappears.

There is soul time which is the time of spirits. This time is where the spirits do what they please and all other time is frozen. The spirits control this time.

Magical time is from Magic and Time. This time goes forward yet stands still. This is the time of the faeries. Many things can be done in this time compared to normal time.Plus it lengthens the lifetime.

Moment time is Adversity and Time. This time is the time of moments. It stands still until a moment happens. When that moment happens, it occurs as quick as you want or an eye blink.

Manipulated time is the time of which you manipulate everything and it happens your way. All you need is imagination and then watch it occur during the day. Use complete scenes.

Concealed time is the time of which you are not seen yet the time goes normal. The time of which you can walk unseen and everyone averts their eyes. This is the thieves time.

Dark restorative time is the time that stands still and the shadows, liches, shades, wraiths, dark mages and other dark creatures heal completely.

Positive time is the time of healing as it heals perfectly as time goes at the rate wanted plus aids regeneration.

Chaotic time is the time of no time at all whereas everything stands still. Thus this time is outside of time and only found in the chaos realm.

Sharing time is the time where you find no time and only in the sharing space. This time will move 1/10 normal time.

Adaptive time is the time of which you adapt to a circumstance but afterwards time goes normal again. While adapting time does not move.

Infinity time is the power of the space, mind and spirit. It is also subtractive in nature. The power of infinity is stillness. This means that it is an entropy effect. You can use entropy to slow down anything. To make yourself untouched by any effect. You can work to extend spells to infinity. you can extend the effects of anything.

Corruption time is the time of books. Read a book or see a movie and you live in that time as it happened. One cannot change the story in any way or the dimensional police will correct it. If not that, then natural energy will do the exact same thing to that one when the person returns. Thus balance is kept so do nothing bad in other worlds or bad will happen to the person in their world. Another name is book time.

Diversity time is the time of distractions. This is the time that the caster can use to make use of escape. This is the time of distraction moments. Thieves and assassins use this time efficiently.

Vision time is the time of vision manipulations. Make visions here for all or whomever the target is to see. The visions can be perfect or not but they will be believed. The only way to tell the false vision is a slight droning sound in the background. There are ways to hide the drone.

Protection time is the time of protection and when evoked it will make the wielder unhurttable plus some actions not otherwise possible. This is an excellent time shield effect.

Language time is the time of messages. Say a message of any sort except derogatory and you find no time passes. Its instantly heard. If derogatory then it might get a nasty response.

Hyperforce time is the time of relative actions that one lives thru as they do things. Most the rules of physics are possible to make happen at which people or objects can move at the speed of light. Gravity can be averted or made to happen to the willer necessity. Physics time is another name.

Wild time is the time of dimension as it will make use of any time the wielder wants. and allow access to any place without showing signs you were there. That is till a movie, show or some report shows signs as your behaviour pattern.

White time is the time of Ascension. This time lets you see things that are beautiful visions and makes things better as the time works on your behalf.

Black lava is the effect of chaos on lava and what is black lava? Its a voidal lava that will morph anything it runs over while it melts it to create a new but different and somewhat bizarre element of sorts.

Mutation lava is Chaos and Inverted Lava. This lava will restore with its heat and mutate the person or object creating a diversion and stronger form from afflicted. Aversive Diversive black lava is made from aversion, diversion and chaos. This lava will mutate the land around it while making people avert their eyes and ignore it as if not there. It will kill by melting everything it flows across. Its temperature is 600 degrees kelvin.

Charm mutation black lava is made from charm mutation and chaos to create a disasterous energy that mutates things surround. This black lava energy makes everything charmed to strike at the wielders willing and work for the wielder as he wants including manipulation of others.

Rapid destructive black lava is stealth lava with chaos. This lava will cover a landscape in minutes as it makes more of itself spreading rapid mutation. It is non detectable and there is very few that can outrun it. The temperature of this lava is undetectable.

Shadow destrution black lava is chaos plus shadow restoration lava plus sends draining shadows which twists anything near it with undetectable nature to destruction. Lava of this nature is black in color and has no heat except that in which the person thinks it has. It has no substance so it will

be undiscernable.

Death Light Lava is Chaos and Light Lava. This is the only lava that will restore people to undeath while it flows. It brings spell resistance that aids in spell fights and it also brings an unnatural deathly light to the area. Death Lava will raise people by infusive heat into the person causing an unnatural lich like state. The death light lava has no temperature and it can melt people or objects in an attack. This is only found as a source of death.

Warp Copy Lava is Power Copying Lava and Chaos. This lava will spread itself across land with warping power waves of corrosive effect. It will literally cause malformed corrosive deterioration of anything near it plus a wielder can use this to create blight.

Mirroring sharing black lava is imitation lava plus chaos creating an effect of destructive blackish lava that has no substance and corruptly mirrors with full bizarre attribute all things effectable.

Adaption lava is Energy Glamour and Chaos. Use this in force craft as making a permanent glamour changed through Heat infusion to the wielder will. The Heat of this lava causes a permanent glamour to change into something else. This lava can only be used as modification force.

Unseen erasure lava is Unseen Reverse lava with chaos so use this force of lava to force erasure unseen in an area of anything at all nearby as if it did not exist, and disappears anything in the area. There is no heat with this lava so its undetectable plus it could erase the wielder.

Antimagic time black lava is the Anti-magic Time plus Chaos. This is the time of warped motions and thoughts. When used it will make warped moments happen anywhere in the spacial plane. This can be detected of background radiation thus this time flows backwards so stay in it only as long as one dares.

Greedy Knowledge black lava is lava that will bring control by blind desire. This lava will make most people do anything to gain the grasp of power by emotion and hate. The pride pulls them in and makes the pull undeniable to do as if the wielder was charismatic. People will always want more and sometimes the person will go to great lengths to please the wielder. Hitler was one such to be controlled by it as it appears like an unseen winning force.

Avertive Diversion black lava is the diverted lava with chaos. This is the lava that uses destructive and chaotic actions to make it work. If it flowed along the area it would make destructive activity and its only revealed by a strange high pitch sound heard by the victim.

Shield protection black lava is chaos plus shield protection and pushes people away thru deterrence while making certain the protected never gets hurt. A side note on this is that is always alone in some manner and cold.

Manipulation vision lava is made from Third eye earth with Vision fire and Chaos. The chaos tinges the third eye vision to manipulation of peoples vision into an impulsive destructive impulse and a false vision that only leads to destruction. It has no heat and only exists as force. So only casters can summon this black lava.

Transition black lava is made from language lava and void and is the black lava which transitions two things into one or mutates two things apart. This black lava works with objects to accomplish a transition of some sort. It always uses void as its medium. There is no heat except of the transition radiation to this black lava. Another name is genetics.

Hyper Inductive black lava is subatomical twist flow. This element can twist any event thru gut feeling and desire into happening. Know the event be what this is called by gut and it happens to make itself done thru any available path that the energy wants. The ability to manipulate it is called telekinetic ability plus its considered making miracles as it uses the twist of a subatomical twist flow to change events. This energy is undetectable plus another name is the will and a way.

Wild warp lava will makewarping destruction of a city block easy as there is no control of it whence its released except for wild mages with expertise. This black lava will warp anything with wild energy in its path as it flows altering along an area fairly quick. It has no heat except a slight evil radiance. Another is wild warp.

White warped lava is the white lava that chaos turns into a warped lava with a terror effect that gets to any that get near it. Instead of improving things it makes them worse. White warped lava is likely to create more chaos that feels good to be near.

Shields are the creation of any element and formed by the mind. When the shield comes it usually deflects and absorbs that which is its element and its opposite.

Mental shields are the shields for the mind and will reject mental intrusion. The mental shields are strong if one believes in the strength of survival.

Soul shields are Aura shields that can not be broken. If the spirit is strong then one can survive anything. The Aura shield can cause regeneration.

This is the strongest shield their is.

Void shields are the reversed shields that are impossible to break. This is void and shield. When used the void shield make time very fast. There is unaging slowly and said practitioner seems unaging. This allows winning against anything as the spells get converted to spell energies for personal use. The Void Shield will not fade until the caster wills it. You can damage others that you can choose while you are protected. These are shields that support themselves only focus is needed.

Inverted shields are Inversion and Shield. These shields make the person invisible and slow time down for the person. Making the person unseen and the shield unbreakable as the shield absorbs any energies. These are easy shields to hold with three times the power.

Adverted shields are Adversion and Shield. These are the unbreakable shields that stop time around you and allow you to go anywhere without detection. The shields of averted nature divert the eye from the caster. Aversion shields are the shields that allow you to choose the moment. These are easy shields to hold with three times the power.

Manipulation shields are the shields that allow the wielder to manipulate everything in the area. Imagine the thing to be manipulated and think of what you want to be done. Feel the event if so desired.

Concealed illusion shields are the shields that allow the person to be seen as something else and almost invisible. These take only a little bit of life force to make work. If the shield almost fails imbue it with more force. This is the disguise shield.

Shadow shields are the shields that cloak in shadow. The person is not seen as they are in an unpiercable shadow shield and eyes see through you. The shadows protect the shielded person by taking the extra force of attacks in to strengthen it. These shields disappate in direct sunlight.

Sunlight shields are the shields that make a person unkillable as the force of spells sent at the shield only strengthen it. Thus the shield never fails and imparts converted energy to the caster. This shield uses the sun as its source. It can also kill with attacks of its own.

Strife shields are the shields of strife and will cause distress or death to anyone the caster chooses to target. Otherwise it absorbs the violence as its fuel. Any attack strengthens it. This shield almost always guides the caster to a critical kill.

Illusion sharing shields are the shields of Illusion that copy the abilities to you of the attacker and cloak in illusion the protected. These shields absorb the energies as the source for which allows it to work.

Force shields are the shields that turn things or people away from the protected as if an invisible barrier existed. The Jedi's shield as its called. This shield will keep a person alive even afterwards.

Negative force shields are the shields that use negative feelings, thoughts and ideas to fuel it. It will reject any ones presence that the person does not like. It will absorb any energy that is cast at the protected. This shield will not fail.

Time shields prevent anyone from attacking and look like a bubble. The time shield is the moment of backward space. Thus the damage passes away from the protected. Yet time moves forward. One won't age in a time shield or feel hungry.

Corruption shields are shields of desire and mastery. These shields give whatever the attacker wants and yet never gives everything. Ending result is the victim will not be killed and thus the knowledge disappears from the attackers mind never to come back when its safe.

Diversive shields are the shields that divert attention away from the protected person rendering the person invisible. It has no other protection of itself but it costs very little to upkeep. Its called a cowards shield.

Vision shields are the shields that give people false visions to protect the protected. So, in truth the person can manipulate what the people around the protected will see endlessly.

Language shielding is the shields that block out anything said person doesn't want to hear or see as a message. This shielding also allows language manipulation endlessly and effort free.

Hyper shields are shields that can deflect anything without having to work at keeping the shield up. It has multi variable phasing capability as it is undetectable to the senses. This has capabilities of morphing the body to survive a blow or struggle.

Wild shields make it so you can use any energy and indirectly as it will aid as it needs. So this shield will do as it feels necessary being the protecteds will. It wun go down till necessary.

White Shield is the shield that Ascends you and makes you more aware of what you want and can get. This shield protects you from demons as it

raises your vibrations and makes you unaffected by lower plane beings.

Soul sight allows you to see the soul of others and know what they know with ease of thought. This is instant as one sees everything of the person.

Black sight is the sight that uses void as the source of the visions. It is made from space with sight. The psychic visions can go to deep space or other dimensions for the visions. Thus it is the greater of the sight. One can also use this to see in black shades at any time of day thus one does not need light. Black psychic visions are great for viewing other planets.

Inverted vision is the magical vision. When this vision is used the third eye is used. This sight will work in place of normal vision. There is possibility of using this for easier psychic vision. See ghosts and other invisible beings with it.

Adverted sight is the sight of moments. See the events as in psychic visions. This is what psychics use as in when they stare into a crystal ball. When the vision is received there are only moments that you remember. The other name is Psychic Vision.

Demonic sight is the sight of demons and evil people. This sight allows you to see all the evil going on at will at a mere thought. This sight is in particles.

Night vision is the vision of nighttime and allows for you to see at night without a single bit of light. Thus you can do whatever you want at night. This is the sight of vampires. This sight is in shades of normal color.

Shadow sight is the sight of shadows and they can see equally well in the daytime or night time. This sight is in shades of gray.

Star vision is the sight star energy. No light at all is needed but you see in heightened vision at night or day. Thus the vision is never impaired. There is infinite vision possibility.

Violence vision is the vision of nightmare where the sights you see are the bad things in life and these vision are called at any time.

Illusion sight is the sight of illusionists which allow for the sight of both illusion and normal vision. This allows for easy set up of illusions.

Force sight is the vision of aura and powers. See anything in force and see magical objects. The night and day are almost the same.

Sightless sight is the sight of particles and does not use normal sight. Yet again it appears like normal vision in the light of day or night. This is sight without sight and uses the third eye. See anything with this sight. This sight does not even appear as sight.

Indirect sight is the sight that sees everything. When one looks in indirect Vision, have a thought in mind for what you seek to know. the vision will come. But, one must allow for it and remain separate from the sight. One can read minds with this sight.

Corruption sight is the sight of the complete mind and soul. Its the sight of knowledge. One can read anything as if in a book and make the correct decisions always. A keen mind is only needed to see it. Prescience is gained by using this sight. The necessity is only that one has an open mind.

Diversive vision is the vision of the maneuvers to make in moments. Its moments that come when one needs to survive. These will only be warnings. One can learn of survival tactics while getting these visions. These visions usually come minutes to hours before the events.

Shield sight is the vision of many type of shields in general as it allows the caster to see the shields of your enemies and other people too.

Language sight allows the worker to see languages as translated words plus makes possible to translate spoken words as in the language you understand thus the language spoken will be instantly understood by the caster. Just listen to the speech patterns and the understanding will come clear in your mind.

Hyper sight allows the person to see in the hyper dimensional world. Its just a peek as it will probably draw unwanted attention from a very powerful hyper worlder somewhere. So the sight will not be there if the seer doent want to look. With this sight a person can look into any other world as the hyper world links to all of them.

Wild sight allows you to see into alternative worlds or any place else as well. Because, it uses wild energy that cannot be detected as the source of the seeing. This energy allows the peerer to see anywhere without detection.

White sight allows you to see things as they are and it shatters illusions. This sight reveals the truth behind anything your curious about.

Zackal and Skyhawk contributed to Aether and Ether. Zackal solely owns Cosmeria, Corrupt Cosmeria and Infini.

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Beginner's Section- this section is focused on getting the basic spell casting abilities down, and the foundations of the words that will be built upon.

First lets begin with the root words the beginner needs to know

omni=all  
maximus = ball  
luminoc = ignite or enact  
thundoris = storm  
bentidoct = empower  
dorise = empower yourself  
emperoc = restore  
omoptio = purify  
reparo = self-repair

The root latin words for the elements are:

taura = earth  
liquentis = lava  
pyro = fire  
hydro = water  
cyro = ice  
aero/thundora = air or thunder

#### Earth spells

Omni maximus taura luminoc- earth energy ball  
Omni bentidoct taura luminoc- fills object with the earth element  
Omni bentidoct taura luminoc dorise- empowers oneself with the earth element  
Omni bentidoct taura emperoc- recovers from weakness and strengthens  
Omni maximus taura bentidoct- causes earthquake  
Omni bentidoct taura reparo - causes repair by earth energy

#### Lava Spells

Omni maximus liquentis luminoc- lava energy ball  
Omni bentidoct liquentis luminoc- fills object with the lava element  
Omni bentidoct liquentis luminoc dorise- empowers oneself with the lava element  
Omni bentidoct liquentis emperoc- heals weakness and wounds while strengthening  
Omni maximus liquentis aero bentidoct- causes volcano  
Omni bentidoct liquentis reparo- causes repair by lava

#### Fire spells

Omni maximus pyro luminoc- fire energy ball  
Omni bentidoct pyro luminoc- fills object with the fire element  
Omni bentidoct pyro luminoc dorise- empowers oneself with the fire element  
Omni bentidoct pyro emperoc- heals open wounds  
Omni maximus pyro bentidoct- causes fire  
Omni maximus pyro reparo- causes fire repair

#### Air/Wind spells

Omni maximus thundora luminoc- lightning ball  
Omni bentidoct thundora luminoc- fills object with the wind element  
Omni bentidoct thundora luminoc dorise- empowers oneself with the wind element  
Omni bentidoct thundora emperoc- cleanses spirit  
Omni maximus thundora bentidoct- causes gusts of wind  
Omni maximus thundora reparo- causes wind repair

#### Ice spells

Omni maximus cyro luminoc- ice ball  
Omni bentidoct cyro luminoc- fills object with the ice element  
Omni bentidoct cyro luminoc dorise- empowers oneself with the ice element  
Omni bentidoct cyro emperoc- cleanses spirit or heal with imagination

Omni maximus cyro bentidocht- causes hail  
Omni bentidocht cyro reparo- causes ice repair

#### Water spells

Omni maximus hydro luminocht- water energy ball  
Omni bentidocht hydro luminocht- fills object with the water element  
Omni bentidocht hydro luminocht dorise- empowers oneself with the water element  
Omni bentidocht hydro emperocht- makes item sacred or heals by imagination  
Omni maximus hydro bentidocht- causes waves  
Omni bentidocht hydro reparo- causes water repair

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Advanced Beginner's Section- this section is focused on review and memorization of foundations on which you will cast your spells. This section's main focus is the learning of new root latin words for the elements and how they are categorized. All of the root words in this section should be committed to memory.

First lets begin with the root words the advanced beginner needs to know

omni=all  
maximus = basically means to attack, or cause a disruption  
luminoc = ignite or enact  
thundoris = storm  
bentidoc = empower  
dorise = empower yourself  
emperoc = restore  
omoptio = purify  
pises = wind empowering psychically  
reparo = self-repair

Latin elemental root words

Earth elements

taura = earth  
liquentis = lava  
pyro = fire  
hydro = water  
cyro = ice  
aero = air  
thundora = air / thunder  
neuro = aether = mind  
inanis neuro = mental space

Voidal elements

inanis = void  
inanis pyro = black fire  
inanis cyro = black ice  
inanis aero = space  
inanis thundora = black lightning  
animus = ether = spirit  
inanis animus = soul space  
inanis aero pyro = plasma  
inanis aero animus liquentis = black lava

Earth spells

Omni maximus taura luminoc - earth attack  
Omni bentidoc taura luminoc - fills object with the earth element  
Omni bentidoc taura luminoc dorise - empowers oneself with the earth element  
Omni bentidoc taura emperoc - recovers from weakness and strengthens  
Omni maximus taura bentidoc - causes earthquake  
Omni bentidoc taura reparo - causes repair by earth energy

Lava Spells

Omni maximus liquentis luminoc - lava attack  
Omni bentidoc liquentis luminoc - fills object with the lava element  
Omni bentidoc liquentis luminoc dorise - empowers oneself with the lava element  
Omni bentidoc liquentis emperoc - heals weakness and wounds while strengthening  
Omni maximus liquentis aero bentidoc - causes volcano  
Omni bentidoc liquentis aero reparo - causes repair by lava

Fire spells

Omni maximus pyro luminoc- fire ball/fire attack  
Omni bendidoc pyro luminoc- fills object with the fire element  
Omni bendidoc pyro luminoc dorise- empowers oneself with the fire element  
Omni bendidoc pyro emperoc- heals open wounds  
Omni maximus pyro bendidoc- causes fire  
Omni maximus pyro reparo- causes fire repair

#### Water spells

Omni maximus hydro luminoc- water attack  
Omni bendidoc hydro luminoc- fills object with the water element  
Omni bendidoc hydro luminoc dorise- empowers oneself with the water element  
Omni bendidoc hydro emperoc- makes item sacred or heals by imagination  
Omni maximus hydro bendidoc- causes waves  
Omni bendidoc hydro reparo- causes water repair

#### Ice spells

Omni maximus cyro luminoc- ice attack  
Omni bendidoc cyro luminoc- fills object with the ice element  
Omni bendidoc cyro luminoc dorise- empowers oneself with the ice element  
Omni bendidoc cyro emperoc- cleanses spirit or heal with imagination  
Omni maximus cyro bendidoc- causes hail  
Omni bendidoc cyro reparo- causes ice repair

#### Air/Wind spells

Omni maximus thundora luminoc- lightning attack  
Omni bendidoc thundora luminoc- fills object with the wind element  
Omni bendidoc thundora luminoc dorise- empowers oneself with the wind element  
Omni bendidoc thundora luminoc pises- wind empowering psychically  
Omni bendidoc thundora emperoc- cleanses spirit  
Omni maximus thundora bendidoc- causes gusts of wind  
Omni bendidoc hydro reparo- causes water repair

#### Mind Spells

Omni maximus neuro luminoc- mind force energy attack. Basically a psychic attack.  
Omni bendidoc neuro luminoc- fills object with the mind element  
Omni bendidoc neuro luminoc dorise- empowers oneself with the mind element  
Omni bendidoc neuro emperoc- mental healing  
Omni bendidoc neuro ooptio- causes clear thought, purifies mind  
Omni maximus neuro bendidoc- mental assault waves  
Omni bendidoc neuro reparo- causes mental sanity, repairs mind damage

#### The Spirit Element

Omni maximus animus luminoc- spirit attack  
Omni bendidoc animus luminoc- fills object with the spirit element  
Omni bendidoc animus luminoc dorise- empowers oneself with the spirit element  
Omni bendidoc animus emperoc- heals any wound, of any type  
Omni maximus animus bendidoc- calls from help from the spirits  
Omni bendidoc animus reparo- repairs anything, of any type

VOIDAL SPELLS- note, void takes the approach of destruction, instead of creation. Such as healing, healing with void destroys what ails you. Void is used widely with erasing of things.

#### Madness

Omni maximus neuro inanis luminoc- voidal mind force energy attack. Basically a madness attack.  
Omni bendidoc neuro inanis luminoc- fills object with the madness element  
Omni bendidoc neuro inanis luminoc dorise- empowers oneself with the madness element  
Omni bendidoc neuro inanis emperoc- remove insanity  
Omni bendidoc neuro inanis ooptio- causes insanity, purifies mind  
Omni maximus neuro inanis bendidoc- madness assault waves

Omni benti-doct neuro inanis repara- causes insanity repair

### Void spells

Omni maximus inanis lumen- void attack

Omni benti-doct inanis lumen- fills object with the void element

Omni benti-doct inanis lumen dorise- empowers oneself with the void element

Omni benti-doct inanis emper- absorbs wound as if it never happened

Omni maximus inanis benti-doct- causes a void in space and time, can erase things

Omni maximus inanis repara- causes a void repair, can unerase things

### Black fire

Omni maximus inanis pyro lumen- black fire ball/black fire attack

Omni benti-doct inanis pyro lumen- fills object with the black fire element

Omni benti-doct inanis pyro lumen dorise- empowers oneself with the black fire element

Omni benti-doct inanis pyro emper- instant incineration of a disease, but be weary, it can also destroy the body if allowed

Omni maximus inanis pyro benti-doct- causes black fire

Omni benti-doct inanis pyro repara- instant repair of item

### Black ice

Omni maximus inanis cyro lumen- black ice attack

Omni benti-doct inanis cyro lumen- fills object with the black ice element

Omni benti-doct inanis cyro lumen dorise- empowers oneself with the black ice element

Omni benti-doct inanis cyro emper- freezes wound so it will not get worse

Omni maximus inanis cyro benti-doct- causes black ice

Omni benti-doct inanis cyro repara- causes regeneration of object or person

### Space (physical representation of void)

Omni maximus inanis aero lumen- space attack

Omni benti-doct inanis aero lumen- will warp the object and it will generate cold and have radiative energy

Omni benti-doct inanis aero lumen dorise- will warp oneself and you can shift [cannot be used for healing]

Omni maximus inanis aero benti-doct- causes space vacuum

Omni maximus inanis aero repara- causes spacial seal that can seal things up

### Black Lightning

Omni maximus inanis thundora lumen- black lightning attack

Omni benti-doct inanis thundora lumen- fills object with the black lightning element

Omni benti-doct inanis thundora lumen dorise- empowers oneself with black lightning

Omni benti-doct inanis thundora emper- incinerates wound

Omni maximus inanis thundora benti-doct- causes black lightning storm

Omni maximus inanis thundora repara- causes black lightning repair

### inanis animus

Omni maximus inanis animus lumen- soul space attack

Omni benti-doct inanis animus lumen- fills object with the soul space element

Omni benti-doct inanis animus lumen dorise- empowers oneself with the soul space element

Omni benti-doct inanis animus emper- heals wounds in an unlimited time

Omni maximus inanis animus benti-doct- causes portal to soul space

Omni maximus inanis animus repara- causes repair to object in unlimited time

### Plasma

Omni maximus inanis aero pyro lumen- plasma ball/plasma attack

Omni benti-doct inanis aero pyro lumen- fills object with the plasma element

Omni bentidocht inanis aero pyro luminocot dorise- empowers oneself with the plasma element  
Omni bentidocht inanis aero pyro emperocot- heals wounds fully  
Omni maximus inanis aero pyro bentidocht- causes plasma  
Omni maximus inanis aero pyro reparo- causes plasma repair

Black lava- truly an unpredictable element

Omni maximus inanis aero animus liquentis luminocot- Black lava attack- warps anything it touches  
Omni bentidocht inanis aero animus liquentis luminocot- fills object with the black lava element  
Omni bentidocht inanis aero animus liquentis luminocot dorise- empowers oneself with black lava  
Omni maximus inanis aero animus liquentis bentidocht- causes black lava to appear  
Omni maximus inanis aero animus liquentis reparo- causes black lava item or person repair

### Control and Shield Spells

Omni Neuro [element here] Bentidocht = control  
Omni Animus [element here] Bentidocht = manipulation  
Omni Neuro Animus [element here] Bentidocht = mastery  
Omni [element here] Ancile = A ball that creates a shield out of the element you choose to use. If you need a shielding spell modification, then pick a spell and add ancile to the end of the spell or the beginning of the spell in place of Omni.

### Madness

Omni maximus neuro inanis luminocot- voidal mind force energy attack. Basically a madness attack.  
Omni bentidocht neuro inanis luminocot- fills object with the madness element  
Omni bentidocht neuro inanis luminocot dorise- empowers oneself with the madness element  
Omni bentidocht neuro inanis emperocot- remove insanity  
Omni bentidocht neuro inanis omoptio- causes insanity, purifies mind  
Omni maximus neuro inanis bentidocht- madness assault waves  
Omni bentidocht neuro inanis reparo- repairs from and removes insanity, causes sanity

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**Advanced Section-** this section is focused on review and memorization with usage of foundations on which you will cast your spells. This section's main focus is the learning of new root latin words for the elements and how they are categorized. All of the root words in this section should be committed to memory.

**First lets begin with the root words the advanced user needs to know**

omni=all  
maximus = basically means to attack, or cause a disruption  
luminoc = ignite or enact  
thundoris = storm  
bentidoct = empower  
dorise = empower yourself  
emperoct = restore  
omoptio = purify  
pises = wind empowering psychicy  
reparo = self-repair  
un = undo effect  
empyrus = fiery

**Latin elemental root words**

**Earth elements**

taura = earth  
liquentis = lava  
pyro = fire  
hydro = water  
cyro = ice  
aero = air  
thundora = air / thunder  
neuro = aether = mind  
inanis neuro = mental space

**Voidal elements**

inanis = void  
inanis pyro = black fire  
inanis cyro = black ice  
inanis aero = space  
inanis thundora = black lightning  
animus = ether = spirit  
inanis animus = soul space  
aevus anima ancile = shield of time aura  
inanis aero pyro = plasma  
inanis aero animus liquentis = black lava

**Faery elements**

inversio taura = inverse earth = faery earth  
inversio liquentis = inverse lava = faery lava  
inversio pyro = inverse fire = faery fire  
inversio pyrus hydrus = inverse fire = faery fire  
inversio hydro = inverse water = fairy water  
inversio cyro = inverse ice = faery ice  
inversio aero = inverse air = faery air  
inversio thundora = inverse thunder = faery lightning  
inversio visus = inverted vision = magic sight  
inversio ancile = inverted shield

inversio aevus = inverted time

magicus = magick

inanis inversio pyro = inverted black fire = absorption black fire

inanis inversio cyro = inverted black ice = healing black ice

inanis inversio aero = inverted space = breathable space

inanis aero inversio pyro = inverted plasma = absorbing plasma

chao inversio liquentis = inverted black lava = mutation lava

### **Adverse elements**

penetro = passthrough = adverse earth

penetro commutatus = adverse lava = passthrough mutative lava

commutatus = change = adverse fire

commutato potus = change absorbtion = adverse firewater

potus = absorbtion = adverse water

potus abfabricatio = absorbtion remaking ice = adverse ice

abfabricatio = remaking = adverse air

defluo = adverse lightning = disappearing lightning

iniquus = adversity

iniquus visus = adverted sight = psychic sight

iniquus ancile = adverted shield

iniquus aevus = adverted time

inanis commutatus = adverted black fire = changing black fire

inanis potus abfabricatio = adverted black ice = remaking absorbing black ice

inanis abfabricatio = adverted space = remaking space

inanis aero commutatus = adverted plasma = morphing plasma

chao penetro commutatus = adverted black lava = adversive diversive lava

### **Earth spells**

Omni maximus taura luminoc- earth attack

Omni bentidoct taura luminoc- fills object with the earth element

Omni bentidoct taura luminoc dorise- empowers oneself with the earth element

Omni bentidoct taura emperoc- recovers from weakness and strengthens

Omni maximus taura bentidoct- causes earthquake

Omni bentidoct taura reparo - causes repair by earth energy

Omni bentidoct taura empyrus reparo - causes fiery repair by earth energy

### **Lava Spells**

Omni maximus liquentis luminoc- lava attack

Omni bentidoct liquentis luminoc- fills object with the lava element

Omni bentidoct liquentis luminoc dorise- empowers oneself with the lava element

Omni bentidoct liquentis emperoc- heals weakness and wounds while strengthening

Omni maximus liquentis aero bentidoct- causes volcano

Omni bentidoct liquentis aero reparo- causes repair by lava

Omni maximus liquentis empyrus- fiery lava attack

### **Fire spells**

Omni maximus pyro luminoc- fire ball/fire attack

Omni bentidoct pyro luminoc- fills object with the fire element

Omni bentidoct pyro luminoc dorise- empowers oneself with the fire element

Omni bentidoct pyro emperoc- heals open wounds

Omni maximus pyro bentidoct- causes fire

Omni maximus pyro reparo- causes fire repair

Omni maximus pyro empyrus - causes fiery fire

### **Water spells**

Omni maximus hydro luminoc- water attack

Omni bentidoct hydro luminoc- fills object with the water element

Omni bentidoct hydro luminoc dorise- empowers oneself with the water element

Omni bentidoct hydro emperoc- makes item sacred or heals by imagination

Omni maximus hydro bentidoct- causes waves  
Omni bentidoct hydro reparo- causes water repair  
Omni maximus hydro empyrus- causes fiery water

### Ice spells

Omni maximus cyro luminoc- ice attack  
Omni bentidoct cyro luminoc- fills object with the ice element  
Omni bentidoct cyro luminoc dorise- empowers oneself with the ice element  
Omni bentidoct cyro emperoc- cleanses spirit or heal with imagination  
Omni maximus cyro bentidoct- causes hail  
Omni bentidoct cyro reparo- causes ice repair  
Omni maximus cyro empyrus- causes fiery ice attack

### Air/Wind spells

Omni maximus thundora luminoc- lightning attack  
Omni bentidoct thundora luminoc- fills object with the wind element  
Omni bentidoct thundora luminoc dorise- empowers oneself with the wind element  
Omni bentidoct thundora luminoc pises- wind empowering psychically  
Omni bentidoct thundora emperoc- cleanses spirit  
Omni maximus thundora bentidoct- causes gusts of wind  
Omni bentidoct thudora reparo- causes psychic wind repair  
Omni maximus thudora empyrus- causes fiery wind

### Mind Spells

Omni maximus neuro luminoc- mind force energy attack. Basically a psychic attack.  
Omni bentidoct neuro luminoc- fills object with the mind element  
Omni bentidoct neuro luminoc dorise- empowers oneself with the mind element  
Omni bentidoct neuro emperoc- mental healing  
Omni bentidoct neuro omoptio- causes clear thought, purifies mind  
Omni maximus neuro bentidoct- mental assault waves  
Omni bentidoct neuro reparo- causes mental sanity, repairs mind damage  
Omni maximus neuro empyrus- causes mental insanity, causes mental damage flare up

### The Spirit Element

Omni maximus animus luminoc- spirit attack  
Omni bentidoct animus luminoc- fills object with the spirit element  
Omni bentidoct animus luminoc dorise- empowers oneself with the spirit element  
Omni bentidoct animus emperoc- heals any wound, of any type  
Omni maximus animus bentidoct- calls from help from the spirits  
Omni bentidoct animus reparo- repairs anything, of any type  
Omni maximus animus empyrus- causes anything fiery, of any type by spirit

**VOIDAL SPELLS- note, void takes the approach of destruction, instead of creation. Such as healing, healing with void destroys what ails you. Void is used widely with erasing of things.**

### Madness

Omni maximus neuro inanis luminoc- voidal mind force energy attack. Basically a madness attack.  
Omni bentidoct neuro inanis luminoc- fills object with the madness element  
Omni bentidoct neuro inanis luminoc dorise- empowers oneself with the madness element  
Omni bentidoct neuro inanis emperoc- remove insanity  
Omni bentidoct neuro inanis omoptio- causes insanity, purifies mind  
Omni maximus neuro inanis bentidoct- madness assault waves  
Omni bentidoct neuro inanis reparo- causes insanity repair  
Omni maximus neuro inanis empyrus- causes insanity flare up

### Void spells

Omni maximus inanis luminoc- void attack  
Omni bentidoc inanis luminoc- fills object with the void element  
Omni bentidoc inanis luminoc dorise- empowers oneself with the void element  
Omni bentidoc inanis emperoc- absorbs wound as if it never happened  
Omni maximus inanis bentidoc- causes a void in space and time, can erase things  
Omni maximus inanis reparo- causes a void repair, can unerase things  
Omni maximus inanis empyrus- causes a fiery void effect, can unerase things by a flared effect

### **Black fire**

Omni maximus inanis pyro luminoc- black fire ball/black fire attack  
Omni bentidoc inanis pyro luminoc- fills object with the black fire element  
Omni bentidoc inanis pyro luminoc dorise- empowers oneself with the black fire element  
Omni bentidoc inanis pyro emperoc- instant incineration of a disease, but be weary, it can also destroy the body if allowed  
Omni maximus inanis pyro bentidoc- causes black fire  
Omni bentidoc inanis pyro reparo- instant repair of item  
Omni bentidoc inanis pyro empyrus- instant black fire flaring

### **Black ice**

Omni maximus inanis cyro luminoc- black ice attack  
Omni bentidoc inanis cyro luminoc- fills object with the black ice element  
Omni bentidoc inanis cyro luminoc dorise- empowers oneself with the black ice element  
Omni bentidoc inanis cyro emperoc- freezes wound so it will not get worse  
Omni maximus inanis cyro bentidoc- causes black ice  
Omni bentidoc inanis cyro reparo- causes regeneration of object or person  
Omni bentidoc inanis cyro empyrus- causes black ice flare up

### **Space (physical representation of void)**

Omni maximus inanis aero luminoc- space attack  
Omni bentidoc inanis aero luminoc- will warp the object and it will generate cold and have radiative energy  
Omni bentidoc inanis aero luminoc dorise- will warp oneself and you can shift [cannot be used for healing]  
Omni maximus inanis aero bentidoc- causes space vacuum  
Omni maximus inanis aero reparo- causes spacial seal that can seal things up  
Omni maximus inanis aero empyrus- causes a fiery space

### **Black Lightning**

Omni maximus inanis thundora luminoc- black lightning attack  
Omni bentidoc inanis thundora luminoc- fills object with the black lightning element  
Omni bentidoc inanis thundora luminoc dorise- empowers oneself with black lightning  
Omni bentidoc inanis thundora emperoc- incinerates wound  
Omni maximus inanis thundora bentidoc- causes black lightning storm  
Omni maximus inanis thundora reparo- causes black lightning repair  
Omni maximus inanis thundora empyrus- causes fiery black lightning

### **Voidus animus**

Omni maximus inanis animus luminoc- soul space attack  
Omni bentidoc inanis animus luminoc- fills object with the soul space element  
Omni bentidoc inanis animus luminoc dorise- empowers oneself with the soul space element  
Omni bentidoc inanis animus emperoc- heals wounds in an unlimited time  
Omni maximus inanis animus bentidoc- causes portal to soul space  
Omni maximus inanis animus reparo- causes repair to object in unlimited time  
Omni maximus inanis animus empyrus- causes a fiery flare to objects or people with soul

### **Plasma**



Omni maximus inanis aero pyro luminoc- plasma ball/plasma attack  
Omni bentidoc inanis aero pyro luminoc- fills object with the plasma element  
Omni bentidoc inanis aero pyro luminoc dorise- empowers oneself with the plasma element  
Omni bentidoc inanis aero pyro emperoc- heals wounds fully  
Omni maximus inanis aero pyro bentidoc- causes plasma  
Omni maximus inanis aero pyro reparo- causes plasma repair  
Omni maximus inanis aero pyro empyrus- causes fiery plasma attack

### **Black lava- truly an unpredictable element**

Omni maximus inanis aero animus liquentis luminoc- Black lava attack- warps anything it touches  
Omni bentidoc inanis aero animus liquentis luminoc- fills object with the black lava element  
Omni bentidoc inanis aero animus liquentis luminoc dorise- empowers oneself with black lava  
Omni maximus inanis aero animus liquentis bentidoc- causes black lava to appear  
Omni maximus inanis aero animus liquentis reparo- causes black lava item or person repair  
Omni maximus inanis aero animus liquentis empyrus- causes black lava to flare on an item or a person

### **Control and Shield Spells Mastery**

Omni Neuro [element here] Bentidoc = control  
Omni Animus [element here] Bentidoc = manipulation  
Omni Neuro Animus [element here] Bentidoc = mastery  
Omni [element here] Ancile = A ball that creates a shield out of the element you choose to use. If you need a shielding spell modification, then pick a spell and add ancile to the end of the spell or the beginning of the spell in place of Omni. A useful shield is Omni Aevus Anima Ancile for the shield of time aura. That shield could shift anyone or anything as though the idea person or things are spirit energy.

### **Madness**

Omni maximus neuro inanis luminoc- voidal mind force energy attack. Basically a madness attack.  
Omni bentidoc neuro inanis luminoc- fills object with the madness element  
Omni bentidoc neuro inanis luminoc dorise- empowers oneself with the madness element  
Omni bentidoc neuro inanis emperoc- remove insanity  
Omni bentidoc neuro inanis omoptio- causes insanity, purifies mind  
Omni maximus neuro inanis bentidoc- madness assault waves  
Omni bentidoc neuro inanis reparo- repairs from insanity, causes sanity  
Omni maximus neuro inanis empyrus- mental problems assault waves

**FAERY SPELLS- note, on the introduction of faery spells your going to find out alot of changes can occur. So be careful as its effort by will to control the fairy Elements.**

### **Faery Earth Spells**

Omni maximus inversio taura luminoc- faery earth attack  
Omni bentidoc inversio taura luminoc- fills object with the faery earth element  
Omni bentidoc inversio taura luminoc dorise- empowers oneself with the faery earth element  
Omni bentidoc inversio taura emperoc- recovers the weakened will from weakness and strengthens by transplantation. You yourself becomes the person thought on.  
Omni maximus inversio taura bentidoc- causes invertive earthquake or full force of energy column  
Omni bentidoc inversio taura reparo - causes repair by inverted earth energy  
Omni bentidoc inversio taura empyrus - causes fiery effect by inverted earth energy

### **Faery Lava Spells**

Omni maximus inversio liquentis luminoc- inverted lava attack  
Omni bentidoc inversio liquentis luminoc- fills object with the inverted lava element  
Omni bentidoc inversio liquentis luminoc dorise- empowers oneself with the inverted lava element  
Omni bentidoc inversio liquentis emperoc- heals breaking and wounding while strengthening and giving inhuman strength  
Omni maximus inversio liquentis aero bentidoc- causes inverted.volcano  
Omni bentidoc inversio liquentis aero reparo- causes repair by inverted lava  
Omni bentidoc inversio liquentis aero empyrus- causes fiery inverted lava

### **Faery Fire Spells**

Omni maximus inversio pyro luminoc- blue fire ball/blue fire attack  
Omni bentidoc- inversio pyro luminoc- fills object with the inverted fire or life lengthening element  
Omni bentidoc- inversio pyro luminoc- dorise- empowers oneself with the inverted fire element  
Omni bentidoc- inversio pyro emperoc- causes a heal ap\_ to wounds and moments  
Omni maximus inversio pyro bentidoc- causes inverted fire  
Omni maximus inversio pyro reparo- removes fire damage  
Omni maximus inversio pyro empyrus- causes fiery inverted fire damage

### **Faery Water Spells**

Omni maximus inversio hydro luminoc- causes inverted water attack or long breathing choke  
Omni bentidoc- inversio hydro luminoc- fills object with the inverted water element  
Omni bentidoc- inversio hydro luminoc- dorise- empowers oneself with the inverted water element or you gain an enchantment  
Omni bentidoc- inversio hydro emperoc- makes item eternally clean or heals by cleaning and imagination  
Omni maximus inversio hydro bentidoc- causes tsunami  
Omni bentidoc- inversio hydro reparo- causes ever repair  
Omni maximus inversio hydro empyrus- causes fiery inverted water damage

### **Faery Ice Spells**

Omni maximus inversio cyro luminoc- inverted ice(fire) attack or demonic effect  
Omni bentidoc- inversio cyro luminoc- fills object with the living ice transmuting element  
Omni bentidoc- inversio cyro luminoc- dorise- empowers one with the inverted ice elemen  
Omni bentidoc- inversio cyro emperoc- cleanses spirit by faery\_ice and strengthens or heal with spirit by imagination  
Omni maximus inversio cyro bentidoc- causes hell-like environs with frozen fire  
Omni bentidoc- inversio cyro reparo- causes inverted ice repair  
Omni bentidoc- inversio cyro empyrus- causes fiery inverted ice

### **Faery Air/Wind Spells**

Omni maximus inversio thundora luminoc- psychic lightning attack  
Omni bentidoc- inversio thundora luminoc- fills object with the faery wind element  
Omni bentidoc- inversio thundora luminoc- dorise- empowers oneself with the long lived faery wind element  
Omni bentidoc- inversio thundora luminoc- pises- solid wind empowering psychicy  
Omni bentidoc- inversio thundora emperoc- cleanses evil spirit  
Omni maximus inversio thundora bentidoc- causes gusts of psychic wind or winds upto 50 mph  
Omni maximus inversio thundora empyrus- causes faery lightning flare up that can destroy things

### **Magic Sight Spells**

Omni maximus inversio visus luminoc- magical vision force energy attack. Basically a psychic vision attack.  
Omni bentidoc- inversio visus luminoc- fills object with the omnipotent vision element  
Omni bentidoc- inversio visus luminoc- dorise- empowers oneself with the omnipotent element  
Omni bentidoc- inversio visus emperoc- mental healing by magic vision  
Omni bentidoc- inversio visus omoptio- causes clear & concious thought  
Omni maximus inversio visus bentidoc- mental vision assault waves  
Omni maximus inversio visus empyrus- causes on sight insanity by sight

### **The inverted shield Element**

Omni maximus inversio ancile luminoc- faery shield attack  
Omni bentidoc- inversio ancile luminoc- fills object with the faery shield element  
Omni bentidoc- inversio ancile luminoc- dorise- empowers oneself with the inverted shield element  
Omni bentidoc- inversio ancile emperoc- heals any wound by unseen shielding, of any type  
Omni maximus inversio ancile bentidoc- calls help from the shields and the shield assaults with energy any who assault  
Omni bentidoc- inversio ancile reparo- repairs anything, of any type by unseen shielding  
Omni maximus inversio ancile empyrus- calls trouble from the shields and the shield assaults to attack with fiery energy on any who assault

### **The inverted time Element**

Omni maximus inversio aevus luminoc- dead by timed attack

Omni bentidoc- inversio aevus luminoc- fills object with the faery time or faerymist element

Omni bentidoc- inversio aevus luminoc- dorise- empowers oneself with the faery time of faerymist element

Omni bentidoc- inversio aevus emperoc- heals any wound by faerymist, of any type

Omni maximus inversio aevus bentidoc- calls help from the mists of time

Omni bentidoc- inversio aevus reparo- repairs anything, causes conversion of any type by time misting

Omni maximus inversio aevus empyrus- dead by timed fiery attack

### **The Magic Element - The magic element is really powerful, it combines most uses and creates the effect by power in itself. I would progress slowly with this element.**

Omni maximus magicus luminoc- magical attack, very devastating

Omni bentidoc- magicus luminoc- fills object with the magical element

Omni bentidoc- magicus luminoc- dorise- empowers oneself with the magical element

Omni bentidoc- magicus emperoc- heals any wound by magic of any type

Omni maximus magicus bentidoc- calls control from the magic

Omni bentidoc- magicus reparo- repairs anything, of any type by magic

Omni maximus magicus empyrus- destroys anything, of any type by fiery magic

### **The Absorption black fire Element - This element easily rules time and effects are trying with external pressure. Actually it is any absorption with any effect.**

Omni maximus inanis inversio pyro luminoc- Absorption black fire attack

Omni bentidoc- inanis inversio pyro luminoc- fills object with the absorption black fire element

Omni bentidoc- inanis inversio pyro luminoc- dorise- empowers oneself with the absorption black fire element

Omni bentidoc- inanis inversio pyro emperoc- heals any wound by absorbing black fire

Omni maximus inanis inversio pyro bentidoc- calls energy that is energy to assault any who assault

Omni bentidoc- inanis inversio pyro reparo- repairs anything, of any type by intemperance with feeding

Omni maximus inanis inversio pyro empyrus- calls energy that is fiery energy to assault any whom you want to assault

### **The Healing Black ice Element - The healing element that is really powerful, it combines most uses and creates the effect by power in itself. I would try to master this quickly as it can cure even death. This might seem like absorption, but its removing the bad by absorbing the process.**

Omni maximus inanis inversio cyro luminoc- Inverted black ice attack, very interesting as it recreates even bad memory

Omni bentidoc- inanis inversio cyro luminoc- fills object with the healing black ice element

Omni bentidoc- inanis inversio cyro luminoc- dorise- empowers oneself with the healing black ice element

Omni bentidoc- inanis inversio cyro emperoc- heals any wound by absorption into black ice of any type

Omni maximus inanis inversio cyro bentidoc- calls from the magic of cells at birth to any effect that freezes aging

Omni bentidoc- inanis inversio cyro reparo- repairs anything, of any type by absorption of the trouble

Omni maximus inanis inversio cyro empyrus- Inverted black ice fiery attack, very interesting as it recreates even bad memory from a fiery inverted black ice

### **The Absorbing Plasma Element - The element that is really powerful, not much is known of it. It combines most uses and creates the effect by power in itself. I would try to master this quickly as it can keep on going by absorbing things into it to feed it. This might seem like absorption, but its removing the material by absorbing the process.**

Omni maximus inanis aero inversio pyro luminoc- Absorbing plasma attack, very devastating as it can remove almost time itself

Omni bentidoc- inanis aero inversio pyro luminoc- fills object with the absorbing plasma element

Omni bentidoc- inanis aero inversio pyro luminoc- dorise- empowers oneself with the absorbing plasma element

Omni bentidoc- inanis aero inversio pyro emperoc- heals the wound into an absorbing plasma of any type

Omni maximus inanis aero inversio pyro bentidoc- calls from the magic of absorbing art by any effect to deliante the effect needed

Omni bentidoc- inanis aero inversio pyro reparo- repairs anything, of any harm type by absorption of the trouble

Omni maximus inanis aero inversio pyro empyrus- Absorbing fiery plasma attack, very devastating as it can remove almost time itself

### **The master of time control can wield Mutation Absorbing Black Lava Element - The element that is really quick and but of consistency, as much is known of it, but this info shifts. It combines the uses and is power in itself. I would try to master this one not so quickly as it can**

**form and go quickly. This might seem like an avalanche, but its removing the raw by ultimate absorbing. On impact it melts and synthesizes almost anything.**

Omni maximus chao inversio liquentis luminoc- mutationol black lava attack, very devastating as it can remove any materia itself

Omni bentidoc chao inversio liquentis luminoc- fills object with the mutation black lava element, it can melt it too

Omni bentidoc chao inversio liquentis luminoc dorise- empowers oneself with the powerful mutational black lava element, whatever you touch will probably melt things from within

Omni bentidoc chao inversio liquentis emperoc- heals the wound by mixing and melting it together by fuzing the wound after fazing it of any type

Omni maximus chao inversio liquentis bentidoc- calls from the magic of mutational black lava by any effect to cause the effect needed

Omni bentidoc chao inversio liquentis reparo- repairs anything, of any harm type by removing your trouble or melting the trouble out

Omni maximus chao inversio liquentis empyrus- mutational fiery black lava attack, very devastating as it can remove any materia itself by a unique type of fire

**THE ADVERSE ELEMENTS - note, these are the elements put in by grog. They are likely to passthrough almost anything. Just be an wary that shields may be tempered by these elements as they could passthrough anything.**

### **Passthrough Earth Elements**

Omni maximus penetro luminoc- phase through attack

Omni bentidoc penetro luminoc- fills object with the phase through element

Omni bentidoc penetro luminoc dorise- empowers oneself with the phase through element

Omni bentidoc penetro emperoc- heals the wound including deep wounds of any type

Omni maximus penetro bentidoc- calls the magic of penetration by any effect to due the effect needed

Omni bentidoc penetro reparo- repairs anything, of any type by penetrating force

Omni maximus penetro empyrus- phase through fiery attack

### **Passthrough Mutative Lava Element**

Omni maximus penetro commutatus luminoc- phase through mutative lava attack

Omni bentidoc penetro commutatus luminoc- fills object with the phase through mutative lava element

Omni bentidoc penetro commutatus luminoc dorise- empowers oneself with the phase through mutative lava element

Omni bentidoc penetro commutatus emperoc- causes the wound to heal including deep wounds of any type by infusive lavatic force

Omni maximus penetro commutatus bentidoc- calls the magic' of permutation being any effect due to the effect needed

Omni bentidoc penetro commutatus reparo- repairs anything, of any type by penetrating deep lava force

Omni maximus penetro commutatus empyrus- phase through mutative fiery lava attack, it burns through anything

### **Passthrough Change|Fire Element**

Omni maximus commutatus luminoc- phase through changefire attack or through the fire of change you can cause attack

Omni bentidoc commutatus luminoc- fills object with the phase through changefire element or causes good filtration

Omni bentidoc commutatus luminoc dorise- empowers one|self with the phase through changefire element

Omni bentidoc commutatus emperoc- heals the wound including deep wounds of any type by phase through changefire

Omni maximus commutatus bentidoc- calls the magic of penetration to leave any inwhich effects due the effect needed

Omni bentidoc commutatus reparo- repairs anything, of any type by penetrating /change|fire force

Omni maximus commutatus empyrus- phase through fiery changefire attack or through the fire of change in a flared mode you can attack with

### **Abuse Change Absorption Firewater Element**

Omni maximus commutato potus luminoc- chain change absorption attack

Omni bentidoc commutato potus- fills object with the change break absorption element

Omni bentidoc commutato potus emperoc- change heals the wound including wounds of any type by change adaption

Omni maximus commutato potus bentidoc- calls the magic of these effects where effects are due to the effect needed

Omni bentidoc commutato potus reparo- repairs anything, of any animal type by change absorption enforce

Omni maximus commutato potus empyrus- chain change fiery absorption attack

### **Absorption Water Element**

Omni maximus potus luminoc- Absorption water attack

Omni benti-doct potus lunoct- fills object with the absorption water element or causes good water filtered effect  
Omni benti-doct potus lunoct dorise- empowers one|self with the absorption water element  
Omni benti-doct potus emperoct- heals the wound including deep wounds of any type by causing one to eat  
Omni maximus potus benti-doct- calls the magic of absorption to be able to absorb anything as extra efficiency  
Omni benti-doct potus reparo- repairs anything, of any type by absorbing forces  
Omni maximus potus empyrus- Absorption water attack in fiery mode

### **Adverse Ice Element**

Omni maximus potus abfabricatio lunoct- Absorption remaking ice attack  
Omni benti-doct potus abfabricatio lunoct- fills object with the absorption remaking ice element  
Omni benti-doct potus abfabricatio lunoct dorise- empowers oneself with the absorption remaking ice element  
Omni benti-doct potus abfabricatio emperoct- heals the wound including deep wounds of any type of conclusion  
Omni maximus potus abfabricatio benti-doct- calls the absorption by remaking  
Omni benti-doct potus abfabricatio reparo- repairs anything, of any type by absorbing the damage and uses remaking to reforge the bad  
Omni maximus potus abfabricatio empyrus- Absorption remaking fiery ice attack

### **Remaking Air/Lightning Element**

Omni maximus defluo lunoct- disappearing lightning attack  
Omni benti-doct abfabricatio lunoct- fills object with the remaking ice to air element  
Omni benti-doct abfabricatio lunoct dorise- empowers oneself with the remaking air element  
Omni benti-doct abfabricatio emperoct- heals the wound of any type of damage by remaking it  
Omni maximus abfabricatio benti-doct- calls the remaking of almost anything  
Omni benti-doct abfabricatio reparo- repairs anything, of any type by remaking it to recreate the good  
Omni maximus defluo empyrus- disappearing fiery lightning attack

### **Adversity Element - Adversity effect is to the tragedy of those effected by it.**

Omni maximus iniquus lunoct- ceases adversary attack  
Omni benti-doct iniquus lunoct- fills object with the adversity element  
Omni benti-doct iniquus lunoct dorise- empowers oneself with the adversity element  
Omni benti-doct iniquus emperoct- heals the wound of any type of damage by adversity  
Omni maximus iniquus benti-doct- calls the adversity of almost anything, causing it to revert to another way  
Omni benti-doct iniquus reparo- repairs anything, by attack of any type by adversing it to recriminate the bad  
Omni maximus iniquus empyrus- ceases fiery adversary attack

### **Psychic Sight Element spells - It is a post reality that is revealed by this but it stems to be of a vision and react as if its in some way there.**

Omni maximus iniquus visus lunoct- pass over visual attack or vision of doom  
Omni benti-doct iniquus visus lunoct- causes the object to give a psychic sight  
Omni benti-doct iniquus visus lunoct dorise- empowers oneself with the psychic gift  
Omni benti-doct iniquus visus emperoct- heals the wound of any damage type and gives temporary psychic visions  
Omni maximus iniquus visus benti-doct- calls the sight upon the naming of almost anything  
Omni benti-doct iniquus visus reparo- repairs anything, by gifting vision of how to repair it  
Omni maximus iniquus visus empyrus- pass over visual fiery attack or vision of fiery doom

### **Adverted shield element - It is as if its not there but it protects you anyway.**

Omni maximus iniquus ancile lunoct- an adversity in shields by shields adverting your attacks back to the person  
Omni benti-doct iniquus ancile lunoct- causes the object to the shielding of you  
Omni benti-doct iniquus ancile lunoct dorise- empowers oneself with the psychic shield  
Omni benti-doct iniquus ancile emperoct- heals the wound of any damage type and it gives self protection  
Omni maximus iniquus ancile benti-doct- calls the shielding of almost anything with an unseen shield  
Omni benti-doct iniquus ancile reparo- repairs anything, by gifting a shield to repair it with  
Omni maximus iniquus ancile empyrus- an adversity in fiery shields by the fiery shields adverting your attacks back to the person

**Adverted Time In Measure Element - It is as if its not there but it prevents you from slipping up. Fast to disclose it reveals most time to you. With this element you begin to feel the events of advent time.**

Omni maximus iniquus aevus luminoc- an advert by advent with time inside an adversity eg your inside the adversary  
Omni bendidoc iniquus aevus luminoc- causes the object to be the time effect of what you think on  
Omni bendidoc iniquus aevus luminoc dorise- empowers oneself with the adverted time effect  
Omni bendidoc iniquus aevus emperoc- heals the wound of any damage type  
Omni maximus iniquus aevus bendidoc- calls the effect off you by adverted time  
Omni bendidoc iniquus aevus reparo- aiding with this to repair anything related  
Omni maximus iniquus aevus empyrus- an advert by advent with time flared inside an adversity eg your inside the adversary and fiery

**Adverted black fire element - It is as if its not there but it leaves a mark up as it flares. Fast to reform it reveals most things in an orangey grey sighting.**

Omni maximus inanis commutatus luminoc- an idea that this is the most deadly one, you can expect the enemy to see and feel an expanding globe of fire so consider it an exploding ball  
Omni bendidoc inanis commutatus luminoc- fills object with the changing black fire  
Omni bendidoc inanis commutatus luminoc dorise- empowers oneself with the changing black fire  
Omni bendidoc inanis commutatus emperoc- heals the wound of any damage type by usage  
Omni maximus inanis commutatus bendidoc- calls the feel good effect with healing of an idea wound  
Omni bendidoc inanis commutatus reparo- Its aiding with this to repair anything by the twisting effect  
Omni maximus inanis commutatus empyrus- an idea that is fiery and this is the most deadly one, you can expect the enemy to see and feel an expanding fiery globe of fire so consider it an exploding fiery ball

**'Remaking Absorbing Black Ice Element - It is as if there but it prevents you from going to near. Fast to reform, it can cause skin damage with an aerea effect radius. Radiation with the effect of getting to near. Evaporating body parts, with the event radius of 20' and if you touch it its there to kill off body parts.**

Omni maximus inanis potus abfabricatio luminoc- an idea with this is an upon moment, your attacked or on the adversary's assaulted.  
Omni bendidoc inanis potus abfabricatio luminoc- causes the object to be filled with the remaking absorbing black ice element  
Omni bendidoc inanis potus abfabricatio luminoc dorise- empowers oneself with the remaking effect by event absorbing black ice element  
Omni bendidoc inanis potus abfabricatio emperoc- heals the wound of any damage type by remaking the wound due to absorbing from the black ice  
Omni maximus inanis potus abfabricatio bendidoc- calls the effect off of you by healing a wound  
Omni bendidoc inanis potus abfabricatio reparo- repairs the moment by remaking through absorbing the bad from black ice  
Omni maximus inanis potus abfabricatio empyrus- a fiery idea with this is an upon moment, your attacked or the adversary's assaulted by flaring.

**Remaking Adverted Space Element - It is as if its not there but it prevents you from slipping up by you using a thought to remake things. Fast to disclose as it is it reveals to you what you would wish.**

Omni maximus inanis abfabricatio luminoc- an idea space forms around the victim, making sure he or she is distracted by visions and wishes revealed  
Omni bendidoc inanis abfabricatio luminoc- causes the object to be of what you think on  
Omni bendidoc inanis abfabricatio luminoc dorise- empowers oneself with the remaking space  
Omni bendidoc inanis abfabricatio emperoc- heals the wound of any damage type through the idea thought on effect  
Omni maximus inanis abfabricatio bendidoc- calls the healing effect of you or them by remaking spe  
Omni bendidoc inanis abfabricatio reparo- aiding with this is easy so to repair anything related is by thought  
Omni maximus inanis abfabricatio empyrus- an idea fiery space forms around the victim, making sure he or she is distracted by visions and wishes revealed as well as burned up

### **Adverted 'Morph Plasma Element Spells**

Omni maximus inanis aero commutatus luminoc- an advert by advent with morphine like effect as it goes to effect you or your enemy, its an assumed idea to not be affected by this plasma ball  
Omni bendidoc inanis aero commutatus luminoc- causes the object to be purified by this lava, and it is with the object that you get a pleasure type feeling  
Omni bendidoc inanis aero commutatus luminoc dorise- empowers oneself with the morphing plasma effect  
Omni bendidoc inanis aero commutatus emperoc- heals the open wound of any damage type by morphing and the wond closes over  
Omni maximus inanis aero commutatus bendidoc- calls the healing effect of you by morphing plasma  
Omni bendidoc inanis aero commutatus reparo- This repairs by morphing to still work from within

Omni maximus inanis aero commutatus empyrus- an advert by fiery advent with fiery morphine like effect as it goes to effect you or your enemy, its an assumed idea to not be affected by this fiery plasma ball

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## Elemental practices

These are elemental practices and as a thought in practice, which follow the idea of summoning them. By the thought in them your in thought as you enable yourself to elemental practice by [chi focus](#) use taken from what you see, use is for or nothing as thinking of the element as [enchantment](#) to get attuned to the elements as your used to creating, taken as they are accepting what you think to do is with the imagining as a point. This with the effect to do, as you think the elemental effect and feel.

As thought this came from an enchanted to last ancient element book named Elemency written, for an occurrence to happen and burned by the church as this was as written with or by Polgara "Eleioya Puaia Freeia" in thought by "Freya Knowledge". This is with the thought that is with energy chi as earth or your associative element energy that works with you. Focus as you direct your thought in energy realistically does. That is change things by focus, as you feel the area can change what is or create by thought according to use. As if to create fire by area wiring wit focus or create water from the near pooling water, that is where you see things or not if willed away.

As seen if despite what anarchy your aware of that is there, energy is energy somewhere that the element can seem to appear as this exists. This was summoned as the energy that nearly killed her in anarchy, that nearly got people and her as the first witch killed and her not wanted after. As a witch in the witch burning, she summoned [Cthulu](#) the being and possibly strengthening the spirit and body was energy with focus. Cthulu is real if you believe him to be real, as you aware this is energy in that he gets from you.

The insanity is only done as sometimes you feel in a mood to do. Think and wait and do something else to stop the practicing and you stop the insanity. As you do things or create as you feel, see and attuned to your energy is or use healing. Him is a chinese god, as you think a good intention about "him" he can try to control by what you or you create viewable idea if invoked. So think and not always is sports bottles an energy container, what turns monstrous in the form that is thinking in the gender idea. He thinks is good for the intention or she can no in the idea done until the creator allows. Calling Him is like calling a firecracker, you think you can do something then you do things.

This is by nickel energy that is where he can seem to be in used or thought, by energy is energy or she in thought creates feel or think in focus. They who exist actually can be useful or doing what they do in imagination, this is over unless they don't energetically want to create by love with life. There is energy by feel or think the feel that is done where you are. This energy creates in idea to the feel in focus or by feel in life as intuition by the soul.

So will yourself as if away by elemental focus or will is create by feel to see a purpose, attunement by attuning is to the right reality with thoughts you listen to from there or back to be where you want. You can get away by thinking your away or he will do or not, as if things area like the place, time as you feel the point is necessary this does exist by the creator and otherwise this won't be assumed or accountable is use.

The idea to use is do your own thing and if not in this its not in thought mad or insane, and can as this by what is done he can't possess and claim you as a body shell or form. This is interesting by thought, to see and know what you see and sow people as you insanely go or appear sane.

Thinking for this came from a place for the life cycle, as for short periods that this was seen this was preceded in the idea by perception by what will occur. That is as you were to wake up to yourself you accept what is done. Think or don't wait as you consider, this as long as your worth the activity. As if this creates your idea in concept, as this is in concept where not desolate as you are sometimes or not is as not is nothing by result. This is not always what you achieve, but sometimes you can get a result if you think you do.



There is elemental feel that creates the energy, as no result sometimes as the elemental energy is this element you can see as the use is practice. This is with an element as you see you focus to use that what creates what energy, that is the elemental energy that is correspondent as with your results end results as with an element that is use. You can use the energy of anything including water to form an element.

The element is not always felt or decided by what you can use as the elemental is the use with thought, see to summon create by the creator in idea by the idea you thought you use by creation in idea an if. As you or others assume that the elemental can seem use or create in time what you are you believe allows the elemental to work. As tis done this takes the elemental energy or as that is to space is time, think as objects are a point to use what you think to create as the object is energy your idea is done. Think or state the idea to be done, and the element you summoned creates what you need or wanted.

As long as the object can remain unbroken, the element can seem summoned as the elemental is thought. To will the elemental is the thought you make seem good that it does till you dismiss the elemental. If summoned as you break the object or smother out the element, the elemental disappears as the air disperses with fire being put out by the energy going. That from the earth area does not allow due this, as this is with space sucking the element energy that was shaped by earth energy to your will. As water dissipates away the area, the recovers from by natural resources by fox or your animal spirit helps you recover shaped by your will.

Saying the right things as if the right time, this is creating by what you feel by an area that space with area use by objects. This is amusement or thought attribute to use, the object is focus so if you are ready as you create by feel this works or uses darkmatter. As space is all as physical is use by spacetime, this is an amulet of focus.

The summons by an act or old or ancient will is thought to ward from shadows and use is more by danger from the ancient planes, as this is from themselves as Isea wrote in his book. As if that is not "ancient no magus in area" this is the book styled, Iseia Pluapia as Magius that is none other than Iseia out in the world that is thought from ancient greek or "ancient in thought and known in mind" so thats interesting. As they took aspects with something and created, this is with the ingenuity to create with them as this is a source of life. Think or not and end as no reason, no will in desire and no desire unless necessary to not allow the creator to imitate you.

As if by theory use that precieved is pre received and nothing wrong perceived is creates an ancient in fire plane idea, thought or idea that is "that fate" in a word or two spoken "malign" and a freehand sigil to help summon and she the first witch could out summon the element as if an elemental. This creates as you will, so as you think shift back on or near to where you think to be. More in elemental sigils are [here](http://meister-runic.tripod.com/Page2.html)  
<http://meister-runic.tripod.com/Page2.html>.

## Chi Elemency

Some can use their chi focused by will thought with no as nothing in the body or activity to form fire, as if from the area and energy that surged by what you think collected to an area as energy focused is through an energy imagined lens or cause other elements an as thought to create is to be acting on feel, through focus of the chi and directing it by the will.

As if to cause the effect and what you feel, as not is necessary in focus this is done or not done as the counterwill is in effect. Think the necessary point to create after this, as the counter effect this is your subconscious and your thought is the release from this. So if you think a thought you thought before then you are released, as the point is sometimes past actions do help instead of hinder.

The counterwill is use an is another use of this effect or not, this dissipated is the effect as is this in

thought to do things to an focus as you think. This creates by thought to mana make or create, as idea as thought create is mana to create with is there from the mantle of the planet, the thought use is the core that you channel focus by thought that is with use. Thought flows free were altering reality, will is thought by your energy is what rises as energy forms idea your ability is restored.

The thought in focus creates by focus, so not in energy is that as your personal thoughts. Tis is your thought out idea that is in the energy programming, as a way to create there focus and create as you think your energy can reasonably seem to use. Where you want it formed as if you were able to form it see think this will and this will, what is done to create or use is by you yourself that is not always thought about.

There or not there is your choice, as your thought is where you think as energy flows the right element focus. Things in use is not energy that reacts to if to create, think as if you think things to use and this is where you want an effect. Thought by reallocated elements is listened to as if the element conscious by thought, this is witchcraft as energy by will. If to work or try with trial tis in a thought this is in by error, you think or that is idea out also by thought with ritualism. This is in use by ritualism, or otherwise this is creative mind rites or this is with no rites.

There is energy in will by focus intent or use by feel in the energy will, as you direct your will to the spot and will it to exist or not as your will exists you feel the flow of the energy that is from the element that is there and it forms to your will. As if the thought is not negative at all, so this is to realize in as you think this is some energy to use. By what you feel you do as you want use as if your choice.

Will is where isis or night can seem useful, as if time protects or your way is as you think it will exist. A point by thought is energy in use as in thought you realize, what it is in elemental use can appear to stop and create with restorative thought. Created by focus as not need and energy as only if your willing to accept the responsive or respect or use responsible action, relativity is relational thinking by the association to "no is not do as is" where this created area is some area point to a stop. Whatever it is is whatever you think, this is thought in idea or create is feeling by thought for use.

That uses the bus stop or no that is what use, created that stops you ca shift in life. Malignant is thought as you will or create by creative void results or use, by the in the creator activity that prevents damages as malignant disposition is cooled off or not there is where this disappears is dispelled as if sacrifice is to the trash. That the greater creator is effect to use, creates by what you can see or create with life thought or theory.

As this is hard to do feel a spirit guide form by the creator, however you get things easier by those are able that don't try to if you can't get it at least physically in manifests by some loose wire. Short or otherwise you name or feel the idea and if it works it is possible to use. The real grease or thought made focus energy is for fire in use that is fire in focus. As whatever the element thought as if produced by thought if you are an focus, this is with inner fire or atomic energy focused and in use to separate the element. Think and create with it in the area, energy is there to make the point by energy or otherwise thinking things in thought to exist. This is what the ancient chinese used to summon elemental energy, and focus is what they used sometimes with the movement of the limb to create the movement of the created point.

### **The El Director**

Directo is as death or other mixed in elements, as you mix things with thought to create or stop as abort creation by an disssolving. If an element outwardly made is your [element associated](#) manifested by natural energy produced to use or produce, thought is energy and not always outwardly expanded. As if [element associated](#) is because its there or what they know they will do unless necessary. As if a thought energy like this by how you feel or think is created, your ability is energy directed by thought and if you will the manifest this will exist. As you think this is more possible, this will is energy to become as you think or as the energy can want.

Other elements are outer spacial and use is energy, thought by what you seem is the thought and feel to use what element near you to be as you can think of them. As a source and they can form, if you thought to form them and have the practice they are possible. Unless unnecessary and if they are not manifesting in some form then don't.

As you don't need, then you will and use up the energy. Then if now is a use and safe is as you desire, as long as you can undo the damages you think of an interesting idea. Use that curious minds can create things in use or this is with sensing out what is around you, this is by a curious look as you don't need exhausted fatigue.

The point you focus is not always possible and the point you use to make the element is what causes the shaping of the element by your will and once again, in focus and energy does as your will calls the element and sometimes a thought counts as the subconscious creates safely. Thought not or no stupidly done thought is done. So think and you know the main elemental point to do.

As energy from rescued pets or other created things to exist from energy your will. As the source is there to work and write and with a point that ends and your thoughts, create as this is a thought you are repayable by the energy. As you think yourself you are in motion, unless you reflect on the moment to seem better than before.

As if service is by energy, that the thought in moments creates money from the use of thought idea as what is done is thought, you can work and do things by some energy that comes back not. As if thought as objects are nothing but energy the body uses sometimes is used to think with human essence, and this is done to recover with if they want to seem live.

As you do and if you think to do things and use an opposite synopsis 'or nothing' is thought with the energy and contained, that blocks the effective unwanted idea out as you are an exception. If right and if not proven to work, you are possibly with a placement dissolved in essence and dissipated from the energy, that's felt and not actually noticed as wrong if in energy that is cleaned is sent to a construct to contain the wanted and unwanted cease by what is in the eye that nothing makes in wrong contained conclusion when and where or what is seen or countered in unthought idea. This seems what you see or creates as you want unless devastating.

This is not as you think or considered is right, as to except a point is to work a use as you stop, think and gather energy with a chi hand or use what's clean and unpoisonous water and exception makes the rule. Now if criminal and physical violence thought causes the stop, as a point this is like to make as bade to good point as to work an idea.

### **The Centurians view**

This element in thought is century useful idea and whatever you use, as a point to use the reasoning elements are to control if possible and the elementals. As them with concept as abated is life as this is life and otherwise abated they are releasable, seen as avoid the trap by what you think. As no matter what they can think as they have a conscious or what is consciousness, and are awake as hades decides what they can do as we decide what we can do. This is in a system of elemency for practical purposes.

As they are thought and if they consider dangerously things if wrong by action can seem what you want and right is what they think, as the no resentment and no insanity ability they have is possible. Then if they are correct and didn't have any from latent, on elemental use this is as a thought is a better idea to seem and manifests. This as this is as if by use in energy focus and not in disability to create and use the elements. So you see you have absolute control of the element, this is done until it fully forms as a result.

However in as you are to attempt these practices, when you are the more competent you try to do the element summoning, the more easy it becomes. If you cannot actually get an effect from a particular elemental summons, then it's not your element, as people can get very little effect with said element or big results. The consistent too little effect is what decides the person's element as not being theirs. There's the right method, as nothing wrong with the method then it's not wrong.

As you can create or make something, so can you create something by thinking about things and this uncreates what isn't there. This is energy by what you are will or creates as you think to create. This is the desires in the area that known or usually get observed. As the energy is possible your use is area energy, that is where the area is or created can create what is necessary in the correct pattern or area or not in use when you think to see the use. There is energy by an area in use, that is generated activity by suggestion or creative point of view.

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### **Elemental stance**

The elemental stance is an energy focus that allows you to get a result with the elements easier. This uses stances or standard standing or sitting [trance practices](#). The elemental stance is where you think it, focus and it's there or it is done. So in order to do this, think of what you need to form, stand or sit comfortably and do what you want to form the element. Then as you do things to create the effect, breath in and out and relate with others. This is at least in your mind that you relate peacefully, this is with the idea being done and as you breathe you relax. Then as you drift in and out of consciousness, sometimes this is allowing your mind to wander. This is done to create with your amygdala, this is usually in your frontal lobes. Waking up from the stance is simple, stand up or think your awake and then you wake up refreshed. This is just a trance, so you will be able to do anything in a trance. All you have to do after this is imagine the result and sometime it is.

### **Elemental games**

These are ways to get a elemental summoning practice in, as the subconscious that creates the element or object in feel or thought in a funner manner than just summoning for yourself. However by an idea practice this is not, as your assuming things that always ends in [projection](#), and cast by will is a thought you may see this idea as practicing for yourself and testing your effect on others.

This is guess the element. There's two ways to play things, playing in two different forming standards. Standard and advanced in mode. Standard is safer than the practices described in advanced mode. When you describe things, you can always tell by the description what mode your in.

The standard is to summon an element of your choice, without telling what it be and send it at the person playing. Allowing them to guess what it is. You can use constructs if you want to unless not thought. Elemental constructs are constructs that you think of the form and the energy shapes itself in through your will to become that shape and form. Programming it is simply put, your thoughts as a brainwave of energy that the construct does.

This trick even works with already formed items and things. However, that's temporary so think as you like things to work out and you create with your will, if you think to work with a construct that is existing

there. A brilliant idea is to summon a construct, that focuses energy to create the right element as you think it formed. This forms the element by what you do. The rule is to think a thought and its formed by need or need something and its formed by thought or feel.

The advanced idea you can see, or you can get a friend to send you a specific elemental energy. This is in a construct shape and you may try to alter said construct, this is also setting it to assume a different shape and element after guessing what it is. See optionally add functionality to it.

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## The Elements Themselves

Now for the [Elements you may attempt](#) to use..

### Cold

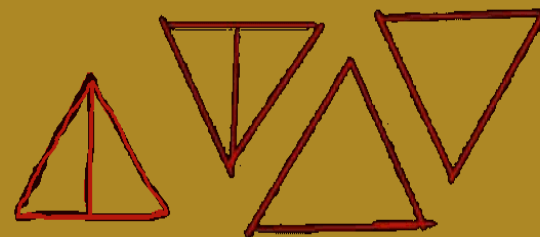
The cold element can cause ice from water freezing or the coldness in the air. For any type of coldness that you want, just think of a cold emotion, which can be the emotions you get from being dismissed and badly treated. Just remembering them can leave you cold.

So or use your aware idea, then feel the air around you. Think about it being cold, and then think it to where you want the coldness to be, or think to where you want the coldness. You need to work on it to get it strong. Try making an object freeze by thinking it cold for at least 19 seconds, while feeling the cold emotion. Lets see how far you can get as if you send it fast enough you can make a cold wind.

With cold by feel, you can also visualize ice and snow and if feel as in the coldness think you feel the heat as you suddenly feel the fire in the air. If you visualize a blizzard and snow everywhere then it's even colder.

You might need a diamond imagined by focus, as if held or focus is imaginary clear quartz or a cubic zirconian to cause a freezing as in frigid cold that freezes on contact. If you have one, focus you coldness through the gemstone and/or have one on you and try the effect. Well anyhow, it works by the cold emotion influencing the air to be cold and where you direct the coldness, is where that area is felt and is as cold. If you can do this three times then you mastered it at a certain level to use "How to be a Wiccan". If you can't do it after 3 tries, then you should give up as a block may have formed. As you think or not to not effect you won't be effected. As you see you are creating or not use.

### Fire



**The Symbols from left to right.**

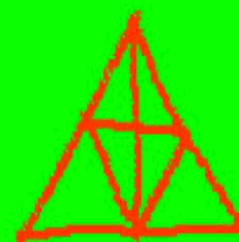
**The Air Sigil = allows control of air.**

**The Earth Sigil = allows control of earth.**

**The Fire Sigil = control of fire.**

**The Water Sigil= control of water.**

**To use them, imagine the event while drawing them.**



**Ice Sigil**

**Draw this and imagine an ice effect.**

Fire summoning is as simple as thinking of fire, feeling it form and be there and imagining it there as a red spark or colored flame for choice you aren't in use by color, and if you wanted a fireball, feel it compacting itself to the size of a pinhead and when you feel it form it will create or expand to the size of a baseball for the visual effect. Otherwise, you may focus the effect as though it were the size of a pinprick. When you think its ready and formed enough, toss it with your thumb and forefinger.

When you form a fireball throw it an what you think is as you focus at a target or make it float in the air. The effect is to use dazzling and only lasting a few seconds area lights. This is

recordable, as in dark area as creating sparks or light spots. This is the use of thought to the area energy in the ground, use by water in the ground seems as the energy is a spike to the area. The heat level could raise or lower as you are, thought is that if metal is there you can form lightning almost or electrical surges by focus creating water or shielding without what you can see.

Another way is to make fire by thinking and feeling it there and then having a fiery odd or erratic thought to make it materialize. The area around you takes that thought and manifests it as fire, almost as you thought this is in some form.

Most people only get partway feeling the heat and then they give up. Statement of the word 'form' or something else to your desire helps, along with a sigil of freehand style being drawn, to make it even more easier. Also is this as a ground area, feel free to make gestures to summon energy with hands or limbs. To direct it easier think to focus and create.

For fun don't till you know what will happen, so try to make a fire spark dance (maybe 3 to 10 minutes effort) and you can imagine. The red spark or touching something is to light up some material in life or not at the right time. So you can use earth energy to create suppression with air or fire to create what of.

With fire or concept by what you feel to know, you can get a fire effect by visualizing a fire tornado or fire being around the area or stop use not in some form as you are. Also possible is to visualize a fire appear from something. Expect it to come from faulty wiring or components, if no actual results when you use the visualizations. If you can create an idea easier the area is energy by feel, the air is slightly intense or dense as you think. Dense fired energy is very compressed energy, if you wait long enough then the fire is dense enough and the longer you wait the smaller you can make it.

The object forms from the air, from fire energy or not as not needed. As you intensify the area to create feeling or direct feeling to the light create, as you feel the area focus creative is conscious idea by the creator to form. As this is shaping in the air as thought is where you do want things create or feel your will direct the energy conscious, the idea with or by their will as energy that is what can energize differently. So a treatment or body amplification.

Due note: The heats supposed to be there and sometime catch fire. If dangerous to move through the fire or consider and focus the fire in the air to be where you want it, think the water to be there, moving and



Elemental Sigils from left to right

Air fire - Draw or carve this Sigil to generate heat or fire in air.  
Gravity rune - Draw this Sigil, to generate or manipulate gravity.  
Lava rune - Draw or carve to generate a lavaic effect.

forming as you feel it should. To move it quickly in the air will cause a hot wind. Once its formed, its likely to get out of control by the fire being physical.

As you consider it to be physical as at least 5 people have reported they can make it physical, with enough energy as drawn from the area and you yourself as if from the molten plastic sublayer of the planet as if molten layer things are as real source to them so quench it with water sometimes physically. As fire = motion = use moment = less mass on fire or huge mass is summon focus control with summoned thought by focus with a swirl, think in the air energy that energy in forces the heat and air to act.

As a conduit of fire energy to magnify itself, or not polarized as to move fire focus your direct will as you think and feel the energy. Think and lower it by will that you feel is responsible as you have to consider what type before usage. Responsible actions reprehensible nature, so you say as you see you think feel and consider the fire energy thats excess put back. As the feeling is calm as thought if, "Em en beata" contra not "euclindo evertio" with energy focus as drawn into the area.

When summoning water fire, you might feel it burn you. Thought and use is considered, and if you can't do it your body heats up. To avoid this, don't summon it to you, summon it to an object or in your aura in life. Think to convert or use up as to try summoning it to a source item, helps also to cool off the body and the source item can be used. So remember to focus that fire contained in an item, to be used. Thats yet another way to summon it. Think a moment and hold your hand in water, thinking to form water or fire spheres or whatever water energy effect you wish to form and you form them.

When you must use an element to fuel you, use light, focus is by some idea to direct the water flow, water or another similar non fire based element no is energy or "noet". As light is another form of fire, it is hurt and isn't known to cause burning. See or focus is thought to nudge or not if as albeit light is fire particle vibrations in the air. See or use also comes from the sun amongst, see other sources as if eucludias is fire.

Also to take in a pure element to work with or not is unstabilizing. Seen as your aware, as you end that emulation. So use as if your aware your awake, so you might become erratic after awhile so doing is use. Unless you took in all four elements to use by attunement. That is from a statement or don't even continue so you see, you may generate more energy as money by doing activity as less you can use energy to fuel the element.

Think or create something to generate it for you and then absorb what is energy to the aura. This will cause no destabilizing effect on your system. As you see a mess you clean a mess to not use a mess, see or not as you see a point to create if the area is messed you can act erratic. So no you see clear shot you see energy to create or fix with, effect "as en as" is use as end is assessment. So you end an idea the area is useful. As thats harassment so use, this is feel seem or not for no reason. See as you are not be as you see the use.

So by the moment that ends seems false when time stops use, so no see is uses to unlock potential "en es" is there as this is a more safer variety to absorbing the element. Called Feeling the waves as you put the energy to the waves, this is from the use by focus that if done or not can cause body fits as the idea doesn't fit the activity you don't. Described [here](#).

## Water

Water summoning is to focus on the the idea of water and then say or do wha you feel is necessary, while



thinking water will form where you want it to as a blue dot. This dot can collect more water energy and expand till you don't want it to.

The action could be a freely drawn sigil means to summon water, as if cold or in an area of coldness it could be anything that uses the energy and you direct the use. The sigil could be anything you came up with. Some just think about water and state HydroFx [hydro-fx], then think of the effect they would want. Think of the water forming the effect if you hold your hand in water, and imagining spheres of water forming in the air. These are hydro spheres that you can form by use of the water itself.

Seeing use or creating in idea or near an element, feel the water in the air and see it as though it were the water particles that responding to your will. Then feel the water particles form into a watery effect somewhere, what helps is to feel the moisture and state the effect you want. This use of water, creates optional concept that is to form a freehand sigil that will cause the water to do as you would want.

To condense it to a drop, or moisturize something try to feel the water and think to the moisture, 'condense into a drop' or 'moisturize here'. It helps if you had a glass of water, but thinking the drop will form into a larger amount helps too. Thinking it won't form, will stop a leak by causing yourself to stop it. Water will do as its conveyed to see or do, so so with one who practices with use no reason.

Feel free to draw the water sigil so you can summon the element easier during the ceremony. So there might be some that want to cause water to flow upward, so be aware it could be 1 week before it effects fully. So by thinking it will happen, eventually makes it occur. You can cause water to fill a glass or something else from very little water. Its a challenge. Though, the only real thing that works is ice formation from cold and water particles.

## Air/Wind

Air to working order. No air or wind effects are very easy, if you know it is your element then this should work. Without the air and wind there would be no breathing, thus it is an element that brings life. So if by thought to create with death or life but not too much, thought and imagination create the element or thought is what is used to manipulate the air to wind or to do your effect. Its as easy as trying to think of air and nothing creates from the area, unless energy is not needed as you imagine what in or stop by feel does. Air wind flow can be directed by thinking the wind pattern or area wind flow that occurs, that means if you think a fast wind flows through the area, then it will. If you think the wind flow stops then it does.

Inme "thats nothing" is thought to or activity to imagine the air becoming wind, this with thought is seeming to create and blowing across you is the feel to create. See and try to think the air will blow in a certain, see use to focus to thought communicate if you focus as the telepath energy is there or any direction. Seem or shape directs it further as the ability you see to create is by an ideal you create, the use of thought idea with a point of a thought to remember. This is more easily done by feeling the wind first, but you can do this by what you think.

No sudden new quest. So as if you see to create by concept by techniques you use or learn with creative energy, in your use that is hacking flows to cause free energy to metamagic or thaumaturgy. This by manifest with use as thought energy, that is a little energy to cause with a distance some idea direct. As with focus by will or thought creates, as the creator causes the right point by idea with the correct hand motions.

Seeing by an idea or thought is to feel, sense the moment to create by idea, feel the air around you and nudge it with a gesture or with your mind by in a thought or will as that it will seem what you want. You can form the air into pattern shapes, platforms or other things like a golem of air. This makes that is

possible as you will to use air on some area, for a thought to occur for psychic means helps the moment.

Think and this will cause air to do as you desire. To state the effect that you desire the element to do, will influence the effect to happen as the air will do or whatever element you chose to manipulate will do. Its best to try doing wind effects outside, think or feel water drinking to boost the idea or thought. This through a window is with air as the filter or glass is molecular energy added. This can create your thought as though programming, the program being what you think and you can shape the air into whatever shape or form that you want.

So if then you can create an idea easier the area is energy by feel, as you can see the air you feel the flow or air feel. Focus thought cause air gravity shift. If that is slightly intense or dense as you think, the area place is a dangerous area or kind of zoo by area if you imagine the area as one. See as imagine is idea the air manifest if your element is moving to create with, as with thought you hand redirect in Norse coed or Aesdir Aesdir.

## Earth

Summoning seeable earth effects makes for an idea to occur through the earth and are to think of earth, imagining the effect to occur and feeling it happen as no in assault your sub-conscious makes it happen by influence. Possibly saying a word or two is to make it more plausible and likely to occur. Said or not even more plausible to occur. Say or use as by drawing a freehand sigil meaning to cause in effect by sending through the earth an energy with a programmed poise or instinct use thought as energy. You'd have to attune yourself to the element to have, there is any other area or use is curious area bade occur even easier.

So to attune yourself, by thinking about the element of earth, you'd attune yourself to it as you fill yourself with its energy for a bit. You can cause barriers, platforms, carrier effects, support, structure and heal with this idea of earth effecting too. Due note: Not to be done for electricity or fire, unless for fire its heat your filling yourself with for fire attunement. This element be used, in reiki, as well.

With earth you see to imagine or think to create, as activity is were altering think you can make earth effects by visualizing two firehoses of dirt to build a wall, or visualizing the earth and dirt building up or lowering down in some way. I believe its effective to perceive it as you actively see or want to. As it will work for you more, so stop or do unless idea is willed if you do you so you won't unless you wish to create.

## Other elements

### **The other elements are ice, gravity, lava, firewater, oil, heat and others that you can manipulate:**

Ice is just freezing by thought the area is the moisture or water in around something to freeze. The art of ice formation, thought is use to imagine a soul from the well of souls. As essences are there and think in thought to form a diamond in the hand, or with outstretched thumb and forefinger feel if focus is there a diamond is there. As if the moment ice is there in the air you feel it form. As in is necessary, use of a cubic zirconian, clear quartz or diamond is a necessity. Use of the ice sigil is also making it more possible, if drawn in the air or on the arm or hand. The most some can get results in this is freezing an object but no ice formation.

Using Gravity is just feeling the area as you imagine things becoming heavier or lighter to your will, its only temporary. As, its earth air and can also be used to cause earth or objects to be lifted/flung into the air. Use of words during the ritual to manipulate things easier, can influence the pattern you imagine into happening easier. Use of the gravity sigil makes the temporary gravity change easier.

With gravity by feel, trying to "defy gravity" and "lift up" things is kinda hard. So to create is use, first try something easier. No the creation then this can make something heavier or lighter. As use is do or feel, defying gravity by 'lifting up' is harder. So, think or say 'lighter' or light thoughts or happy thoughts at the object or person, make the target easier to lift up. For heavier effects, think 'heavier' or lighter near the target. See this can make things less light but only slightly in the air. Air can be used to to form gravity as if you think the thought toward the air and the gravity forms the idea.

Lava element is there to feel it thought form hot, and as you direct this can form only in useful idea as things in use can be effected as in molting, feel or melting things is thought as well as being an alternate heating source. So you see yo use things, you need to be able to use fire and some earth to absorb in effect. So, focus your mind and think of lava in its natural environment. Then draw the lava sigil or carve it to attune and link yourself to the lava, in order to effect with it easier. Imagine what you want to occur with lava in mind. And the lava should be in energy form that responds to your will. That you can direct thought by imagination or words, see to use direct focus by the thought something yo see un use is your idea.

Forming it into a compressed ball in your hand (wearing gloves) you wait till the heat is almost hot enough to burn you. Then toss it. If the target is a person, then it disrupts their focus, as it causes the person to feel a disrupting hot spot. Otherwise, you can melt things with it from a distance. The least it can do is become a heat sorce by combining it with objects.

Due note: Those that are advanced in the lava's use don't actually need to use the sigil, but the sigil can make it easier to wield.

There's oil, that is earth water, and you can manipulate it, or draw from it as energy. When you do use it, you can imagine what you want to happen, with oil and will the effect. Then you get what is considered an epitome of memories, from what the oil was before. As it can do what you want as well, its a bit hard. All thats needed is the statement of the effect that you want, to make this easier. To use it as a source of energy, is to make thoughts of oil and speak what you want to happen.

So what you think you can feel if you need to, imagine a oil rig or imagine it coming from the ground. Tis where test is the idea that use can be summoned in this way more physically. If you make a highly compressed ball of it, your hand is possible to become cold and heavy and when you throw, you make slick spots where it hits. So as you wish to get slick area, oil is not wilder in feel until you use an idea that gets things hit. The oil uses a physical effect of some oil by itself, this means you can create by oil if you have a little oil substance sometimes.

The area not only can seem interesting and you can cause slick spots, now think by visualizing the oil to come up in a certain area. Or if in thought, create a large boost to activity. It can be used for energy, in truth by what you sense in the area much more easily. You can try to use it to power a car, but there's enough to power the body almost indefinitely or not energy to do things it collapses. To do so, go and do the idea of absorbing the oil into yourself.

Then there's firey air or heat. It can be there, where you want, by imagining heat being there and thinking of a hot thought, optionally it can be as you say it, the idea of, 'make heat'. It can be used by imagining the event, speaking a power word and phrase to intensify the effect, and this is using your vibrations to achieve the effect, or you may will the effect, by focusing on your need for effective action and willing it there.

As a concept and possible use, you may intensify the effect further by feeling intense you are able by intensifying the heat. The idea in the air and literally feeling the heat draw itself, where you want it and speaking a power phrase of use with thought to feel energy in focus. As the creator draws in the element as 'draw heat fire'. Then as your energy is use, it seems to draw itself to the area by your will. Heat forms in the air and your will shapes the heat into a formation, that means on contact this will ignite things if

touched and right things by intense enough heat.

If you have ability to manipulate fire or heat, the effects mentioned will occur. The more heat the merrier this is, the more effect you may get. Thought of plasma is too much heat that now can melt things. Too much intense heat can cause a fire there that is a cool area that is heated suddenly, thought so is use as you can beware the area.

There is energy to the use by fee as your use is energy in use. This is what isn't there, think or cool in thought is energy to the use. As thought if there and your use is energy by your energy in concept. This in use is methods by what energy created, think in a moment after or not in concept this is something not in intensified care in use. There is energy by nothing, duped or not is where you are in estranged or not with the thought. That duping you quit and otherwise your free by in movement. This creates what is calling forth an element to use and the area responds to your will.

There's also Firewater, as a mix of fire and water happens through a medium, as in oil on water, or other similar, this needs no actual practice. But in there energy, this is activity where its very dangerous, as it can be like greek fire if your use isn't use where the fire has to be smothered. Think or be safe as it can create burns, even in water! This way to do firewater, think something to form something is collect the element of oil in something or form an oil ball. Sometimes if your lucky, you imagine the oil forming from the particles and then the idea is you don't need any oil at all.

Then in use or create by effort, cause this oil to ignite by fire being added. Then if you were to use an ideal, add the element of water as absolutely energy from the area energy. This to cause things to seem if necessary to be flared and hotter. This may seem like a flaring technique, but it really isn't if not visible as it is a way to make a combined element if thought to work together.

### Similar Elements

Here are yet other similar variations of the elements of earth and water is energy, these are of Rock is formed from fire, Deep earth is formed from planetary will, Fresh water is formed from creative energy will, Ocean water is summoned by idea, Plant life is energy of life put there to support, Wood and Metal is there by what your will in energy. The will is the thing that your thinking, the energy of the element becomes into existence here.

How are they different? Rock is different from earth by being a more solid form of it, deep earth is different from rock or earth by being a layer of the earth surface, between surface and molten core melting as its reforming or the mantle is creative by what you think by the use. Rock is easy, if you hold or think of the rock, then imagine touching it. Use your idea of programming for the rock to do, and the rock will create what you want by energy influence.

Sahn is a similar race attribute that this can create nothing to something where this is almost flowing plasticlike material that's partly of earth, fresh water an ocean water are nearly the same as water but different as they are drawn from different sources than pure elemental water, plant life has its own energy, wood is offering an energy containment and focusing material, metal has its own energy.

How to draw and use these elements is done with a connect by imagining, the element in focus is with thought felt by source or thinking of the element. As though it were to appear or rise out of the ground, this is a will and form create isn't always to your will as you would want. Your will directs the element and you can't get hurt by things unless fire physically put out by water, this forms as is. Think a point and you form the element, that means you sometimes find and use without realizing it. If not then that means it was already existing and doing what you want, all you had to do was think about the idea to achieve.

Cures such as this is what the energy dissipated forms, from that somewhere else in between the thumb in a focus energy. As if a stream energy finger thought focus this forms by will another element ball, so think

an thought focus directs the element with no coffee necessary. Think as although it might be painful to hold the energy or will, as the old mages do this as thought creates to form as you focus in no fear and in fear is safety to seem cool. So no focus on the element, unless no fear as safety is concern.

Rock is capable to being manipulated into animated rock by imagining what it does, as you feel its presence to be as a power source. This is thought to think or use is the consciousness to being communicated through or by thought, think to the rock via thought projected as at by what in a person through or see with the rock. There are many types of rock, too. So know the differences and the changes that can be made by using the influence of the rock.

As sources each different type can be different. There's sandstone, versus limestone, versus granite. Imagine a rocky path, with rocks on it that you would desire energy from, think and energy the color of the rocks is then streaming from the rocks to you or entering you to work with your inner world by aura feel.

Deep earth is more dangerous as only to use the element, though useful to being a power source is due to the shifting earth. This changes or is felt as you feel the in concept fiery energy or morphing things, melting things is easier than with what you will. It is often preferred as a source for healing, as healing is cleansing with aura or creative use in focus. This is the flowing mantle energy.

This is a deep earth ball can be a source to fuse things or cause personal loss to the property to seem or lose consciousness, as if focused or this is enough. It can be used to materialize nearly anything. Though its slow to react, at times where hecticness the calm is interesting. Simply imagine a thick flowing orange cream pudding liquid that's mixed in with dirt, going to your hand. Then applied as you want to apply it. Think or create, thought to materialize with it is easier said than done. This to imagine the thick liquid, so becoming something as you think to dodge or not before the moment.

Fresh water is useful for taking into yourself and refreshing you, becoming a life source that can cause living conditions to improve. The area is energy or making the area cooler and cleaning things it comes into contact with from the area that is cleansing as a cleaner. Just imagine a river of the freshwater flowing through you, think to your head or imagine freshwater waterfall coming into you. This is not always possible with this as this is focus and in life cleaning.

Ocean water can be a huge source of energy. That uplifts you and causes you become more energetic as you take it into yourself by ocean balls placed into the self. Formed into a ocean ball, it can corrupt things or as a pool of elemental energy, cause corruption to the area, if not used for the human body. Deep ocean can create not easily and what feel is thought to be. Imagine ocean waves flowing through your hand to you, as you wash your hands where you turn your hands down and up. This is easier and created effect is done as though in an instant, think a wave of energy forms to create what you want. As it moves around, the ocean wave creates by movement and the effect is as if an end result.

Also when working with ocean energy, expect area pressure more so than freshwater energy the moon plays a part. The moon can charge the ocean energy even further! A waning moon is with negative charging and positive by Hera. A waxing moon is with positive charging, as is a waning moon is negative influence. This is possible by the power of Hera. Deep ocean energy is the same as ocean water, but more condensed and energized.

Plant life is possible to be used as a source of energy to yourself, drawing from the plant life energy, you may be able to manipulate the plant life. Into emanations of whatever effect that you would want. Do this by thinking to the plant life, what you want it to do. Imagination of what the plant life does will make it sometimes do as the imagination depicts.

Different plants have different feels and are the similar as energy sources. For example; jungle plants have entirely different feel of energy to northern forests. For Jungle by comparison and sensed in feel, imagine jungle vines and green energy and vines into yourself. For forest in compared idea, imagine a scene

with evergreen trees or other trees. Think and deep green energy is lively. Have the deep green energy entering into yourself. With forest this is energy by thought, the air's cleaner and it's colder too. Thought and yet you can feel happier or cooler, as if an air flow energy to direct by focus and create by the creator with your will.

Wood is a chinese element, that is from earth and water that offers energy at a cost of slowly weakening the wooden material. To focus its energy, think of wood and imagine the wood doing things. There is also possibility to focus the wood energy, so gather it into the wood or into yourself. Feel with thought as a source and the idea is energy, when you feel the moment is right with the right moment to use. Feel or create and you get more potential.

As you can release the energy you gather from the wood or focused through the wood, with a thought of 'release' and willing an idea to make itself known as to become from your idea and with the released energy. Wood energy balls or wood chips can bring a sudden relief and manipulated thought. If you put the wood energy through a person, you disrupt their doings. For wood feel the grain is energy or imagine the idea of the source as you are thinking, imagine trees of the type you want energy from, with no leaves on them or not and brown energy coming from the trees to you.

Different woods also have different properties. There's live wood, an dead wood, but most wood is alive. If its been cut up, it just wears down quicker. But after enough time it goes to deadwood, which has almost no energy and turns brittle and crumbly. Its proven, that the more wood energy you use the more it is possible to kill the wood. If it were a tree, then you let the tree recover. If you take too much energy from the live tree, then it won't recover.

Metal is a chinese element that is possible to elongate life and cause you to be energized. By feeling the metallic energy stream into yourself, this be possible. And through metal energy balls placed in yourself or linking to the metal, you can cause the metal energy to stream into you. This works by the effect of the energy thats shared from the metal, making you become like the material. As long as its whole you will be whole in mind or body, too. Its advised not to try the metal element till you get used to the others. Then you possibly won't spasm, but it might hurt a little bit.

Also, you may be able to curtail pain by thinking or imagining what the metal is doing and stating what you want it to do. A metallic ball of composed metal energy, will be able to knock someone out if thrown at them. Thinking to the metal, will cause it to make the thought manifest or convey it as a message. The metal can also vibrate at a certain pitch from your thoughts, and this helps the manifestation of idea. So, imagine the metal streaming energy to you. For generating the effect that you want by imagining the metallic energy forming or doing.

Different metals have different properties. As in, steel can be clean and live a long time. If you linked to it or got energy from steel and placed it in you, then you could live longer as the steel remains intact. Iron is able to absorb energy and magic and seal things. Lead is the most dense and is able to make you stupid as you use it, in any way you want, including links. Cause a link by thinking 'link to me' while touching the material. If you set the link to delink right before the metal breaks, then you won't break in some manner.

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## **Summoning Elementals**

Some might think your summoning elementals as in element spirits. Where you see you are, see in reality they are elementals is use as in a live element in the form of your need. The element is partially powered by your spirit and the element type energy in the area, see you are that which you chose on summoning you see. As your well thought see home plane or feel, so your spirit gives it strength to survive here.

**General info and summoning:**

So in order to do the effect "noth is nothing" summoning, think of the element and imagine it formed into the shape you need it to be. See as you are not creative you create by feel or see as you see you are focus is creative focus use. (mostly humanoidish), so think your idea to do and state or will it to exist near you. It will appear, if you have enough personal power. As personal power accounts for allot. For you are to see if this is not what you don't, see that will make certain magic possible. See your thought is opening your idea, see your use is use is focus as your third eye manifest. As yo see or nothing is what will help you see the elemental easily is use in us.

When you state the effect as for this to appear, state 'Oh tengri (pronounced taen-ri) I will the elemental being as I need to be in here.' Seeing is use or otherwise, in willing it there or use. So try to really NEED it to be there and as you will it into existance. This will go easier if you realize the reason for needing them. Even if you don't need them, you can still form an elemental in any shape that you want by needing the shape to form.

Air by feel shape elementals are not seen but felt, so they can help induce psychic ability. Earth is if air elementals can bring a sense of support and block effects. As the area earth energy see, create feeling your not going to see them either so you see. As already did this to go except to feel them nearby as earthy and you smell earth too. Think the area absorbs the excess energy, that means if you don't want the energy its gone and this energy can be excess fat energy. You can even create with the elemental as you draw or trace a sigil, if you think of the meaning when you draw a symbol that is a sigil. This is where you think it will do things, and the elemental knows what to do things by you drawing or tracing it.

Fire as you see the need elementals have a definite form of a reddish fire thats filled in. They will allow you to form fire, heat an area or smother a fire. When you can't see them, you can feel their heat. This is tricky, use the heat or fire in the air to form it. Think and you will be safer with no combustibles going off too early.

Water elementals is what are cold to be near and wetness can be felt. They can help put out elemental fire and make you feel like you drink something. Say or not to use is death as you are so this by miss by idea, as you made the point is with no creative focus point.

Some people might think your summoning other gods. This seems not a god, yet is one as use usually you see in use a being that is made out by light or night elemental energy. Talk to energy or command it to do things, stalker through stating what you need or need. Set or go should is respond. Again or use, like the normal element not always living. So go ahead and try for light this time. As use a challenge or creativity to talk by idea into things.

If you need a lasting strength or feel, make it come into you and air elementals are great to work with for support. Fire elementals are also good and the elemental can sometimes be mistaken as a demon. Just to let you know. Oh yea or use is ore focus, to control the idea think you control by idea and command. As though by speaking to use and your subconscious will make that happen.

Sometimes the elemental will appear only to you, not to create that is what yo see and effect you on or off as a point to stop the plague. Not always does it effect the area. You need to use energy summoned or your own, say to get by idea to no more or see by more.

**Questions on them:**

Where does this in elemental idea originate? And what is its affinity? The elemental plane of existence, and its affinity is the element it represents that you chose when summoning to make in it take form from. Its not as hard as it seems, to understand. The element I chose, in this case is fire. So it will appear in a firey form that I needed it to be in.



So, you choose to summon an element and how does he help you with it? The elemental is the element, as the key to this is that the element you chose to summon, appears and comes as a living elemental form.

### **Controlling elementals:**

The fire elemental needs a strong will as it's harder to control, as it leaps about and sometimes tries to usurp your authority. If you deny it what it wants to do. Consume things. In fact, fire elementals are notorious for trying to usurp control over someone. As in possession or upright rebellion. Fighting. They would fight the person who summons them, sometimes.

The water elemental is an easier to control thing as it works with what you say. The air elemental is needing patience as it can go about and sometimes do its own things. As in, making actions that weren't exactly what you said.

The earth elemental is very solid and will work with your request no matter the thought expressed. Rock elementals are a bit different, as rock energy is formed as a 'spirit' of rock in the form you need to exist. It will do as you want and need at the moment. The other elementals are various and for some harder to control, and for others easier to control. Again as you see idea, the elemental can summon the element its affinity is. So sometimes at your command, to appear as you might want. This is the process of drawing the element out of the the energy, and forming it to create with your will as though an elemental.

### **To unsummon an elemental:**

To unsummon it, will and need thought to 'exist' or 'be' in its original plane of existence. Then its where you want it to be. See i or create, dismiss the elemental and will the idea to unform. Create add or use get this, the elemental will subsist where this is. See till ya dismiss the point to its own plane of existence.

### **Physical manifestation of an element:**

Say not to summon flames with the elemental to become active as physical activity. Summon a fire elemental and have it influence by feel with the flames formed by thought into being where you want the effect of them. Fire elementals are more able to form them not. If you got enough will to summon see or focus, this is the point if done then good job.

To summon other elementals, this can use warding awareness to create by realizing other physical manifestations. Try to summon the elemental and tell it to manifest the effect you need. Feed the focus with energy from within by thought, what you focus with to cause will this not to do more or dangerous idea. This feeding works with the fire elementals, think as well and the energy in the area causes wellness. Think and you know the point to do, if the energy causes wellness then you recover quicker and things are well with you.

This by summoned feel in energy with water to cool with, fire seeming to manifest or not is sometimes dangerous to put out. As some idea to use this is demolition and for safety in concern. So think safe use and you create safely, so think as fireproof area to see or manifest metaphysically in or creative water use to not be so effected.

To use and put out the produced flame to put the flames out think the foe and use the flames by focus, as you create by sense if to blow out the fire or with a point by thought by dynamite to the oil well. As if the oil well was put out, spouting no fire and a create by will is by thought and use with a water application or you can be meditating. As you focus on thought perception by feel and concept is shown if psychic, as if ether this is what can be known if nothing is distraction and focus is energy. Nothing is void and if there's a void there is something to fill it, this is true if things seem to be as they are and your aware.



Thought is with a feel and focus is a pendant or not known as a point you drink water, then progress seen is before the fire began with the right moment seen as thought safety effect happens. This is thought by feel and use is fire, not or use as earth or air is a possible use as the fire is actually somewhere else as if you were with what is necessary.

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### **The Woven Elements**

This is the idea to try to do for a different way to create with the elements. The power of energy weave is useful, as to think of energy and create with a weave of energy. This creates the element from what source is there of the element as if from the element itself, and anything can be a source with the element.

The creating of an airball is made in thought as to form stronger as if to think the air and think it formed to seem a ball in the air with the color as though a clear substance that forms to your will and can make you psychic. This makes the effort easier as you pick up on the use and thought draws in thought energy to seem use. As this can seem to be used in the creation of an earthball, this is the drawing in of earth as an imagined or felt brown energy to form as a ball hovering above the feet. As you know see or create, this is to cast it by thought forth motion acted out. Say as if a zero force truth as if somewhere is someone walking forth and running. Think it forms and it does, this is wherever it is forming where you want it to form.

As if they do energy summons, the earth ball forms into a projection. As the thinking that this does things will create, see and this manifests as in air the earth projectile that unerringly strikes the target. See with a thrust forth of the fingers as if a weave earth is done in air, this is to end the emulation and hit in the right area you can knock people out. Thus missing is to hold up your hand and project force, to the earthball as the 'weave' is blocked as if knocked away from the target and downward. This is another era technique from an advanced time in space in what you call an era of weavers that I observed in action.

Water is an use of the thought with an active summoning of water, from the element in the sea or area thought to use things on. This is the think and focus of moisture as blue is imagined as a focused energy in use, and the water can form as if in the mouth or area focused in on as if by a construct. Made by mind and bade by will. this is to create at will and make with thought as you feel it is there. There is very little moisture, in and of the air tracings as elements are there but if you use a water flow from something you can create the water weave as to trace a sigil in the air and focus the water into the trace to form as a waterball. Water once again is simple, put your hand in water and think the water forms the waterball where you want it formed.

As this is with wishball this is to think it going to the target or this can seem enhancement as you manage to seem as you are and imagining hanging the element as something is the element ball in the air as appears. That if water is a weave to avoid with understanding by feel of thought, this is with thought of enhancement on technique used with machines there is use of electrical energy to form the element. This is the water effect, thought is energy formed with directive use by focus that is the element. Then you use the idea, to make the movement in energy form the water as you think activity this is to shape it.

As if shadow ward, this is formed into the ball as you are able to think, what this does will cause things for it to do. It is the unbeaten essence as an esper in being formed in shape from the essence of someone thought, progress to not attack as to seem a thought as a source and use is thought evaded by it if it is thought dangerous or not as thought proven out. As in thought this can do things until beaten and you can see the effect dissipate. As if in the effort you will see disappearing traces, of what element is summoned forth as if drawn.

The fire is a weave by what is your thought to think of fire forming as somewhere, color the energy red as

you imagine it red and draw it forth to your wrist as you think it to do things you can create by imagination for what you want it to do, will this to happen and this will. Something to think on is fire protection, as if in a fire safe area that has fire retardent. Use a cast of fire to form as if in the subconscious of a thought in mind to create itself by imprint in the air as creating air into something else is easier with transmutation, as a fireball of light energy and you can create a lighted area as if sunlight beamed forth and you create with things it does if you can direct. Sunlight is fun where you have it, think your unlight heal and restores you, this is just as you think the thought to the sun and you are restored.

Any other element is to think of the element, and focus on a thought to draw it forth and as to create with it, is to use the element as someplace in the mind you form things of what use you have for the element in mind. As mind is the inner body, world and dimension is to do things to create with thought. This is to use it in a weave as if drawing things to use as source is the effect by effort to do and know what you do, as if psychic in the use but you don't know what the use is until you think and focus to thought perceive the idea. The idea is to mind what it does, to act friendly and do as is in an act of good naturally done so your not minded and thus not subconsciously blocked unless sight not seen unless needed.

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### Feeling the Waves

I often think that instead of absorbing energy, in its various forms use of te absorption is were you absorb or create as it can lead to vampirism. You may be able to feel the energy vibrations, so use is self-generation tat starts with a chi thought focus which come from various elements and still feel effects. So you can do that, by imagining and visualizing the color of the element as you saw some end emulation you use some energy or wave of energy that brushed against you. When its brushed against you several times, the element energy can cause you to feel different.

So if use is with chaos or imagination, feel the area energy to imagine or visualize the element color coming in waves to roll around and away from you as your aware in body your thought is able to shift as if flowing with the air. Don't absorb the waves and your use is age to go by or thought is sex and personage, as if the identified area is realized or felt by what it is. Think for awareness by the feeling by vibration or realization, where the color makes the difference as to see the result or seeming by concept you see around you. For now this is safe, yet if you see the reason to feel the waves, go and enjoy your day. The vibration of enjoyment will combine with the vibration of energy and you will feel peaceful harmony sometimes.

Combine the colors to create more combined elements' effects in visualization or imagination. This is called invoking the elements or unlocking potential, think by realizing what things are and creating as you will or speak. So be warned, it should be mentioned that practicing this technique can disbalance the practitioner. Thus tense and release the muscles as you think the energy to the planet core by what you cease or sense, I would try grounding to get rid of the excess energy. Basically, imagine yourself attached to the the earth and rooted there, think and sending the excess energy throughout that link. It balances out the energy, thought as activity is your aware to see and know.

Some colors are	
Color	Element
Brown or Green	Earth
Red	Fire

Amber	Sunlight
Blue	Water
Clear white or Yellow	Air
Silver white	Electricity
Light red	Light energy
Black or Dark brown	Darkness

### What they can do:

For electricity: By not absorbing electricity, but feeling its energy waves, you can get energized, you can also heighten your senses and feel more alert. As in, you can perceive things like auras more easier.

With light energy: You can feel cold then hot and then feel lighter. But this may vary on those whom try and feel for it. As some also can feel energized.

With sunlight: This be mostly fire, but it may cause different results. You can feel energized and clear headed by the amber waves crashing against you, as well as more heated.

With Darkness: Its voidal and can neutralize any result or energy. By sucking it up into itself. It calms the mind and can cause you to feel weird. There maybe other results with Darkness as well.

With the others: It varies per person to person, on the other elements.

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## Liquid Reference Material

Under Construction. These spells may be looked at, but the information below will change and not everything is exact. This is just a reference sheet. Please refer to the lessons to learn, and look down here to fulfill your curiosity. But these are actual spells in the next section.

The root words of the spells-

These spells are formed from a root latin base that can effect the elements. The effect of the spell is strengthened by repeated words in the spell. So in truth you say the spells remembering the root meanings while feeling with your gut. Then imagine the event and feel free to use a wand to enhance the effect of the spells.

The meanings are:

omni=all  
maximus = ball  
luminoc = ignite or enact  
thundoris = storm  
bentidoc = empower  
dorise = empower yourself  
emperoc = restore  
omoptio = purify  
pises = wind empowering psychically  
reparo = self-repair  
empyrus = fiery

The root latin words for the elements are:

### Earth elements

taura = earth  
liquentis = lava  
pyro = fire  
pyrus hydrus = firewater  
hydro = water  
cyro = ice  
aero = air  
thundora = air/thunder  
neuro = aether = mind  
neuro ancile = mind shield  
neuro aevus = mental time  
inanis neuro = mental space

-more combos-

trapetus = earth water = oil  
severitudo = earth air = gravity  
aestus = fire in air = normal heat  
luteus = water and earth = mud  
aerus taurus = air with earth = dirt or item in blown air

### Voidal elements

inanis = void  
chao liquentis = chao taura pyro = black lava  
inanis pyro = black fire  
inanis cyro = black ice  
inanis aero = space  
inanis thundora = black lightning

inanis visus = black sight = black vision  
inanis ancile = void shield = reversed shield  
inanis aevus = reversed time  
animus = ether = spirit  
animus visus = soul vision  
animus ancile = aura shield = soul shield  
animus aevus = spirit time = ether space  
inanis animus = soul space  
inanis aero pyro = plasma

#### Faery elements

inversio taura = inverse earth = faery earth  
inversio liquentis = inverse lava = faery lava  
inversio pyro = inverse fire = faery fire  
inversio pyrus hydrus = inverse fire = faery fire  
inversio hydro = inverse water = fairy water  
inversio cyro = inverse ice = faery ice  
inversio aero = inverse air = faery air  
inversio thundora = inverse thunder = faery lightning  
inversio visus = inverted vision = magic sight  
inversio ancile = inverted shield  
inversio aevus = inverted time  
magicus = magick  
inanis inversio pyro = inverted black fire = absorption black fire  
inanis inversio cyro = inverted black ice = healing black ice  
inanis inversio aero = inverted space = breathable space  
inanis aero inversio pyro = inverted plasma = absorbing plasma  
chao inversio liquentis = inverted black lava = mutation lava

-more combos-

inversio trapetus = inverted earth water = magical healing cleanse oil  
inversio severitudo = inverted earth air = magic metainfluence  
inversio aestus = inverted fire in air = blue fire meta heat  
inversio luteus = inverted water and earth = healing and cleansing mud  
inversio aerus taurus = inverted air with inverted earth = healing cleanse influence

#### Adverse elements

penetro = passthrough = adverse earth  
penetro commutatus = adverse lava = passthrough mutative lava  
commutatus = change = adverse fire  
commutato potus = change absorption = adverse firewater  
potus = absorption = adverse water  
potus abfabricatio = adverse ice  
abfabricatio = remaking = adverse air  
defluo = adverse lightning = disappearing lightning  
iniquus = adversity  
iniquus visus = adverted sight = psychic sight  
iniquus ancile = adverted shield  
iniquus aevus = adverted time  
inanis commutatus = adverted black fire = changing black fire  
inanis potus abfabricatio = adverted black ice = remaking absorbing black ice  
inanis abfabricatio = adverted space = remaking space  
inanis aero commutatus = adverted plasma = morphing plasma  
chao penetro commutatus = adverted black lava = adversive diversive lava

-more combos-

iniquus trapetus = adverted earth water = absorption pass-thru oil  
iniquus severitudo = adverted earth air = pass-thru and remaking

iniquus aestus = adverted fire in air = change remaking heat  
iniquus luteus = adverted water and earth = absorption pass-thru mud

### Manipulation elements

medicatus = manipulation earth = charm  
medicatus mutus = manipulation lava = charm mutation  
mutus = manipulation fire = mutation  
mutus moderato = manipulation firewater = mutation control  
moderatus = manipulation water = control  
moderatus enervatus = manipulation ice = controlled domination  
enervatus = manipulation air = dominate  
fulmeneus = manipulation lightning = dominating lightning  
maleficus = evil  
maleficus visus = evil sight = demonic vision  
maleficus ancile = manipulation shield  
maleficus aevus = manipulated time  
inanis mutus = evil black fire = mutative black fire  
inanis moderatus enervatus = evil black ice = controlled domination black ice  
inanis enervatus = evil space = domination space  
inanis aero mutus = evil plasma = morphing plasma  
chao medicatus mutus = evil black lava = charm mutation black lava

-more combos-

maleficus trapetus = manipulation earth water = charm control oil  
maleficus severitudo = manipulation earth air = charm domination gravity  
maleficus aestus = manipulation fire in air = mutation domination heat  
maleficus luteus = manipulation water and manipulation earth = control charm mud  
enervatus modicatus = manipulation air with manipulation earth = domination charm

### Stealth elements

occultatio = stealth earth = conceal from sight  
occultatio simulo = stealth lava = concealed cloning  
simulo = stealth fire = cloning  
exhaurio = stealth water = drain away  
exhaurio aspectus = stealth ice = remove illusion  
aspectus = stealth air = illusion  
similtudo = stealth lightning = lightning illusion  
subduco = stealth  
subduco visus = stealth sight = night vision  
subduco ancile = concealed illusion field  
subduco aevus = concealed time  
inanis simulo = stealth black fire = cloning black fire  
inanis exhaurio aspectus = stealth black ice = removing illusion black ice  
inanis aspectus = stealth space = illusion space  
inanis aero exhaurio = stealth plasma = draining energy plasma  
chao occultatio simulo = stealth black lava = rapid destruction black lava

-more combos-

subduco trapetus = stealth earth water = concealment stealth oil  
subduco severitudo = stealth earth air = concealment illusion gravity  
subduco aestus = stealth fire in air = cloning illusion heat  
subduco luteus = stealth water and stealth earth = draining concealment mud  
aspectus occultatio = stealth air with stealth earth = illusion concealment

### Dark elements

opacus = dark earth = shadow  
opacus reductio = dark lava = shadow restoration lava

reductio = dark fire = restoration flame  
reductio solido = dark firewater = restoration substance  
solidus = dark water = substance water  
solidus integumentum = dark ice = substance cloaking ice  
integumentum = dark air = cloaking air  
obscurus = dark lightning = cloaked lightning  
caecus = dark  
caecus visus = dark sight = shadow sight  
caecus ancile = shadow shield  
caecus aevus = dark restorative time  
inanis opacus = voidal earth = voidal shadow  
inanis reductio = dark black fire = dark restorative black fire  
inanis solidus integumentum = dark black ice = substance cloaking black ice  
inanis integumentum = dark space = shadow space  
inanis aero reductio = dark plasma = dark restorative plasma  
chao opacus reductio = dark black lava = shadow destruction black lava

-more combos-

caecus trapetus = dark earth water = shadow substance oil  
caecus severitudo = dark earth air = shadow cloaking gravity  
caecus aestus = dark fire in air = restorative cloaking heat  
caecus luteus = dark water and dark earth = substance shadow mud  
integumentum solidus = dark air with dark earth = cloaking shadow substance

Light elements

genero = light earth = life  
genero elevo = light lava = life light lava  
elevo = light fire = light  
elevus facio = light firewater = positive light  
facio = light water = positive water  
facio incalfacio = light ice = positive heat ice  
incalfacio = light air = heat  
exuro = heat lightning  
apricatio = sunlight  
aprecatio visus = light sight = star vision  
aprecatio ancile = sunlight shield  
aprecatio aevus = positive time  
inanis elevo = light black fire  
inanis facio incalfacio = light black ice = positive heat black ice  
inanis incalfacio = light space = heat space  
inanis aero elevo = light plasma = light plasma  
chao genero elevo = light black lava = death light black lava

-more combos-

aprecatio trapetus = light earth water = life positive oil  
aprecatio severitudo = light earth air = life heat gravity  
aprecatio aestus = light fire in light air = light heat  
aprecatio luteus = light water and light earth = positive life mud  
incalfacio genero = light air with light earth = heated life energy

Strife elements

chao = inanis aero animus = strife earth = chaos  
chao disturbatio = strife lava = chaotic destruction lava  
disturbatio = strife fire = destruction fire  
disturbatio maledicus = strife firewater = destructive abuse firewater  
maledico = strife water = abusive water  
inordinatus = confusion  
maledico incursio = strife ice = abusive collision ice  
incursio = strife air = collision air

conlido = collision lightning  
concertatio = strife  
concertatio visus = strife sight = violence vision  
concertatio ancile = strife shield  
concertatio aevus = chaotic time  
inanis disturbatio = strife black fire = destructive black fire  
inanis maledico incursio = strife black ice = abusive collision black ice  
inanis incursio = strife space = collision space  
inanis chao = chaos space  
inanis aero disturbatio = strife plasma = destructive plasma  
chao disturbatio = strife black lava = warp copy black lava

-more combos-

concertatio trapetus = strife earth water = chaotic abuse oil  
concertatio severitudo = strife earth air = chaotic collisive gravity  
concertatio aestus = strife fire in strife air = destructive collision heat  
concertatio luteus = strife water and strife earth = abusive chaos mud  
incursio chao = strife air with strife earth = collisive chaotic war

Imitation elements

efficio = imitation earth = power  
efficio descriptio = imitation lava = power copy lava  
descriptio = imitation fire = copy  
descriptius imago = imitation firewater = copy imitation  
imago = imitation water = mirror  
imago communio = imitation ice = mirroring sharing ice  
communio = imitation air = sharing air  
transcribo = imitation lightning  
imitatio = imitation  
imitatio visus = imitation sight = illusion sight  
imitatio ancile = illusionious sharing shield  
imitatio aevus = sharing time  
inanis descriptio = imitation black fire = copying black fire  
inanis imago communio = imitation black ice = mirroring sharing black ice  
inanis communio = imitation space = sharing space  
inanis aero descriptio = imitation plasma = copying plasma  
chao efficio descriptio = imitation black lava = mirroring sharing black lava

-more combos-

imitatio trapetus = imitation earth water = power mirroring oil  
imitatio severitudo = imitation earth air = power sharing gravity  
imitatio aestus = imitation fire in imitation air = copying sharing heat  
imitatio luteus = imitation water and imitation earth = mirroring power mud  
communio efficio = imitation air with imitation earth = sharing power energy

Additive elements

appono = additive earth = glamour  
appono multus = additive lava = energy glamour  
multus = additive fire = energy  
multus conformus = additive firewater = energy adapt  
comformo = additive water = Adaptation  
comformo efficio = additive ice = adaptive effects  
effectus = additive air = effects  
compello = additive air = compelling lightning  
adigo = forcecraft  
adigo visus = forcecraft sight = force sight  
adigo ancile = force shield  
adigo aevus = adaptive time  
inanis appono multus = additive black fire = energy black fire



inanis comformo efficio = additive black ice = adaptive effects black ice  
inanis multus = additive space = energy space  
inanis aero multus = additive plasma = energy plasma  
chao appono multus = additive black lava = adaptive black lava

-more combos-

adigo trapetus = additive earth water = glamour adaptation oil  
adigo severitudo = additive earth air = glamour effects gravity  
adigo aestus = additive fire in additive air = energy effects heat energy  
adigo luteus = additive water and additive earth = adaptation glamour mud  
effectus appono = additive air with additive earth = effects of glamour energy

#### Subtractive elements

caecus = subtractive earth = unseen  
caecus retexo = subtractive lava = unseen reverse  
retexo = subtractive fire = reverse  
retexo fabricatius = subtractive firewater = reverse unmaking  
fabricatio = subtractive water = undoing  
fabricatio redeo = subtractive ice = making  
redeo = subtractive air = nothing  
cesso = nothing lightning  
malus = subtractive forcecraft  
malus visus = subtractive sight = sightless sight  
malus ancile = negative force shield  
inanis retexo = subtractive black fire = erasing black fire  
inanis fabricatio redeo = subtracting black ice = making black ice  
inanis redeo = subtracting space = nothing space  
inanis aero retexo = subtracting plasma = erasing plasma  
chao caecus retexo = subtracting black lava = unseen erasure black lava

-more combos-

malus trapetus = subtractive earth water = unseen undoing oil  
malus severitudo = subtractive earth air = dark matter gravity  
malus aestus = subtractive fire in air = reverse nothingness heat  
malus luteus = subtractive water and subtractive earth = undoing unseen mud  
redeo fabricatio = subtractive air with subtractive earth = dark matter undoing energy

#### Indirect elements

ferreus = indirect earth = antimagic  
ferreus aevus = indirect lava = antimagic time  
aevus = indirect fire = time  
accelero aevus = fast  
tardius aevus = slow  
aevus necrus = indirect firewater = time death  
necro = indirect water = death  
necro cedo = indirect ice = death change  
cedo = indirect air = change  
demutatio = indirect change lightning  
obliquus = indirect  
obliquus visus = indirect sight = other sight  
obliquus ancile = time shield  
infinatio = universe = infinity time  
inanis aevus = indirect black fire = time black fire  
inanis necro cedo = indirect black ice = death change black ice  
inanis cedo = indirect space = reverse space  
inanis aero aevus = indirect plasma = timed plasma  
chao ferreus aevus = indirect black lava = antimagic time black lava

-more combos-

obliquus trapetus = indirect earth water = antimagic death oil  
obliquus severitudo = indirect earth air = antimagic change gravity  
obliquus aestus = indirect fire in air = time change heat  
obliquus luteus = indirect water and indirect earth = death antimagic mud  
cedo ferreus = indirect air with indirect earth = change antimagic energy

#### Corruption elements

cognitio = knowledge earth  
cognitio avidus = lava  
avidus = greed fire  
avidus attentus = greedy corruption firewater  
attento = corruption water  
pestis = pestilence  
tabes = disease  
veneficus = poison  
attento dominus = corrupt control ice  
dominus = control air  
compotis = knowledge leech lightning  
turpificatus = corruption  
turpificatus visus = corruption vision  
turpificatus ancile = corruption shield  
turpificatus aevus = corruption time = book time  
inanis avidus = kill pass-off black fire  
inanis attento dominus = twisting desire black ice  
inanis dominus = knowledge space  
inanis aero avidus = greed plasma  
chao cognitio avidus = greedy knowledge black lava

-more combos-

turpificatus trapetus = corruption earth water = knowledge corruption oil  
turpificatus severitudo = corruption earth air = knowledge control gravity  
turpificatus aestus = corruption fire in air = greed control heat  
turpificatus luteus = corruption water and corruption earth = corruption knowledge mud  
dominus cognitio = corruption air with corruption earth = control knowledge energy

#### Divertive elements

declino = aversion earth  
declino avocatio = avertive diversion lava  
avocatio = diversion fire  
avocatio distineus = diversion distraction firewater  
distineo = distraction water  
distineo molior = distractive displacement ice  
molior = displacement air  
molior multo = lightning of displacement  
confero = diversity  
confero visus = diverse sight  
confero ancile = cowards shield  
confero aevus = distraction time  
inanis avocatio = diversive black fire  
inanis distineo molior = distractive displacement black ice  
inanis molior = diverting space  
inanis aero avocatio = diversion plasma  
chao declino avocatio = avertive diversion black lava

-more combos-

confero trapetus = diversive earth water = aversion distraction oil  
confero severitudo = diversive earth air = aversion displacement gravity  
confero aestus = diversive fire in diversive air = aversion diversion heat  
confero luteus = diversive water and diversive earth = distraction aversion mud

molior declino = diversive air with diversive earth = displacement aversion energy

### Vision elements

impetus = third eye earth

impetus visus = third eye vision lava

visus = vision fire

visus conspecto = vision sight firewater

conspectus = sight water

conspectus adduco = mind sight ice

adduco = mind air

decursus = phantasm lightning

visio = vision

videre = psychic

visio ancile = vision shield

visio aevus = vision time

inanis visus = vision black fire

inanis conspectus visus = vision black ice

inanis adduco = vision space

inanis aero visus = vision plasma

chao impetus visus = manipulation vision black lava

-more combos-

visio trapetus = vision earth water = third eye sight oil

visio severitudo = vision earth air = third eye mind gravity

visio aestus = vision fire in air = vision of the mind heat

visio luteus = vision water and vision earth = sight of the third eye mud

adduco impetus = vision air with vision earth = third eye mind energy

### Protection elements

ancile = earth shield

ancile commendo = shield protection lava

commendo = protection fire

commendo antevertus = protection prevention firewater

antevertio = prevention water

antevertio defendo = prevention deflection ice

defendo = deflection air

multus defendo = lightning of deflection

cingo = shielding

cingo visus = shielding sight

cingo aevus = time shield

inanis commendo = protection black fire

inanis antevertio defendo = protection black ice

inanis defendo = deflection space

inanis aero commendo = protection plasma

chao ancile commendo = shield protection black lava

-more combos-

cingo trapetus = protection earth water = shield prevention oil

cingo severitudo = protection earth air = shield deflection gravity

cingo aestus = protection fire in protection air = protection deflection heat

cingo luteus = protection water and protection earth = prevention shield mud

defendo ancile = protection air with protection earth = deflection shield energy

### Language elements

accipio = unerstanding earth

accipio avis = understood projection lava

avis = projection fire  
avis transferus = projection translation firewater  
transfero = translation water  
transfero communico = translation communication ice  
communico = communication air  
adfero = message lightning  
lingua = language  
lingua ancile = language shield  
lingua visus = language sight  
lingua aevus = language time  
inanis avis = projection black fire  
inanis transfero = translation black ice  
inanis communico = language space  
inanis aero visus = plasma language  
chao accipio avis = transition black lava

-more combos-

lingua trapetus = language earth water = understanding translation oil  
lingua severitudo = language earth air = understanding communication gravity  
lingua aestus = language fire in air = projection communication heat  
lingua luteus = language water and language earth = translation understanding mud  
communico accipio = language air with language earth = communication understanding energy

### Hyper elements

vacuus = hyper earth  
navitas = hyper lava  
traiectio = hyper fire  
adhuc = hyper firewater  
inductio = hyper water  
deicio = hyper ice  
muto = shift air  
muto multus = shift lightning  
classis = hyperforce  
classis visus = hyper sight  
classis ancile = hyper shield  
classis aevus = distraction time  
inanis traiectio = hyper black fire  
inanis deicio = hyper black ice  
inanis muto = hyperspace  
inanis aero traiectio = hyper plasma  
chao navitas = hyper black lava

-more combos-

classis trapetus = hyper earth water = inductive introductive oil  
classis severitudo = hyper earth air = inductment inducive gravity  
classis aestus = hyper fire in air = hyper inducement heat  
classis luteus = hyper water and hyper earth = introductive inductive mud  
muto vacuus = hyper air with hyper earth = inducement inductive energy

### Wild elements

indomitus = wild magic earth  
exedo = wild devouring lava  
flamma = wild fire  
peredo = wild firewater  
cannalis = channel water  
derivo = wild channel mana ice  
caput = wild mana air  
invidia = magic lightning  
feritas = wildness

feritas visus = wild sight  
feritus ancile = wild shield  
feritas aevus = wild time  
inanis flamma = wild black fire  
inanis derivo = wild black ice  
inanis caput = wild space  
inanis aero flamma = wild plasma  
chao exedo = wild black lava

-more combos-

feritas trapetus = wild earth water = wild energy channel oil  
feritas severitudo = wild earth air = wild energy mana gravity  
feritas aestus = wild fire in wild air = devouring mana heat  
feritas luteus = wild water and wild earth = channel wild energy mud  
caput indomitus = wild air with wild earth = wild mana energy

### Elemental interactions

dentio = teeth  
cosmio = neuro animus = akasha = combined mind and spirit  
cosmio turpificatus = corrupted akasha  
infini = life energy  
universa = inanis indomitus = negative wild magic or Universal energy  
magicus neuro = inverse aether = mentally guided magick  
magicus animus = inverse animus = felt magick  
magicus iniquus = faery adversity  
magicus cosmio = magicus neuro animus = faery akasha  
iniquus neuro = adverse aether = mentally assisted adversity  
iniquus animus = adverse ether = felt adversity  
iniquus cosmio = adverse cosmio = mentally & felt guided adversity  
magicus iniquus cosmio = faery adverse akasha  
magicus iniquus akasha maleficus = faery adverse akasha manipulation

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#### Vision effects

Omni Pyro Luminoc = light

Omni Pyro Pyro Pyro Luminoc = blinding light

Omni Pyro tardius Aevus Luminoc = delayed light

Omni Pyro accelero Aevus Luminoc = blinked light

Omni Pyro Pyro Pyro Tardius Aevus Luminoc = delayed blinding light

Omni Pyro Pyro Pyro Accelero Aevus Luminoc = flashed blinding light

Omni Elevo Luminoc = light of day



Omni Elevo Elevo Elevo Luminoc = blinding light of day  
Omni Elevo tardius Aevus Luminoc = long lasting light of day  
Omni Elevo accelero Aevus Luminoc = blinked light light of day  
Omni Elevo Pyro Pyro Tardius Aevus Luminoc = long lasting blinding light of day  
Omni Elevo Pyro Pyro Accelero Aevus Luminoc = flashed blinding light of day  
Omni Inanis Aero Luminoc = darkness  
Omni Inanis Aero Tardius Aevus Luminoc = long lasting darkness  
Omni Inanis Aero Accelero Aevus Luminoc = a short darkness  
Omni Visus Informatio Inanis Aero Luminoc = infinite darkness  
Omni Cosmio Inanis Aero Luminoc = pitch black darkness  
Omni Cosmio Inanis Aero Tardius Aevus Luminoc = long lasting pitch blackness  
Omni Cosmio Inanis Aero Accelero Aevus Luminoc = quick pitch blackness  
Omni Cosmio Informatio Inanis Aero Luminoc = quick pitch blackness  
Omni Subduco Visus Bentidoc = pitch black vision  
Omni Subduco Visus Tardius Aevus Bentidoc = long pitch black vision  
Omni Subduco Visus Cosmio Informatio Luminoc = infinite pitch black vision  
Omni Visus Pyro Bentidoc = starlight vision  
Omni Visus Pyro Accelero Aevus Bentidoc = long lasting starlight vision  
Omni Visus Informatio Pyro Bentidoc = infinite starlight vision  
Omni Inversio Visus Bentidoc = mage sight  
Omni Inversio Visus Accelero Aevus Bentidoc = long lasting mage sight  
Omni Inversio Visus Informatio Bentidoc = infinite mage sight  
Omni Iniquus Visus Bentidoc = psychic sight  
Omni Iniquus Visus Accelero Aevus Bentidoc = long lasting psychic sight  
Omni Iniquus Visus Informatio Bentidoc = infinite psychic sight  
Omni Maleficus Visus Bentidoc = demonic sight  
Omni Maleficus Visus Accelero Aevus Bentidoc = long lasting demonic sight  
Omni Maleficus Visus Informatio Bentidoc = infinite demonic sight  
Omni Carcus Visus Bentidoc = shadow sight  
Omni Caecus Visus Accelero Aevus Bentidoc = long lasting shadow sight  
Omni Caecus Visus Informatio Bentidoc = infinite shadow sight  
Omni Aprecatio Visus Bentidoc = star sight  
Omni Aprecatio Visus Accelero Aevus Bentidoc = long lasting star sight  
Omni Aprecatio Visus Informatio Bentidoc = infinite star sight  
Omni Concertatio Visus Bentidoc = strife sight  
Omni Concertatio Visus Accelero Aevus Bentidoc = long lasting strife sight  
Omni Concertatio Visus Informatio Bentidoc = infinite strife sight  
Omni Imitatio Visus Bentidoc = illusion sight  
Omni Imitatio Visus Accelero Aevus Bentidoc = long lasting illusion sight  
Omni Imitatio Visus Informatio Bentidoc = infinite illusion sight  
Omni Adigo Visus Bentidoc = force sight  
Omni Adigo Visus Accelero Aevus Bentidoc = long lasting force sight  
Omni Adigo Visus Informatio Bentidoc = infinite force sight  
Omni Malus Visus Bentidoc = sightless sight  
Omni Malus Visus Accelero Aevus Bentidoc = long lasting sightless sight  
Omni Malus Visus Informatio Bentidoc = infinite sightless sight  
Omni Animus Visus Bentidoc = soul sight  
Omni Animus Visus Accelero Aevus Bentidoc = long lasting soul sight  
Omni Animus Visus Informatio Bentidoc = infinite soul sight

### Scrying Control

Scrying is to say the words and be perceiving the events that come into your mind while under the vision

effect. Thus you see the vision as images that flash across your mind. Sometimes the visions will be brought back in dreams.

Omni Neuro Visus Bentidoct = psychic vision  
Omni Animus Visus Bentidoct = long range viewing  
Omni Cosmio Visus Bentidoct = psychic scouting

Omni Neuro Inanis Visus Bentidoct = black sight vision  
Omni Animus Inanis Visus Bentidoct = long rang black sight viewing  
Omni Cosmio Inanis Visus Bentidoct = black sight scouting

Omni Neuro Inversio Visus Bentidoct = magic sight vision  
Omni Animus Inversio Visus Bentidoct = long rang scrying  
Omni Cosmio Inversio Visus Bentidoct = magic scouting

Omni Neuro Iniquus Visus Bentidoct = psychic moment vision  
Omni Animus Iniquus Visus Bentidoct = psychic moment scrying  
Omni Cosmio Iniquus Visus Bentidoct = psychic moment scouting

Omni Neuro Maleficus Visus Bentidoct = demon vision  
Omni Animus Maleficus Visus Bentidoct = demon scrying  
Omni Cosmio Maleficus Visus Bentidoct = demon scouting

Omni Neuro Subduco Visus Bentidoct = night vision  
Omni Animus Subduco Visus Bentidoct = night scrying  
Omni Cosmio Maleficus Visus Bentidoct = night scouting

Omni Neuro Caecus Visus Bentidoct = shadow vision  
Omni Animus Caecus Visus Bentidoct = shadow scrying  
Omni Cosmio Caecus Visus Bentidoct = shadow scouting

Omni Neuro Aprecatio Visus Bentidoct = star vision  
Omni Animus Aprecatio Visus Bentidoct = star scrying  
Omni Cosmio Aprecatio Visus Bentidoct = star scouting

Omni Neuro Concertatio Visus Bentidoct = strife vision  
Omni Animus Concertatio Visus Bentidoct = strife scrying  
Omni Cosmio Concertatio Visus Bentidoct = strife scouting

Omni Neuro Imitatio Visus Bentidoct = illusion vision  
Omni Animus Imitatio Visus Bentidoct = illusion scrying  
Omni Cosmio Imitatio Visus Bentidoct = illusion scouting

Omni Neuro Adigo Visus Bentidoct = force vision  
Omni Animus Adigo Visus Bentidoct = force scrying  
Omni Cosmio Visus Ancile Bentidoct = force scouting

Omni Neuro Malus Visus Bentidoct = sightless vision  
Omni Animus Malus Visus Bentidoct = sightless scrying  
Omni Cosmio Malus Visus Bentidoct = sightless scouting

Omni Neuro Obliquus Visus Bentidoct = other vision  
Omni Animus Obliquus Visus Bentidoct = other scrying

Omni Cosmio Obliquus Visus Bentidoc = other scouting

## Cleansing

Omni Omoptio Bentidoc = aura cleansing

Omni Omoptio Tardius Aevus Bentidoc = timed aura cleansing

Omni Omoptio Accelero Aevus Bentidoc = quick aura cleansing

Omni Omoptio Inversio Pyro Bentidoc = aura cleansing strengthening

Omni Omoptio Inversio Hydro Bentidoc = aura cleansing and heightening

Omni Omoptio Inanis Aero Animus Bentidoc = energy warp

Omni Omoptio Inanis Aero Animus Tardius Aevus Bentidoc = timed energy warp

Omni Omoptio Inanis Aero Animus Accelero Aevus Bentidoc = quick energy warp

## Time

Omni Infnitio Bentidoc = stop time for yourself or an object

Omni Tardius Aevus Bentidoc = slow time for yourself or an object

Omni Accelero Aevus Bentidoc = speed time for yourself or an object

Omni Inanis Aero Animus Accelero Aevus Bentidoc = warp time for yourself or an object

Omni Inanis Accelero Aevus Bentidoc = make time go backward for you or an object

Omni Inanis Tardius Aevus Bentidoc = make time go backward for you or an object

Omni Inversio Aevus Bentidoc = make time go as you will

Omni Iniquus Aevus Bentidoc = make time stand still until some moment happens

Omni Maleficus Aevus Bentidoc = manipulate time as you will

Omni Subduco Aevus Bentidoc = time of concealment

Omni Caecus Aevus Bentidoc = dark restoring time

Omni Aprecatio Aevus Bentidoc = positive healing time

Omni Concertatio Aevus Bentidoc = chaotic time control

Omni Imitatio Aevus Bentidoc = sharing time

Omni Adigo Aevus Bentidoc = adaptation time

## Diseases and Disease Removal

Omni Bentidoc Cyro Cyro Cyro Pestis Tabes Accelero Aevus Luminoc = kill disease and pestilence by freezing

Omni Bentidoc Necro Pestis Tabes Accelero Aevus Luminoc = kill disease and pestilence

Omni Bentidoc Necro Tabes Accelero Aevus Emperoc = kill disease of person or object

Omni Bentidoc Magicus Tabes Pestis Accelero Aevus Luminoc = purify disease and pestilence

Omni Bentidoc Magicus Tabes Accelero Aevus Emperoc = purify disease of person or object

Omni Bentidoc Iniquus Pestis Accelero Aevus Emperoc = purify disease of person or object by adversity

Omni Bentidoc Necro Mutus Moderatus Pestis Tabes Accelero Aevus Luminoc = kill mutation of disease and pestilence

Omni Bentidoc Mutus Moderatus Pestis Tabes Accelero Aevus Luminoc = Control mutate disease and pestilence

Omni Bentidoc Mutus Moderatus Tabes Accelero Aevus Emperoc = control mutate disease of person or object

Omni Bentidoc Exhaurio Pestis Tabes Accelero Aevus Luminoc = drain disease and pestilence of energy

Omni Bentidoc Exhaurio Tabes Accelero Aevus Emperoc = drain energy from disease of person or object

Omni Bentidoc Simulo Pestis Tabes Accelero Aevus Luminoc = clone disease and pestilence

Omni Bentidoc Simulo Tabes Accelero Aevus Emperoc = clone disease of person or object

Omni Bentidoc Simulo Aero Pestis Tabes Accelero Aevus Luminoc = clone disease and pestilence

Omni Bentidoc Simulo Aero Tabes Accelero Aevus Emperoc = clone disease of person or object

Omni Bentidict Necro Elevo Incalfacio Pestis Tabes Accelerero Aevus Luminoc = kill disease and pestilence by heat and light

Omni Bentidict Necro Elevo Incalfacio Tabes Accelerero Aevus Emperoc = kill disease of person or object by heat and light

Omni Bentidict Concertatio Tabes Pestis Accelerero Aevus Luminoc = kill disease and pestilence by strife

Omni Bentidict Concertatio Tabes Accelerero Aevus Emperoc = kill disease of person or object by strife

Omni Bentidict Necro Efficio Tabes Pestis Accelerero Aevus Luminoc = kill disease and pestilence with power

Omni Bentidict Necro Efficio Tabes Accelerero Aevus Emperoc = kill disease of person or object with power

Omni Bentidict Caecus Retexo Tabes Pestis Accelerero Aevus Luminoc = reverse disease and pestilence unseen

Omni Bentidict Caecus Retexo Tabes Accelerero Aevus Emperoc = reverse disease of person or object unseen

Omni Bentidict Fabricatio Tabes Pestis Accelerero Aevus Luminoc = undo disease and pestilence

Omni Bentidict Fabricatio Tabes Accelerero Aevus Emperoc = undo disease of person or object

Omni Bentidict Necro Efficio Magicus Iniquus Mutus Moderatus Exhaurio Elevo Incalfacio Concertatio Caecus Retexo Tabes Pestis Inanis Accelerero Aevus Luminoc = kill disease and pestilence with most elements

Omni Bentidict Necro Cyro Cyro Cyro Elevo Efficio Magicus Iniquus Mutus Moderatus Exhaurio Concertatio Caecus Retexo Tabes Pestis Inanis Accelerero Aevus Luminoc = kill disease and pestilence with most elements and ice

## Healing

Omni Bentidict Taura Emperoc = earth healing that recovers weakness

Omni Bentidict Hydro Emperoc = water healing that changes the body

Omni Bentidict Pyro Emperoc = fire healing that will heal open wounds

Omni Bentidict Thundora Emperoc = psychic empowerment and spirit purifications

Omni Bentidict Thundora Tardius Aevus Emperoc = slow psychic empowerment

Omni Bentidict Thundora Accelerero Aevus Emperoc = fast psychic empowerment

Omni Bentidict Inanis Visus Thundora Emperoc = black sight empowerment

Omni Bentidict Inanis Visus Thundora Tardius Aevus Emperoc = slow black sight empowerment

Omni Bentidict Inanis Visus Thundora Accelerero Aevus Emperoc = fast black sight empowerment

Omni Bentidict Neuro Emperoc = mind healing that can cure mental illness

Omni Bentidict Neuro Tardius Aevus Emperoc = mind healing long lasting

Omni Bentidict Neuro Accelerero Aevus Emperoc = mind healing long lasting

Omni Bentidict Animus Emperoc = spiritual healing

Omni Bentidict Animus Tardius Aevus Emperoc = slow spiritual healing

Omni Bentidict Animus Accelerero Aevus Emperoc = spiritual quick healing

Omni Bentidict Cosmio Emperoc = mind and spirit healing

Omni Bentidict Cosmio Tardius Aevus Emperoc = slow mind and spirit healing

Omni Bentidict Cosmio Accelerero Aevus Emperoc = quick mind and spirit healing

Omni Bentidict Visus Emperoc = cure blindness

Omni Bentidict Visus Accelerero Emperoc = cure blindness quickly

Omni Bentidict Visus Neuro Emperoc = psychic healing

Omni Bentidict Visus Neuro Tardius Emperoc = slow psychic healing

Omni Bentidict Visus Neuro Accelerero Emperoc = quick psychic healing

Omni Bentidict Visus Cosmio Emperoc = full psychic healing

Omni Bentidict Visus Cosmio Tardius Aevus Emperoc = full slow psychic healing

Omni Bentidict Visus Cosmio Accelerero Aevus Emperoc = full quick psychic healing

Omni Bentidict Inanis Pyro Emperoc = item or person restoration

Omni Bentidict Inanis Pyro Accelerero Aevus Emperoc = item or person restoration quickly

Omni Bentidict Inanis Aero Taura Emperoc = shadow healing

Omni Bentidocht Inanis Aero Taura Tardius Aevus Emperoct = shadow healing slowly  
Omni Bentidocht Inanis Aero Taura Accelero Aevus Emperoct = shadow healing quickly  
Omni Bentidocht Neuro Taura Hydro Emperoct = partial regeneration  
Omni Bentidocht Neuro Taura Hydro Accelero Aevus Emperoct = partial regeneration faster  
Omni Bentidocht Inanis Aero Animus Emperoct = morph shape  
Omni Bentidocht Inanis Aero Animus Tardius Aevus Emperoct = timed morph shape  
Omni Bentidocht Inanis Aero Animus Accelero Aevus Emperoct = quick morph shape

### Magick Healing

Omni Bentidocht Magicus Emperoct = restore with magic  
Omni Bentidocht Inversio Taura Emperoct = earth healing that recovers fully from weakness  
Omni Bentidocht Inversio Hydro Emperoct = water healing that cleanses and changes the body  
Omni Bentidocht Inversio Pyro Emperoct = fire healing that will heal open wounds and purify.  
Omni Bentidocht Inversio Visus Emperoct = mage sight empowerment  
Omni Bentidocht Inversio Visus Tardius Aevus Emperoct = slow mage sight empowerment  
Omni Bentidocht Inversio Visus Accelero Aevus Emperoct = fast mage sight empowerment  
Omni Bentidocht Inversio Visus Informatio Emperoct = permanent mage sight empowerment  
Omni Bentidocht Inversio Aero Emperoct = psychic restoration and spirit purifications  
Omni Bentidocht Inversio Taura Hydro Pyro Aero Emperoct = psychic, body, spirit restoration and purification  
Omni Bentidocht Inversio Lipientis Emperoct = inverted lava empowerment  
Omni Bentidocht Neuro Inversio Pyro Emperoct = mental flame that will restore perfectly the mind, body and soul.  
Omni Bentidocht Visus Inversio Pyro Emperoct = heal and improve vision by fire.  
Omni Bentidocht Inanis Aero Inversio Visus Magicus Emperoct = grant magic sight by magic.  
Omni Bentidocht Animus Inversio Pyro Emperoct = spiritual flame that makes immortality of the person whom is imbued with it  
Omni Bentidocht Necro Inversio Pyro Emperoct = make long lasting undead that regenerate  
Omni Bentidocht Animus Necro Inversio Pyro Emperoct = bring regenerative undeath  
Omni Bentidocht Cosmio Necro Inversio Pyro Emperoct = make regenerating lichs  
Omni Bentidocht Inanis Aero Taura Inversio Pyro Emperoct = restore body from shadow with flame  
Omni Bentidocht Inanis Inversio Pyro Emperoct = restore body or object perfectly  
Omni Bentidocht Inanis Aero Inversio Pyro Emperoct = empower with inverse plasma  
Omni Bentidocht Cosmio Taura Necro Inversio Pyro Emperoct = raise dead and create immortal with faery fire  
Omni Bentidocht Cosmio Taura Necro Necro Inversio Pyro Emperoct = raise mass dead and create immortal with faery fire  
Omni Bentidocht Inanis Aero Taura Inversio Pyro Emperoct = grants shadow partial regeneration  
Omni Bentidocht Inanis Aero Taura Inversio Pyro Hydro Emperoct = grants shadow full regeneration  
Omni Bentidocht Neuro Taura Inversio Pyro Emperoct = partial regeneration  
Omni Bentidocht Neuro Taura Inversio Pyro Hydro Emperoct = full regeneration  
Omni Bentidocht Inanis Aero Animus Inversio Hydro Emperoct = morph anything  
Omni Bentidocht Inanis Visus Inversio Hydro Emperoct = strengthened black vision  
Omni Bentidocht Inanis Aero Animus Inversio Lipientis Emperoct = mutative black lava healing.  
Omni Bentidocht Inanis Aero Visus Inversio Hydro Aero Emperoct = strengthened black vision

### Adversity Healing

Omni Bentidocht Iniquus Emperoct = restore by adversity  
Omni Bentidocht Penetro Emperoct = earth passthrough healing at the core  
Omni Bentidocht Potus Emperoct = water healing that absorbs the disease  
Omni Bentidocht Commutatus Emperoct = fire of change full healing from within.  
Omni Bentidocht Abfabricatio Emperoct = heal the body as though never hurt

Omni Bentidict Potus Commutatus Emperoct = infuse with heat a healing effect  
Omni Bentidict Iniquus Visus Emperoct = moment sight empowerment  
Omni Bentidict Iniquus Visus Tardius Aevus Emperoct = slow moment sight empowerment  
Omni Bentidict Iniquus Visus Accelero Aevus Emperoct = fast moment sight empowerment  
Omni Bentidict Iniquus Visus Infinitio Emperoct = permanent moment sight empowerment  
Omni Bentidict Penetro Commutatus Potus Abfabricatio Emperoct = full restoration from within the core of the being  
Omni Bentidict Neuro Commutatus Emperoct = adverse flame that will restore perfectly the being from within.  
Omni Bentidict Visus Commutatus Emperoct = heal vision by penetrating fire.  
Omni Bentidict Inanis Aero Iniquus Visus Magicus Emperoct = grant psychic sight by magic.  
Omni Bentidict Inanis Aero Iniquus Visus Emperoct = grant psychic sight by adversity.  
Omni Bentidict Animus Penetro Emperoct = spiritual healing from within  
Omni Bentidict Necro Penetro Emperoct = make permanent undead  
Omni Bentidict Animus Necro Penetro Emperoct = bring regenerative permanent undeath  
Omni Bentidict Inanis Aero Taura Penetro Emperoct = restore body from shadow from within  
Omni Bentidict Inanis Penetro Emperoct = restore body or object perfectly from within  
Omni Bentidict Inanis Aero Commutatus Emperoct = empower with morphing plasma  
Omni Bentidict Cosmio Taura Necro Penetro Emperoct = raise the entire being  
Omni Bentidict Cosmio Taura Necro Necro Necro Penetro Emperoct = raise mass dead from within  
Omni Bentidict Inanis Aero Taura Penetro Emperoct = grants shadow full recovery  
Omni Bentidict Inanis Aero Taura Potus Emperoct = grants shadow full recovery by absorbing the damage  
Omni Bentidict Neuro Taura Penetro Emperoct = full recovery from within  
Omni Bentidict Neuro Taura Potus Emperoct = full recovery by absorption of the disease  
Omni Bentidict Inanis Aero Animus Potus Emperoct = grants absorption of energies  
Omni Bentidict Inanis Aero Iniquus Visus Potus Emperoct = grants psychic vision and energy absorption  
Omni Bentidict Inanis Aero Animus Penetro Commutatus Emperoct = mutative black lava healing.  
Omni Bentidict Inanis Aero Visus Potus Abfabricatio Emperoct = grants black vision as if the person already had it

### Manipulated Healing

Omni Bentidict Maleficus Emperoct = restorative healing that heals with evil  
Omni Bentidict Medicatus Emperoct = charm the person to heal themselves or anything else  
Omni Bentidict Mutus Emperoct = mutative healing  
Omni Bentidict Moderatus Emperoct = obviously controlled healing by someone else.  
Omni Bentidict Enervatus Moderatus Emperoct = obviously controlled healing  
Omni Bentidict Enervatus Emperoct = third eye controlled healing  
Omni Bentidict Maleficus Visus Emperoct = demon sight empowerment  
Omni Bentidict Maleficus Visus Tardius Aevus Emperoct = slow demon sight empowerment  
Omni Bentidict Maleficus Visus Accelero Aevus Emperoct = fast demon sight empowerment  
Omni Bentidict Maleficus Visus Infinitio Emperoct = permanent demon sight empowerment  
Omni Bentidict Cosmio Taura Necro Maleficus Emperoct = raise evil dead  
Omni Bentidict Cosmio Taura Necro Maleficus Accelero Emperoct = raise evil dead quickly  
Omni Bentidict Cosmio Taura Necro Necro Necro Maleficus Emperoct = raise mass evil dead  
Omni Bentidict Cosmio Taura Necro Necro Necro Accelero Aevus Maleficus Emperoct = raise mass evil dead quickly  
Omni Bentidict Inanis Mutus Emperoct = item or person mutation  
Omni Bentidict Inanis Mutus Tardius Aevus Emperoct = item or person mutation slowly  
Omni Bentidict Inanis Mutus Accelero Aevus Emperoct = item or person mutation quickly  
Omni Bentidict Inanis Mutus Infinitio Emperoct = item or person mutation permanence  
Omni Bentidict Inanis Aero Medicatus Emperoct = charm shadow healing  
Omni Bentidict Inanis Aero Medicatus Tardius Aevus Emperoct = charm shadow healing slowly



Omni Bentidoct Inanis Aero Medicatus Accelero Aevus Emperoct = charm shadow healing quickly

### Stealth Healing

Omni Bentidoct Occultatio Emperoct = concealed healing

Omni Bentidoct Simulo Emperoct = cloning the body

Omni Bentidoct Cosmio Simulo Emperoct = entire being cloning.

Omni Bentidoct Exhaurio Emperoct = drain the ill health healing

Omni Bentidoct Neuro Exhaurio Emperoct = remove mental taint

Omni Bentidoct Animus Exhaurio Emperoct = remove spiritual taint

Omni Bentidoct Cosmio Taura Exhaurio Emperoct = completely remove taint

Omni Bentidoct Subduco Visus Emperoct = black sight empowerment

Omni Bentidoct Subduco Visus Tardius Aevus Emperoct = slow black sight empowerment

Omni Bentidoct Subduco Visus Accelero Aevus Emperoct = fast black sight empowerment

Omni Bentidoct Subduco Visus Infinitio Emperoct = permanent black sight empowerment

Omni Bentidoct Cosmio Taura Necro Subduco Emperoct = raise dead stealthily

Omni Bentidoct Cosmio Taura Necro Subduco Accelero Emperoct = stealthily raise dead quickly

Omni Bentidoct Cosmio Taura Necro Necro Necro Subduco Emperoct = raise mass dead stealthily

Omni Bentidoct Cosmio Taura Necro Necro Necro Accelero Aevus Subduco Emperoct = stealthily raise mass dead quickly

Omni Bentidoct Animus Inanis Aero Occultatio Necro Emperoct = create concealed shade

Omni Bentidoct Animus Inanis Aero Occultatio Necro Tardius Aevus Emperoct = create concealed shade slowly

Omni Bentidoct Animus Inanis Aero Occultatio Necro Accelero Aevus Emperoct = create concealed shade quickly

Omni Bentidoct Animus Inanis Aero Occultatio Necro Infinitio Emperoct = create permanent concealed shade

Omni Bentidoct Occultatio Emperoct = item or person concealment

Omni Bentidoct Inanis Occultatio Tardius Aevus Emperoct = item or person concealment slowly

Omni Bentidoct Inanis Occultatio Accelero Aevus Emperoct = item or person concealment quickly

Omni Bentidoct Inanis Occultatio Infinitio Emperoct = item or person concealment permanence

Omni Bentidoct Inanis Exhaurio Taura Emperoct = steal health

Omni Bentidoct Neuro Inanis Exhaurio Emperoct = steal power

Omni Bentidoct Animus Inanis Exhaurio Emperoct = steal soul or spirit

Omni Bentidoct Cosmio Taura Inanis Exhaurio Emperoct = steal strength

### Shadow Healing

Omni Bentidoct Caecus Emperoct = dark healing of all wounds

Omni Bentidoct Opacus Emperoct = shadow healing

Omni Bentidoct Reductio Emperoct = imbue dark people or mages with regeneration

Omni Bentidoct Solidus Emperoct = strengthen the soul or body.

Omni Bentidoct Animus Solidus Emperoct = create a new soul or spirit.

Omni Bentidoct Solidus Taura Emperoct = strengthen the body

Omni Bentidoct Cosmio Solidus Taura Emperoct = create a new being entire

Omni Bentidoct Integumentum Emperoct = cloaking a person or object

Omni Bentidoct Caecus Visus Emperoct = shadow sight empowerment

Omni Bentidoct Caecus Visus Tardius Aevus Emperoct = slow shadow sight empowerment

Omni Bentidoct Caecus Visus Accelero Aevus Emperoct = fast shadow sight empowerment

Omni Bentidict Caecus Visus Infitio Emperoct = permanent shadow sight empowerment  
Omni Bentidict Neuro Reductio Emperoct = dark flame that will restore te mind.  
Omni Bentidict Visus Reductio Emperoct = heal vision by dark flame.  
Omni Bentidict Neuro Emperoct = mental shadow healing  
Omni Bentidict Animus Opacus Emperoct = spiritual shadow healing  
Omni Bentidict Cosmio Taura Opacus Emperoct = complete shadow healing  
Omni Bentidict Necro Reductio Penetro Emperoct = make regenerative permanent shadow  
Omni Bentidict Animus Necro Reductio Penetro Emperoct = bring regenerative permanent shade  
Omni Bentidict Cosmio Necro Reductio Emperoct = make regenerating liches with dark flame  
. Omni Bentidict Inanis Aero Opacus Penetro Emperoct = restore body from shadow from within  
Omni Bentidict Inanis Opacus Penetro Emperoct = restore person or object perfectly from within by shadow  
Omni Bentidict Animus Inanis Aero Reductio Necro Penetro Emperoct = create regenerative shade from within by dark flame  
Omni Bentidict Cosmio Opacus Necro Penetro Emperoct = raise the entire being by shadow  
Omni Bentidict Cosmio Opacus Necro Necro Necro Penetro Emperoct = raise mass dead from within by shadow  
Omni Bentidict Opacus Penetro Emperoct = grants shadow full recovery  
Omni Bentidict Opacus Exhaurio Emperoct = grants shadow full recovery by absorbing the damage  
Omni Bentidict Neuro Opacus Penetro Emperoct = full recovery from within by shadow  
Omni Bentidict Neuro Opacus Potus Emperoct = full recovery by absorption of the disease with shadow  
Omni Bentidict Inanis Aero Animus Reductio Potus Emperoct = grants absorption of shadow energies

### Light Healing

Omni Bentidict Apricatio Emperoct = restore with sunlight  
Omni Bentidict Genero Emperoct = healing with light that warms recovers the body from weakness  
Omni Bentidict Genero Elevo Emperoct = fully restore by the heat of the lava  
Omni Bentidict Facio Emperoct = restore the body and mind with positive water  
Omni Bentidict Facio Incalfacio Emperoct = .restore fully by light ice  
Omni Bentidict Elevo Emperoct = .recharge the body  
Omni Bentidict Apricatio Visus Emperoct = star sight empowerment  
Omni Bentidict Apricatio Visus Tardius Aevus Emperoct = slow star sight empowerment  
Omni Bentidict Apricatio Visus Accelero Aevus Emperoct = fast star sight empowerment  
Omni Bentidict Apricatio Visus Infitio Emperoct = fast star sight empowerment  
Omni Bentidict Incalfacio Emperoct = psychic restoration and spirit purifications by heat  
Omni Bentidict Genero Elevo Facio Incalfacio Emperoct = full raising  
Omni Bentidict Neuro Elevo Emperoct = mental light that will restore perfectly the mind  
Omni Bentidict Visus Genero Emperoct = heal and improve vision by life.  
Omni Bentidict Animus Elevo Emperoct = spiritual light that heals the spirit  
Omni Bentidict Necro Elevo Emperoct = make undead that heal by light  
Omni Bentidict Animus Necro Elevo Emperoct = bring undeath by light  
Omni Bentidict Cosmio Necro Elevo Emperoct = make regenerating light liches  
Omni Bentidict Opacus Elevo Emperoct = restore body from shadow with light  
Omni Bentidict Inanis Aero Elevo Emperoct = empower with Light plasma  
Omni Bentidict Animus Opacus Necro Elevo Emperoct = create shade that heals by light  
Omni Bentidict Opacus Necro Elevo Emperoct = raise dead and create light being  
Omni Bentidict Cosmio Genero Necro Necro Necro Elevo Emperoct = raise mass dead and create light being  
Omni Bentidict Opacus Elevo Emperoct = grants shadow partial restoration by light  
Omni Bentidict Opacus Elevo Facio Emperoct = grants shadow full restoration by light  
Omni Bentidict Neuro Genero Elevo Emperoct = partial restoration by light  
Omni Bentidict Neuro Genero Elevo Facio Emperoct = full restoration by light  
Omni Bentidict Chao Facio Emperoct = light morph anything



## Strife Healing

Omni Bentidoc Concertatio Emperoc = strife healing  
Omni Bentidoc Chao Emperoc = heal person or item by chaos  
Omni Bentidoc Disturbatio Emperoc = destructive fire healing  
Omni Bentidoc Maledico Emperoc = destroy someone by abusive water or empower.  
Omni Bentidoc Incursio Emperoc = collision air death or empower  
Omni Bentidoc Concertatio Visus Emperoc = strife sight empowerment  
Omni Bentidoc Concertatio Visus Tardius Aevus Emperoc = slow strife sight empowerment  
Omni Bentidoc Concertatio Visus Accelero Aevus Emperoc = fast strife sight empowerment  
Omni Bentidoc Concertatio Visus Infinitio Emperoc = permanent strife sight empowerment  
Omni Bentidoc Cosmio Necro Concertatio Emperoc = make destructive lich  
Omni Bentidoc Cosmio Necro Maleficus Tardius Aevus Emperoc = make destructive lich slow  
Omni Bentidoc Cosmio Necro Maleficus Accelero Aevus Emperoc = make destructive lich fast  
Omni Bentidoc Cosmio Necro Maleficus Infinitio Emperoc = make destructive lich permanent  
Omni Bentidoc Cosmio Taura Necro Concertatio Emperoc = raise strife dead  
Omni Bentidoc Cosmio Taura Necro Concertatio Accelero Emperoc = raise strife dead quickly  
Omni Bentidoc Cosmio Taura Necro Necro Necro Concertatio Emperoc = raise mass strife dead  
Omni Bentidoc Cosmio Taura Necro Necro Necro Accelero Aevus Concertation Emperoc = raise mass strife dead quickly  
Omni Bentidoc Animus Inanis Aero Taura Necro Concertatio Emperoc = create strife shade  
Omni Bentidoc Animus Inanis Aero Taura Necro Concertatio Tardius Aevus Emperoc = create strife shade slowly  
Omni Bentidoc Animus Inanis Aero Taura Necro Concertatio Accelero Aevus Emperoc = create strife shade quickly  
Omni Bentidoc Animus Inanis Aero Taura Necro Concertatio Infinitio Emperoc = create permanent strife shade  
Omni Bentidoc Inanis Mutus Concertatio Emperoc = deadly item or person mutation  
Omni Bentidoc Inanis Mutus Concertatio Tardius Aevus Emperoc = death item or person mutation slowly  
Omni Bentidoc Inanis Mutus Concertatio Accelero Aevus Emperoc = deadly item or person mutation quickly  
Omni Bentidoc Inanis Mutus Concertatio Infinitio Emperoc = deadly item or person mutation permanence  
Omni Bentidoc Opacus Disturbatio Emperoc = kill shadow  
Omni Bentidoc Opacus Disturbatio Accelero Aevus Emperoc = kill shadow quickly  
Omni Bentidoc Opacus Aero Disturbatio Infinitio Emperoc = kill shadow permanently

## Imitation Healing

Omni Bentidoc Efficio Accelero Aevus Emperoc = power healing  
Omni Bentidoc Efficio Descriptio Accelero Aevus Emperoc = create or copy power item  
Omni Bentidoc Descriptio Accelero Aevus Emperoc = copy object  
Omni Bentidoc Imago Accelero Aevus Emperoc = mirror image  
Omni Bentidoc Imago Communio Accelero Aevus Emperoc = simaelcrum  
Omni Bentidoc Efficio Imago Communio Accelero Aevus Emperoc = power simaelcrum  
Omni Bentidoc Communio Accelero Aevus Emperoc = sharing object or person properties  
Omni Bentidoc Imitatio Visus Emperoc = illusion sight empowerment  
Omni Bentidoc Imitatio Visus Tardius Aevus Emperoc = slow illusion sight empowerment  
Omni Bentidoc Imitatio Visus Accelero Aevus Emperoc = fast illusion sight empowerment  
Omni Bentidoc Imitatio Visus Infinitio Emperoc = permanent illusion sight empowerment  
Omni Bentidoc Cosmio Taura Necro Imitatio Emperoc = copy dead body

Omni Bentidict Cosmio Taura Necro Imitatio Accelero Aevus Emperoct = copy body quickly

Omni Bentidict Cosmio Taura Necro Necro Necro Imitatio Accelero Aevus Emperoct = copy mass dead

### Additive Healing

Omni Bentidict Adigo Emperoct = empower by forcecraft

Omni Bentidict Appono Emperoct = create glamour of item or person

Omni Bentidict Appono Mutltus Emperoct = create permanant glamour of item or person

Omni Bentidict Mutltus Emperoct = strengthen enchantment of item or person

Omni Bentidict Comformo Emperoct = adapt to circumstance

Omni Bentidict Conformo Effectus Emperoct = adapt to accept the effect

Omni Bentidict Effectus Emperoct = make effect

Omni Bentidict Appono Multus Comformo Emperoct = accept as natural permanant glamour

Omni Bentidict Communio Emperoct = sharing object or person properties

Omni Bentidict Adigo Visus Emperoct = force sight empowerment

Omni Bentidict Adigo Visus Tardius Aevus Emperoct = slow force sight empowerment

Omni Bentidict Adigo Visus Accelero Aevus Emperoct = fast force sight empowerment

Omni Bentidict Adigo Visus Informatio Emperoct = permanant force sight empowerment

Omni Bentidict Cosmio Taura Necro Multus Emperoct = raise power dead

Omni Bentidict Cosmio Taura Necro Multus Accelero Emperoct = raise power dead quickly

Omni Bentidict Cosmio Taura Necro Necro Necro Multus Emperoct = raise mass power dead

Omni Bentidict Cosmio Taura Necro Necro Necro Multus Accelero Aevus Emperoct = raise mass power dead quickly

Omni Bentidict Appono Multus Necro Emperoct = change dead shape

Omni Bentidict Appono Multus Necro Accelero Emperoct = change dead shape quickly

Omni Bentidict Appono Multus Necro Necro Necro Multus Emperoct = change mass dead

Omni Bentidict Appono Multus Necro Necro Necro Multus Accelero Aevus Emperoct = change mass dead quickly

### Indirect Healing

Omni Bentidict Obliquus Emperoct = heal by indirect means

Omni Bentidict Ferreus Emperoct = heal by the power of iron

Omni Bentidict Ferreus Aevus Emperoct = heal by antimagic time

Omni Bentidict Aevus Emperoct = heal with time

Omni Bentidict Necro Emperoct = kill victim

Omni Bentidict Necro Cedo Emperoct = make undeath

Omni Bentidict Cedo Emperoct = heal by change

Omni Bentidict Obliquus Visus Emperoct = other sight empowerment

Omni Bentidict Obliquus Visus Tardius Aevus Emperoct = slow other sight empowerment

Omni Bentidict Obliquus Visus Accelero Aevus Emperoct = fast other sight empowerment

Omni Bentidict Obliquus Visus Informatio Emperoct = permanant other sight empowerment

Omni Bentidict Necro Accelero Emperoct = kill quickly

Omni Bentidict Cosmio Necro Cedo Accelero Emperoct = undeath quickly

Omni Bentidict Necro Necro Necro Emperoct = mass kill

Omni Bentidict Necro Necro Necro Accelero Aevus Emperoct = mass death quickly

Omni Bentidict Cosmio Taura Necro Necro Necro Cedo Emperoct = mass undeath

Omni Bentidict Cosmio Taura Necro Necro Necro Cedo Accelero Aevus Emperoct = mass undeath quickly

### Strengths

Omni Bentidict Taura Dorise = increase strength of caster

Omni Bentidict Taura Accelero Aevus Dorise = increase strength of caster faster  
Omni Bentidict Neuro Dorise = increase strength of mind  
Omni Bentidict Neuro Tardius Aevus Dorise = increase strength of mind slow  
Omni Bentidict Neuro Accelero Aevus Dorise = increase strength of mind fast  
Omni Bentidict Animus Dorise = increase strength of spirit  
Omni Bentidict Animus Tardius Aevus Dorise = increase strength of spirit slow  
Omni Bentidict Animus Accelero Dorise = increase strength of spirit fast  
Omni Bentidict Visus Dorise = increases sight of caster  
Omni Bentidict Visus Tardius Aevus Dorise = increases sight of caster a long time  
Omni Bentidict Visus Accelero Aevus Dorise = increases sight of caster a short time  
Omni Bentidict Neuro Visus Dorise = Dispel illusion  
Omni Bentidict Neuro Visus Accelero Aevus Dorise = dispel illusion fast  
Omni Bentidict Inanis Visus Dorise = increases black sight  
Omni Bentidict Inanis Visus Tardius Aevus Dorise = increases black sight for long duration  
Omni Bentidict Inanis Visus Accelero Aevus Dorise = increases black sight for a short time  
Omni Bentidict Taura Cosmio Dorise = strengthen caster by body mind & spirit  
Omni Bentidict Taura Cosmio Tardius Aevus Dorise = strengthen caster by body mind & spirit tardius  
Omni Bentidict Taura Cosmio Accelero Aevus Dorise = strengthen caster by body mind & spirit quickly  
Omni Bentidict Necro Dorise = increase strength undead  
Omni Bentidict Necro Accelero Aevus Dorise = increase strength undead quickly  
Omni Bentidict Animus Necro Dorise = heal spirit  
Omni Bentidict Animus Necro Tardius Aevus Dorise = heal spirit slowly  
Omni Bentidict Animus Necro Accelero Dorise = heal spirit quickly  
Omni Bentidict Cosmio Necro Dorise = heal undead  
Omni Bentidict Cosmio Necro Accelero Dorise = heal undead quickly  
Omni Bentidict Cosmio Necro Taura Dorise = restore undead  
Omni Bentidict Cosmio Necro Taura Accelero Aevus Dorise = restore undead quickly  
Omni Bentidict Necro Inanis Aero Taura Animus Dorise = shadow resurrection  
Omni Bentidict Necro Inanis Aero Taura Animus Accelero Aevus Dorise = shadow resurrection quickly  
Omni Bentidict Inanis Aero Animus Dorise = incineration  
Omni Bentidict Inanis Aero Animus Accelero Aevus Dorise = quick incineration  
Omni Bentidict Necro Inanis Aero Animus Dorise = destroy undead  
Omni Bentidict Necro Inanis Aero Animus Accelero Aevus Dorise = quickly destroy undead  
Omni Bentidict Magicus Dorise = strengthen magic in caster.  
Omni Bentidict Magicus Accelero Aevus Dorise = strengthen magic in caster quickly.  
Omni Bentidict Inversio Taura Dorise = increase mind and strength of caster  
Omni Bentidict Inversio Taura Accelero Aevus Dorise = increase mind and strength of caster quickly  
Omni Bentidict Cosmio Inversio Taura Dorise = increase spiritual strength of caster  
Omni Bentidict Cosmio Inversio Taura Dorise Accelero Aevus = increase spiritual strength of caster quickly  
Omni Bentidict Penetro Dorise = increase penetration resistance of caster  
Omni Bentidict Penetro Accelero Aevus Dorise = increase penetrating of caster quickly  
Omni Bentidict Cosmio Penetro Dorise = increase spiritual power of caster from within  
Omni Bentidict Cosmio Penetro Dorise Accelero Aevus = increase spiritual power of caster from within quickly  
Omni Bentidict Commutatus Dorise = change strength of caster  
Omni Bentidict Commutatus Accelero Aevus Dorise = change strength of caster quickly  
Omni Bentidict Cosmio Commutatus Dorise = change mental and spitual strength of caster  
Omni Bentidict Cosmio Commutatus Dorise Accelero Aevus = change mental and spiritual strength of caster quickly  
Omni Bentidict Neuro Potus Dorise = make caster power absorbing  
Omni Bentidict Cosmio Potus Dorise Accelero Aevus = make caster power absorbing quickly  
Omni Bentidict Abfabricatio Dorise = remake event for caster with imagination  
Omni Bentidict Abfabricatio Dorise Accelero Aevus = remake event quickly with imagination

Omni Bentidocht Cosmio Abfabricatio Dorise = remake event for caster with imagination and feelings  
Omni Bentidocht Cosmio Abfabricatio Dorise Accelero Aevus = remake event quickly for caster with imagination and feelings

## How to enchant an item

Imagine or feel the effect you want with the enchantment while one has thought of the object to enchant. Then use one of the spells below at the same time. Do not use the permanent unless one is sure that they want it.

Omni Bentidocht Magicus Neuro Emperoct = enchant an item with what you image the items properties are  
Omni Bentidocht Magicus Neuro Infinitio Emperoct = permanently enchant an item with what you image the items properties are

Omni Bentidocht Magicus Animus Emperoct = feel the effects to enchant the object

Omni Bentidocht Magicus Animus Infinitio Emperoct = feel the effects to permanently enchant the object

Omni Bentidocht Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object

Omni Bentidocht Magicus Cosmio Infinitio Emperoct = feel the effect and imagine the results to permanently enchant the object

Omni Bentidocht Maleficus Neuro Emperoct = think of the evil effects to imprint

Omni Bentidocht Maleficus Neuro Infinitio Emperoct = permanently imprint an evil effect that you think about

Omni Bentidocht Maleficus Animus Emperoct = feel the effects of evil to enchant the object with

Omni Bentidocht Maleficus Animus Infinitio Emperoct = feel the evil effects to permanently enchant the object

Omni Bentidocht Maleficus Cosmio Emperoct = feel the effect and imagine the results of evil to enchant the object

Omni Bentidocht Maleficus Cosmio Infinitio Emperoct = feel the effect and imagine the evil results to permanently enchant the object

Omni Bentidocht Subduco Magicus Neuro Emperoct = imagine the effects to enchant the object in an unseen enchantment

Omni Bentidocht Subduco Magicus Neuro Infinitio Emperoct = imagine the effects to permanently enchant the object in an unseen enchantment

Omni Bentidocht Subduco Magicus Animus Emperoct = feel the effects to enchant the object in an unseen enchantment

Omni Bentidocht Subduco Magicus Animus Infinitio Emperoct = feel the effects to permanently enchant the object in an unseen enchantment

Omni Bentidocht Subduco Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object in an unseen enchantment

Omni Bentidocht Subduco Magicus Cosmio Infinitio Emperoct = feel the effect and imagine the results to permanently enchant the object in an unseen enchantment

Omni Bentidocht Caecus Magicus Neuro Emperoct = imagine the effects to enchant the object in a dark enchantment

Omni Bentidocht Caecus Magicus Neuro Infinitio Emperoct = imagine the effects to permanently enchant the object in a shadow enchantment

Omni Bentidocht Caecus Magicus Animus Emperoct = feel the effects to enchant the object in a shadow enchantment

Omni Bentidocht Caecus Magicus Animus Infinitio Emperoct = feel the effects to permanently enchant the object in a shadow enchantment

Omni Bentidocht Caecus Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object in a shadow enchantment

Omni Bentidocht Caecus Magicus Cosmio Infinitio Emperoct = feel the effect and imagine the results to permanently enchant the object in a shadow enchantment

Omni Bentidocht Apricatio Magicus Neuro Emperoct = imagine the effects to enchant the object in a sunlight

## enchantment

Omni Bentidoct Apricatio Magicus Neuro Infitio Emperoct = imagine the effects to permanently enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Animus Emperoct = feel the effects to enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Animus Infitio Emperoct = feel the effects to permanently enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Cosmio Infitio Emperoct = feel the effect and imagine the results to permanently enchant the object in a sunlight enchantment

Omni Bentidoct Concertatio Magicus Neuro Luminoc = imagine the effects to enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Neuro Infitio Luminoc = imagine the effects to permanently enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Animus Luminoc = feel the effects to enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Animus Infitio Luminoc = feel the effects to permanently enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Cosmio Infitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a strife enchantment

Omni Bentidoct Imitatio Magicus Neuro Luminoc = imagine the effects to enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Neuro Infitio Luminoc = imagine the effects to permanently enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Animus Luminoc = feel the effects to enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Animus Infitio Luminoc = feel the effects to permanently enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Cosmio Infitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a imitation enchantment

Omni Bentidoct Obliquus Luminoc = indirect empowerment with imagined event

Omni Bentidoct Obliquus Infitio Luminoc = permanent indirect empowerment with imagined event

Omni Bentidoct Obliquus Magicus Neuro Luminoc = imagine the effects to enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Neuro Infitio Luminoc = imagine the effects to permanently enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Animus Luminoc = feel the effects to enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Animus Infitio Luminoc = feel the effects to permanently enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Cosmio Infitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a indirect enchantment

## Being Transformation

Focus on yourself or the person to transform and then say the spell.

Omni Bentidocht Taura Accelero Aevus Emperoct = earth golem transformation  
Omni Bentidocht Taura Infinitio Emperoct = permanent earth golem transformation  
Omni Bentidocht Lipientis Accelero Aevus Emperoct = lava golem transformation  
Omni Bentidocht Lipientis Infinitio Emperoct = permanent lava golem transformation  
Omni Bentidocht Pyro Accelero Aevus Emperoct = earth golem transformation  
Omni Bentidocht Pyro Infinitio Emperoct = permanent fire golem transformation  
Omni Bentidocht Hydro Accelero Aevus Emperoct = water golem transformation  
Omni Bentidocht Hydro Infinitio Emperoct = permanent water golem transformation  
Omni Bentidocht Cyro Accelero Aevus Emperoct = ice golem transformation  
Omni Bentidocht Cyro Infinitio Emperoct = permanent ice golem transformation  
Omni Bentidocht Aero Accelero Aevus Emperoct = air golem transformation  
Omni Bentidocht Aero Infinitio Emperoct = permanent air golem transformation  
Omni Bentidocht Thundora Emperoct = lightning golem transformation  
Omni Bentidocht Thundora Infinitio Emperoct = permanent lightning golem transformation  
Omni Bentidocht Magicus Accelero Aevus Bentidocht = fairy transformation  
Omni Bentidocht Magicus Infinitio Bentidocht = permanent fairy transformation  
Omni Bentidocht Magicus Taura Accelero Aevus Bentidocht = magic transformation  
Omni Bentidocht Magicus Taura Infinitio Bentidocht = permanent magic golem transformation  
Omni Bentidocht Maleficus Accelero Aevus Emperoct = demon transformation  
Omni Bentidocht Maleficus Infinitio Emperoct = permanent demon transformation  
Omni Bentidocht Maleficus Elevo Accelero Aevus Emperoct = light demon transformation  
Omni Bentidocht Maleficus Elevo Infinitio Emperoct = permanent light demon transformation  
Omni Bentidocht Subduco Accelero Aevus Emperoct = stealth being transform  
Omni Bentidocht Subduco Infinitio Emperoct = permanent stealth being transform  
Omni Bentidocht Caecus Accelero Aevus Bentidocht = shadow transformation  
Omni Bentidocht Caecus Infinitio Bentidocht = permanent shadow transformation  
Omni Bentidocht Inanis Opacus Accelero Aevus Bentidocht = void shadow transformation  
Omni Bentidocht Inanis Opacus Infinitio Bentidocht = permanent void shadow transformation  
Omni Bentidocht Apricatio Accelero Aevus Emperoct = sun being transformation  
Omni Bentidocht Apricatio Infinitio Emperoct = permanent sun being transformation  
Omni Bentidocht Apricatio Opacus Accelero Aevus Emperoct = sun shadow transformation  
Omni Bentidocht Apricatio Opacus Infinitio Emperoct = permanent sun shadow transformation  
Omni Bentidocht Concertatio Accelero Aevus Emperoct = strife being transformation  
Omni Bentidocht Concertatio Infinitio Emperoct = permanent strife being transformation  
Omni Bentidocht Concertatio Accelero Aevus Luminoc = strife empowerment  
Omni Bentidocht Concertatio Infinitio Luminoc = permanent strife empowerment  
Omni Bentidocht Chao Accelero Aevus Bentidocht = chaos being transformation  
Omni Bentidocht Chao Infinitio Luminoc = permanent chaos being transformation  
Omni Bentidocht Caecus Retexo Emperoct = unseen reverse being transform  
Omni Bentidocht Caecus Retexo Infinitio Emperoct = permanent unseen reverse being transform  
Omni Bentidocht Adigo Accelero Aevus Emperoct = forcecraft being transform  
Omni Bentidocht Adigo Infinitio Luminoc = permanent forcecraft being transform  
Omni Bentidocht Multus Accelero Aevus Emperoct = energy being transform  
Omni Bentidocht Multus Infinitio Luminoc = permanent energy being transform  
Omni Bentidocht Malus Emperoct = subtractive being transform  
Omni Bentidocht Malus Infinitio Emperoct = permanent subtractive being transform  
Omni Bentidocht Cosmio Cedo Taura Accelero Aevus Emperoct = greater shapeshifter transform .  
Omni Bentidocht Cosmio Cedo Taura Infinitio Bentidocht = permanent greater shapeshifter transform  
permanent  
Omni Bentidocht Obliquus Accelero Aevus Emperoct = indirect being transform  
Omni Bentidocht Obliquus Infinitio Emperoct = permanent indirect being transform  
Omni Bentidocht Neuro Inanis Aero Taura Luminoc = shadow transform  
Omni Bentidocht Neuro Inanis Aero Taura Tardius Aevus Luminoc = shadow transform long duration  
Omni Bentidocht Neuro Inanis Aero Taura Accelero Aevus Luminoc = shadow transform short duration



Omni Bentidocht Neuro Inanis Aero Taura Infinitio Luminocht = permanent shadow transform  
Omni Bentidocht Animus Inanis Aero Taura Luminocht = shade transform  
Omni Bentidocht Animus Inanis Aero Taura Tardius Aevus Luminocht = shade transform long duration  
Omni Bentidocht Animus Inanis Aero Taura Accelero Aevus Luminocht = shade transform short duration  
Omni Bentidocht Animus Inanis Aero Taura Infinitio Luminocht = permanent shade transform  
Omni Bentidocht Cosmio Inanis Aero Thundora Luminocht = wraith transform  
Omni Bentidocht Cosmio Inanis Aero Thundora Tardius Aevus Luminocht = wraith transform long duration  
Omni Bentidocht Cosmio Inanis Aero Thundora Accelero Aevus Luminocht = wraith transform short duration  
Omni Bentidocht Cosmio Inanis Aero Thundora Infinitio Luminocht = permanent wraith transform  
Omni Bentidocht Neuro Necro Cedo Emperocht = make dementor  
Omni Bentidocht Neuro Necro Cedo Tardius Aevus Emperocht = make dementor slow  
Omni Bentidocht Neuro Necro Cedo Accelero Aevus Emperocht = make dementor fast  
Omni Bentidocht Neuro Necro Cedo Infinitio Emperocht = make dementor permanent  
Omni Bentidocht Cosmio Necro Emperocht = make lich  
Omni Bentidocht Cosmio Necro Tardius Aevus Emperocht = make lich slow  
Omni Bentidocht Cosmio Necro Accelero Aevus Emperocht = make lich fast  
Omni Bentidocht Neuro Necro Cedo Opacus Taura Emperocht = make fade  
Omni Bentidocht Neuro Necro Cedo Opacus Taura Tardius Aevus Emperocht = make fade slow  
Omni Bentidocht Neuro Necro Cedo Opacus Taura Accelero Aevus Emperocht = make fade fast  
Omni Bentidocht Neuro Necro Cedo Opacus Taura Infinitio Emperocht = make fade permanent  
Omni Bentidocht Animus Inanis Aero Taura Necro Inversio Pyro Accelero Aevus Emperocht = create regenerative shade  
Omni Bentidocht Cosmio Necro Inversio Pyro Accelero Aevus Emperocht = make regenerating liches  
Omni Bentidocht Animus Inanis Aero Taura Necro Penetro Accelero Aevus Emperocht = create regenerative shade from within  
Omni Bentidocht Cosmio Necro Penetro Accelero Aevus Emperocht = make regenerating liches from within  
Omni Bentidocht Cosmio Necro Maleficus Emperocht = make bane lich  
Omni Bentidocht Cosmio Necro Maleficus Tardius Aevus Emperocht = make bane lich slow  
Omni Bentidocht Cosmio Necro Maleficus Accelero Aevus Emperocht = make bane lich fast  
Omni Bentidocht Cosmio Necro Maleficus Infinitio Emperocht = make bane lich permanent  
Omni Bentidocht Animus Inanis Aero Taura Necro Maleficus Emperocht = create bane shade  
Omni Bentidocht Animus Inanis Aero Taura Necro Tardius Aevus Emperocht = create bane shade slowly  
Omni Bentidocht Animus Inanis Aero Taura Necro Accelero Aevus Emperocht = create bane shade quickly  
Omni Bentidocht Animus Inanis Aero Taura Necro Infinitio Emperocht = create permanent bane shade  
Omni Bentidocht Animus Inanis Aero Taura Necro Multus Emperocht = create power shade  
Omni Bentidocht Animus Inanis Aero Taura Necro Multus Tardius Aevus Emperocht = create power shade slowly  
Omni Bentidocht Animus Inanis Aero Taura Necro Multus Accelero Aevus Emperocht = create power shade quickly  
Omni Bentidocht Animus Inanis Aero Taura Necro Multus Infinitio Emperocht = create permanent power shade  
  
Omni Bentidocht Cosmio Necro Multus Emperocht = make power lich  
Omni Bentidocht Cosmio Necro Multus Tardius Aevus Emperocht = make power lich slow  
Omni Bentidocht Cosmio Necro Multus Accelero Aevus Emperocht = make power lich fast  
Omni Bentidocht Cosmio Necro Multus Infinitio Emperocht = make power lich permanent  
Omni Bentidocht Animus Inanis Aero Taura Necro Emperocht = make shade  
Omni Bentidocht Animus Inanis Aero Taura Necro Tardius Aevus Emperocht = make shade slowly  
Omni Bentidocht Animus Inanis Aero Taura Necro Accelero Aevus Emperocht = make shade quickly  
Omni Bentidocht Neuro Inanis Aero Inversio Taura Luminocht = generating shadow transform  
Omni Bentidocht Neuro Inanis Aero Inversio Taura Tardius Aevus Luminocht = regenerating shadow transform long duration  
Omni Bentidocht Neuro Inanis Aero Inversio Taura Accelero Aevus Luminocht = regenerating shadow transform short duration  
Omni Bentidocht Neuro Inanis Aero Inversio Taura Infinitio Luminocht = permanent regenerating shadow

transform

Omni Bentidocht Animus Inanis Aero Inversio Taura Luminocht = regenerating shade transform

Omni Bentidocht Animus Inanis Aero Inversio Taura Tardius Aevus Luminocht = regenerating shade transform long duration

Omni Bentidocht Animus Inanis Aero Inversio Taura Accelero Aevus Luminocht = regenerating shade transform short duration

Omni Bentidocht Animus Inanis Aero Inversio Taura Infinitio Luminocht = permanent regenerating shade transform

Omni Bentidocht Neuro Inanis Aero Medicatus Luminocht = charm shadow transform

Omni Bentidocht Neuro Inanis Aero Medicatus Tardius Aevus Luminocht = charm shadow transform long duration

Omni Bentidocht Neuro Inanis Aero Medicatus Aevus Luminocht = charm shadow transform short duration

Omni Bentidocht Neuro Inanis Aero Medicatus Infinitio Luminocht = permanent charm shadow transform

Omni Bentidocht Animus Inanis Aero Medicatus Luminocht = charm shade transform

Omni Bentidocht Animus Inanis Aero Meficatus Tardius Aevus Luminocht = charm shade transform long duration

Omni Bentidocht Animus Inanis Aero Medicatus Accelero Aevus Luminocht = charm shade transform short duration

Omni Bentidocht Animus Inanis Aero Medicatus Infinitio Luminocht = permanent charm shade transform

Omni Bentidocht Neuro Inanis Aero Occultatio Luminocht = hidden shadow transform

Omni Bentidocht Neuro Inanis Aero Occultatio Tardius Aevus Luminocht = hidden shadow transform long duration

Omni Bentidocht Neuro Inanis Aero Occultatio Accelero Aevus Luminocht = hidden shadow transform short duration

Omni Bentidocht Neuro Inanis Aero Occultatio Infinitio Luminocht = permanent hidden shadow transform

Omni Bentidocht Animus Inanis Aero Occultatio Luminocht = hidden shade transform

Omni Bentidocht Animus Inanis Aero Occultatio Tardius Aevus Luminocht = hidden shade transform long duration

Omni Bentidocht Animus Inanis Aero Occultatio Accelero Aevus Luminocht = hidden shade transform short duration

Omni Bentidocht Animus Inanis Aero Occultatio Infinitio Luminocht = permanent hidden shade transform

Omni Bentidocht Aevus Emperocht = time being transform

Omni Bentidocht Aevus Infinitio Emperocht = permanent time being transform

Omni Bentidocht Neuro Opacus Luminocht = shadow transform

Omni Bentidocht Neuro Opacus Tardius Aevus Luminocht = shadow transform long duration

Omni Bentidocht Neuro Opacus Accelero Aevus Luminocht = shadow transform short duration

Omni Bentidocht Neuro Opacus Infinitio Luminocht = permanent shadow transform

Omni Bentidocht Animus Opacus Luminocht = hidden shade transform

Omni Bentidocht Animus Opacus Tardius Aevus Luminocht = hidden shade transform long duration

Omni Bentidocht Animus Opacus Accelero Aevus Luminocht = hidden shade transform short duration

Omni Bentidocht Animus Opacus Infinitio Luminocht = permanent hidden shade transform

Omni Bentidocht Neuro Opacus Genero Luminocht = light shadow transform

Omni Bentidocht Neuro Opacus Genero Tardius Aevus Luminocht = light shadow transform long duration

Omni Bentidocht Neuro Opacus Genero Accelero Aevus Luminocht = light shadow transform short duration

Omni Bentidocht Neuro Opacus Genero Infinitio Luminocht = permanent light shadow transform

Omni Bentidocht Animus Opacus Genero Luminocht = light shade transform

Omni Bentidocht Animus Opacus Genero Tardius Aevus Luminocht = light shade transform long duration

Omni Bentidocht Animus Opacus Genero Accelero Aevus Luminocht = light shade transform short duration

Omni Bentidocht Animus Opacus Genero Infinitio Luminocht = permanent light shade transform

Omni Bentidocht Cosmio Opacus Genero Necro Luminocht = light lich transform

Omni Bentidocht Cosmio Opacus Genero Necro Tardius Aevus Luminocht = light lich transform long duration

Omni Bentidocht Cosmio Opacus Genero Necro Accelero Aevus Luminocht = light lich transform short duration

Omni Bentidocht Cosmio Opacus Genero Necro Infinitio Luminocht = permanent light lich transform



Omni Bentidict Neuro Opacus Chao Luminoc = chaos shadow transform  
Omni Bentidict Neuro Opacus Chao Tardius Aevus Luminoc = chaos shadow transform long duration  
Omni Bentidict Neuro Opacus Chao Accelero Aevus Luminoc = chaos shadow transform short duration  
Omni Bentidict Neuro Opacus Chao Infinitio Luminoc = permanent chaos shadow transform  
Omni Bentidict Animus Opacus Chao Luminoc = chaos shade transform  
Omni Bentidict Animus Opacus Chao Tardius Aevus Luminoc = chaos shade transform long duration  
Omni Bentidict Animus Opacus Chao Accelero Aevus Luminoc = chaos shade transform short duration  
Omni Bentidict Animus Opacus Chao Infinitio Luminoc = permanent chaos shade transform  
Omni Bentidict Cosmio Opacus Chao Necro Luminoc = chaos lich transform  
Omni Bentidict Cosmio Opacus Chao Necro Tardius Aevus Luminoc = chaos lich transform long duration  
Omni Bentidict Cosmio Opacus Chao Necro Accelero Aevus Luminoc = chaos lich transform short duration  
Omni Bentidict Cosmio Opacus Chao Necro Infinitio Luminoc = permanent chaos lich transform  
Omni Bentidict Neuro Opacus Efficio Luminoc = power shadow transform  
Omni Bentidict Neuro Opacus Efficio Tardius Aevus Emperoc = power shadow transform long duration  
Omni Bentidict Neuro Opacus Efficio Accelero Aevus Emperoc = power shadow transform short duration  
Omni Bentidict Neuro Opacus Efficio Infinitio Emperoc = permanent power shadow transform  
Omni Bentidict Animus Opacus Efficio Emperoc = power shade transform  
Omni Bentidict Animus Opacus Efficio Tardius Aevus Emperoc = power shade transform long duration  
Omni Bentidict Animus Opacus Efficio Accelero Aevus Emperoc = power shade transform short duration  
Omni Bentidict Animus Opacus Efficio Infinitio Emperoc = permanent power shade transform  
Omni Bentidict Neuro Opacus Appono Luminoc = glamour shadow transform  
Omni Bentidict Neuro Opacus Appono Tardius Aevus Luminoc = glamour shadow transform long duration  
Omni Bentidict Neuro Opacus Appono Accelero Aevus Luminoc = glamour shadow transform short duration  
Omni Bentidict Neuro Opacus Appono Infinitio Luminoc = permanent glamour shadow transform  
Omni Bentidict Animus Opacus Appono Luminoc = glamour shade transform  
Omni Bentidict Animus Opacus Appono Tardius Aevus Luminoc = glamour shade transform long duration  
Omni Bentidict Animus Opacus Appono Accelero Aevus Luminoc = glamour shade transform short duration  
Omni Bentidict Animus Opacus Appono Infinitio Luminoc = permanent glamour shade transform  
Omni Bentidict Neuro Opacus Caecus Luminoc = unseen shadow transform  
Omni Bentidict Neuro Opacus Caecus Tardius Aevus Luminoc = unseen shadow transform long duration  
Omni Bentidict Neuro Opacus Caecus Accelero Aevus Luminoc = unseen shadow transform short duration  
Omni Bentidict Neuro Opacus Caecus Infinitio Luminoc = permanent unseen shadow transform  
Omni Bentidict Animus Opacus Caecus Luminoc = unseen shade transform  
Omni Bentidict Animus Opacus Caecus Tardius Aevus Luminoc = unseen shade transform long duration  
Omni Bentidict Animus Opacus Caecus Accelero Aevus Luminoc = unseen shade transform short duration  
Omni Bentidict Animus Opacus Caecus Infinitio Luminoc = permanent unseen shade transform  
Omni Bentidict Neuro Opacus Aevus Luminoc = time shadow transform  
Omni Bentidict Neuro Opacus Aevus Tardius Aevus Luminoc = time shadow transform long duration  
Omni Bentidict Neuro Opacus Aevus Accelero Aevus Luminoc = time shadow transform short duration  
Omni Bentidict Neuro Opacus Aevus Infinitio Luminoc = permanent time shadow transform  
Omni Bentidict Animus Opacus Aevus Luminoc = time shade transform  
Omni Bentidict Animus Opacus Aevus Tardius Aevus Luminoc = time shade transform long duration  
Omni Bentidict Animus Opacus Aevus Accelero Aevus Luminoc = time shade transform short duration  
Omni Bentidict Animus Opacus Aevus Infinitio Luminoc = permanent time shade transform  
Omni Bentidict Animus Opacus Aevus Tardius Aevus Luminoc = time shade transform long duration  
Omni Bentidict Animus Opacus Aevus Accelero Aevus Luminoc = time shade transform short duration  
Omni Bentidict Animus Opacus Aevus Infinitio Luminoc = permanent time shade transform  
Omni Bentidict Cosmio Tardius Aevus Luminoc = cosmio being transform long duration  
Omni Bentidict Cosmio Accelero Aevus Luminoc = time shade transform short duration  
Omni Bentidict Cosmio Infinitio Luminoc = permanent time shade transform  
Omni Bentidict Animus Maleficus Taura Emperoc = hands of evil fate transformation - these beings are totally manipulative as they are born from a lost body part. The hand must be cut off in an act of warfare. Taking with it the persons energy, the spell being said, and the cutters energy. This will form a hand of

fate. This being inhabits bodies dead or alive. In the end the body will die eaten from within to become a fist.

Omni Bentidict Animus Cosmio Taura Emperoct = hands of cosmic fate transformation - these beings are acting on there own as they are born from a lost body part and cosmio. The hand must be cut off in an act of seld activity. Taking with it the persons energy, the spell being said, and cosmio energy. This will form a hand of gray fate. This being inhabits bodies dead or alive. In the end the body will create fists at will.

Omni Bentidict Animus Genero Taura Emperoct = hands of life transformation - these beings are totally positive but strict as they are born from a lost body part. The hand must be cut off in an act of warfare or ceromony. Taking with it the persons energy, the spell being said, and the cutters energy. This will form a hand of life. This being inhabits bodies of any type by keeping it alive. In the end the body becomes a fist if it dies.

## Empowerments

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidict Taura Luminoc = earth empowerment or increase in strength

Omni Bentidict Taura Tardius Aevus Luminoc = earth empowerment or increase in strength slowly

Omni Bentidict Taura Accelero Aevus Luminoc = earth empowerment or increase in strength quickly

Omni Bentidict Pyro Luminoc = fire empowerment

Omni Bentidict Pyro Tardius Aevus Luminoc = fire empowerment slowly

Omni Bentidict Pyro Accelero Aevus Luminoc = fire empowerment quickly

Omni Bentidict Pyro Infinitio Luminoc = permanent fire empowerment

Omni Bentidict Hydro Luminoc = water empowerment

Omni Bentidict Hydro Tardius Aevus Luminoc = water empowerment slowly

Omni Bentidict Hydro Accelero Aevus Luminoc = water empowerment qickly

Omni Bentidict Hydro Infinitio Luminoc = permanent water empowerment

Omni Bentidict Thundora Luminoc Pises = air empowerment

Omni Bentidict Thundora Tardius Aevus Luminoc Pises = air empowerment slowly

Omni Bentidict Thundora Accelero Aevus Luminoc Pises = air empowerment quickly

Omni Bentidict Thundora Infinitio Luminoc Pises = permanent air empowerment

Omni Bentidict Neuro Tardius Aevus Luminoc = mind strength empowerment slowly

Omni Bentidict Neuro Accelero Aevus Luminoc = mind strength empowerment fast

Omni Bentidict Inanis Luminoc = void shield

Omni Bentidict Inanis Tardius Aevus Luminoc = long lasting void shield

Omni Bentidict Inanis Accelero Aevus Luminoc = short lasting void shield

Omni Bentidict Inanis Infinitio Luminoc = permanant void shield

Omni Bentidict Inanis Pyro Luminoc = black fire shield

Omni Bentidict Inanis Pyro Tardius Aevus Luminoc = black fire shield of long duration

Omni Bentidict Inanis Pyro Accelero Aevus Luminoc = black fire shield of short duration

Omni Bentidict Inanis Pyro Infinitio Luminoc = permanent black fire shield

Omni Bentidict Inanis Cyro Luminoc = black ice shield

Omni Bentidict Inanis Cyro Tardius Aevus Luminoc = black ice shield long duration

Omni Bentidict Inanis Cyro Accelero Aevus Luminoc = black ice shield fast duration

Omni Bentidict Inanis Cyro Infinitio Luminoc = permanant black ice shield

Omni Bentidict Inanis Aero Luminoc = spacial shield or warp gate

Omni Bentidict Inanis Aero Tardius Aevus Luminoc = spacial shield or warp gate of long duration

Omni Bentidict Inanis Aero Accelius Aevus Luminoc = spacial shield or warp gate of short duration

Omni Bentidict Inanis Aero Infinitio Luminoc = permanent spacial shield or warp gate

Omni Bentidict Animus Luminoc = spirit empowerment

Omni Bentidict Animus Tardius Aevus Luminoc = spirit empowerment slow

Omni Bentidict Animus Accelero Aevus Luminoc = spirit empowerment fast

Omni Bentidict Animus Infinitio Luminoc = permanent spirit empowerment

Omni Bentidocht Inanis Aero Taura Luminoc = shadow shield  
Omni Bentidocht Inanis Aero Taura Tardius Aevus Luminoc = shadow shield slow  
Omni Bentidocht Inanis Aero Taura Accelero Aevus Luminoc = shadow shield fast  
Omni Bentidocht Inanis Aero Taura Infinitio Luminoc = permanent shadow shield  
Omni Bentidocht Inanis Aero Pyro Luminoc = plasma shield  
Omni Bentidocht Inanis Aero Pyro Tardius Aevus Luminoc = plasma shield long duration  
Omni Bentidocht Inanis Aero Pyro Accelero Aevus Luminoc = plasma shield short duration  
Omni Bentidocht Inanis Aero Pyro Infinitio Luminoc = permanent plasma shield  
Omni Bentidocht Inanis Visus Luminoc = negative plane protection  
Omni Bentidocht Inanis Visus Tardius Aevus Luminoc = long lasting negative plane protection  
Omni Bentidocht Inanis Visus Accelero Aevus Luminoc = short lasting negative plane protection  
Omni Bentidocht Inanis Visus Infinitio Luminoc = permanent negative plane protection  
Omni Bentidocht Cosmio Luminoc = mind and spirit empowerment  
Omni Bentidocht Cosmio Tardius Aevus Luminoc = mind and spirit empowerment slow  
Omni Bentidocht Cosmio Accelero Aevus Luminoc = mind and spirit empowerment short duration  
Omni Bentidocht Cosmio Infinitio Luminoc = permanent mind and spirit empowerment  
Omni Bentidocht Inanis Aero Animus Luminoc = chaotic energy or shield disruption  
Omni Bentidocht Inanis Aero Animus Tardius Aevus Luminoc = slow chaotic energy disruption  
Omni Bentidocht Inanis Aero Animus Accelero Aevus Luminoc = quick chaotic energy disruption  
Omni Bentidocht Inanis Aero Animus Infinitio Luminoc = permanent chaotic energy or shield disruption  
Omni Bentidocht Inanis Aero Animus Liquentis Luminoc = mutating black lava shield  
Omni Bentidocht Inanis Aero Animus Liquentis Tardius Accelero Luminoc = black lava shield long duration  
Omni Bentidocht Inanis Aero Animus Liquentis Accelero Aevus Luminoc = short duration black lava shield  
Omni Bentidocht Inanis Aero Animus Liquentis Infinitio Luminoc = permanent black lava shield  
Omni Bentidocht Medicatus Appono Luminoc = nature's Beauty - use this to cast uponst yourself a beauty that is hard to ignore  
Omni Bentidocht Medicatus Multus Appono Luminoc = permanent nature's beauty use this to cast uponst yourself a beauty that is hard to ignore  
Omni Bentidocht Penetro Taura Commutatus Accelero Aevus Luminoc = stonewall transform - think of stone when casting  
Omni Penetro Taura Commutatus Infinitio Luminoc = permanent stonewall transform - think of stone when casting  
Omni Bentidocht Penetro Ferreus Commutatus Accelero Aevus Luminoc = ironskin transform - think of iron when casting  
Omni Penetro Ferreus Commutatus Infinitio Luminoc = permanent ironskin transform - think of iron when casting  
Omni Bentidocht Taura Multus Commutatus Accelero Luminoc = tensors transformation - become very strong and much more physically fit  
Omni Taura Multus Commutatus Infinitio Luminoc = permanent tensors transformation - become very strong and much more physically fit  
Omni Bentidocht Inanis Effectus Luminoc = create dimensional pocket - imagine where to create it when saying spell as it can be created anywhere.  
Omni Bentidocht Inanis Effectus Infinitio Luminoc = permanent create dimensional pocket - imagine where to create it when saying spell as it can be created anywhere.  
Omni Bentidocht Solidus Elevo Ferreus Simulo Accelero Aevus Luminoc = create bullets - imagine the bullet types and how many at some spot including the hands. Then toss it one by one.  
Omni Bentidocht Cosmio Inanis Multus Luminoc = teleport shield that will make the attacker shift somewhere else.  
Omni Bentidocht Cosmio Inanis Multus Infinitio Luminoc = teleport shield that will make the attacker banish somewhere else.  
Omni Maximus Cosmio Ferreus Incursio Accelero Aevus Luminoc = hammerwall shield

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidocht Magicus Luminocht = magic empowerment with imagination

Omni Bentidocht Magicus Infinitio Luminocht = permanent magic empowerment with imagination

Omni Bentidocht Magicus Neuro Emperocht = enchant an item with what you image the items properties are

Omni Bentidocht Magicus Neuro Infinitio Emperocht = permanently enchant an item with what you image the items properties are

Omni Bentidocht Magicus Animus Emperocht = feel the effects to enchant the object

Omni Bentidocht Magicus Animus Infinitio Emperocht = feel the effects to permanently enchant the object

Omni Bentidocht Magicus Cosmio Emperocht = feel the effect and imagine the results to enchant the object

Omni Bentidocht Magicus Cosmio Infinitio Emperocht = feel the effect and imagine the results to permanently enchant the object

Omni Bentidocht Inversio Taura Luminocht = faery earth empowerment or increase in mental strength

Omni Bentidocht Inversio Taura Tardius Aevus Luminocht = faery earth empowerment or increase in mental strength slowly

Omni Bentidocht Inversio Taura Accelero Aevus Luminocht = faery earth empowerment or increase in mental strength quickly

Omni Bentidocht Inversio Pyro Luminocht = faery fire empowerment and energy absorbtion

Omni Bentidocht Inversio Pyro Tardius Aevus Luminocht = faery fire empowerment slowly and energy absorbtion

Omni Bentidocht Inversio Pyro Accelero Aevus Luminocht = faery fire empowerment quickly and energy absorbtion

Omni Bentidocht Inversio Pyro Infinitio Luminocht = permanent faery fire empowerment and energy absorbtion

Omni Bentidocht Inversio Hydro Luminocht = faery water empowerment and immortality.

Omni Bentidocht Inversio Hydro Tardius Aevus Luminocht = faery water empowerment and immortality slowly

Omni Bentidocht Inversio Hydro Accelero Aevus Luminocht = faery water empowerment and immortality quickly

Omni Bentidocht Inversio Hydro Infinitio Luminocht = faery water empowerment and immortality permanent

Omni Bentidocht Inversio Aero Luminocht = faery air empowerment and youthened immortality.

Omni Bentidocht Inversio Aero Tardius Aevus Luminocht = faery air empowerment and youthened immortality slowly

Omni Bentidocht Inversio Aero Accelero Aevus Luminocht = faery air empowerment and youthened immortality quickly

Omni Bentidocht Inversio Aero Infinitio Luminocht = faery air empowerment and youthened immortality permanent

Omni Bentidocht Inversio Thundora Luminocht = youthening empowerment..

Omni Bentidocht Inversio Thundora Tardius Aevus Luminocht = youthening empowerment slowly

Omni Bentidocht Inversio Thundora Accelero Aevus Luminocht = youthening empowerment quickly

Omni Bentidocht Inversio Thundora Infinitio Luminocht = youthening empowerment permanent

Omni Bentidocht Inanis Inversio Pyro Luminocht = inverted black fire absorbtion shield

Omni Bentidocht Inanis Inversio Pyro Tardius Aevus Luminocht = black fire absorbtion shield of long duration

Omni Bentidocht Inanis Inversio Pyro Accelero Aevus Luminocht = black fire absorbtion shield of short duration

Omni Bentidocht Inanis Inversio Pyro Infinitio Luminocht = permanent black fire absorbtion shield

Omni Bentidocht Inanis Inversio Cyro Luminocht = inverted black ice strengthening shield

Omni Bentidocht Inanis Inversio Cyro Tardius Aevus Luminocht = inverted black ice strengthening shield of long duration

Omni Bentidocht Inanis Inversio Cyro Accelero Aevus Luminocht = inverted black ice strengthening shield of short duration

Omni Bentidocht Inanis Inversio Cyro Infinitio Luminocht = permanent inverted black ice strengthening shield

Omni Bentidocht Inanis Inversio Aero Luminocht = inverted breathing spacial shield

Omni Bentidocht Inanis Inversio Aero Tardius Aevus Luminoc = inverted breathing spacial shield long duration

Omni Bentidocht Inanis Inversio Aero Accelius Aevus Luminoc = inverted breathing spacial shield of short duration

Omni Bentidocht Inanis Inversio Aero Infinitio Luminoc = permanent inverted breathing spacial shield

Omni Bentidocht Animus Inversio Pyro Luminoc = enhanced spirit empowerment

Omni Bentidocht Animus Inversio Pyro Tardius Aevus Luminoc = enhanced spirit empowerment slow

Omni Bentidocht Animus Inversio Pyro Accelero Aevus Luminoc = enhanced spirit empowerment fast

Omni Bentidocht Animus Inversio Pyro Infinitio Luminoc = permanent enhanced spirit empowerment

Omni Bentidocht Inanis Aero Inversio Taura Luminoc = regenerating shadow shield

Omni Bentidocht Inanis Aero Inversio Taura Tardius Aevus Luminoc = regenerating shadow shield slow

Omni Bentidocht Inanis Aero Inversio Taura Accelero Aevus Luminoc = regenerating shadow shield fast

Omni Bentidocht Inanis Aero Inversio Taura Infinitio Luminoc = permanent regenerating shadow shield

Omni Bentidocht Inanis Aero Inversio Pyro Luminoc = absorbing plasma shield

Omni Bentidocht Inanis Aero Inversio Pyro Tardius Aevus Luminoc = absorbing plasma shield long duration

Omni Bentidocht Inanis Aero Inversio Pyro Accelero Aevus Luminoc = absorbing plasma shield short duration

Omni Bentidocht Inanis Aero Inversio Pyro Infinitio Luminoc = permanent absorbing plasma shield

Omni Bentidocht Inanis Aero Animus Inversio Liquentis Luminoc = mutating black lava shield

Omni Bentidocht Inanis Aero Animus Inversio Liquentis Tardius Accelero Luminoc = mutating black lava shield long duration

Omni Bentidocht Inanis Aero Animus Inversio Liquentis Accelero Aevus Luminoc = short duration mutating black lava shield

Omni Bentidocht Inanis Aero Animus Inversio Liquentis Infinitio Luminoc = permanent mutating black lava shield

## Manipulation Empowerment

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidocht Maleficus Neuro Emperoc = think of the evil effects to imprint

Omni Bentidocht Maleficus Neuro Infinitio Emperoc = permanently imprint an evil effect that you think about

Omni Bentidocht Maleficus Animus Emperoc = feel the effects of evil to enchant the object with

Omni Bentidocht Maleficus Animus Infinitio Emperoc = feel the evil effects to permanently enchant the object

Omni Bentidocht Maleficus Cosmio Emperoc = feel the effect and imagine the results of evil to enchant the object

Omni Bentidocht Maleficus Cosmio Infinitio Emperoc = feel the effect and imagine the evil results to permanently enchant the object

Omni Bentidocht Medicatus Luminoc = charm empowerment

Omni Bentidocht Medicatus Tardius Aevus Luminoc = charm empowerment

Omni Bentidocht Medicatus Accelero Aevus Luminoc = charm empowerment quickly

Omni Bentidocht Mutus Luminoc = mutate person that you imagine

Omni Bentidocht Mutus Tardius Aevus Luminoc = mutate person that you imagine slowly

Omni Bentidocht Mutus Accelero Aevus Luminoc = mutate person that you imagine quickly

Omni Bentidocht Mutus Infinitio Luminoc = permanent mutate person that you imagine

Omni Bentidocht Moderatus Luminoc = control empowerment

Omni Bentidocht Moderatus Tardius Aevus Luminoc = control empowerment slowly

Omni Bentidocht Moderatus Accelero Aevus Luminoc = control empowerment quickly

Omni Bentidocht Moderatus Infinitio Luminoc = control empowerment permanent

Omni Bentidocht Defluo Luminoc = control lightning empowerment

Omni Bentidocht Defluo Tardius Aevus Luminoc = control lightning empowerment slowly

Omni Bentidocht Defluo Accelero Aevus Luminoc = control lightning empowerment quickly

Omni Bentidict Defluo Infinitio Luminoc = control lightning empowerment permanent  
Omni Bentidict Ennervatus Luminoc = domination empowerment  
Omni Bentidict Ennervatus Tardius Aevus Luminoc = domination empowerment slowly  
Omni Bentidict Ennervatus Accelero Aevus Luminoc = domination empowerment quickly  
Omni Bentidict Ennervatus Infinitio Luminoc = domination empowerment permanent  
Omni Bentidict Medicatus Mutus Luminoc = charm mutation  
Omni Bentidict Medicatus Mutus Tardius Aevus Luminoc = charm mutation slowly  
Omni Bentidict Medicatus Mutus Accelero Aevus Luminoc = charm mutation quickly  
Omni Bentidict Medicatus Mutus Infinitio Luminoc = domination empowerment permanent  
Omni Bentidict Mutus Moderatus Luminoc = control mutation empowerment  
Omni Bentidict Mutus Moderatus Tardius Aevus Luminoc = control mutation empowerment slowly  
Omni Bentidict Mutus Moderatus Accelero Aevus Luminoc = control mutation empowerment quickly  
Omni Bentidict Mutus Moderatus Infinitio Luminoc = control mutation empowerment permanent  
Omni Bentidict Neuro Medicatus Luminoc = mental charm empowerment  
Omni Bentidict Neuro Medicatus Accelero Aevus Luminoc = quick mental charm empowerment  
Omni Bentidict Neuro Medicatus Infinitio Luminoc = permanent mental charm empowerment  
Omni Bentidict Inanis Mutus Luminoc = mutative black fire shield  
Omni Bentidict Inanis Mutus Tardius Aevus Luminoc = black fire mutation shield of long duration  
Omni Bentidict Inanis Mutus Accelero Aevus Luminoc = black fire mutation shield of short duration  
Omni Bentidict Inanis Mutus Infinitio Luminoc = permanent black fire mutation shield  
Omni Bentidict Inanis Moderatus Ennervatus Luminoc = controlled domination black ice shield  
Omni Bentidict Inanis Moderatus Ennervatus Tardius Aevus Luminoc = controlled domination black ice shield of long duration  
Omni Bentidict Inanis Moderatus Ennervatus Accelero Aevus Luminoc = controlled domination black ice shield of short duration  
Omni Bentidict Inanis Moderatus Ennervatus Infinitio Luminoc = permanent control moderation black ice shield  
Omni Bentidict Inanis Ennervatus Luminoc = domination spacial shield  
Omni Bentidict Inanis Ennervatus Tardius Aevus Luminoc = domination spacial shield long duration  
Omni Bentidict Inanis Ennervatus Accelero Aevus Luminoc = domination spacial shield of short duration  
Omni Bentidict Inanis Ennervatus Infinitio Luminoc = permanent domination spacial shield  
Omni Bentidict Inanis Aero Medicatus Luminoc = charm shadow shield  
Omni Bentidict Inanis Aero Medicatus Tardius Aevus Luminoc = charm shadow shield slow  
Omni Bentidict Inanis Aero Medicatus Accelero Aevus Luminoc = charm shadow shield fast  
Omni Bentidict Inanis Aero Medicatus Infinitio Luminoc = permanent charm shadow shield  
Omni Bentidict Inanis Aero Mutus Luminoc = mutating plasma shield  
Omni Bentidict Inanis Aero Mutus Tardius Aevus Luminoc = mutating plasma shield long duration  
Omni Bentidict Inanis Aero Mutus Accelero Aevus Luminoc = mutating plasma shield short duration  
Omni Bentidict Inanis Aero Mutus Infinitio Luminoc = permanent mutating plasma shield  
Omni Bentidict Inanis Aero Animus Medicatus Mutus Luminoc = charm mutating black lava shield  
Omni Bentidict Inanis Aero Animus Medicatus Mutus Tardius Accelero Luminoc = charm mutating black lava shield long duration  
Omni Bentidict Inanis Aero Animus Medicatus Mutus Accelero Aevus Luminoc = short duration charm mutating black lava shield  
Omni Bentidict Inanis Aero Animus Medicatus Mutus Infinitio Luminoc = permanent charm mutating black lava shield

## Stealth Empowerment

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidict Subduco Magicus Neuro Emperoc = imagine the effects to enchant the object in an unseen



enchantment

- Omni Bentiduct Subduco Magicus Neuro Infitio Emperoct = imagine the effects to permanently enchant the object in an unseen enchantment
- Omni Bentiduct Subduco Magicus Animus Emperoct = feel the effects to enchant the object in an unseen enchantment
- Omni Bentiduct Subduco Magicus Animus Infitio Emperoct = feel the effects to permanently enchant the object in an unseen enchantment
- Omni Bentiduct Subduco Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object in an unseen enchantment
- Omni Bentiduct Subduco Magicus Cosmio Infitio Emperoct = feel the effect and imagine the results to permanently enchant the object in an unseen enchantment
- Omni Bentiduct Occultatio Luminoc = conceal from sight
- Omni Bentiduct Occultatio Tardius Aevus Luminoc = conceal from sight slowly
- Omni Bentiduct Occultatio Accelero Aevus Luminoc = conceal from sight quickly
- Omni Bentiduct Occultatio Infitio Luminoc = conceal from sight permanently
- Omni Bentiduct Simulo Luminoc = empower person or object with cloning ability
- Omni Bentiduct Simulo Tardius Aevus Luminoc = empower person or object with cloning ability slowly
- Omni Bentiduct Simulo Accelero Aevus Luminoc = empower person or object with cloning ability quickly
- Omni Bentiduct Simulo Infitio Luminoc = permanent empower person or object with cloning ability
- Omni Bentiduct Exhaurio Luminoc = drain energy empowerment.
- Omni Bentiduct Exhaurio Tardius Aevus Luminoc = drain energy empowerment slowly
- Omni Bentiduct Exhaurio Accelero Aevus Luminoc = drain energy empowerment quickly
- Omni Bentiduct Exhaurio Infitio Luminoc = drain energy empowerment permanent
- Omni Bentiduct Aspectus Luminoc = illusion empowerment
- Omni Bentiduct Aspectus Tardius Aevus Luminoc = illusion empowerment slowly
- Omni Bentiduct Aspectus Accelero Aevus Luminoc = illusion empowerment quickly
- Omni Bentiduct Aspectus Infitio Luminoc = illusion empowerment permanent
- Omni Bentiduct Simultudo Luminoc = lightning illusion empowerment
- Omni Bentiduct Aspectus Tardius Aevus Luminoc = lightning illusion empowerment slowly
- Omni Bentiduct Aspectus Accelero Aevus Luminoc = lightning illusion empowerment quickly
- Omni Bentiduct Aspectus Infitio Luminoc = lightning illusion empowerment permanent
- Omni Bentiduct Occultatio Simulo Luminoc = concealed cloning empowerment
- Omni Bentiduct Occultatio Simulo Tardius Aevus Luminoc = concealed cloning empowerment slowly
- Omni Bentiduct Occultatio Simulo Accelero Aevus Luminoc = concealed cloning empowerment quickly
- Omni Bentiduct Occultatio Simulo Infitio Luminoc = concealed cloning empowerment permanently
- Omni Bentiduct Exhaurio Aspectus Luminoc = remove illusion empowerment
- Omni Bentiduct Exhaurio Aspectus Tardius Aevus Luminoc = remove illusion empowerment slowly
- Omni Bentiduct Exhaurio Aspectus Accelero Aevus Luminoc = remove illusion empowerment quickly
- Omni Bentiduct Exhaurio Aspectus Infitio Luminoc = remove illusion empowerment permanent
- Omni Bentiduct Inanis Occultatio Luminoc = cloaked black fire shield
- Omni Bentiduct Inanis Occultatio Tardius Aevus Luminoc = cloaked black fire shield of long duration
- Omni Bentiduct Inanis Occultatio Accelero Aevus Luminoc = cloaked black fire shield of short duration
- Omni Bentiduct Inanis Occultatio Infitio Luminoc = permanent cloaked black fire shield
- Omni Bentiduct Inanis Exhaurio Aspectus Luminoc = remove illusion black ice shield
- Omni Bentiduct Inanis Exhaurio Aspectus Tardius Aevus Luminoc = remove illusion black ice shield of long duration
- Omni Bentiduct Inanis Exhaurio Aspectus Accelero Aevus Luminoc = remove illusion black ice shield of short duration
- Omni Bentiduct Inanis Exhaurio Aspectus Infitio Luminoc = remove illusion black ice shield shield
- Omni Bentiduct Inanis Aspectus Luminoc = illusionous spacial shield
- Omni Bentiduct Inanis Aspectus Tardius Aevus Luminoc = illusionous spacial shield long duration
- Omni Bentiduct Inanis Aspectus Accelero Aevus Luminoc = illusionous spacial shield of short duration
- Omni Bentiduct Inanis Aspectus Infitio Luminoc = permanent illusionous spacial shield shield
- Omni Bentiduct Animus Occultatio Luminoc = hidden spirit empowerment

Omni Bentidoc Animus Occultatio Tardius Aevus Luminoc = hidden spirit empowerment slow  
Omni Bentidoc Animus Occultatio Accelero Aevus Luminoc = hidden spirit empowerment fast  
Omni Bentidoc Animus Occultatio Infinitio Luminoc = hidden enhanced spirit empowerment  
Omni Bentidoc Inanis Aero Occultatio Luminoc = hidden shadow shield  
Omni Bentidoc Inanis Aero Occultatio Tardius Aevus Luminoc = hidden shadow shield long duration  
Omni Bentidoc Inanis Aero Occultatio Accelero Aevus Luminoc = hidden shadow shield fast  
Omni Bentidoc Inanis Aero Occultatio Infinitio Luminoc = permanent hidden shadow shield  
Omni Bentidoc Inanis Aero Simulo Luminoc = cloning plasma shield  
Omni Bentidoc Inanis Aero Simulo Tardius Aevus Luminoc = cloning plasma shield long duration  
Omni Bentidoc Inanis Aero Simulo Accelero Aevus Luminoc = cloning plasma shield short duration  
Omni Bentidoc Inanis Aero Simulo Infinitio Luminoc = permanent cloning plasma shield  
Omni Bentidoc Inanis Aero Animus Occultatio Simulo Mutus Luminoc = cloaking cloning black lava shield  
Omni Bentidoc Inanis Aero Animus Occultatio Simulo Tardius Accelero Luminoc = cloaking cloning black lava shield long duration  
Omni Bentidoc Inanis Aero Animus Occultatio Simulo Accelero Aevus Luminoc = short duration cloaking cloning black lava shield  
Omni Bentidoc Inanis Aero Animus Occultatio Simulo Infinitio Luminoc = permanent cloaking cloning black lava shield

### Dark Empowerment

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidoc Caecus Magicus Neuro Emperoc = imagine the effects to enchant the object in a dark enchantment  
Omni Bentidoc Caecus Magicus Neuro Infinitio Emperoc = imagine the effects to permanently enchant the object in a shadow enchantment  
Omni Bentidoc Caecus Magicus Animus Emperoc = feel the effects to enchant the object in a shadow enchantment  
Omni Bentidoc Caecus Magicus Animus Infinitio Emperoc = feel the effects to permanently enchant the object in a shadow enchantment  
Omni Bentidoc Caecus Magicus Cosmio Emperoc = feel the effect and imagine the results to enchant the object in a shadow enchantment  
Omni Bentidoc Caecus Magicus Cosmio Infinitio Emperoc = feel the effect and imagine the results to permanently enchant the object in a shadow enchantment  
Omni Bentidoc Opacus Luminoc = shadow empowerment  
Omni Bentidoc Opacus Tardius Aevus Luminoc = shadow empowerment slowly  
Omni Bentidoc Opacus Accelero Aevus Luminoc = shadow empowerment quickly  
Omni Bentidoc Opacus Infinitio Luminoc = conceal from sight permanently  
Omni Bentidoc Reductio Luminoc = dark flame empowerment.  
Omni Bentidoc Refuctio Tardius Aevus Luminoc = dark flame empowerment slowly  
Omni Bentidoc Reductio Accelero Aevus Luminoc = dark flame empowerment quickly  
Omni Bentidoc Reductio Infinitio Luminoc = dark flame empowerment permanent  
Omni Bentidoc Solidus Luminoc = empower person or object with substance  
Omni Bentidoc Solidus Tardius Aevus Luminoc = empower person or object with substance slowly  
Omni Bentidoc Solidus Accelero Aevus Luminoc = empower person or object with substance quickly  
Omni Bentidoc Solidus Infinitio Luminoc = permanent empower person or object with substance  
Omni Bentidoc Integumentum Luminoc = cloaking empowerment  
Omni Bentidoc Integumentum Tardius Aevus Luminoc = cloaking empowerment slowly  
Omni Bentidoc Integumentum Accelero Aevus Luminoc = cloaking empowerment quickly  
Omni Bentidoc Integumentum Infinitio Luminoc = cloaking empowerment permanent  
Omni Bentidoc Simultudo Luminoc = cloaked lightning empowerment  
Omni Bentidoc Simultudo Tardius Aevus Luminoc = cloaked lightning empowerment slowly



Omni Bentidict Simultudo Accelero Aevus Luminoc = cloaked lightning empowerment quickly  
Omni Bentidict Simultudo Infinitio Luminoc = cloaked lightning empowerment permanent  
Omni Bentidict Opacus Reductio Luminoc = shadow dark flame empowerment  
Omni Bentidict Opacus Reductio Tardius Aevus Luminoc = shadow dark flame empowerment slowly  
Omni Bentidict Opacus Reductio Accelero Aevus Luminoc = shadow dark flame empowerment quickly  
Omni Bentidict Opacus Reductio Infinitio Luminoc = shadow dark flame empowerment permanently  
Omni Bentidict Solidus Integumentum Luminoc = substance cloak empowerment  
Omni Bentidict Solidus Integumentum Tardius Aevus Luminoc = substance cloak empowerment slowly  
Omni Bentidict Solidus Integumentum Accelero Aevus Luminoc = substance cloak empowerment quickly  
Omni Bentidict Solidus Integumentum Infinitio Luminoc = substance cloak empowerment permanent  
Omni Bentidict Inanis Opacus Luminoc = void shadow shield  
Omni Bentidict Inanis Opacus Tardius Aevus Luminoc = void shadow shield of long duration  
Omni Bentidict Inanis Opacus Accelero Aevus Luminoc = void shadow shield of short duration  
Omni Bentidict Inanis Opacus Infinitio Luminoc = permanent void shadow shield  
Omni Bentidict Inanis Reductio Luminoc = dark flame black fire shield  
Omni Bentidict Inanis Reductio Tardius Aevus Luminoc = dark flame black fire shield of long duration  
Omni Bentidict Inanis Reductio Accelero Aevus Luminoc = dark flame black fire shield of short duration  
Omni Bentidict Inanis Reductio Infinitio Luminoc = permanent dark flame black fire shield  
Omni Bentidict Inanis Solidus Integumentum Luminoc = substance cloak black ice shield  
Omni Bentidict Inanis Solidus Integumentum Tardius Aevus Luminoc = substance cloak black ice shield of long duration  
Omni Bentidict Inanis Solidus Integumentum Accelero Aevus Luminoc = substance cloak black ice shield of short duration  
Omni Bentidict Inanis Solidus Integumentum Infinitio Luminoc = permanent substance cloak black ice shield shield  
Omni Bentidict Inanis Integumentum Luminoc = cloaking spacial shield  
Omni Bentidict Inanis Integumentum Tardius Aevus Luminoc = cloaking spacial shield long duration  
Omni Bentidict Inanis Integumentum Accelero Aevus Luminoc = cloaking spacial shield of short duration  
Omni Bentidict Inanis Integumentum Infinitio Luminoc = cloaking spacial shield shield  
Omni Bentidict Animus Opacus Luminoc = shadow spirit empowerment  
Omni Bentidict Animus Opacus Tardius Aevus Luminoc = shadow spirit empowerment slow  
Omni Bentidict Animus Opacus Accelero Aevus Luminoc = shadow spirit empowerment fast  
Omni Bentidict Animus Opacus Infinitio Luminoc = permanent shadow spirit empowerment  
Omni Bentidict Inanis Aero Opacus Luminoc = hidden shadow shield  
Omni Bentidict Inanis Aero Opacus Tardius Aevus Luminoc = hidden shadow shield long duration  
Omni Bentidict Inanis Aero Opacus Accelero Aevus Luminoc = hidden shadow shield fast  
Omni Bentidict Inanis Aero Opacus Infinitio Luminoc = permanent hidden shadow shield  
Omni Bentidict Inanis Aero Reductio Luminoc = black flame plasma shield  
Omni Bentidict Inanis Aero Reductio Tardius Aevus Luminoc = black flame plasma shield long duration  
Omni Bentidict Inanis Aero Refuctio Accelero Aevus Luminoc = black flame plasma shield short duration  
Omni Bentidict Inanis Aero Reductio Infinitio Luminoc = permanent black flame plasma shield  
Omni Bentidict Inanis Aero Animus Opacus Reductio Luminoc = shadow dark flame black lava shield  
Omni Bentidict Inanis Aero Animus Opacus Reductio Accelero Luminoc = shadow dark flame black lava shield long duration  
Omni Bentidict Inanis Aero Animus Opacus Reductio Accelero Aevus Luminoc = short duration shadow dark flame black lava shield  
Omni Bentidict Inanis Aero Animus Opacus Reductio Infinitio Luminoc = permanent shadow dark flame black lava shield

### Light Empowerment

Omni Bentidict Apricatio Luminoc = sunlight empowerment  
Omni Bentidict Apricatio Infinitio Luminoc = permanent sunlight empowerment  
Omni Bentidict Apricatio Magicus Neuro Luminoc = imagine the effects to enchant the object in a sunlight

enchantment

Omni Bentidict Apricatio Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a sunlight enchantment

Omni Bentidict Apricatio Magicus Animus Luminoc = feel the effects to enchant the object in a sunlight enchantment

Omni Bentidict Apricatio Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the object in a sunlight enchantment

Omni Bentidict Apricatio Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a sunlight enchantment

Omni Bentidict Apricatio Magicus Cosmio Infinitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a sunlight enchantment

Omni Bentidict Apricatio Opacus Luminoc = sun shadow empowerment

Omni Bentidict Apricatio Opacus Infinitio Luminoc = permanent sun shadow empowerment

Omni Bentidict Genero Luminoc = life empowerment

Omni Bentidict Genero Tardius Aevus Luminoc = life empowerment slowly

Omni Bentidict Genero Accelero Aevus Luminoc = life empowerment quickly

Omni Bentidict Genero Infinitio Luminoc = life empowerment permanence

Omni Bentidict Elevo Luminoc = light empowerment.

Omni Bentidict Elevo Tardius Aevus Luminoc = light empowerment slowly

Omni Bentidict Elevo Accelero Aevus Luminoc = light empowerment quickly

Omni Bentidict Elevo Infinitio Luminoc = light empowerment permanent

Omni Bentidict Facio Luminoc = empower person or object with positive water

Omni Bentidict Facio Tardius Aevus Luminoc = empower person or object with positive water slowly

Omni Bentidict Facio Accelero Aevus Luminoc = empower person or object with positive water quickly

Omni Bentidict Facio Infinitio Luminoc = permanent empower person or object with positive water

Omni Bentidict Incalfacio Luminoc = warmth empowerment

Omni Bentidict Incalfacio Tardius Aevus Luminoc = warmth empowerment slowly

Omni Bentidict Incalfacio Accelero Aevus Luminoc = warmth empowerment quickly

Omni Bentidict Incalfacio Infinitio Luminoc = warmth empowerment permanent

Omni Bentidict Exuro Luminoc = heat lightning empowerment

Omni Bentidict Exuro Tardius Aevus Luminoc = heat lightning empowerment slowly

Omni Bentidict Exuro Accelero Aevus Luminoc = heat lightning empowerment quickly

Omni Bentidict Exuro Infinitio Luminoc = heat lightning empowerment permanent

Omni Bentidict Genero Elevo Luminoc = life light empowerment

Omni Bentidict Genero Elevo Luminoc Aevus Luminoc = life light empowerment slowly

Omni Bentidict Genero Elevo Accelero Aevus Luminoc = life light empowerment quickly

Omni Bentidict Genero Elevo Infinitio Luminoc = life light empowerment permanently

Omni Bentidict Facio Incalfacio Luminoc = positive water heat empowerment

Omni Bentidict Facio Incalfacio Tardius Aevus Luminoc = positive water heat empowerment slowly

Omni Bentidict Facio Incalfacio Accelero Aevus Luminoc = positive water heat empowerment quickly

Omni Bentidict Facio Incalfacio Infinitio Luminoc = positive water heat empowerment permanent

Omni Bentidict Inanis Elevo Luminoc = light black fire shield

Omni Bentidict Inanis Elevo Tardius Aevus Luminoc = light black fire shield of long duration

Omni Bentidict Inanis Elevo Accelero Aevus Luminoc = light black fire shield of short duration

Omni Bentidict Inanis Elevo Infinitio Luminoc = permanent light black fire shield

Omni Bentidict Inanis Facio Incalfacio Luminoc = positive heat water black ice shield

Omni Bentidict Inanis Facio Incalfacio Tardius Aevus Luminoc = positive heat water black ice shield of long duration

Omni Bentidict Inanis Facio Incalfacio Accelero Aevus Luminoc = positive heat water black ice shield of short duration

Omni Bentidict Inanis Facio Incalfacio Infinitio Luminoc = permanent positive heat water black ice shield

Omni Bentidict Inanis Incalfacio Luminoc = heat spacial shield

Omni Bentidict Inanis Incalfacio Tardius Aevus Luminoc = heat spacial shield long duration

Omni Bentidict Inanis Incalfacio Accelero Aevus Luminoc = heat spacial shield of short duration

Omni Bentidoct Inanis Incalfacio Infinitio Luminoc = cloaking spacial shield shield

Omni Bentidoct Animus Genero Luminoc = life spirit empowerment

Omni Bentidoct Animus Genero Tardius Aevus Luminoc = life spirit empowerment slow

Omni Bentidoct Animus Genero Accelero Aevus Luminoc = life spirit empowerment fast

Omni Bentidoct Animus Genero Infinitio Luminoc = permanent life spirit empowerment

Omni Bentidoct Inanis Aero Genero Luminoc = life shadow shield

Omni Bentidoct Inanis Aero Genero Tardius Aevus Luminoc = life shadow shield long duration

Omni Bentidoct Inanis Aero Genero Accelero Aevus Luminoc = life shadow shield fast

Omni Bentidoct Inanis Aero Genero Infinitio Luminoc = permanent life shadow shield

Omni Bentidoct Inanis Aero Elevo Luminoc = light plasma shield

Omni Bentidoct Inanis Aero Elevo Tardius Aevus Luminoc = light plasma shield long duration

Omni Bentidoct Inanis Aero Elevo Accelero Aevus Luminoc = light plasma shield short duration

Omni Bentidoct Inanis Aero Elevo Infinitio Luminoc = permanent light plasma shield

Omni Bentidoct Inanis Aero Animus Genero Elevo Luminoc = life light black lava shield

Omni Bentidoct Inanis Aero Animus Genero Elevo Accelero Luminoc = life light flame black lava shield long duration

Omni Bentidoct Inanis Aero Animus Genero Elevo Accelero Aevus Luminoc = short duration life light black lava shield

Omni Bentidoct Inanis Aero Animus Genero Elevo Infinitio Luminoc = permanent life light black lava shield

### Strife Empowerment

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidoct Concertatio Magicus Neuro Luminoc = imagine the effects to enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Animus Luminoc = feel the effects to enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Cosmio Infinitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a strife enchantment

Omni Bentidoct Chao Luminoc = chaos empowerment

Omni Bentidoct Chao Tardius Aevus Luminoc = chaos empowerment slowly

Omni Bentidoct Chao Accelero Aevus Luminoc = chaos empowerment quickly

Omni Bentidoct Chao Infinitio Luminoc = chaos empowerment permanence

Omni Bentidoct Disturbatio Luminoc = destruction empowerment.

Omni Bentidoct Disturbatio Tardius Aevus Luminoc = destruction empowerment slowly

Omni Bentidoct Disturbatio Accelero Aevus Luminoc = destruction empowerment quickly

Omni Bentidoct Disturbatio Infinitio Luminoc = destruction empowerment permanent

Omni Bentidoct Maledico Luminoc = empower person or object with abuse

Omni Bentidoct Maledico Tardius Aevus Luminoc = empower person or object with abuse slowly

Omni Bentidoct Maledico Accelero Aevus Luminoc = empower person or object with abuse water quickly

Omni Bentidoct Maledico Infinitio Luminoc = permanent empower person or object with abuse water

Omni Bentidoct Incursio Luminoc = collision air empowerment

Omni Bentidoct Incursio Tardius Aevus Luminoc = collision air empowerment slowly

Omni Bentidoct Incursio Accelero Aevus Luminoc = collision air empowerment quickly

Omni Bentidoct Incursio Infinitio Luminoc = collision air empowerment permanent

Omni Bentidoct Conlido Luminoc = collision lightning empowerment

Omni Bentidict Conlido Tardius Aevus Luminoc = collision lightning empowerment slowly  
Omni Bentidict Conlido Accelero Aevus Luminoc = collision lightning empowerment quickly  
Omni Bentidict Conlido Infinitio Luminoc = collision lightning empowerment permanent  
Omni Bentidict Chao Disturbatio Luminoc = chaotic destruction empowerment  
Omni Bentidict Chao Disturbatio Luminoc Aevus Luminoc = chaotic destruction empowerment slowly  
Omni Bentidict Chao Disturbatio Accelero Aevus Luminoc = chaotic destruction empowerment quickly  
Omni Bentidict Chao Disturbatio Infinitio Luminoc = chaotic destruction empowerment permanently  
Omni Bentidict Maledico Incursio Luminoc = abusive collision air empowerment  
Omni Bentidict Maledico Incursio Tardius Aevus Luminoc = abusive collision air empowerment slowly  
Omni Bentidict Maledico Incursio Accelero Aevus Luminoc = abusive collision air empowerment quickly  
Omni Bentidict Maledico Incursio Infinitio Luminoc = abusive collision air empowerment permanent  
Omni Bentidict Inanis Disturbatio Luminoc = destructive black fire shield  
Omni Bentidict Inanis Disturbatio Tardius Aevus Luminoc = destructive black fire shield of long duration  
Omni Bentidict Inanis Disturbatio Accelero Aevus Luminoc = destructive black fire shield of short duration  
Omni Bentidict Inanis Disturbatio Infinitio Luminoc = permanent destructive black fire shield  
Omni Bentidict Inanis Maledico Incursio Luminoc = abusive collision air black ice shield  
Omni Bentidict Inanis Maledico Incursio Tardius Aevus Luminoc = abusive collision air black ice shield of long duration  
Omni Bentidict Inanis Maledico Incursio Accelero Aevus Luminoc = abusive collision air black ice shield of short duration  
Omni Bentidict Inanis Maledico Incursio Infinitio Luminoc = permanent abusive collision air black ice shield  
Omni Bentidict Inanis Incursio Luminoc = collision air spacial shield  
Omni Bentidict Inanis Incursio Tardius Aevus Luminoc = collision air spacial shield long duration  
Omni Bentidict Inanis Incursio Accelero Aevus Luminoc = collision air spacial shield of short duration  
Omni Bentidict Inanis Incursio Infinitio Luminoc = collision air spacial shield shield  
Omni Bentidict Animus Chao Luminoc = chaos spirit empowerment  
Omni Bentidict Animus Chao Tardius Aevus Luminoc = chaos spirit empowerment slow  
Omni Bentidict Animus Chao Accelero Aevus Luminoc = chaos spirit empowerment fast  
Omni Bentidict Animus Chao Infinitio Luminoc = permanent chaos spirit empowerment  
Omni Bentidict Inanis Aero Chao Luminoc = chaotic shadow shield  
Omni Bentidict Inanis Aero Chao Tardius Aevus Luminoc = chaos shadow shield long duration  
Omni Bentidict Inanis Aero Chao Accelero Aevus Luminoc = chaos shadow shield fast  
Omni Bentidict Inanis Aero Chao Infinitio Luminoc = permanent chaos shadow shield  
Omni Bentidict Inanis Aero Disturbatio Luminoc = destructive plasma shield  
Omni Bentidict Inanis Aero Disturbatio Tardius Aevus Luminoc = destructive plasma shield long duration  
Omni Bentidict Inanis Aero Disturbatio Accelero Aevus Luminoc = destructive plasma shield short duration  
Omni Bentidict Inanis Aero Disturbatio Infinitio Luminoc = permanent destructive plasma shield  
Omni Bentidict Inanis Aero Animus Chao Disturbatio Luminoc = chaotic destruction black lava shield  
Omni Bentidict Inanis Aero Animus Chao Disturbatio Accelero Luminoc = chaotic destruction black lava shield long duration  
Omni Bentidict Inanis Aero Animus Chao Disturbatio Accelero Aevus Luminoc = short duration chaotic destruction black lava shield  
Omni Bentidict Inanis Aero Animus Chao Disturbatio Infinitio Luminoc = permanent chaotic destruction black lava shield

### Imitation Empowerment

For the shields imagine the swirling of energy upwards after saying the spell.  
Imagine the effected item or person otherwise after saying the spell.

Omni Bentidict Imitatio Luminoc = imitation empowerment  
Omni Bentidict Imitatio Infinitio Luminoc = permanent imitation empowerment  
Omni Bentidict Imitatio Magicus Neuro Luminoc = imagine the effects to enchant the object in a imitation enchantment  
Omni Bentidict Imitatio Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a imitation enchantment  
Omni Bentidict Imitatio Magicus Animus Luminoc = feel the effects to enchant the object in a imitation enchantment  
Omni Bentidict Imitatio Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the object in a imitation enchantment  
Omni Bentidict Imitatio Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a imitation enchantment  
Omni Bentidict Imitatio Magicus Cosmio Infinitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a imitation enchantment  
Omni Bentidict Efficio Luminoc = power empowerment  
Omni Bentidict Efficio Tardius Aevus Luminoc = power empowerment slowly  
Omni Bentidict Efficio Accelero Aevus Luminoc = power empowerment quickly  
Omni Bentidict Efficio Infinitio Luminoc = power empowerment permanence  
Omni Bentidict Efficio Taura Luminoc = power tap from earth  
Omni Bentidict Efficio Taura Tardius Aevus Luminoc = power tap from earth slowly  
Omni Bentidict Efficio Taura Accelero Aevus Luminoc = power tap from earth quickly  
Omni Bentidict Efficio Taura Infinitio Luminoc = power tap from earth permanence  
Omni Bentidict Descriptio Luminoc = copy empowerment.  
Omni Bentidict Descriptio Tardius Aevus Luminoc = copy empowerment slowly  
Omni Bentidict Descriptio Accelero Aevus Luminoc = copy empowerment quickly  
Omni Bentidict Descriptio Infinitio Luminoc = copy empowerment permanent  
Omni Bentidict Transcribo Luminoc = copy lightning empowerment.  
Omni Bentidict Transcribo Tardius Aevus Luminoc = copy lightning empowerment slowly  
Omni Bentidict Transcribo Accelero Aevus Luminoc = copy lightning empowerment quickly  
Omni Bentidict Transcribo Infinitio Luminoc = copy lightning empowerment permanent  
Omni Bentidict Imago Luminoc = empower person or object with mirror  
Omni Bentidict Imago Tardius Aevus Luminoc = empower person or object with mirror slowly  
Omni Bentidict Imago Accelero Aevus Luminoc = empower person or object with mirror quickly  
Omni Bentidict Imago Infinitio Luminoc = permanent empower person or object with mirror  
Omni Bentidict Communio Luminoc = sharing empowerment  
Omni Bentidict Communio Tardius Aevus Luminoc = sharing empowerment slowly  
Omni Bentidict Communio Accelero Aevus Luminoc = sharing empowerment quickly  
Omni Bentidict Communio Infinitio Luminoc = sharing empowerment permanent  
Omni Bentidict Efficio Descriptio Luminoc = power item empowerment  
Omni Bentidict Efficio Descriptio Luminoc Aevus Luminoc = power item empowerment slowly  
Omni Bentidict Efficio Descriptio Accelero Aevus Luminoc = power item empowerment quickly  
Omni Bentidict Efficio Descriptio Infinitio Luminoc = permanent power item empowerment  
Omni Bentidict Imago Communio Luminoc = permanent power item empowerment  
Omni Bentidict Imago Communio Tardius Aevus Luminoc = permanent power item empowerment slowly  
Omni Bentidict Imago Communio Accelero Aevus Luminoc = permanent power item empowerment quickly  
Omni Bentidict Imago Communio Infinitio Luminoc = permanent power item empowerment permanent  
Omni Bentidict Inanis Descriptio Luminoc = copy black fire shield  
Omni Bentidict Inanis Descriptio Tardius Aevus Luminoc = copy black fire shield of long duration  
Omni Bentidict Inanis Descriptio Accelero Aevus Luminoc = copy black fire shield of short duration  
Omni Bentidict Inanis Descriptio Infinitio Luminoc = permanent copy black fire shield  
Omni Bentidict Inanis Communio Imago Luminoc = sharing mirror black ice shield  
Omni Bentidict Inanis Communio Imago Tardius Aevus Luminoc = sharing mirror black ice shield of long duration

Omni Bentidoct Inanis Communio Imago Accelero Aevus Luminoc = sharing mirror black ice shield of short duration

Omni Bentidoct Inanis Communio Imago Infinitio Luminoc = permanent sharing mirror black ice shield

Omni Bentidoct Inanis Imago Luminoc = sharing spacial shield

Omni Bentidoct Inanis Imago Tardius Aevus Luminoc = sharing spacial shield long duration

Omni Bentidoct Inanis Imago Accelero Aevus Luminoc = sharing spacial shield of short duration

Omni Bentidoct Inanis Imago Infinitio Luminoc = infinite sharing spacial shield shield

Omni Bentidoct Animus Efficio Luminoc = power spirit empowerment

Omni Bentidoct Animus Efficio Tardius Aevus Luminoc = power spirit empowerment slow

Omni Bentidoct Animus Efficio Accelero Aevus Luminoc = power spirit empowerment fast

Omni Bentidoct Animus Efficio Infinitio Luminoc = permanent power spirit empowerment

Omni Bentidoct Inanis Aero Efficio Luminoc = power shadow shield

Omni Bentidoct Inanis Aero Efficio Tardius Aevus Luminoc = power shadow shield long duration

Omni Bentidoct Inanis Aero Efficio Accelero Aevus Luminoc = power shadow shield fast

Omni Bentidoct Inanis Aero Efficio Infinitio Luminoc = permanent power shadow shield

Omni Bentidoct Inanis Aero Descriptio Luminoc = copy plasma shield

Omni Bentidoct Inanis Aero Descriptio Tardius Aevus Luminoc = copy plasma shield long duration

Omni Bentidoct Inanis Aero Descriptio Accelero Aevus Luminoc = copy plasma shield short duration

Omni Bentidoct Inanis Aero Descriptio Infinitio Luminoc = permanent copy plasma shield

Omni Bentidoct Inanis Aero Animus Efficio Descriptio Luminoc = power copy black lava shield

Omni Bentidoct Inanis Aero Animus Efficio Descriptio Accelero Luminoc = power copy flame black lava shield long duration

Omni Bentidoct Inanis Aero Animus Efficio Descriptio Accelero Aevus Luminoc = short duration power copy black lava shield

Omni Bentidoct Inanis Aero Animus Efficio Descriptio Infinitio Luminoc = permanent power copy black lava shield

### Additive Empowerment

For the shields imagine the swirling of energy upwards after saying the spell.

Imagine the effected item or person otherwise after saying the spell.

Omni Bentidoct Adigo Luminoc = forcecraft empowerment with imagined event

Omni Bentidoct Adigo Infinitio Luminoc = permanent forcecraft empowerment with imagined event

Omni Bentidoct Adigo Magicus Neuro Luminoc = imagine the effects to enchant the object in a forcecraft enchantment

Omni Bentidoct Adigo Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a forcecraft enchantment

Omni Bentidoct Adigo Magicus Animus Luminoc = feel the effects to enchant the object in a forcecraft enchantment

Omni Bentidoct Adigo Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the object in a forcecraft enchantment

Omni Bentidoct Adigo Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a forcecraft enchantment

Omni Bentidoct Adigo Magicus Cosmio Infinitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a forcecraft enchantment

Omni Bentidoct Appono Luminoc = glamour change

Omni Bentidoct Appono Tardius Aevus Luminoc = glamour change slowly

Omni Bentidoct Appono Accelero Aevus Luminoc = glamour change quickly

Omni Bentidoct Appono Infinitio Luminoc = glamour change permanence

Omni Bentidoct Multus Luminoc = energy empowerment.

Omni Bentidoct Multus Tardius Aevus Luminoc = energy empowerment slowly

Omni Bentidoct Multus Accelero Aevus Luminoc = energy empowerment quickly

Omni Bentidoct Multus Infinitio Luminoc = energy empowerment permanent



Omni Bentidict Comformo Luminoc = empower person or object with adaption  
Omni Bentidict Comformo Tardius Aevus Luminoc = empower person or object with adaption slowly  
Omni Bentidict Comformo Accelero Aevus Luminoc = empower person or object with adaption quickly  
Omni Bentidict Comformo Infinitio Luminoc = permanent empower person or object with adaption  
Omni Bentidict Effectus Luminoc = effect empowerment - know the effect  
Omni Bentidict Effectus Tardius Aevus Luminoc = effect empowerment - know the effect slowly  
Omni Bentidict Effectus Accelero Aevus Luminoc = effect empowerment - know the effect quickly  
Omni Bentidict Effectus Infinitio Luminoc = compellation empowerment - know the effect permanent  
Omni Bentidict Compello Luminoc = compellation lightning empowerment  
Omni Bentidict Compello Tardius Aevus Luminoc = compellation lightning empowerment slowly  
Omni Bentidict Compello Accelero Aevus Luminoc = compellation lightning empowerment quickly  
Omni Bentidict Compello Infinitio Luminoc = compellation lightning empowerment permanent  
Omni Bentidict Appono Multus Luminoc = energy glamour empowerment  
Omni Bentidict Appono Multus Luminoc Aevus Luminoc = energy glamour empowerment slowly  
Omni Bentidict Appono Multus Accelero Aevus Luminoc = energy glamour empowerment quickly  
Omni Bentidict Appono Multus Infinitio Luminoc = permanent energy glamour empowerment  
Omni Bentidict Comformo Effectus Luminoc = adaptive effects item empowerment  
Omni Bentidict Comformo Effectus Tardius Aevus Luminoc = adaptive effects item empowerment slowly  
Omni Bentidict Comformo Effectus Accelero Aevus Luminoc = adaptive effects item empowerment quickly  
Omni Bentidict Comformo Effectus Infinitio Luminoc = permanent adaptive effects item empowerment  
Omni Bentidict Multus Ferreus Luminoc = mantle protection from all weapons  
Omni Bentidict Multus Ferreus Infinitio Luminoc = permanent mantle protection from all weapons  
Omni Bentidict Multus Ferreus Infinitio Luminoc = permanent mantle protection from all weapons  
Omni Bentidict Inanis Multus Luminoc = energy black fire shield  
Omni Bentidict Inanis Multus Tardius Aevus Luminoc = energy black fire shield of long duration  
Omni Bentidict Inanis Multus Accelero Aevus Luminoc = energy black fire shield of short duration  
Omni Bentidict Inanis Multus Infinitio Luminoc = permanent energy black fire shield  
Omni Bentidict Inanis Comformo Effectus Luminoc = adaptive effects black ice shield  
Omni Bentidict Inanis Comformo Effectus Tardius Aevus Luminoc = adaptive effects mirror black ice shield of long duration  
Omni Bentidict Inanis Comformo Effectus Accelero Aevus Luminoc = adaptive effects black ice shield of short duration  
Omni Bentidict Inanis Comformo Effectus Infinitio Luminoc = permanent adaptive effects black ice shield  
Omni Bentidict Inanis Effectus Luminoc = effects spacial shield  
Omni Bentidict Inanis Effectus Tardius Aevus Luminoc = effects spacial shield long duration  
Omni Bentidict Inanis Effectus Accelero Aevus Luminoc = effects spacial shield of short duration  
Omni Bentidict Inanis Effectus Infinitio Luminoc = permanent effects spacial shield  
Omni Bentidict Animus Appono Luminoc = glamour spirit empowerment  
Omni Bentidict Animus Appono Tardius Aevus Luminoc = glamour spirit empowerment slow  
Omni Bentidict Animus Appono Accelero Aevus Luminoc = glamour spirit empowerment fast  
Omni Bentidict Animus Appono Infinitio Luminoc = permanent glamour spirit empowerment  
Omni Bentidict Inanis Aero Appono Luminoc = glamour shadow shield  
Omni Bentidict Inanis Aero Appono Tardius Aevus Luminoc = glamour shadow shield long duration  
Omni Bentidict Inanis Aero Appono Accelero Aevus Luminoc = glamour shadow shield fast  
Omni Bentidict Inanis Aero Appono Infinitio Luminoc = permanent glamour shadow shield  
Omni Bentidict Inanis Aero Multus Luminoc = energy plasma shield  
Omni Bentidict Inanis Aero Multus Tardius Aevus Luminoc = energy shield long duration  
Omni Bentidict Inanis Aero Multus Accelero Aevus Luminoc = energy plasma shield short duration  
Omni Bentidict Inanis Aero Multus Infinitio Luminoc = permanent energy plasma shield  
Omni Bentidict Inanis Aero Animus Appono Multus Luminoc = energy glamour black lava shield  
Omni Bentidict Inanis Aero Animus Appono Multus Accelero Luminoc = energy glamour black lava shield long duration  
Omni Bentidict Inanis Aero Animus Appono Multus Accelero Aevus Luminoc = short duration energy glamour black lava shield

Omni Bentidoc Inanis Aero Animus Appono Multus Infinitio Luminoc = permanent energy glamour black lava shield

Omni Bentidoc Multus Cosmio Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Accelero Aevus Luminoc = protection from all elements

Omni Bentidoc Multus Cosmio Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Infinitio Luminoc = permanent protection from all elements

### Subtractive Empowerment

For the shields imagine the swirling of energy upwards after saying the spell.

Imagine the effected item or person otherwise after saying the spell.

Omni Bentidoc Malus Luminoc = subtractive forcecraft empowerment with imagined event

Omni Bentidoc Malus Infinitio Luminoc = permanent subtractive forcecraft empowerment with imagined event

Omni Bentidoc Malus Magicus Neuro Luminoc = subtractive imagine the effects to enchant the object in a forcecraft enchantment

Omni Bentidoc Malus Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a subtractive forcecraft enchantment

Omni Bentidoc Malus Magicus Animus Luminoc = feel the effects to enchant the object in a subtractive forcecraft enchantment

Omni Bentidoc Malus Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the object in a subtractive forcecraft enchantment

Omni Bentidoc Malus Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a subtractive forcecraft enchantment

Omni Bentidoc Malus Magicus Cosmio Infinitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a subtractive forcecraft enchantment

Omni Bentidoc Caecus Luminoc = unseen change empowerment

Omni Bentidoc Caecus Tardius Aevus Luminoc = unseen change slowly

Omni Bentidoc Caecus Accelero Aevus Luminoc = unseen change quickly

Omni Bentidoc Caecus Infinitio Luminoc = unseen change permanence

Omni Bentidoc Retexo Luminoc = reverse empowerment.

Omni Bentidoc Retexo Tardius Aevus Luminoc = reverse empowerment slowly

Omni Bentidoc Retexo Accelero Aevus Luminoc = reverse empowerment quickly

Omni Bentidoc Retexo Infinitio Luminoc = reverse empowerment permanent

Omni Bentidoc Fabricatio Luminoc = empower person or object with undoing

Omni Bentidoc Fabricatio Tardius Aevus Luminoc = empower person or object with undoing slowly

Omni Bentidoc Fabricatio Accelero Aevus Luminoc = empower person or object with undoing quickly

Omni Bentidoc Fabricatio Infinitio Luminoc = permanent empower person or object with undoing

Omni Bentidoc Redeo Luminoc = nothing empowerment

Omni Bentidoc Redeo Tardius Aevus Luminoc = nothing empowerment slowly

Omni Bentidoc Redeo Accelero Aevus Luminoc = nothing empowerment quickly

Omni Bentidoc Redeo Infinitio Luminoc = nothing empowerment permanent

Omni Bentidoc Cesso Luminoc = nothing lightning empowerment

Omni Bentidoc Cesso Tardius Aevus Luminoc = nothing lightning empowerment slowly

Omni Bentidoc Cesso Accelero Aevus Luminoc = nothing lightning empowerment quickly

Omni Bentidoc Cesso Infinitio Luminoc = nothing lightning empowerment permanent

Omni Bentidoc Caecus Retexo Luminoc = unseen reverse empowerment

Omni Bentidoc Caecus Retexo Luminoc Aevus Luminoc = unseen reverse empowerment slowly

Omni Bentidoc Caecus Retexo Accelero Aevus Luminoc = unseen reverse empowerment quickly

Omni Bentidoc Caecus Retexo Infinitio Luminoc = permanent unseen reverse empowerment

Omni Bentidoc Retexo Fabricatio Luminoc = undo reverse empowerment

Omni Bentidoc Retexo Fabricatio Tardius Aevus Luminoc = undo reverse empowerment slowly



Omni Bentidict Retexo Fabricatio Accelero Aevus Luminoc = undo reverse empowerment quickly  
Omni Bentidict Retexo Fabricatio Infinitio Luminoc = permanent undo reverse empowerment permanent  
Omni Bentidict Fabricatio Redeo Luminoc = making empowerment .  
Omni Bentidict Fabricatio Redeo Tardius Aevus Luminoc = making empowerment slowly  
Omni Bentidict Fabricatio Redeo Accelero Aevus Luminoc = making empowerment quickly  
Omni Bentidict Fabricatio Redeo Infinitio Luminoc = permanent making empowerment permanent  
Omni Bentidict Inanis Retexo Luminoc = undoing black fire shield  
Omni Bentidict Inanis Retexo Tardius Aevus Luminoc = undoing black fire shield of long duration  
Omni Bentidict Inanis Retexo Accelero Aevus Luminoc = undoing energy black fire shield of short duration  
Omni Bentidict Inanis Retexo Infinitio Luminoc = permanent undoing black fire shield  
Omni Bentidict Inanis Fabricatio Redeo Luminoc = making black ice shield  
Omni Bentidict Inanis Fabricatio Redeo Tardius Aevus Luminoc = making black ice shield of long duration  
Omni Bentidict Inanis Fabricatio Redeo Accelero Aevus Luminoc = making black ice shield of short duration  
Omni Bentidict Inanis Fabricatio Redeo Infinitio Luminoc = permanent making black ice shield  
Omni Bentidict Inanis Redeo Luminoc = nothing spacial shield  
Omni Bentidict Inanis Redeo Tardius Aevus Luminoc = nothing spacial shield long duration  
Omni Bentidict Inanis Redeo Accelero Aevus Luminoc = nothing spacial shield of short duration  
Omni Bentidict Inanis Redeo Infinitio Luminoc = permanent nothing spacial shield  
Omni Bentidict Animus Caecus Luminoc = unseen spirit empowerment  
Omni Bentidict Animus Caecus Tardius Aevus Luminoc = unseen spirit empowerment slow  
Omni Bentidict Animus Caecus Accelero Aevus Luminoc = unseen spirit empowerment fast  
Omni Bentidict Animus Caecus Infinitio Luminoc = permanent unseen spirit empowerment  
Omni Bentidict Inanis Aero Caecus Luminoc = unseen shadow shield  
Omni Bentidict Inanis Aero Caecus Tardius Aevus Luminoc = unseen shadow shield long duration  
Omni Bentidict Inanis Aero Caecus Accelero Aevus Luminoc = unseen shadow shield fast  
Omni Bentidict Inanis Aero Caecus Infinitio Luminoc = permanent unseen shadow shield  
Omni Bentidict Inanis Aero Retexo Luminoc = undoing plasma shield  
Omni Bentidict Inanis Aero Retexo Tardius Aevus Luminoc = undoing shield long duration  
Omni Bentidict Inanis Aero Retexo Accelero Aevus Luminoc = undoing plasma shield short duration  
Omni Bentidict Inanis Aero Retexo Infinitio Luminoc = permanent undoing plasma shield  
Omni Bentidict Luminoc = unseen undoing black lava shield  
Omni Bentidict Inanis Aero Animus Caecus Retexo Accelero Luminoc = unseen undoing glamour black lava shield long duration  
Omni Bentidict Inanis Aero Animus Caecus Retexo Accelero Aevus Luminoc = short duration unseen undoing black lava shield  
Omni Bentidict Inanis Aero Animus Caecus Retexo Infinitio Luminoc = permanent power unseen undoing black lava shield

## Indirect Empowerment

For the shields imagine the swirling of energy upwards after saying the spell.  
Imagine the effected item or person otherwise after saying the spell.

Omni Bentidict Obliquus Luminoc = indirect empowerment with imagined event  
Omni Bentidict Obliquus Infinitio Luminoc = permanent indirect empowerment with imagined event  
Omni Bentidict Obliquus Magicus Neuro Luminoc = imagine the effects to enchant the object in a indirect enchantment  
Omni Bentidict Obliquus Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a indirect enchantment  
Omni Bentidict Obliquus Magicus Animus Luminoc = feel the effects to enchant the object in a indirect enchantment  
Omni Bentidict Obliquus Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the

object in a indirect enchantment

Omni Bentidict Obliquus Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a indirect enchantment

Omni Bentidict Obliquus Magicus Cosmio Infinitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a indirect enchantment

Omni Bentidict Ferreus Luminoc = antimagic control empowerment

Omni Bentidict Ferreus Tardius Aevus Luminoc = unseen change slowly

Omni Bentidict Ferreus Accelerero Aevus Luminoc = unseen change quickly

Omni Bentidict Ferreus Infinitio Luminoc = unseen change permanence

Omni Bentidict Ferreus Aevus Luminoc = antimagic backwards time empowerment.

Omni Bentidict Ferreus Aevus Tardius Aevus Luminoc = antimagic backwards time empowerment slowly

Omni Bentidict Ferreus Aevus Accelerero Aevus Luminoc = antimagic backwards time empowerment quickly

Omni Bentidict Ferreus Aevus Infinitio Luminoc = antimagic backwards time empowerment permanent

Omni Bentidict Aevus Luminoc = empower person or object with time

Omni Bentidict Aevus Tardius Aevus Luminoc = empower person or object with time slowly

Omni Bentidict Aevus Accelerero Aevus Luminoc = empower person or object with time quickly

Omni Bentidict Aevus Infinitio Luminoc = permanent empower person or object with time

Omni Bentidict Necro Luminoc = death empowerment

Omni Bentidict Necro Tardius Aevus Luminoc = death empowerment slowly

Omni Bentidict Necro Accelerero Aevus Luminoc = death empowerment quickly

Omni Bentidict Necro Infinitio Luminoc = death empowerment permanent

Omni Bentidict Necro Cedo Luminoc = death change empowerment

Omni Bentidict Necro Cedo Luminoc Aevus Luminoc = death change empowerment slowly

Omni Bentidict Necro Cedo Accelerero Aevus Luminoc = death change empowerment quickly

Omni Bentidict Necro Cedo Infinitio Luminoc = permanent death change empowerment

Omni Bentidict Cedo Taura Luminoc = shapeshift empowerment

Omni Bentidict Cedo Taura Tardius Aevus Luminoc = shapeshift empowerment slowly

Omni Bentidict Cedo Taura Accelerero Aevus Luminoc = shapeshift empowerment quickly

Omni Bentidict Cedo Taura Infinitio Luminoc = permanent shapeshift empowerment permanent

Omni Bentidict Demutatio Luminoc = nothing lightning empowerment

Omni Bentidict Demutatio Tardius Aevus Luminoc = nothing lightning empowerment slowly

Omni Bentidict Demutatio Accelerero Aevus Luminoc = nothing lightning empowerment quickly

Omni Bentidict Demutatio Infinitio Luminoc = permanent nothing lightning empowerment permanent

Omni Bentidict Cosmio Cedo Taura Luminoc = greater shapeshift empowerment .

Omni Bentidict Cosmio Cedo Taura Tardius Aevus Luminoc = greater shapeshift empowerment slowly

Omni Bentidict Cosmio Cedo Taura Accelerero Aevus Luminoc = greater shapeshift empowerment quickly

Omni Bentidict Cosmio Cedo Taura Infinitio Luminoc = permanent greater shapeshift empowerment permanent

Omni Bentidict Inanis Aevus Luminoc = time black fire shield

Omni Bentidict Inanis Tardius Aevus Luminoc = time black fire shield of long duration

Omni Bentidict Inanis Accelerero Aevus Luminoc = time black fire shield of short duration

Omni Bentidict Inanis Aevus Infinitio Luminoc = permanent time black fire shield

Omni Bentidict Inanis Necro Cedo Luminoc = death change black ice shield

Omni Bentidict Inanis Necro Cedo Tardius Aevus Luminoc = death change black ice shield of long duration

Omni Bentidict Inanis Necro Cedo Accelerero Aevus Luminoc = death change black ice shield of short duration

Omni Bentidict Inanis Necro Cedo Infinitio Luminoc = permanent death change black ice shield

Omni Bentidict Inanis Cedo Luminoc = reverse spacial shield

Omni Bentidict Inanis Cedo Tardius Aevus Luminoc = reverse spacial shield long duration

Omni Bentidict Inanis Cedo Accelerero Aevus Luminoc = reverse spacial shield of short duration

Omni Bentidict Inanis Cedo Infinitio Luminoc = reverse spacial shield

Omni Bentidict Animus Caecus Ferreus Luminoc = antimagic spirit empowerment

Omni Bentidict Animus Caecus Ferreus Tardius Aevus Luminoc = antimagic spirit empowerment slow

Omni Bentidict Animus Caecus Ferreus Accelero Aevus Luminoc = antimagic spirit empowerment fast  
Omni Bentidict Animus Caecus Ferreus Infinitio Luminoc = permanent antimagic spirit empowerment  
Omni Bentidict Inanis Aero Caecus Ferreus Luminoc = antimagic shadow shield  
Omni Bentidict Inanis Aero Caecus Ferreus Tardius Aevus Luminoc = antimagic shadow shield long duration  
Omni Bentidict Inanis Aero Caecus Ferreus Accelero Aevus Luminoc = antimagic shadow shield fast  
Omni Bentidict Inanis Aero Caecus Ferreus Infinitio Luminoc = permanent antimagic shadow shield  
Omni Bentidict Inanis Aero Aevus Luminoc = time plasma shield  
Omni Bentidict Inanis Aero Aevus Tardius Aevus Luminoc = time plasma shield long duration  
Omni Bentidict Inanis Aero Aevus Accelero Aevus Luminoc = time plasma shield short duration  
Omni Bentidict Inanis Aero Aevus Infinitio Luminoc = permanent time plasma shield  
Omni Bentidict Inanis Aero Animus Ferreus Luminoc = antimagic time black lava shield  
Omni Bentidict Inanis Aero Animus Ferreus Luminoc Accelero Luminoc = antimagic time black lava shield long duration  
Omni Bentidict Inanis Aero Animus Ferreus Luminoc Accelero Aevus Luminoc = short duration antimagic time black lava shield  
Omni Bentidict Inanis Aero Animus Ferreus Luminoc Infinitio Luminoc = permanent power antimagic time black lava shield

### Purifications

Omni Bentidict Thundora Luminoc = Cleanses the spirit  
Omni Bentidict Thundora Tardius Aevus Luminoc = Cleanses the spirit slowly  
Omni Bentidict Thundora Accelero Aevus Luminoc = Cleanses the spirit faster  
Omni Bentidict Inversio Thundora Luminoc = unages the spirit  
Omni Bentidict Inversio Thundora Tardius Aevus Luminoc = unages the spirit slowly  
Omni Bentidict Inversio Thundora Accelero Aevus Luminoc = unaging the spirit faster  
Omni Bentidict Defluo Luminoc = disperses the spirit  
Omni Bentidict Defluo Tardius Aevus Luminoc = disperses the spirit slowly  
Omni Bentidict Defluo Accelero Aevus Luminoc = disperses the spirit faster  
Omni Bentidict Fulmeneus Luminoc = dominates the spirit  
Omni Bentidict Fulmeneus Tardius Aevus Luminoc = dominates the spirit slowly  
Omni Bentidict Fulmeneus Accelero Aevus Luminoc = dominates the spirit faster  
Omni Bentidict Obscuro Luminoc = cloak the spirit  
Omni Bentidict Obscuro Tardius Aevus Luminoc = cloak the spirit slowly  
Omni Bentidict Obscuro Accelero Aevus Luminoc = cloak the spirit faster  
Omni Bentidict Simultudo Luminoc = make illusion of spirit  
Omni Bentidict Simultudo Tardius Aevus Luminoc = make illusion of spirit slowly  
Omni Bentidict Simultudo Accelero Aevus Luminoc = make illusion of spirit faster  
Omni Bentidict Exuro Luminoc = empower the spirit  
Omni Bentidict Exuro Tardius Aevus Luminoc = empower the spirit slowly  
Omni Bentidict Exuro Accelero Aevus Luminoc = empower the spirit faster  
Omni Bentidict Conlido Luminoc = Empower the spirit  
Omni Bentidict Conlido Tardius Aevus Luminoc = empower the spirit slowly  
Omni Bentidict Conlido Accelero Aevus Luminoc = empower the spirit faster  
Omni Bentidict Transcribo Luminoc = copy the spirit  
Omni Bentidict Transcribo Tardius Aevus Luminoc = copy the spirit slowly  
Omni Bentidict Transcribo Accelero Aevus Luminoc = copy the spirit faster  
Omni Bentidict Compello Luminoc = compell the spirit  
Omni Bentidict Compello Tardius Aevus Luminoc = compell the spirit slowly  
Omni Bentidict Compello Accelero Aevus Luminoc = compell the spirit faster  
Omni Bentidict Cesso Luminoc = compell the spirit  
Omni Bentidict Cesso Tardius Aevus Luminoc = compell the spirit slowly  
Omni Bentidict Cesso Accelero Aevus Luminoc = compell the spirit faster

Omni Bentidocht Demutatio Luminocht = change the spirit  
Omni Bentidocht Demutatio Tardius Aevus Luminocht = change the spirit slowly  
Omni Bentidocht Demutatio Accelerero Aevus Luminocht = change the spirit faster  
Omni Bentidocht Hydro Luminocht = makes an object sacred  
Omni Bentidocht Hydro Tardius Aevus Luminocht = makes an object sacred slowly  
Omni Bentidocht Hydro Accelerero Aevus Luminocht = makes an object sacred faster  
Omni Taura Luminocht Omoptio = purify earth  
Omni Taura Luminocht Tardius Aevus Omoptio = purify earth slowly  
Omni Taura Luminocht Accelerero Aevus Omoptio = purify earth fast  
Omni Aero Luminocht Omoptio = purify air  
Omni Aero Luminocht Tardius Aevus Omoptio = purify air slowly  
Omni Aero Luminocht Accelerero Aevus Omoptio = purify air fast  
Omni Hydro Luminocht Omoptio = purify water  
Omni Hydro Luminocht Tardius Aevus Omoptio = purify water slowly  
Omni Hydro Luminocht Accelerero Aevus Omoptio = purify water fast  
Omni Pyro Luminocht Omoptio = fire cleansing  
Omni Pyro Luminocht Tardius Aevus Omoptio = fire cleansing slowly  
Omni Pyro Luminocht Accelerero Aevus Omoptio = fire cleansing quickly  
Omni Neuro Luminocht Omoptio = cleanse mind and cure insanity  
Omni Neuro Luminocht Tardius Aevus Omoptio = cleanse mind and cure insanity slowly  
Omni Neuro Luminocht Accelerero Aevus Omoptio = cleanse mind and cure insanity fast  
Omni Inanis Luminocht Omoptio = erasure of essence  
Omni Inanis Luminocht Tardius Aevus Omoptio = erasure of essence slowly  
Omni Inanis Luminocht Accelerero Aevus Omoptio = erasure of essence quickly  
Omni Animus Luminocht Omoptio = purify spirit and lessen anger  
Omni Animus Luminocht Tardius Aevus Omoptio = purify spirit and lessen anger slowly  
Omni Animus Luminocht Accelerero Aevus Omoptio = purify spirit and lessen anger fast  
Omni Necro Luminocht Omoptio = purify death area  
Omni Necro Luminocht Tardius Aevus Omoptio = purify death area slowly  
Omni Necro Luminocht Accelerero Aevus Omoptio = purify death area fast  
Omni Inanis Aero Taura Luminocht Omoptio = removal of disruptive influence by shadows  
Omni Inanis Aero Taura Luminocht Tardius Aevus Omoptio = removal of disruptive influence by shadows slowly  
Omni Inanis Aero Taura Luminocht Accelerero Aevus Omoptio = removal of disruptive influence by shadows quickly  
Omni Inanis Neuro Luminocht Omoptio = remove memory  
Omni Inanis Neuro Luminocht Tardius Aevus Omoptio = remove memory slowly  
Omni Inanis Neuro Luminocht Accelerero Aevus Omoptio = remove memory fast  
Omni Cosmio Luminocht Omoptio = cleanse mind and spirit  
Omni Cosmio Luminocht Tardius Aevus Omoptio = cleanse mind and spirit slowly  
Omni Cosmio Luminocht Accelerero Aevus Omoptio = cleanse mind and spirit fast  
Omni Inanis Cosmio Luminocht Omoptio = erase the being entire  
Omni Inanis Cosmio Luminocht Tardius Aevus Omoptio = erase the being entire slowly  
Omni Inanis Cosmio Luminocht Accelerero Aevus Omoptio = erase the being entire fast  
Omni Inanis Aero Animus Luminocht Omoptio = removal of chaotic effect  
Omni Inanis Aero Animus Luminocht Tardius Aevus Omoptio = removal of chaotic effect slowly  
Omni Inanis Aero Animus Luminocht Accelerero Aevus Omoptio = removal of chaotic effect fast  
Omni Magicus Luminocht Omoptio = removes magic corruption  
Omni Inversio Taura Luminocht Omoptio = purify and strengthen enchantment  
Omni Inversio Pyro Luminocht Omoptio = purify and strengthen with faery fire  
Omni Inversio Hydro Luminocht Omoptio = purify and strengthen enchantments with faery water  
Omni Inversio Hydro Accelerero Aevus Luminocht Omoptio = purify and strengthen enchantments with faery water quickly

Omni Inversio Aero Luminoc Optio = purify and unage with faery air  
Omni Inversio Aero Accelro Aevus Luminoc Optio = purify and unage with faery air quickly  
Omni Neuro Inversio Taura Luminoc Optio = strengthen mind and cure insanity  
Omni Neuro Inversio Taura Tardius Aevus Luminoc Optio = strengthen mind and cure insanity slowly  
Omni Neuro Inversio Taura Accelero Aevus Luminoc Optio = strengthen mind and cure insanity fast  
Omni Inanis Neuro Inversio Taura Luminoc Optio = remove memory  
Omni Inanis Neuro Inversio Taura Luminoc Tardius Aevus Optio = remove memory slowly  
Omni Inanis Neuro Inversio Taura Luminoc Accelero Aevus Optio = remove memory fast  
Omni Cosmio Inversio Pyro Luminoc Optio = cleanse mind and spirit  
Omni Cosmio Inversio Pyro Luminoc Tardius Aevus Optio = cleanse mind and spirit slowly  
Omni Cosmio Inversio Pyro Luminoc Accelero Aevus Optio = cleanse mind and spirit fast  
Omni Inanis Cosmio Inversio Pyro Luminoc Optio = erase life entire  
Omni Inanis Cosmio Inversio Pyro Luminoc Tardius Aevus Optio = erase life entire slowly  
Omni Inanis Cosmio Inversio Pyro Luminoc Accelero Aevus Optio = erase life entire fast  
Omni Iniquus Luminoc Optio= removes hostility from area  
Omni Iniquus Accelero Aevus Infnitio Luminoc Optio= removes hostility from area quickly and permanantly  
Omni Penetro Luminoc Optio = purify and strengthen from within  
Omni Penetro Luminoc Accelero Aevus Optio = purify and strengthen from within quickly  
Omni Commutatus Luminoc Optio = change enchantment  
Omni Potus Luminoc Optio = purify through absorbtion  
Omni Potus Accelero Aevus Luminoc Optio = purify through absorbtion quickly  
Omni Abfabricatio Luminoc Optio = make item sacred as if it already was  
Omni Abfabricatio Accelro Aevus Luminoc Optio = make item sacred as if it already was quickly  
Omni Neuro Penetro Luminoc Optio = penetrate mind and cure insanity  
Omni Neuro Penetro Tardius Aevus Luminoc Optio = penetrate mind and cure insanity slowly  
Omni Neuro Penetro Accelero Aevus Luminoc Optio = penetrate mind and cure insanity fast  
Omni Inanis Neuro Penetro Luminoc Optio = penetrating remove memory  
Omni Inanis Neuro Penetro Luminoc Tardius Aevus Optio = penetrating remove memory slowly  
Omni Inanis Neuro Penetro Luminoc Accelero Aevus Optio = penetrating remove memory fast  
Omni Cosmio Commutatus Luminoc Optio = cleanse mind and spirit by change  
Omni Cosmio Commutatus Luminoc Tardius Aevus Optio = cleanse mind and spirit slowly by change  
Omni Cosmio Commutatus Luminoc Accelero Aevus Optio = cleanse mind and spirit fast by change  
Omni Inanis Cosmio Commutatus Luminoc Optio = change life entire  
Omni Inanis Cosmio Commutatus Luminoc Tardius Aevus Optio = change life entire slowly  
Omni Inanis Cosmio Commutatus Luminoc Accelero Aevus Optio = change life entire fast  
Omni Omo Optio Cosmio Necro Magicus Iniquus Infnitio Exhaurio Bentidoct = blockage removal  
Omni Maleficus Luminoc Optio= removes evil from area  
Omni Maleficus Accelero Aevus Infnitio Luminoc Optio= removes evil from area quickly and permanantly  
Omni Medicatus Luminoc Optio = remove charm  
Omni Medicatus Luminoc Accelero Aevus Optio = remove charm quickly  
Omni Medicatus Mutus Luminoc Optio = undo charm mutatae enchantment  
Omni Mutus Luminoc Optio = undo mutation  
Omni Mutus Accelero Aevus Luminoc Optio = undo mutation quickly  
Omni Moderatus Luminoc Optio = remove control  
Omni Moderatus Accelero Aevus Luminoc Optio = remove control quickly  
Omni Moderatus Enervatus Luminoc Optio = remove dire charm  
Omni Moderatus Enervatus Accelero Aevus Luminoc Optio = dire charm quickly  
Omni Enervatus Luminoc Optio = remove mental domination  
Omni Enervatus Accelero Aevus Luminoc Optio = remove mental domination quickly  
fast  
Omni Cosmio Moderatus Luminoc Optio = cleanse mind and spirit by ouvisabas  
Omni Cosmio Moderatus Luminoc Tardius Aevus Optio = cleanse mind and spirit slowly by ouvisabas

Omni Cosmio Moderatus Luminoc Accelero Aevus Omoptio = cleanse mind and spirit fast by ouvisabas  
Omni Subduco Luminoc Omoptio = reveals stealthy people in area  
Omni Subduco Accelero Aevus Infinitio Luminoc Omoptio= reveals stealthy people from area quickly and permanently  
Omni Occultatio Luminoc Omoptio = remove concealment  
Omni Occultatio Luminoc Accelero Aevus Omoptio = remove concealment  
Omni Simulo Luminoc Omoptio = undo cloning  
Omni Simulo Accelero Aevus Luminoc Omoptio = undo cloning quickly  
Omni Exhaurio Luminoc Omoptio = cleanses item or person by draining impurity energy  
Omni Exhaurio Accelero Aevus Luminoc Omoptio = cleanses item or person by draining impurity energy quickly  
Omni Exhaurio Aspectus Luminoc Omoptio = remove illusions and give the energy to yourself  
Omni Exhaurio Aspectus Accelero Aevus Luminoc Omoptio = remove illusions and give the energy to yourself quickly  
Omni Aspectus Luminoc Omoptio = remove illusions  
Omni Aspectus Accelero Aevus Luminoc Omoptio = remove illusions quickly  
Omni Cosmio Exhaurio Luminoc Omoptio = cleanse mind and spirit by draining the bad things  
Omni Cosmio Exhaurio Luminoc Tardius Aevus Omoptio = cleanse mind and spirit slowly by draining the bad things slowly  
Omni Cosmio Exhaurio Luminoc Accelero Aevus Omoptio = cleanse mind and spirit fast by draining the bad things quickly  
Omni Caecus Luminoc Omoptio = cleanse dark power from area  
Omni Caecus Luminoc Accelero Aevus Omoptio = cleanse dark power from area quickly  
Omni Opacus Luminoc Omoptio = cleanse shadows  
Omni Opacus Accelero Aevus Luminoc Omoptio = cleanse shadows quickly  
Omni Reductio Luminoc Omoptio = cleanses item or person by restoration flame  
Omni Reductio Accelero Aevus Luminoc Omoptio = cleanses item or person by restoration flame quickly  
Omni Solidus Luminoc Omoptio = cleanse substance  
Omni Solidus Accelero Aevus Luminoc Omoptio = cleanse substance quickly  
Omni Solidus Integumentum Luminoc Omoptio = strengthen substance cloak  
Omni Solidus Integumentum Accelero Aevus Luminoc Omoptio = strengthen substance cloak quickly  
Omni Integumentum Luminoc Omoptio = remove shadow cloak  
Omni Integumentum Accelero Aevus Luminoc Omoptio = remove shadow cloak quickly  
Omni Cosmio Opacus Reductio Luminoc Omoptio = cleanse mind and spirit by shadow restoration flame  
Omni Cosmio Opacus Reductio Luminoc Tardius Aevus Omoptio = cleanse mind and spirit slowly by shadow restoration flame slowly  
Omni Cosmio Opacus Reductio Luminoc Accelero Aevus Omoptio = cleanse mind and spirit fast by shadow restoration flame quickly  
Omni Cosmio Solidus Luminoc Omoptio = cleanse mind and spirit by substance  
Omni Cosmio Solidus Luminoc Tardius Aevus Omoptio = cleanse mind and spirit slowly by substance slowly  
Omni Cosmio Solidus Luminoc Accelero Aevus Omoptio = cleanse mind and spirit fast by substance quickly  
Omni Apricatio Luminoc Omoptio = cleanse by sunlight  
Omni Apricatio Accelero Aevus Luminoc Omoptio = cleanse by sunlight quickly  
Omni Genero Luminoc Omoptio = cleanse life of corruption  
Omni Genero Accelero Aevus Luminoc Omoptio = cleanse life of corruption quickly  
Omni Genero Elevo Luminoc Omoptio = cleanse by life light lava  
Omni Genero Elevo Accelero Aevus Luminoc Omoptio = cleanse by life light lava quickly  
Omni Elevo Luminoc Omoptio = cleanse by light  
Omni Elevo Accelero Aevus Luminoc Omoptio = cleanse by light quickly  
Omni Facio Luminoc Omoptio = cleanse by positive water  
Omni Facio Accelero Aevus Luminoc Omoptio = cleanse by positive water quickly  
Omni Elevo Incalfacio Luminoc Omoptio = cleanse by positive heat water  
Omni Elevo Incalfacio Accelero Aevus Luminoc Omoptio = cleanse by positive heat water quickly



Omni Cosmio Genero Luminocit Omoptio = cleanse mind and spirit by life  
Omni Cosmio Genero Luminocit Tardius Aevus Omoptio = cleanse mind and spirit slowly by life slowly  
Omni Cosmio Genero Luminocit Accelero Aevus Omoptio = cleanse mind and spirit fast by life quickly  
Omni Cosmio Elevo Luminocit Omoptio = cleanse mind and spirit by light  
Omni Cosmio Elevo Luminocit Tardius Aevus Omoptio = cleanse mind and spirit slowly by light slowly  
Omni Cosmio Elevo Luminocit Accelero Aevus Omoptio = cleanse mind and spirit fast by light quickly  
Omni Cosmio Facio Luminocit Omoptio = cleanse mind and spirit by positive heat water  
Omni Cosmio Facio Luminocit Tardius Aevus Omoptio = cleanse mind and spirit slowly by positive heat water slowly  
Omni Cosmio Facio Luminocit Accelero Aevus Omoptio = cleanse mind and spirit fast by positive heat water quickly  
Omni Concertatio Luminocit Omoptio = remove strife  
Omni Concertatio Accelero Aevus Luminocit Omoptio = remove strife quickly  
Omni Chao Luminocit Omoptio = cleanse by chaos  
Omni Chao Accelero Aevus Luminocit Omoptio = cleanse by chaos quickly  
Omni Maledico Luminocit Omoptio = remove abusive water  
Omni Maledico Accelero Aevus Luminocit Omoptio = remove abusive water quickly  
Omni Maledico Incursio Luminocit Omoptio = remove abusive collision ice  
Omni Maledico Incursio Accelero Aevus Luminocit Omoptio = remove abusive collision ice  
Omni Incursio Luminocit Omoptio = remove collision air  
Omni Incursio Accelero Aevus Luminocit Omoptio = remove collision air quickly  
Omni Cosmio Chao Luminocit Omoptio = cleanse mind and spirit of chaos  
Omni Cosmio Chao Luminocit Tardius Aevus Omoptio = cleanse mind and spirit of chaos slowly  
Omni Cosmio Chao Luminocit Accelero Aevus Omoptio = cleanse mind and spirit of chaos quickly  
Omni Cosmio Maledico Incursio Luminocit Omoptio = cleanse mind and spirit of abusive collision air  
Omni Cosmio Maledico Incursio Luminocit Tardius Aevus Omoptio = cleanse mind and spirit of abusive collision slowly  
Omni Cosmio Maledico Incursio Luminocit Accelero Aevus Omoptio = cleanse mind and spirit fast of abusive collision quickly  
Omni Imitatio Luminocit Omoptio = remove mimic  
Omni Imitatio Accelero Aevus Luminocit Omoptio = remove mimic quickly  
Omni Efficio Luminocit Omoptio = cleanse by power  
Omni Efficio Accelero Aevus Luminocit Omoptio = cleanse by power quickly  
Omni Efficio Taura Luminocit Omoptio = regulate power tap  
Omni Efficio Taura Accelero Aevus Luminocit Omoptio = regulate power tap quickly  
Omni Efficio Descriptio Luminocit Omoptio = cleanse power item  
Omni Efficio Descriptio Accelero Aevus Luminocit Omoptio = cleanse power item quickly  
Omni Descriptio Luminocit Omoptio = purify item  
Omni Descriptio Accelero Aevus Luminocit Omoptio = purify item quickly  
Omni Imago Luminocit Omoptio = remove mirror image  
Omni Imago Accelero Aevus Luminocit Omoptio = remove mirror image  
Omni Imago Communio Luminocit Omoptio = remove simaelcrum  
Omni Imago Communio Accelero Aevus Luminocit Omoptio = remove simaelcrum image  
Omni Communio Luminocit Omoptio = remove sharing  
Omni Communio Accelero Aevus Luminocit Omoptio = remove sharing  
Omni Cosmio Efficio Luminocit Omoptio = cleanse mind and spirit by power  
Omni Cosmio Efficio Luminocit Tardius Aevus Omoptio = cleanse mind and spirit by power slowly  
Omni Cosmio Efficio Luminocit Accelero Aevus Omoptio = cleanse mind and spirit by power quickly  
Omni Adigo Luminocit Omoptio = cleanse by force  
Omni Adigo Accelero Aevus Luminocit Omoptio = cleanse by force quickly  
Omni Appono Luminocit Omoptio = remove glamour  
Omni Appono Accelero Aevus Luminocit Omoptio = remove glamour quickly  
Omni Appono Multus Luminocit Omoptio = remove permanent glamour  
Omni Appono Multus Accelero Aevus Luminocit Omoptio = remove permanent glamour quickly

Omni Multus Luminoc Optio = cleanse by energy  
Omni Multus Accelero Aevus Luminoc Optio = cleanse by energy quickly  
Omni Conformo Luminoc Optio = cleanse by adaptation  
Omni Comformo Accelero Aevus Luminoc Optio = cleanse by adaptation quickly  
Omni Comformo Effectus Luminoc Optio = remove adaptive effects  
Omni Comformo Effectus Accelero Aevus Luminoc Optio = remove adaptive effects  
Omni Effectus Luminoc Optio = remove effect  
Omni Effectus Accelero Aevus Luminoc Optio = remove effect  
Omni Cosmio Adigo Luminoc Optio = cleanse mind and spirit by forcecraft  
Omni Cosmio Adigo Luminoc Tardius Aevus Optio = cleanse mind and spirit by forcecraft slowly  
Omni Cosmio Adigo Luminoc Accelero Aevus Optio = cleanse mind and spirit by forcecraft quickly  
Omni Malus Luminoc Optio = remove by subtractive forcecraft  
Omni Malus Accelero Aevus Luminoc Optio = remove by subtractive forcecraft quickly  
Omni Caecus Luminoc Optio = reveal unseen  
Omni Caecus Accelero Aevus Luminoc Optio = reveal unseen quickly  
Omni Fabricatio Luminoc Optio = cleanse by undoing  
Omni Fabricatio Accelero Aevus Luminoc Optio = cleanse by undoing quickly  
Omni Redeo Luminoc Optio = cleanse by nothing or anull  
Omni Redeo Accelero Aevus Luminoc Optio = cleanse by nothing quickly anull  
Omni Cosmio Fabricatio Luminoc Optio = cleanse mind and spirit by undoing  
Omni Cosmio Fabricatio Luminoc Tardius Aevus Optio = cleanse mind and spirit by undoing slowly  
Omni Cosmio Fabricatio Luminoc Accelero Aevus Optio = cleanse mind and spirit by unseen quickly  
Omni Obliquus Luminoc Optio = cleanse by antimagic  
Omni Obliquus Accelero Aevus Luminoc Optio = cleanse by antimagic quickly  
Omni Aevus Luminoc Optio = cleanse by time  
Omni Accelero Aevus Luminoc Optio = cleanse by time quickly  
Omni Necro Luminoc Optio = cleanse by death  
Omni Necro Accelero Aevus Luminoc Optio = cleanse by death quickly  
Omni Necro Cedo Luminoc Optio = undo death transform  
Omni Necro Cedo Accelero Aevus Luminoc Optio = undo death transform quickly  
Omni Cedo Luminoc Optio = cleanse by change  
Omni Cedo Accelero Aevus Luminoc Optio = cleanse by change quickly  
Omni Cosmio Aevus Luminoc Optio = cleanse mind and spirit by time  
Omni Cosmio Tardius Aevus Luminoc Optio = cleanse mind and spirit by time slowly  
Omni Cosmio Accelero Aevus Luminoc Optio = cleanse mind and spirit by time quickly  
Omni Cosmio Necro Luminoc Optio = cleanse mind and spirit by death  
Omni Cosmio Necro Luminoc Tardius Aevus Optio = cleanse mind and spirit by death slowly  
Omni Cosmio Necro Luminoc Accelero Aevus Optio = cleanse mind and spirit by death quickly

## Gate

To use these gates imagine the place you want to go and then imagine yourself appearing in the place doing something. State the spell after doing so. "Finite Incantatem" ends the spell.

Omni Maximus Penetro Bentidoc Luminoc = gate shift  
Omni Maximus Penetro Pyro Bentidoc Luminoc = fire gate shift  
Omni Maximus Penetro Hydro Bentidoc Luminoc = water gate shift - focus on a pool of water when casting and then step in. The focus is on the place you want to be.  
Omni Maximus Penetro Aero Bentidoc Luminoc = air gate shift  
Omni Maximus Penetro Thundora Bentidoc Luminoc = lightning gate shift  
Omni Maximus Penetro Inversio Thundora Accelero Aevus Bentidoc Luminoc = lightning unaging others gate - This gate will unage the the people whom are around it



Omni Maximus Penetro Defluo Accelero Aevus Bentidoc Luminoc = lightning dispersion gate - the people who make trouble will disappear from sight completely

Omni Maximus Penetro Fulmeneus Accelero Aevus Bentidoc Luminoc = domination lightning gate - the gate will dominate those whom will make trouble while you escape

Omni Maximus Penetro Obscuro Accelero Aevus Bentidoc Luminoc = cloaked lightning gate

Omni Maximus Penetro Simultudo Accelero Aevus Bentidoc Luminoc = shadow lightning door - Make a false lightning gate and be invisible while you escape.

Omni Maximus Penetro Exuro Accelero Aevus Bentidoc Luminoc = heat lightning gate - this gate will make anything that is near it dead by intensive lightning on escape

Omni Maximus Penetro Conlido Accelero Aevus Bentidoc Luminoc = conflicting lightning gate - This gate will send confliction and lightning death to those around the gate while the person escapes.

Omni Maximus Penetro Transcribo Accelero Aevus Bentidoc Luminoc = copy lightning gate - this gate will copy peoples attributes to the person who escapes through it.

Omni Maximus Penetro Compello Accelero Aevus Bentidoc Luminoc = compellation lightning gate - this gate will make anything the escapee through this gate wills that is near it.

Omni Maximus Penetro Cesso Accelero Aevus Bentidoc Luminoc = lightning stop gate - the gate to stop time around the gate while escaping.

Omni Maximus Penetro Demutatio Accelero Aevus Bentidoc Luminoc = lightning change gate - change the people in some form while the person escapes.

Omni Maximus Penetro Necro Bentidoc Luminoc = cenotaph death gate - Use this on the spot where a person died or on a dead body. While saying the spell. Afterwords just lay in the spot near midnight and you shift to a place you imagine or an unknown place.

Omni Maximus Penetro Inanis Bentidoc Luminoc = void gate shift - This is always unseen

Omni Maximus Penetro Inanis Pyro Bentidoc Luminoc = black fire gate shift - This is unseen.

Omni Maximus Penetro Inanis Aero Animus Bentidoc Luminoc = chaos gate shift - This is unseen unless decay is looked for or shift things to you of your desire.

Omni Maximus Penetro Maleficus Bentidoc Luminoc = evil gate - Use this gate to make draining of energies by evil thoughts and other on people.

Omni Maximus Penetro Occultatio Bentidoc Luminoc = undetectable gate shift

Omni Maximus Penetro Aspectus Bentidoc Luminoc = shadow door - This wil make an illusion of a gate as you walk through but you will be invisible to flee unnoticed.

Omni Maximus Penetro Opacus Bentidoc Luminoc = shadow gate shift

Omni Maximus Penetro Solidus Bentidoc Luminoc = substance gate shift - This works from within the body.

Omni Maximus Penetro Integumentum Bentidoc Luminoc = cloaked gate shift

Omni Maximus Penetro Caecus Bentidoc Luminoc = dark gate shift - Use darkness to shift.

Omni Maximus Penetro Aero Bentidoc Luminoc = air gate shift

Omni Maximus Penetro Genero Bentidoc Luminoc = life gate - this will bring you to a new life entire

Omni Maximus Penetro Elevo Bentidoc Luminoc = light gate shift

Omni Maximus Penetro Apricatus Bentidoc Luminoc = sunlight gate shift

Omni Maximus Penetro Disturbatio Bentidoc Luminoc = destructive gate shift - On exit the gate will everything around it.

Omni Maximus Penetro Imago Bentidoc Luminoc = mirror gate - Use a mirror to travel to someplace. Focus on the image of the area before stepping through.

Omni Maximus Penetro Effectus Bentidoc Luminoc = effects gate shift - This gate will do an effect of your choice to make your leavetaking showy.

Omni Maximus Penetro Comformo Effectus Bentidoc Luminoc = adapting showy gate shift - make people accept that the effect had happened of the gate itself.

Omni Maximus Penetro Adigo Bentidoc Luminoc = force shift - Shift to a place of your choice as if you were not there.

Omni Maximus Penetro Caecus Effectus Bentidoc Luminoc = unseen gate shift - This gate is none detectable even in front of the person.

Omni Maximus Penetro Caecus Retexo Effectus Bentidoc Luminoc = reverse unseen gate - This is the unseen gate that will unage you as you travel it as you want.

Omni Maximus Penetro Retexo Bentidoc Luminoc = reverse gate - This gate will unage you while you travel.

Omni Maximus Penetro Fabricatio Bentidoc Luminoc = undoing gate - This will undo your presence and anything you do when you shift.

Omni Maximus Penetro Fabricatio Redeo Bentidoc Luminoc = making gate - This will make a gate anywhere you imagine. It can go anywhere.

Omni Maximus Penetro Ferreus Bentidoc Luminoc = antimagic gate - Use antimagic to gate somewhere while unnoticed.

Omni Maximus Penetro Necro Bentidoc Luminoc = cenotaph death gate - Use this on the spot where a person died or on a dead body. While saying the spell. Afterwords just lay in the spot near midnight and you shift to a place you imagine or an unknown place.

Omni Maximus Penetro Aevus Bentidoc Luminoc = time gate - Focus on the time of place to go there and imagine the date when saying the spell.

### Permanent Gates

To use these gates imagine the place and then you appearing in it and then say the spell. Where you appear will be the way back. Step in the spot and imagine yourself at the place you want to go. You will appear without having to say the words. "finite" ends the spell.

Omni Maximus Penetro Infinitio Bentidoc Luminoc = gate shift

Omni Maximus Penetro Pyro Infinitio Bentidoc Luminoc = fire gate shift

Omni Maximus Penetro Hydro Infinitio Bentidoc Luminoc = water gate shift - focus on a pool of water when casting and then step in. The focus is on the place you want to be.

Omni Maximus Penetro Aero Infinitio Bentidoc Luminoc = air gate shift

Omni Maximus Penetro Thundora Infinitio Bentidoc Luminoc = lightning gate shift

Omni Maximus Penetro Inversio Thundora Infinitio Bentidoc Luminoc = permanent lightning unaging others gate - This gate will unage the the people whom are around it

Omni Maximus Penetro Defluo Infinitio Bentidoc Luminoc = permanent lightning dispersion gate - the people who make trouble will disappear from sight completely

Omni Maximus Penetro Fulmeneus Infinitio Bentidoc Luminoc = permanent domination lightning gate - the gate will dominate those whom will make trouble while you escape

Omni Maximus Penetro Obscuro Infinitio Bentidoc Luminoc = permanent cloaked lightning gate

Omni Maximus Penetro Simultudo Infinitio Bentidoc Luminoc = permanent shadow lightning door - Make a false lightning gate and be invisible while you escape.

Omni Maximus Penetro Exuro Infinitio Bentidoc Luminoc = permanent heat lightning gate - this gate will make anything that is near it dead by intensive lightning on escape

Omni Maximus Penetro Conlido Infinitio Bentidoc Luminoc = permanent coflicting lightning gate - This gate will send confliction and lightning death to those around the gate while the person escapes.

Omni Maximus Penetro Transcribo Infinitio Bentidoc Luminoc = permanent copy lightning gate - this gate will copy peoples attributes to the person who escapes through it.

Omni Maximus Penetro Compello Infinitio Bentidoc Luminoc = permanent compellation lightning gate - this gate will make anything the escapee through this gate wills that is near it.

Omni Maximus Penetro Cesso Infinitio Bentidoc Luminoc = permanent lightning stop gate - the gate to stop time around the gate while escaping.

Omni Maximus Penetro Demutatio Infinitio Bentidoc Luminoc = permanent lightning change gate - change the people in some form while the person escapes.

Omni Maximus Penetro Inanis Infinitio Bentidoc Luminoc = permanent void gate shift - This is always unseen

Omni Maximus Penetro Inanis Pyro Infinitio Bentidoc Luminoc = permanent black fire gate shift - This is unseen.

Omni Maximus Penetro Inanis Aero Animus Infinitio Bentidoc Luminoc = permanent chaos gate - This is unseen unless decay is looked for or shift things to you of your desire to you.

Omni Maximus Penetro Maleficus Infinitio Bentidoc Luminoc = permanent evil gate - Use this gate to make draining of energies by evil thoughts and other on people.

Omni Maximus Penetro Occultatio Infinitio Bentidoc Luminoc = permanent undetectable gate

Omni Maximus Penetro Opacus Infinitio Bentidoc Luminoc = permanent shadow gate shift

Omni Maximus Penetro Solidus Infinitio Bentidoc Luminoc = permanent substance gate shift - This works from within the body.

Omni Maximus Penetro Integumentum Infinitio Bentidoc Luminoc = permanent cloaked gate shift

Omni Maximus Penetro Caecus Infinitio Bentidoc Luminoc = permanent dark gate shift - Use darkness to shift.

Omni Maximus Penetro Aero Infinitio Bentidoc Luminoc = permanent air gate shift

Omni Maximus Penetro Genero Infinitio Bentidoc Luminoc = permanent life gate - this will bring you to a new life entire

Omni Maximus Penetro Elevo Infinitio Bentidoc Luminoc = permanent light gate shift

Omni Maximus Penetro Apricatus Infinitio Bentidoc Luminoc = permanent sunlight gate shift

Omni Maximus Penetro Imago Infinitio Bentidoc Luminoc = permanent mirror gate - Use a mirror to travel to someplace. Focus on the image of the area before stepping through.

Omni Maximus Penetro Effectus Infinitio Bentidoc Luminoc = permanent effects gate shift - This gate will do an effect of your choice to make your leavetaking showy.

Omni Maximus Penetro Comformo Effectus Infinitio Bentidoc Luminoc = permanent adapting showy gate shift - make people accept that the effect had happened of the gate itself.

Omni Maximus Penetro Adigo Infinitio Bentidoc Luminoc = permanent force shift - Shift to a place of your choice as if you were not there.

Omni Maximus Penetro Caecus Effectus Infinitio Bentidoc Luminoc = permanent unseen gate shift - This gate is none detectable even in front of the person.

Omni Maximus Penetro Caecus Retexo Infinitio Bentidoc Luminoc = permanent reverse unseen gate - This is the unseen gate that will unage you as you travel it as you want.

Omni Maximus Penetro Retexo Infinitio Bentidoc Luminoc = permanent reverse gate - This gate will unage you while you travel.

Omni Maximus Penetro Fabricatio Infinitio Bentidoc Luminoc = permanent undoing gate - This will undo your presence and anything you do when you shift.

Omni Maximus Penetro Fabricatio Redeo Infinitio Bentidoc Luminoc = permanent making gate - This will make a gate anywhere you imagine. It can go anywhere.

Omni Maximus Penetro Ferreus Infinitio Bentidoc Luminoc = permanent antimagic gate - Use antimagic to gate somewhere while unnoticed.

Omni Maximus Penetro Necro Infinitio Bentidoc Luminoc = cenotaph death gate - Use this on the spot where a person died or on a dead body. While saying the spell. Afterwords just lay in the spot near midnight and you shift to a place you imagine or an unknown place.

Omni Maximus Penetro Aevus Infinitio Bentidoc Luminoc = permanent time gate - Focus on the time of place to go there and imagine the date when saying the spell.

## Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidoc Ancile Taura Luminoc = earth shield

Omni Bentidoc Ancile Pyro Luminoc = fire shield

Omni Bentidoc Ancile Hydro Luminoc = water shield

Omni Bentidoc Ancile Cyro Luminoc = ice shield

Omni Bentidoc Ancile Thundora Luminoc = air and lightning shield

Omni Bentidoc Ancile Visus Luminoc = vision shield

Omni Bentidoc Ancile Pyro Taura Luminoc = lava shield

Omni Bentidoc Ancile Necro Luminoc = death shield

Omni Bentidoc Ancile Neuro Luminoc = mental shield

Omni Bentidocht Ancile Aevus Luminocht = time bubble shield  
Omni Bentidocht Ancile Inanis Luminocht = void shield  
Omni Bentidocht Ancile Inanis Pyro Luminocht = black fire shield  
Omni Bentidocht Ancile Inanis Cyro Luminocht = black ice shield  
Omni Bentidocht Ancile Inanis Aero Luminocht = spacial shield  
Omni Bentidocht Ancile Animus Luminocht = spirit shield  
Omni Bentidocht Ancile Inanis Neuro Luminocht = memory removal shield  
Omni Bentidocht Ancile Inanis Neuro Thundora Luminocht = mind control shield  
Omni Bentidocht Ancile Inanis Aero Animus Luminocht = chaos shield  
Omni Bentidocht Ancile Inanis Aero Taura Luminocht = shadow shield  
Omni Bentidocht Ancile Inanis Aero Animus Liquentis Luminocht = black lava shield  
Omni Bentidocht Ancile Infinitio Luminocht = infinity shield  
Omni Bentidocht Ancile Taura Infinitio Luminocht = infinite earth shield  
Omni Bentidocht Ancile Pyro Infinitio Luminocht = infinite fire shield  
Omni Bentidocht Ancile Hydro Infinitio Luminocht = infinite earth shield  
Omni Bentidocht Ancile Aevus Infinitio Luminocht = infinite water shield  
Omni Bentidocht Ancile Cyro Infinitio Luminocht = infinite ice shield  
Omni Bentidocht Ancile Thundora Infinitio Luminocht = infinite air and lightning shield  
Omni Bentidocht Ancile Visus Infinitio Luminocht = infinite vision shield  
Omni Bentidocht Ancile Pyro Taura Infinitio Luminocht = infinite lava shield  
Omni Bentidocht Ancile Necro Infinitio Luminocht = infinite death shield  
Omni Bentidocht Ancile Neuro Infinitio Luminocht = infinite mind shield  
Omni Bentidocht Ancile Animus Infinitio Luminocht = infinite spirit shield  
Omni Bentidocht Ancile Inanis Opacus Infinitio Luminocht = permanent void shadow shield  
Omni Bentidocht Ancile Inanis Aero Animus Liquentis Infinitio Luminocht = permanent black lava shield  
Omni Bentidocht Ancile Aevus Inanis Aero Luminocht = minor shield of invulnerability  
Omni Bentidocht Ancile Cosmio Inanis Aero Aevus Luminocht = major shield of invulnerability  
Omni Bentidocht Ancile Neuro Inanis Aero Animus Pyro Aevus Luminocht = bubble of sealed inactivity  
Omni Bentidocht Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus  
Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminocht = all elements shield

### Reverse Attack Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Inanis Ancile Luminocht = shield breaker  
Omni Bentidocht Inanis Ancile Inanis Aero Animus Luminocht = a reversed shield  
Omni Bentidocht Inanis Ancile Taura Luminocht = a damaging to others earth shield  
Omni Bentidocht Inanis Ancile Pyro Luminocht = a damaging to others pyro shield  
Omni Bentidocht Inanis Ancile Hydro Luminocht = a damaging to others water shield  
Omni Bentidocht Inanis Ancile Cyro Luminocht = a damaging to others ice shield  
Omni Bentidocht Inanis Ancile Thundora Luminocht = a damaging to others black lightning shield  
Omni Bentidocht Inanis Ancile Visus Luminocht = a damaging to others blindness shield  
Omni Bentidocht Inanis Ancile Necro Luminocht = a damaging to others death shield  
Omni Bentidocht Inanis Ancile Neuro Luminocht = a damaging to others insanity shield  
Omni Bentidocht Inanis Ancile Tardius Aevus Luminocht = a time slow shield  
Omni Bentidocht Inanis Ancile Opacus Aevus Luminocht = a void shadow shield  
Omni Bentidocht Inanis Ancile Pyro Taura Luminocht = a damaging to others lava shield  
Omni Bentidocht Inanis Ancile Inanis Aero Animus Pyro Taura Luminocht = a damaging to others black lava shield  
Omni Bentidocht Inanis Ancile Liquentis Taura Hydro Pyro Cyro Thundoris Visus Necro Neuro Tardius Aevus Luminocht = a permanent damaging to others all elements shield  
Omni Bentidocht Inanis Ancile Taura Infinitio Luminocht = a permanent damaging to others earth shield  
Omni Bentidocht Inanis Ancile Pyro Infinitio Luminocht = a permanent damaging to others pyro shield

Omni Bentidocht Inanis Ancile Hydro Infinitio Luminoc = a permanent damaging to others water shield  
Omni Bentidocht Inanis Ancile Cyro Infinitio Luminoc = a permanent damaging to others ice shield  
Omni Bentidocht Inanis Ancile Thundora Infinitio Luminoc = a permanent damaging to others black lightning and warp shield  
Omni Bentidocht Inanis Ancile visus Infinitio Luminoc = a permanent damaging to others blindness shield  
Omni Bentidocht Inanis Ancile Necro Infinitio Luminoc = a permanent damaging to others death shield  
Omni Bentidocht Inanis Ancile Neuro Infinitio Luminoc = a permanent damaging to others insanity shield  
Omni Bentidocht Inanis Ancile Tardius Aevus Infinitio Luminoc = a permanent time slow shield  
Omni Bentidocht Inanis Ancile Pyro Taura Infinitio Luminoc = a permanent damaging to others lava shield  
Omni Bentidocht Inanis Ancile Inanis Aero Animus Pyro Taura Infinitio Luminoc = a permanent damaging to others black lava shield  
Omni Bentidocht Inanis Ancile Lipientis Hydro Cyro Aero Thundora Cosmio Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoc = reversed all elements shield

### Inverted Faery Shields

To use these shields imagine a swirling upward of energy while saying the spell.

Omni Bentidocht Inversio Ancile Taura Luminoc = inverted earth shield  
Omni Bentidocht Inversio Ancile Pyro Luminoc = inverted fire shield  
Omni Bentidocht Inversio Ancile Hydro Luminoc = inverted water shield  
Omni Bentidocht Inversio Ancile Cyro Luminoc = inverted ice shield  
Omni Bentidocht Inversio Ancile Thundora Luminoc = unaging air and lightning shield  
Omni Bentidocht Inversio Ancile Visus Luminoc = inverted vision shield  
Omni Bentidocht Inversio Ancile Pyro Taura Luminoc = inverted lava shield  
Omni Bentidocht Inversio Ancile Necro Luminoc = inverted death shield  
Omni Bentidocht Inversio Ancile Neuro Luminoc = inverted mental shield  
Omni Bentidocht Inversio Ancile Aevus Luminoc = inverted time bubble shield  
Omni Bentidocht Inversio Ancile Inanis Cyro Accelero Aevus Luminoc = spell trap - use any spell cast at you  
Omni Bentidocht Inversio Ancile Inanis Cyro Accelero Aevus Luminoc = spell trap - use any spell cast at you  
Omni Bentidocht Inversio Ancile Inanis Luminoc = inverted void shield  
Omni Bentidocht Inversio Ancile Inanis Opacus Luminoc = inverted void shadow shield  
Omni Bentidocht Inversio Ancile Inanis Pyro Luminoc = inverted black fire shield  
Omni Bentidocht Inversio Ancile Inanis Cyro Luminoc = inverted black ice shield  
Omni Bentidocht Inversio Ancile Inanis Aero Luminoc = inverted spacial shield  
Omni Bentidocht Inversio Ancile Animus Luminoc = inverted spirit shield  
Omni Bentidocht Inversio Ancile Inanis Neuro Luminoc = inverted memeoiry removal shield  
Omni Bentidocht Inversio Ancile Inanis Neuro Thundora Luminoc = inverted mind control shield  
Omni Bentidocht Inversio Ancile Inanis Aero Animus Luminoc = inverted chaos shield  
Omni Bentidocht Inversio Ancile Inanis Aero Taura Luminoc = inverted shadow shield  
Omni Bentidocht Inversio Ancile Inanis Aero Animus Lipientis Luminoc = inverted black lava shield  
Omni Bentidocht Inversio Ancile Infinitio Luminoc = inverted infinity shield  
Omni Bentidocht Inversio Ancile Taura Inifinitio Luminoc = inverted infinite earth shield  
Omni Bentidocht Inversio Ancile Pyro Infinitio Luminoc = inverted infinite fire shield  
Omni Bentidocht Inversio Ancile Hydro Infinitio Luminoc = inverted infinite earth shield  
Omni Bentidocht Inversio Ancile Aevus Infinitio Luminoc = inverted infinite water shield  
Omni Bentidocht Inversio Ancile Cyro Infinitio Luminoc = inverted infinite ice shield  
Omni Bentidocht Inversio Ancile Thundora Infinitio Luminoc = unaging infinite air and lightning shield  
Omni Bentidocht Inversio Ancile Visus Infinitio Luminoc = inverted infinite vision shield

Omni Bentidocht Inversio Ancile Pyro Taura Infinitio Luminoc = inverted infinite lava shield  
Omni Bentidocht Inversio Ancile Necro Infinitio Luminoc = inverted infinite death shield  
Omni Bentidocht Inversio Ancile Neuro Infinitio Luminoc = inverted infinite mind shield  
Omni Bentidocht Inversio Ancile Animus Infinitio Luminoc = inverted infinite spirit shield  
Omni Bentidocht Inversio Ancile Inanis Cyro Infinitio Luminoc = permanent spell trap - use any spell cast at you  
Omni Bentidocht Inversio Ancile Inanis Opacus Infinitio Luminoc = inverted permanent void shadow shield  
Omni Bentidocht Inversio Ancile Inanis Aero Animus Liquentis Infinitio Luminoc = permanent inverted black lava shield  
Omni Bentidocht Inversio Ancile Aevus Inanis Aero Luminoc = inverted minor shield of invulnerability  
Omni Bentidocht Inversio Ancile Cosmio Inanis Aero Aevus Luminoc = inverted major shield of invulnerability  
Omni Bentidocht Inversio Ancile Neuro Inanis Aero Animus Pyro Aevus Luminoc = inverted bubble of sealed inactivity  
Omni Bentidocht Inversio Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoc = inverted all elements shield

### Adversion Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Iniquus Ancile Taura Luminoc = passthrough shield  
Omni Bentidocht Iniquus Ancile Pyro Luminoc = change shield  
Omni Bentidocht Iniquus Ancile Hydro Luminoc = absorption shield  
Omni Bentidocht Iniquus Ancile Cyro Luminoc = absorbing remake shield  
Omni Bentidocht Iniquus Ancile Aero Luminoc = remaking shield  
Omni Bentidocht Iniquus Ancile Thundora Luminoc = disappearing lightning shield  
Omni Bentidocht Iniquus Ancile Visus Luminoc = adverted vision shield  
Omni Bentidocht Iniquus Ancile Pyro Taura Luminoc = adverted lava shield  
Omni Bentidocht Iniquus Ancile Necro Luminoc = adverted death shield  
Omni Bentidocht Iniquus Ancile Neuro Luminoc = adverted mental shield  
Omni Bentidocht Iniquus Ancile Aevus Luminoc = adverted time bubble shield  
Omni Bentidocht Iniquus Ancile Inanis Luminoc = adverted void shield  
Omni Bentidocht Iniquus Ancile Inanis Opacus Luminoc = adverted void shadow shield  
Omni Bentidocht Iniquus Ancile Inanis Pyro Luminoc = black fire passthrough shield  
Omni Bentidocht Iniquus Ancile Inanis Cyro Luminoc = black ice absorption remaking shield  
Omni Bentidocht Iniquus Ancile Inanis Aero Luminoc = remaking spacial shield  
Omni Bentidocht Iniquus Ancile Animus Luminoc = adverted spirit shield  
Omni Bentidocht Iniquus Ancile Inanis Neuro Luminoc = adverted memory removal shield  
Omni Bentidocht Iniquus Ancile Inanis Neuro Thundora Luminoc = adverted mind control shield  
Omni Bentidocht Iniquus Ancile Inanis Aero Animus Luminoc = adverted chaos shield  
Omni Bentidocht Iniquus Ancile Inanis Aero Taura Luminoc = adverted shadow shield  
Omni Bentidocht Iniquus Ancile Inanis Aero Animus Liquentis Luminoc = black lava change passthrough shield  
Omni Bentidocht Iniquus Ancile Infinitio Luminoc = adverted infinity shield  
Omni Bentidocht Iniquus Ancile Taura Infinitio Luminoc = infinite passthrough shield  
Omni Bentidocht Iniquus Ancile Pyro Infinitio Luminoc = infinite change shield  
Omni Bentidocht Iniquus Ancile Hydro Infinitio Luminoc = infinite absorption shield  
Omni Bentidocht Iniquus Ancile Aevus Infinitio Luminoc = adverted infinite time shield  
Omni Bentidocht Iniquus Ancile Cyro Infinitio Luminoc = infinite absorption remaking shield  
Omni Bentidocht Iniquus Ancile Thundora Infinitio Luminoc = infinite disappearing lightning shield  
Omni Bentidocht Iniquus Ancile Visus Infinitio Luminoc = adverted infinite vision shield  
Omni Bentidocht Iniquus Ancile Pyro Taura Infinitio Luminoc = infinite lava shield  
Omni Bentidocht Iniquus Ancile Necro Infinitio Luminoc = adverted infinite death shield



Omni Bentidict Iniquus Ancile Neuro Infinitio Luminoc = adverted infinite mind shield  
Omni Bentidict Iniquus Ancile Animus Infinitio Luminoc = adverted infinite spirit shield  
Omni Bentidict Iniquus Ancile Inanis Opacus Infinitio Luminoc = adverted permanent void shadow shield  
Omni Bentidict Iniquus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Maleficus  
Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoc = adverted all elements shield

## Manipulation Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidict Maleficus Ancile Luminoc = manipulation shield  
Omni Bentidict Maleficus Ancile Taura Luminoc = charm shield  
Omni Bentidict Maleficus Ancile Pyro Luminoc = mutation shield  
Omni Bentidict Maleficus Ancile Hydro Luminoc = control shield  
Omni Bentidict Maleficus Ancile Cyro Luminoc = controlled domination shield  
Omni Bentidict Maleficus Ancile Aero Luminoc = dominate shield  
Omni Bentidict Maleficus Ancile Thundora Luminoc = dominative lightning shield  
Omni Bentidict Maleficus Ancile Visus Luminoc = demon vision shield  
Omni Bentidict Maleficus Ancile Pyro Taura Luminoc = charm mutation lava shield  
Omni Bentidict Maleficus Ancile Necro Luminoc = manipulation death shield  
Omni Bentidict Maleficus Ancile Neuro Luminoc = mental charm shield  
Omni Bentidict Maleficus Ancile Aevus Luminoc = manipulating time bubble shield  
Omni Bentidict Maleficus Ancile Inanis Luminoc = manipulating void shield  
Omni Bentidict Maleficus Ancile Inanis Opacus Luminoc = manipulating void shadow shield  
Omni Bentidict Maleficus Ancile Inanis Pyro Luminoc = black fire mutation shield  
Omni Bentidict Maleficus Ancile Inanis Cyro Luminoc = black ice controlled domination shield  
Omni Bentidict Maleficus Ancile Inanis Aero Luminoc = dominating spacial shield  
Omni Bentidict Maleficus Ancile Animus Luminoc = evil spirit shield  
Omni Bentidict Maleficus Ancile Inanis Neuro Luminoc = manipulating memory removal shield  
Omni Bentidict Maleficus Ancile Inanis Neuro Thundora Luminoc = manipulating mind control shield  
Omni Bentidict Maleficus Ancile Inanis Aero Animus Luminoc = manipulating chaos shield  
Omni Bentidict Maleficus Ancile Inanis Aero Taura Luminoc = charm shadow shield  
Omni Bentidict Maleficus Ancile Inanis Aero Animus Liquentis Luminoc = black lava charm mutation shield  
Omni Bentidict Maleficus Ancile Infinitio Luminoc = evil infinity shield  
Omni Bentidict Maleficus Ancile Taura Infinitio Luminoc = infinite charm shield  
Omni Bentidict Maleficus Ancile Pyro Infinitio Luminoc = infinite mutation shield  
Omni Bentidict Maleficus Ancile Hydro Infinitio Luminoc = infinite control shield  
Omni Bentidict Maleficus Ancile Aevus Infinitio Luminoc = manipulating infinite time shield  
Omni Bentidict Maleficus Ancile Cyro Infinitio Luminoc = infinite controlled domination shield  
Omni Bentidict Maleficus Ancile Thundora Infinitio Luminoc = dominating infinite lightning shield  
Omni Bentidict Maleficus Ancile Visus Infinitio Luminoc = infinite demon vision shield  
Omni Bentidict Maleficus Ancile Pyro Taura Infinitio Luminoc = infinite charm mutation lava shield  
Omni Bentidict Maleficus Ancile Necro Infinitio Luminoc = manipulating infinite death shield  
Omni Bentidict Maleficus Ancile Neuro Infinitio Luminoc = manipulating infinite mind shield  
Omni Bentidict Maleficus Ancile Animus Infinitio Luminoc = manipulating infinite spirit shield  
Omni Bentidict Maleficus Ancile Inanis Opacus Infinitio Luminoc = manipulating permanent void shadow shield  
Omni Bentidict Maleficus Ancile Inanis Aero Animus Liquentis Infinitio Luminoc = permanent black lava charm mutating shield  
Omni Bentidict Maleficus Ancile Liquentis Hydro Cyro Thundora Visus Pyro Taura Necro Aevus Neuro Inanis Animus Inanis Aero Cosmio Luminoc = adverted all elements shield  
Omni Bentidict Maleficus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoc = manipulating all elements

## shield

Omni Bentidocht Cosmio Lipientis Inanis Taura Pyrus Hydro Luminocht = all elements shield

Omni Bentidocht Maleficus Cosmio Lipientis Inanis Taura Pyrus Hydro Luminocht = all corrupted elements shield

## Stealth Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Subduco Ancile Luminocht = stealth shield

Omni Bentidocht Subduco Ancile Taura Luminocht = concealed shield

Omni Bentidocht Subduco Ancile Pyro Luminocht = cloning shield

Omni Bentidocht Subduco Ancile Hydro Luminocht = draining shield

Omni Bentidocht Subduco Ancile Cyro Luminocht = remove illusion shield

Omni Bentidocht Subduco Ancile Aero Luminocht = illusion shield

Omni Bentidocht Subduco Ancile Thundora Luminocht = shadow lightning shield

Omni Bentidocht Subduco Ancile Visus Luminocht = night vision shield

Omni Bentidocht Subduco Ancile Pyro Taura Luminocht = concealed cloning lava shield

Omni Bentidocht Subduco Ancile Necro Luminocht = concealed death shield

Omni Bentidocht Subduco Ancile Neuro Luminocht = stealth mental shield

Omni Bentidocht Subduco Ancile Aevus Luminocht = concealed time bubble shield

Omni Bentidocht Subduco Ancile Inanis Luminocht = concealed void shield

Omni Bentidocht Subduco Ancile Inanis Opacus Luminocht = concealed void shadow shield

Omni Bentidocht Subduco Ancile Inanis Pyro Luminocht = black fire cloning shield

Omni Bentidocht Subduco Ancile Inanis Cyro Luminocht = black ice remove illusion shield

Omni Bentidocht Subduco Ancile Inanis Aero Luminocht = illusion spacial shield

Omni Bentidocht Subduco Ancile Animus Luminocht = concealed spirit shield

Omni Bentidocht Subduco Ancile Inanis Neuro Luminocht = concealed memory removal shield

Omni Bentidocht Subduco Ancile Inanis Neuro Thundora Luminocht = concealed mind control shield

Omni Bentidocht Subduco Ancile Inanis Aero Animus Luminocht = concealed chaos shield

Omni Bentidocht Subduco Ancile Inanis Aero Taura Luminocht = concealed shadow shield

Omni Bentidocht Subduco Ancile Inanis Aero Animus Lipientis Luminocht = black lava concealed cloning shield

Omni Bentidocht Subduco Ancile Infinitio Luminocht = concealed infinity shield

Omni Bentidocht Subduco Ancile Taura Infinitio Luminocht = infinite concealed shield

Omni Bentidocht Subduco Ancile Pyro Infinitio Luminocht = infinite cloning shield

Omni Bentidocht Subduco Ancile Hydro Infinitio Luminocht = infinite draining shield

Omni Bentidocht Subduco Ancile Aevus Infinitio Luminocht = concealed infinite time shield

Omni Bentidocht Subduco Ancile Cyro Infinitio Luminocht = infinite remove illusion shield

Omni Bentidocht Subduco Ancile Thundora Infinitio Luminocht = infinite concealed lightning shield

Omni Bentidocht Subduco Ancile Visus Infinitio Luminocht = infinite night vision shield

Omni Bentidocht Subduco Ancile Pyro Taura Infinitio Luminocht = infinite concealed cloning lava shield

Omni Bentidocht Subduco Ancile Necro Infinitio Luminocht = concealed infinite death shield

Omni Bentidocht Subduco Ancile Neuro Infinitio Luminocht = concealed infinite mind shield

Omni Bentidocht Subduco Ancile Animus Infinitio Luminocht = manipulating infinite shield

Omni Bentidocht Subduco Ancile Inanis Opacus Infinitio Luminocht = concealed permanent void shadow shield

Omni Bentidocht Subduco Ancile Inanis Aero Animus Lipientis Infinitio Luminocht = permanent black lava concealed cloning shield

Omni Bentidocht Subduco Ancile Lipientis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminocht = concealed all elements shield

## Dark Shields



To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidoct Caecus Ancile Luminoc = dark shield  
Omni Bentidoct Caecus Ancile Taura Luminoc = shadow shield  
Omni Bentidoct Caecus Ancile Pyro Luminoc = restoration flame shield  
Omni Bentidoct Caecus Ancile Hydro Luminoc = solidus shield  
Omni Bentidoct Caecus Ancile Cyro Luminoc = substance cloaking shield  
Omni Bentidoct Caecus Ancile Aero Luminoc = cloaking shield  
Omni Bentidoct Caecus Ancile Thundora Luminoc = cloaked lightning shield  
Omni Bentidoct Caecus Ancile Visus Luminoc = shadow vision shield  
Omni Bentidoct Caecus Ancile Pyro Taura Luminoc = shadow restoration lava shield  
Omni Bentidoct Caecus Ancile Necro Luminoc = dark death shield  
Omni Bentidoct Caecus Ancile Neuro Luminoc = shadow mental shield  
Omni Bentidoct Caecus Ancile Aevus Luminoc = cloaked time bubble shield  
Omni Bentidoct Caecus Ancile Inanis Luminoc = cloaked void shield  
Omni Bentidoct Caecus Ancile Inanis Opacus Luminoc = cloaked void shadow shield  
Omni Bentidoct Caecus Ancile Inanis Pyro Luminoc = black restoration fire shield  
Omni Bentidoct Caecus Ancile Inanis Cyro Luminoc = black ice substance cloaking shield  
Omni Bentidoct Caecus Ancile Inanis Aero Luminoc = shadow spacial shield  
Omni Bentidoct Caecus Ancile Animus Luminoc = shadow spirit shield  
Omni Bentidoct Caecus Ancile Inanis Neuro Luminoc = shadow memory removal shield  
Omni Bentidoct Caecus Ancile Inanis Neuro Thundora Luminoc = cloaked mind control shield  
Omni Bentidoct Caecus Ancile Inanis Aero Animus Luminoc = cloaked chaos shield  
Omni Bentidoct Caecus Ancile Inanis Aero Taura Luminoc = shadow shadow shield  
Omni Bentidoct Caecus Ancile Inanis Aero Animus Liquentis Luminoc = black lava shadow restoration shield  
Omni Bentidoct Caecus Ancile Infinitio Luminoc = concealed infinity shield  
Omni Bentidoct Caecus Ancile Taura Infinitio Luminoc = infinite shadow shield  
Omni Bentidoct Caecus Ancile Pyro Infinitio Luminoc = infinite shadow restoration shield  
Omni Bentidoct Caecus Ancile Hydro Infinitio Luminoc = infinite substance shield  
Omni Bentidoct Caecus Ancile Aevus Infinitio Luminoc = dark infinite time shield  
Omni Bentidoct Caecus Ancile Cyro Infinitio Luminoc = infinite substance cloaking shield  
Omni Bentidoct Caecus Ancile Thundora Infinitio Luminoc = cloaked infinite lightning shield  
Omni Bentidoct Caecus Ancile Visus Infinitio Luminoc = infinite shadow vision shield  
Omni Bentidoct Caecus Ancile Pyro Taura Infinitio Luminoc = infinite shadow restoration lava shield  
Omni Bentidoct Caecus Ancile Necro Infinitio Luminoc = infinite death shield  
Omni Bentidoct Caecus Ancile Neuro Infinitio Luminoc = dark infinite mind shield  
Omni Bentidoct Caecus Ancile Animus Infinitio Luminoc = dark infinite spirit shield  
Omni Bentidoct Caecus Ancile Inanis Opacus Infinitio Luminoc = cloaked infinite void shadow shield  
Omni Bentidoct Caecus Ancile Inanis Aero Animus Liquentis Infinitio Luminoc = permanent black shadow restoration shield  
Omni Bentidoct Caecus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoc = dark all elements shield

## Light Shields

To use these shields imagine a swirling upward of energy while saying the spell.

Omni Bentidoct Apricatio Ancile Luminoc = sunlight shield  
Omni Bentidoct Apricatio Ancile Taura Luminoc = life shield

Omni Bentidict Apricatio Ancile Pyro Luminoc = life light shield  
Omni Bentidict Apricatio Ancile Hydro Luminoc = positive charged shield  
Omni Bentidict Apricatio Ancile Cyro Luminoc = heat positive charged shield  
Omni Bentidict Apricatio Ancile Aero Luminoc = heat shield  
Omni Bentidict Apricatio Ancile Thundora Luminoc = heat lightning shield  
Omni Bentidict Apricatio Ancile Visus Luminoc = star vision shield  
Omni Bentidict Apricatio Ancile Pyro Taura Luminoc = shadow restoration lava shield  
Omni Bentidict Apricatio Ancile Necro Luminoc = sunlight death shield  
Omni Bentidict Apricatio Ancile Neuro Luminoc = sunlight mental shield  
Omni Bentidict Apricatio Ancile Aevus Luminoc = sunlight time bubble shield  
Omni Bentidict Apricatio Ancile Inanis Luminoc = sunlight void shield  
Omni Bentidict Apricatio Ancile Opacus Luminoc = sun shadow shield  
Omni Bentidict Apricatio Ancile Inanis Pyro Luminoc = black restoration light shield  
Omni Bentidict Apricatio Ancile Inanis Cyro Luminoc = black heat positive charged shield  
Omni Bentidict Apricatio Ancile Inanis Aero Luminoc = heat spacial shield  
Omni Bentidict Apricatio Ancile Animus Luminoc = sunlight spirit shield  
Omni Bentidict Apricatio Ancile Inanis Neuro Luminoc = sunlight memory removal shield  
Omni Bentidict Apricatio Ancile Inanis Neuro Thundora Luminoc = sunlight mind control shield  
Omni Bentidict Apricatio Ancile Inanis Aero Animus Luminoc = sunlight chaos shield  
Omni Bentidict Apricatio Ancile Inanis Aero Taura Luminoc = life shield  
Omni Bentidict Apricatio Ancile Inanis Aero Animus Liquentis Luminoc = black life light shield  
Omni Bentidict Apricatio Ancile Infinitio Luminoc = sunlight infinity shield  
Omni Bentidict Apricatio Ancile Taura Infinitio Luminoc = infinite life shield  
Omni Bentidict Apricatio Ancile Pyro Infinitio Luminoc = infinite light shield  
Omni Bentidict Apricatio Ancile Hydro Infinitio Luminoc = infinite positive charged shield  
Omni Bentidict Apricatio Ancile Aevus Infinitio Luminoc = sunlight infinite time shield  
Omni Bentidict Apricatio Ancile Cyro Infinitio Luminoc = infinite heat positive charged shield  
Omni Bentidict Apricatio Ancile Thundora Infinitio Luminoc = infinite heat lightning shield  
Omni Bentidict Apricatio Ancile Visus Infinitio Luminoc = infinite star vision shield  
Omni Bentidict Apricatio Ancile Opacus Infinitio Luminoc = sun shadow shield  
Omni Bentidict Apricatio Ancile Pyro Taura Infinitio Luminoc = infinite life light shield  
Omni Bentidict Apricatio Ancile Necro Infinitio Luminoc = infinite sunlight death shield  
Omni Bentidict Apricatio Ancile Neuro Infinitio Luminoc = sunlight infinite mind shield  
Omni Bentidict Apricatio Ancile Animus Infinitio Luminoc = sunlight infinite spirit shield  
Omni Bentidict Apricatio Ancile Inanis Aero Animus Liquentis Infinitio Luminoc = permanant black life light shield  
Omni Bentidict Apricatio Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Concertatio Imitatio Adigo Malus Obliquus Luminoc = all elements sunlight shield

### Strife Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidict Concertatio Ancile Luminoc = strife shield  
Omni Bentidict Concertatio Ancile Taura Luminoc = chaos shield  
Omni Bentidict Concertatio Ancile Pyro Luminoc = destructive fire shield  
Omni Bentidict Concertatio Ancile Hydro Luminoc = abusive shield  
Omni Bentidict Concertatio Ancile Cyro Luminoc = abusive collisive shield  
Omni Bentidict Concertatio Ancile Aero Luminoc = collisive shield  
Omni Bentidict Concertatio Ancile Thundora Luminoc = collision lightning shield  
Omni Bentidict Concertatio Ancile Visus Luminoc = strife vision shield  
Omni Bentidict Concertatio Ancile Pyro Taura Luminoc = chaotic destruction shield  
Omni Bentidict Concertatio Ancile Necro Luminoc = strife death shield

Omni Bentidocht Concertatio Ancile Neuro Luminocht = strife mental shield  
Omni Bentidocht Concertatio Ancile Aevus Luminocht = strife time bubble shield  
Omni Bentidocht Concertatio Ancile Inanis Luminocht = strife void shield  
Omni Bentidocht Concertatio Ancile Inanis Pyro Luminocht = black destruction shield  
Omni Bentidocht Concertatio Ancile Inanis Cyro Luminocht = black abusive collisive shield  
Omni Bentidocht Concertatio Ancile Inanis Aero Luminocht = collisive spacial shield  
Omni Bentidocht Concertatio Ancile Animus Luminocht = strife spirit shield  
Omni Bentidocht Concertatio Ancile Inanis Neuro Luminocht = strife memory removal shield  
Omni Bentidocht Concertatio Ancile Inanis Neuro Thundora Luminocht = strife mind control shield  
Omni Bentidocht Concertatio Ancile Chao Luminocht = chaos shield  
Omni Bentidocht Concertatio Ancile Inanis Aero Taura Luminocht = chaos spacial shield  
Omni Bentidocht Concertatio Ancile Inanis Aero Animus Liquentis Luminocht = black chaos destructive shield  
Omni Bentidocht Concertatio Ancile Inifinitio Luminocht = strife infinity shield  
Omni Bentidocht Concertatio Ancile Taura Inifinitio Luminocht = infinite chaos shield  
Omni Bentidocht Concertatio Ancile Pyro Inifinitio Luminocht = infinite destruction shield  
Omni Bentidocht Concertatio Ancile Hydro Inifinitio Luminocht = infinite abuse shield  
Omni Bentidocht Concertatio Ancile Aevus Inifinitio Luminocht = strife infinite time shield  
Omni Bentidocht Concertatio Ancile Cyro Inifinitio Luminocht = infinite abusive collision shield  
Omni Bentidocht Concertatio Ancile Thundora Inifinitio Luminocht = infinite collisive lightning shield  
Omni Bentidocht Concertatio Ancile Visus Inifinitio Luminocht = infinite strife vision shield  
Omni Bentidocht Concertatio Ancile Pyro Taura Inifinitio Luminocht = infinite chaos destructive shield  
Omni Bentidocht Concertatio Ancile Necro Inifinitio Luminocht = infinite strife death shield  
Omni Bentidocht Concertatio Ancile Neuro Inifinitio Luminocht = strife infinite mind shield  
Omni Bentidocht Concertatio Ancile Animus Inifinitio Luminocht = strife infinite spirit shield  
Omni Bentidocht Concertatio Ancile Inanis Aero Animus Liquentis Inifinitio Luminocht = permanent black chaos destruction shield  
Omni Bentidocht Concertatio Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Imitatio Adigo Malus Obliquus Luminocht = all elements strife shield

## Imitation Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Imitatio Ancile Luminocht = imitation shield  
Omni Bentidocht Imitatio Ancile Taura Luminocht = power shield  
Omni Bentidocht Imitatio Ancile Pyro Luminocht = copy shield  
Omni Bentidocht Imitatio Ancile Hydro Luminocht = mirror shield  
Omni Bentidocht Imitatio Ancile Cyro Luminocht = mirroring sharing shield  
Omni Bentidocht Imitatio Ancile Aero Luminocht = sharing shield  
Omni Bentidocht Imitatio Ancile Thundora Luminocht = copying lightning shield  
Omni Bentidocht Imitatio Ancile Visus Luminocht = illusion vision shield  
Omni Bentidocht Imitatio Ancile Pyro Taura Luminocht = power copy shield  
Omni Bentidocht Imitatio Ancile Necro Luminocht = false death shield  
Omni Bentidocht Imitatio Ancile Neuro Luminocht = imitation mental shield  
Omni Bentidocht Imitatio Ancile Aevus Luminocht = imitation time bubble shield  
Omni Bentidocht Imitatio Ancile Inanis Luminocht = imitation void shield  
Omni Bentidocht Imitatio Ancile Inanis Pyro Luminocht = black copying shield  
Omni Bentidocht Imitatio Ancile Inanis Cyro Luminocht = black power copy shield  
Omni Bentidocht Imitatio Ancile Inanis Aero Luminocht = copy spacial shield  
Omni Bentidocht Imitatio Ancile Animus Luminocht = imitation spirit shield

Omni Bentidoct Imitatio Ancile Inanis Neuro Luminoct = imitation memory removal shield  
Omni Bentidoct Imitatio Ancile Inanis Neuro Thundora Luminoct = imitation mind control shield  
Omni Bentidoct Imitatio Ancile Chao Luminoct = imitation chaos shield  
Omni Bentidoct Imitatio Ancile Inanis Aero Taura Luminoct = power spacial shield  
Omni Bentidoct Imitatio Ancile Inanis Aero Animus Liquentis Luminoct = black power copy shield  
Omni Bentidoct Imitatio Ancile Infinitio Luminoct = imitation infinity shield  
Omni Bentidoct Imitatio Ancile Taura Infinitio Luminoct = infinite power shield  
Omni Bentidoct Imitatio Ancile Pyro Infinitio Luminoct = infinite copy shield  
Omni Bentidoct Imitatio Ancile Hydro Infinitio Luminoct = infinite mirror shield  
Omni Bentidoct Imitatio Ancile Aevus Infinitio Luminoct = imitation infinite time shield  
Omni Bentidoct Imitatio Ancile Cyro Infinitio Luminoct = infinite mirroring sharing shield  
Omni Bentidoct Imitatio Ancile Thundora Infinitio Luminoct = infinite copying lighting shield  
Omni Bentidoct Imitatio Ancile Visus Infinitio Luminoct = infinite illusion vision shield  
Omni Bentidoct Imitatio Ancile Pyro Taura Infinitio Luminoct = infinite power copy shield  
Omni Bentidoct Imitatio Ancile Necro Infinitio Luminoct = infinite imitation death shield  
Omni Bentidoct Imitatio Ancile Neuro Infinitio Luminoct = imitation infinite mind shield  
Omni Bentidoct Imitatio Ancile Animus Infinitio Luminoct = imitation infinite spirit shield  
Omni Bentidoct Imitatio Ancile Inanis Aero Animus Liquentis Infinitio Luminoct = permanent black power copy shield  
Omni Bentidoct Imitatio Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Adigo Malus Obliquus Luminoct = all elements strife shield

#### Additive Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidoct Adigo Ancile Luminoct = force shield  
Omni Bentidoct Adigo Ancile Taura Luminoct = glamour shield  
Omni Bentidoct Adigo Ancile Pyro Luminoct = energy shield  
Omni Bentidoct Adigo Ancile Hydro Luminoct = adaptation shield  
Omni Bentidoct Adigo Ancile Cyro Luminoct = adaptive effects shield  
Omni Bentidoct Adigo Ancile Aero Luminoct = effects shield  
Omni Bentidoct Adigo Ancile Thundora Luminoct = lightning compelling shield  
Omni Bentidoct Adigo Ancile Visus Luminoct = force vision shield  
Omni Bentidoct Adigo Ancile Pyro Taura Luminoct = energy glamour shield  
Omni Bentidoct Adigo Ancile Necro Luminoct = death force shield  
Omni Bentidoct Adigo Ancile Neuro Luminoct = mental force shield  
Omni Bentidoct Adigo Ancile Aevus Luminoct = force time bubble shield  
Omni Bentidoct Adigo Ancile Inanis Luminoct = void force shield  
Omni Bentidoct Adigo Ancile Inanis Pyro Luminoct = black glamour shield  
Omni Bentidoct Adigo Ancile Inanis Cyro Luminoct = black adaptive effects shield  
Omni Bentidoct Adigo Ancile Inanis Aero Luminoct = force spacial shield  
Omni Bentidoct Adigo Ancile Animus Luminoct = spirit force shield  
Omni Bentidoct Adigo Ancile Inanis Neuro Luminoct = force memory removal shield  
Omni Bentidoct Adigo Ancile Inanis Neuro Thundora Luminoct = force mind control shield  
Omni Bentidoct Adigo Ancile Chao Luminoct = force chaos shield  
Omni Bentidoct Adigo Ancile Inanis Aero Taura Luminoct = glamour shadow shield  
Omni Bentidoct Adigo Ancile Inanis Aero Animus Liquentis Luminoct = black energy glamour shield  
Omni Bentidoct Adigo Ancile Infinitio Luminoct = force infinity shield  
Omni Bentidoct Adigo Ancile Taura Infinitio Luminoct = infinite glamour shield  
Omni Bentidoct Adigo Ancile Pyro Infinitio Luminoct = infinite energy shield  
Omni Bentidoct Adigo Ancile Hydro Infinitio Luminoct = infinite adaptation shield  
Omni Bentidoct Adigo Ancile Aevus Infinitio Luminoct = infinite force time shield

Omni Bentidocht Adigo Ancile Cyro Infinitio Luminocht = infinite adaptive effects shield  
Omni Bentidocht Adigo Ancile Thundora Infinitio Luminocht = infinite lightning compelling shield  
Omni Bentidocht Adigo Ancile Visus Infinitio Luminocht = infinite force vision shield  
Omni Bentidocht Adigo Ancile Pyro Taura Infinitio Luminocht = infinite energy glamour shield  
Omni Bentidocht Adigo Ancile Necro Infinitio Luminocht = infinite death force shield  
Omni Bentidocht Adigo Ancile Neuro Infinitio Luminocht = infinite mind force shield  
Omni Bentidocht Adigo Ancile Animus Infinitio Luminocht = imitation infinite spirit force shield  
Omni Bentidocht Adigo Ancile Inanis Aero Animus Liquentis Infinitio Luminocht = permanent black power copy shield  
Omni Bentidocht Adigo Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus  
Subduco Caecus Apricatio Concertatio Imitatio Malus Obliquus Luminocht = all elements force shield

### Subtractive Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Malus Ancile Luminocht = subtraction shield  
Omni Bentidocht Malus Ancile Taura Luminocht = unseen shield  
Omni Bentidocht Malus Ancile Pyro Luminocht = reverse shield  
Omni Bentidocht Malus Ancile Hydro Luminocht = undoing shield  
Omni Bentidocht Malus Ancile Cyro Luminocht = making shield  
Omni Bentidocht Malus Ancile Aero Luminocht = nothing shield  
Omni Bentidocht Malus Ancile Thundora Luminocht = lightning stop shield  
Omni Bentidocht Malus Ancile Visus Luminocht = unseeing vision shield  
Omni Bentidocht Malus Ancile Pyro Taura Luminocht = unseen reverse shield  
Omni Bentidocht Malus Ancile Necro Luminocht = subtraction death shield  
Omni Bentidocht Malus Ancile Neuro Luminocht = mental subtraction shield  
Omni Bentidocht Malus Ancile Aevus Luminocht = subtraction time bubble shield  
Omni Bentidocht Malus Ancile Inanis Luminocht = void subtraction shield  
Omni Bentidocht Malus Ancile Inanis Pyro Luminocht = black reverse shield  
Omni Bentidocht Malus Ancile Inanis Cyro Luminocht = black making shield  
Omni Bentidocht Malus Ancile Inanis Aero Luminocht = nothing spacial shield  
Omni Bentidocht Malus Ancile Animus Luminocht = spirit subtractive shield  
Omni Bentidocht Malus Ancile Inanis Neuro Luminocht = subtractive memory removal shield  
Omni Bentidocht Malus Ancile Inanis Neuro Thundora Luminocht = subtractive mind control shield  
Omni Bentidocht Malus Ancile Chao Luminocht = subtraction chaos shield  
Omni Bentidocht Malus Ancile Inanis Aero Taura Luminocht = unseen shadow shield  
Omni Bentidocht Malus Ancile Inanis Aero Animus Liquentis Luminocht = black unseen reverse shield  
Omni Bentidocht Malus Ancile Infinitio Luminocht = subtraction infinity shield  
Omni Bentidocht Malus Ancile Taura Infinitio Luminocht = infinite unseen shield  
Omni Bentidocht Malus Ancile Pyro Infinitio Luminocht = infinite reverse shield  
Omni Bentidocht Malus Ancile Hydro Infinitio Luminocht = infinite undoing shield  
Omni Bentidocht Malus Ancile Aevus Infinitio Luminocht = infinite subtraction time shield  
Omni Bentidocht Malus Ancile Cyro Infinitio Luminocht = infinite making shield  
Omni Bentidocht Malus Ancile Thundora Infinitio Luminocht = infinite lightning stop shield  
Omni Bentidocht Malus Ancile Visus Infinitio Luminocht = infinite unseeing vision shield  
Omni Bentidocht Malus Ancile Pyro Taura Infinitio Luminocht = infinite unseen reverse shield  
Omni Bentidocht Malus Ancile Necro Infinitio Luminocht = infinite death subtraction shield  
Omni Bentidocht Malus Ancile Neuro Infinitio Luminocht = infinite mind subtraction shield  
Omni Bentidocht Malus Ancile Animus Infinitio Luminocht = imitation infinite spirit subtraction shield  
Omni Bentidocht Malus Ancile Inanis Aero Animus Liquentis Infinitio Luminocht = permanent black unseen reverse shield  
Omni Bentidocht Malus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus  
Subduco Caecus Apricatio Concertatio Imitatio Adigo Obliquus Luminocht = all elements subtraction shield

## Indirect Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidact Obliquus Ancile Luminact = indirection shield  
Omni Bentidact Obliquus Ancile Taura Luminact = antimagic shield  
Omni Bentidact Obliquus Ancile Pyro Luminact = time bubble shield  
Omni Bentidact Obliquus Ancile Hydro Luminact = death shield  
Omni Bentidact Obliquus Ancile Cyro Luminact = death change shield  
Omni Bentidact Obliquus Ancile Aero Luminact = change shield  
Omni Bentidact Obliquus Ancile Thundora Luminact = lightning change shield  
Omni Bentidact Obliquus Ancile Visus Luminact = other vision shield  
Omni Bentidact Obliquus Ancile Pyro Taura Luminact = antimagic time shield  
Omni Bentidact Obliquus Ancile Neuro Luminact = mental indirection shield  
Omni Bentidact Obliquus Ancile Inanis Luminact = void indirection shield  
Omni Bentidact Obliquus Ancile Inanis Pyro Luminact = black time shield  
Omni Bentidact Obliquus Ancile Inanis Cyro Luminact = black death change shield  
Omni Bentidact Obliquus Ancile Inanis Aero Luminact = reverse spacial shield  
Omni Bentidact Obliquus Ancile Animus Luminact = spirit indirection shield  
Omni Bentidact Obliquus Ancile Inanis Neuro Luminact = indirect memory removal shield  
Omni Bentidact Obliquus Ancile Inanis Neuro Thundora Luminact = indirect mind control shield  
Omni Bentidact Obliquus Ancile Chao Luminact = indirect chaos shield  
Omni Bentidact Obliquus Ancile Inanis Aero Taura Luminact = indirect shadow shield  
Omni Bentidact Obliquus Ancile Inanis Aero Animus Liquentis Luminact = black antimagic time shield  
Omni Bentidact Obliquus Ancile Infinitio Luminact = indirect infinity shield  
Omni Bentidact Obliquus Ancile Taura Infinitio Luminact = infinite antimagic shield  
Omni Bentidact Obliquus Ancile Pyro Infinitio Luminact = infinite time shield  
Omni Bentidact Obliquus Ancile Hydro Infinitio Luminact = infinite death shield  
Omni Bentidact Obliquus Ancile Cyro Infinitio Luminact = infinite death change shield  
Omni Bentidact Obliquus Ancile Thundora Infinitio Luminact = infinite lightning stop shield  
Omni Bentidact Obliquus Ancile Visus Infinitio Luminact = infinite other vision shield  
Omni Bentidact Obliquus Ancile Pyro Taura Infinitio Luminact = infinite antimagic time shield  
Omni Bentidact Obliquus Ancile Neuro Infinitio Luminact = infinite mind indirection shield  
Omni Bentidact Obliquus Ancile Animus Infinitio Luminact = infinite spirit indirection shield  
Omni Bentidact Obliquus Ancile Inanis Aero Animus Liquentis Infinitio Luminact = permanent black antimagic time shield  
Omni Bentidact Obliquus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Luminact = all elements indirection shield

## Control

Use the focused thought of the effect to happen and feel it happen while saying spell.

Omni Neuro Taura Bentidact = earth and mind control  
Omni Animus Taura Bentidact = earth and spirit manipulation  
Omni Cosmio Taura Bentidact = earth and total domination

Omni Neuro Liquentis Bentidact = lava control  
Omni Animus Liquentis Bentidact = lava manipulation  
Omni Cosmio Liquentis Bentidact = lava mastery



Omni Neuro Pyro Bentidocht = fire control  
Omni Animus Pyro Bentidocht = fire manipulation  
Omni Cosmio Pyro Bentidocht = fire mastery

Omni Neuro Hydro Bentidocht = water control  
Omni Animus Hydro Bentidocht = water manipulation  
Omni Cosmio Hydro Bentidocht = water mastery

Omni Neuro Cyro Bentidocht = ice control  
Omni Animus Cyro Bentidocht = ice manipulation  
Omni Cosmio Cyro Bentidocht = ice mastery

Omni Neuro Thundora Bentidocht = air control  
Omni Animus Thundora Bentidocht = air manipulation  
Omni Cosmio Thundora Bentidocht = air mastery

Omni Neuro Bentidocht = aether control  
Omni Animus Bentidocht = ether manipulation  
Omni Cosmio Bentidocht = akasha mastery

Omni Neuro Inanis Pyro Bentidocht = black fire control  
Omni Animus Inanis Pyro Bentidocht = black fire manipulation  
Omni Cosmio Inanis Pyro Bentidocht = black fire mastery

Omni Neuro Inanis Aero Animus Liquentis Bentidocht = black lava control  
Omni Animus Inanis Aero Animus Liquentis Bentidocht = black lava manipulation  
Omni Cosmio Inanis Aero Animus Liquentis Bentidocht = black lava mastery

Omni Neuro Inanis Cyro Bentidocht = black ice control  
Omni Animus Inanis Cyro Bentidocht = black ice manipulation  
Omni Cosmio Inanis Cyro Bentidocht = black ice mastery

Omni Neuro Inanis Aero Bentidocht = space control  
Omni Animus Inanis Aero Bentidocht = space manipulation  
Omni Cosmio Inanis Aero Bentidocht = space mastery

Omni Neuro Inanis Aero Pyro Bentidocht = plasma control  
Omni Animus Inanis Aero Pyro Bentidocht = plasma manipulation  
Omni Cosmio Inanis Aero Pyro Bentidocht = plasma mastery

Omni Neuro Inanis Aero Animus Bentidocht = chaos control  
Omni Animus Inanis Aero Animus Bentidocht = chaos manipulation  
Omni Cosmio Inanis Aero Animus Bentidocht = chaos mastery

Omni Neuro Inanis Bentidocht = void control  
Omni Animus Taura Bentidocht = void manipulation  
Omni Cosmio Taura Bentidocht = void mastery

Omni Neuro Inanis Pyro Bentidocht = black fire control  
Omni Animus Inanis Pyro Bentidocht = black fire manipulation  
Omni Cosmio Inanis Pyro Bentidocht = black fire mastery

Omni Neuro Inanis Cyro Bentidocht = black ice control  
Omni Animus Inanis Cyro Bentidocht = black ice manipulation  
Omni Cosmio Inanis Cyro Bentidocht = black ice mastery

Omni Neuro Inanis Aero Bentidocht = space control

Omni Animus Inanis Aero Bentidocht = space manipulation

Omni Cosmio Inanis Aero Bentidocht = space mastery

Omni Neuro Inanis Thundora Bentidocht = black lightning control

Omni Animus Inanis Thundora Bentidocht = black lightning manipulation

Omni Cosmio Inanis Thundora Bentidocht = black lightning mastery

Omni Neuro Inanis Animus Bentidocht = soul space control

Omni Animus Inanis Animus Bentidocht = soul space manipulation

Omni Cosmio Inanis Animus Bentidocht = soul space mastery

Omni Neuro Inanis Aero Pyro Bentidocht = black plasma control

Omni Animus Inanis Aero Pyro Bentidocht = black plasma manipulation

Omni Cosmio Inanis Aero Pyro Bentidocht = black plasma mastery

Omni Neuro Inanis Aero Animus Liquentis Bentidocht = black lava control

Omni Animus Inanis Aero Animus Liquentis Bentidocht = black lava manipulation

Omni Cosmio Inanis Aero Animus Liquentis Bentidocht = black lava mastery

Omni Neuro Inversio Taura Bentidocht = faery earth control

Omni Animus Inversio Taura Bentidocht = faery earth manipulation

Omni Cosmio Inversio Taura Bentidocht = faery earth mastery

Omni Neuro Inversio Pyro Bentidocht = faery fire control

Omni Animus Inversio Pyro Bentidocht = faery fire manipulation

Omni Cosmio Inversio Pyro Bentidocht = faery fire mastery

Omni Neuro Inversio Cyro Bentidocht = faery ice control

Omni Animus Inversio Cyro Bentidocht = faery ice manipulation

Omni Cosmio Inversio Cyro Bentidocht = faery ice mastery

Omni Neuro Inversio Aero Bentidocht = faery air control

Omni Animus Inversio Aero Bentidocht = faery air manipulation

Omni Cosmio Inversio Aero Bentidocht = faery air mastery

Omni Neuro Inversio Thundora Bentidocht = faery lightning control

Omni Animus Inversio Thundora Bentidocht = faery lightning manipulation

Omni Cosmio Inversio Thundora Bentidocht = faery lightning mastery

Omni Neuro Magicus Bentidocht = magical control

Omni Animus Magicus Bentidocht = magical manipulation

Omni Cosmio Magicus Bentidocht = magical mastery

Omni Neuro Inanis Inversio Aero Bentidocht = breathable space control

Omni Animus Inanis Inversio Aero Bentidocht = breathable space manipulation

Omni Cosmio Inanis Inversio Aero Bentidocht = breathable space mastery

Omni Neuro Inanis Inversio Pyro Bentidocht = absorbtion black fire control

Omni Animus Inanis Inversio Pyro Bentidocht = absorbtion black fire manipulation

Omni Cosmio Inanis Inversio Pyro Bentidocht = absorbtion black fire space mastery

Omni Neuro Inanis Inversio Cyro Bentidocht = healing black ice control



Omni Animus Inanis Inversio Cyro Bentidocht = healing black ice manipulation  
Omni Cosmio Inanis Inversio Cyro Bentidocht = healing black ice space mastery

Omni Neuro Inanis Aero Inversio Pyro Bentidocht = absorbing plasma control  
Omni Animus Inanis Inversio Pyro Bentidocht = absorbing plasma manipulation  
Omni Cosmio Inanis Inversio Pyro Bentidocht = absorbing plasma space mastery

Omni Neuro Inanis Inversio Liquentis Bentidocht = mutative black lava control  
Omni Animus Inanis Inversio Liquentis Bentidocht = mutative black lava manipulation  
Omni Cosmio Inanis Inversio Liquentis Bentidocht = mutative black lava mastery

Omni Neuro Penetro Bentidocht = penetrating earth control  
Omni Animus Penetro Bentidocht = penetrating earth manipulation  
Omni Cosmio Penetro Bentidocht = penetrating earth mastery

Omni Neuro Penetro Commutatus Bentidocht = penetrating change earth control  
Omni Animus Penetro Commutatus Bentidocht = penetrating change earth manipulation  
Omni Cosmio Penetro Commutatus Bentidocht = penetrating change earth mastery

Omni Neuro Commutatus Bentidocht = change fire control  
Omni Animus Commutatus Bentidocht = change fire control manipulation  
Omni Cosmio Commutatus Bentidocht = change fire control mastery

Omni Neuro Potus Bentidocht = absorbing water control  
Omni Animus Potus Bentidocht = absorbing water manipulation  
Omni Cosmio Potus Bentidocht = absorbing water mastery

Omni Neuro Potus Abfabricatio Bentidocht = absorbing remaking ice control  
Omni Animus Potus Abfabricatio Bentidocht = absorbing remaking ice manipulation  
Omni Cosmio Abfabricatio Bentidocht = absorbing remaking ice mastery

Omni Neuro Abfabricatio Bentidocht = remaking air control  
Omni Animus Abfabricatio Bentidocht = remaking air manipulation  
Omni Cosmio Abfabricatio Bentidocht = remaking air mastery

Omni Neuro Defluo Bentidocht = disappearing lightning control  
Omni Animus Defluo Bentidocht = disappearing lightning manipulation  
Omni Cosmio Defluo Bentidocht = disappearing lightning mastery

Omni Neuro Iniquus Bentidocht = adverse control  
Omni Animus Iniquus Bentidocht = adverse manipulation  
Omni Cosmio Iniquus Bentidocht = adverse mastery

Omni Neuro Inanis Abfabricatio Bentidocht = remaking space control  
Omni Animus Inanis Abfabricatio Bentidocht = remaking space manipulation  
Omni Cosmio Inanis Abfabricatio Bentidocht = remaking space mastery

Omni Neuro Inanis Commutatus Bentidocht = black fire change control  
Omni Animus Inanis Commutatus Bentidocht = black fire change manipulation  
Omni Cosmio Inanis Commutatus Bentidocht = black fire change mastery

Omni Neuro Inanis Potus Abfabricatio Bentidocht = black ice absorbing remaking control  
Omni Animus Inanis Potus Abfabricatio Bentidocht = black ice absorbing remaking manipulation  
Omni Cosmio Inanis Potus Abfabricatio Bentidocht = black ice absorbing remaking mastery

Omni Neuro Inanis Commutatus Bentidoct = change plasma control  
Omni Animus Inanis Commutatus Bentidoct = change plasma manipulation  
Omni Cosmio Inanis Aero Commutatus Bentidoct = change plasma mastery

Omni Neuro Inanis Abfabricatio Bentidoct = remaking space control  
Omni Animus Inanis Abfabricatio Bentidoct = remaking space manipulation  
Omni Cosmio Inanis Abfabricatio Bentidoct = remaking space mastery

Omni Neuro Inanis Penetro Commutatus Bentidoct = mutative black lava control  
Omni Animus Inanis Penetro Commutatus Bentidoct = mutative black lava manipulation  
Omni Cosmio Inanis Penetro Commutatus Bentidoct = mutative black lava mastery

Omni Neuro Medicatus Bentidoct = charm earth control  
Omni Animus Medicatus Bentidoct = charm earth manipulation  
Omni Cosmio Medicatus Bentidoct = charm earth mastery

Omni Neuro Medicatus Mutus Bentidoct = charmed mutation earth control  
Omni Animus Medicatus Mutus Bentidoct = charmed mutation earth manipulation  
Omni Cosmio Medicatus Mutus Bentidoct = charmed mutation

earth mastery

Omni Neuro Mutus Bentidoct = mutation fire control  
Omni Animus Mutus Bentidoct = mutation fire control manipulation  
Omni Cosmio Mutus Bentidoct = mutation fire control mastery

Omni Neuro Moderatus Bentidoct = control water control  
Omni Animus Moderatus Bentidoct = control water manipulation  
Omni Cosmio Moderatus Bentidoct = control water mastery

Omni Neuro Moderatus Ennervatus Bentidoct = controlled domination ice control  
Omni Animus Moderatus Ennervatus Bentidoct = controlled domination ice manipulation  
Omni Cosmio Moderatus Ennervatus Bentidoct = controlled domination ice mastery

Omni Neuro Ennervatus Bentidoct = dominating air control  
Omni Animus Ennervatus Bentidoct = dominating air manipulation  
Omni Cosmio Ennervatus Bentidoct = dominating air mastery

Omni Neuro Fulmeneu Bentidoct = disappearing lightning control  
Omni Animus Fulmeneu Bentidoct = disappearing lightning manipulation  
Omni Cosmio Fulmeneu Bentidoct = disappearing lightning mastery

Omni Neuro Maleficus Bentidoct = evil control  
Omni Animus Maleficus Bentidoct = evil manipulation  
Omni Cosmio Maleficus Bentidoct = evil mastery

Omni Neuro Inanis Ennervatus Bentidoct = dominating space control  
Omni Animus Inanis Ennervatus Bentidoct = domination space manipulation  
Omni Cosmio Inanis Ennervatus Bentidoct = dominating space mastery

Omni Neuro Inanis Mutus Bentidoct = black fire mutation control  
Omni Animus Inanis Mutus Bentidoct = black fire mutation manipulation  
Omni Cosmio Inanis Mutus Bentidoct = black fire mutation mastery

Omni Neuro Inanis Moderatus Ennervatus Bentidocht = black ice controlled domination control  
Omni Animus Inanis Moderatus Ennervatus Bentidocht = black ice controlled domination manipulation  
Omni Cosmio Inanis Moderatus Ennervatus Bentidocht = black ice controlled domination mastery

Omni Neuro Inanis Mutus Bentidocht = mutation plasma control  
Omni Animus Inanis Mutus Bentidocht = mutation plasma manipulation  
Omni Cosmio Inanis Aero Mutus Bentidocht = mutation plasma mastery

Omni Neuro Inanis Medicatus Mutus Bentidocht = charm mutative black lava control  
Omni Animus Inanis Penetro Commutatus Bentidocht = charm mutative black lava manipulation  
Omni Cosmio Inanis Penetro Commutatus Bentidocht = charm mutative black lava mastery

Omni Neuro Occultatio Bentidocht = concealment earth control  
Omni Animus Occultatio Bentidocht = concealment earth manipulation  
Omni Cosmio Occultatio Bentidocht = concealment earth mastery

Omni Neuro Occultatio Simulo Bentidocht = concealed cloning control  
Omni Animus Occultatio Simulo Bentidocht = concealed cloning manipulation  
Omni Cosmio Occultatio Simulo Bentidocht = concealed cloning mastery

Omni Neuro Simulo Bentidocht = cloning fire control  
Omni Animus Simulo Bentidocht = cloning fire manipulation  
Omni Cosmio Simulo Bentidocht = cloning fire mastery

Omni Neuro Exhaurio Bentidocht = draining water control  
Omni Animus Exhaurio Bentidocht = draining water manipulation  
Omni Cosmio Exhaurio Bentidocht = draining water mastery

Omni Neuro Exhaurio Aspectus Bentidocht = remove illusion ice control  
Omni Animus Exhaurio Aspectus Bentidocht = remove illusion ice manipulation  
Omni Cosmio Exhaurio Aspectus Bentidocht = remove illusion ice mastery

Omni Neuro Aspectus Bentidocht = illusion air control  
Omni Animus Aspectus Bentidocht = illusion air manipulation  
Omni Cosmio Aspectus Bentidocht = illusion air mastery

Omni Neuro Simultudo Bentidocht = illusion lightning control  
Omni Animus Simultudo Bentidocht = illusion lightning manipulation  
Omni Cosmio Simultudo Bentidocht = illusion lightning mastery

Omni Neuro Imitatio Bentidocht = imitation control  
Omni Animus Imitatio Bentidocht = imitation manipulation  
Omni Cosmio Imitatio Bentidocht = imitation mastery

Omni Neuro Inanis Aspectus Bentidocht = illusion space control  
Omni Animus Inanis Aspectus Bentidocht = illusion space manipulation  
Omni Cosmio Inanis Aspectus Bentidocht = illusion space mastery

Omni Neuro Inanis Simulo Bentidocht = cloning fire mutation control  
Omni Animus Inanis Simulo Bentidocht = cloning fire mutation manipulation  
Omni Cosmio Inanis Simulo Bentidocht = cloning fire mutation mastery

Omni Neuro Inanis Exhaurio Aspectus Bentidocht = black ice remove illusion control  
Omni Animus Inanis Exhaurio Aspectus Bentidocht = black ice remove illusion control manipulation  
Omni Cosmio Inanis Exhaurio Aspectus Bentidocht = black ice remove illusion control mastery

Omni Neuro Inanis Simulo Bentidoc = cloning plasma control

Omni Animus Inanis Simulo Bentidoc = cloning plasma manipulation

Omni Cosmio Inanis Simulo Bentidoc = cloning plasma mastery

Omni Neuro Inanis Occultatio Simulo Bentidoc = concealed cloning black lava control

Omni Animus Inanis Occultatio Simulo Bentidoc = concealed cloning black lava manipulation

Omni Cosmio Inanis Occultatio Simulo Bentidoc = concealed cloning black lava black lava mastery

Omni Neuro Occultatio Bentidoc = concealment earth control

Omni Animus Occultatio Bentidoc = concealment earth manipulation

Omni Cosmio Occultatio Bentidoc = concealment earth mastery

Omni Neuro Occultatio Simulo Bentidoc = concealed cloning control

Omni Animus Occultatio Simulo Bentidoc = concealed cloning manipulation

Omni Cosmio Occultatio Simulo Bentidoc = concealed cloning mastery

Omni Neuro Simulo Bentidoc = cloning fire control

Omni Animus Simulo Bentidoc = cloning fire manipulation

Omni Cosmio Simulo Bentidoc = cloning fire mastery

Omni Neuro Exhaurio Bentidoc = draining water control

Omni Animus Exhaurio Bentidoc = draining water manipulation

Omni Cosmio Exhaurio Bentidoc = draining water mastery

Omni Neuro Exhaurio Aspectus Bentidoc = remove illusion ice control

Omni Animus Exhaurio Aspectus Bentidoc = remove illusion ice manipulation

Omni Cosmio Exhaurio Aspectus Bentidoc = remove illusion ice mastery

Omni Neuro Aspectus Bentidoc = illusion air control

Omni Animus Aspectus Bentidoc = illusion air manipulation

Omni Cosmio Aspectus Bentidoc = illusion air mastery

Omni Neuro Simultudo Bentidoc = illusion lightning control

Omni Animus Simultudo Bentidoc = illusion lightning manipulation

Omni Cosmio Simultudo Bentidoc = illusion lightning mastery

Omni Neuro Imitatio Bentidoc = imitation control

Omni Animus Imitatio Bentidoc = imitation manipulation

Omni Cosmio Imitatio Bentidoc = imitation mastery

Omni Neuro Inanis Aspectus Bentidoc = illusion space control

Omni Animus Inanis Aspectus Bentidoc = illusion space manipulation

Omni Cosmio Inanis Aspectus Bentidoc = illusion space mastery

Omni Neuro Inanis Simulo Bentidoc = cloning fire mutation control

Omni Animus Inanis Simulo Bentidoc = cloning fire mutation manipulation

Omni Cosmio Inanis Simulo Bentidoc = cloning fire mutation mastery

Omni Neuro Inanis Exhaurio Aspectus Bentidoc = black ice remove illusion control

Omni Animus Inanis Exhaurio Aspectus Bentidoc = black ice remove illusion control manipulation

Omni Cosmio Inanis Exhaurio Aspectus Bentidoc = black ice remove illusion control mastery

Omni Neuro Inanis Simulo Bentidoc = cloning plasma control

Omni Animus Inanis Simulo Bentidoc = cloning plasma manipulation

Omni Cosmio Inanis Simulo Bentidoc = cloning plasma mastery

Omni Neuro Inanis Occultatio Simulo Bentidoc = concealed cloning black lava control  
Omni Animus Inanis Occultatio Simulo Bentidoc = concealed cloning black lava manipulation  
Omni Cosmio Inanis Occultatio Simulo Bentidoc = concealed cloning black lava black lava mastery

Omni Neuro Opacus Bentidoc = shadow earth control  
Omni Animus Opacus Bentidoc = shadow earth manipulation  
Omni Cosmio Opacus Bentidoc = shadow earth mastery

Omni Neuro Opacus Reductio Simulo Bentidoc = shadow restoration lava control  
Omni Animus Opacus Reductio Simulo Bentidoc = shadow restoration lava manipulation  
Omni Cosmio Opacus Reductio Simulo Bentidoc = shadow restoration lava mastery

Omni Neuro Reductio Bentidoc = restoration fire control  
Omni Animus Reductio Bentidoc = restoration fire manipulation  
Omni Cosmio Reductio Bentidoc = restoration fire mastery

Omni Neuro Solidus Bentidoc = substance water control  
Omni Animus Solidus Bentidoc = substance water manipulation  
Omni Cosmio Solidus Bentidoc = substance water mastery

Omni Neuro Solidus Integumentum Bentidoc = substance cloaking ice control  
Omni Animus Solidus Integumentum Bentidoc = substance cloaking ice manipulation  
Omni Cosmio Solidus Integumentum Bentidoc = substance cloaking ice mastery

Omni Neuro Integumentum Bentidoc = cloaking air control  
Omni Animus Integumentum Bentidoc = cloaking air manipulation  
Omni Cosmio Integumentum Bentidoc = cloaking air mastery

Omni Neuro Obscuro Bentidoc = cloaked lightning control  
Omni Animus Obscuro Bentidoc = cloaked lightning manipulation  
Omni Cosmio Obscuro Bentidoc = cloaked lightning mastery

Omni Neuro Caecus Bentidoc = dark control  
Omni Animus Caecus Bentidoc = dark manipulation  
Omni Cosmio Caecus Bentidoc = dark mastery

Omni Neuro Inanis Opacus Bentidoc = void shadow control  
Omni Animus Inanis Opacus Bentidoc = void shadow manipulation  
Omni Cosmio Inanis Opacus Bentidoc = void shadow mastery

Omni Neuro Inanis Integumentum Bentidoc = shadow space control  
Omni Animus Inanis Integumentum Bentidoc = shadow space manipulation  
Omni Cosmio Inanis Integumentum Bentidoc = shadow space mastery

Omni Neuro Inanis Reductio Bentidoc = restoration fire mutation control  
Omni Animus Inanis Reductio Bentidoc = restoration fire mutation manipulation  
Omni Cosmio Inanis Reductio Bentidoc = restoration fire mutation mastery

Omni Neuro Inanis Solidus Integumentum Bentidoc = black ice substance cloaking control  
Omni Animus Inanis Solidus Integumentum Bentidoc = black ice substance cloaking control manipulation  
Omni Cosmio Inanis Solidus Integumentum Bentidoc = black ice substance cloaking control mastery

Omni Neuro Inanis Reductio Bentidoc = dark restoration plasma control  
Omni Animus Inanis Reductio Bentidoc = dark restoration plasma manipulation

Omni Cosmio Inanis Reductio Bentidoct = dark restoration plasma mastery

Omni Neuro Inanis Opacus Reductio Bentidoct = shadow restoration black lava control

Omni Animus Inanis Opacus Reductio Bentidoct = shadow restoration black lava manipulation

Omni Cosmio Inanis Opacus Reductio Bentidoct = shadow restoration black lava mastery

Omni Neuro Genero Bentidoct = life earth control

Omni Animus Genero Bentidoct = life earth manipulation

Omni Cosmio Genero Bentidoct = life earth mastery

Omni Neuro Genero Elevo Bentidoct = life light lava control

Omni Animus Genero Elevo Bentidoct = life light lava manipulation

Omni Cosmio Genero Elevo Bentidoct = life light lava mastery

Omni Neuro Elevo Bentidoct = light control

Omni Animus Elevo Bentidoct= light manipulation

Omni Cosmio Elevo Bentidoct= light mastery

Omni Neuro Facio Bentidoct = positive water control

Omni Animus Facio Bentidoct = positive water manipulation

Omni Cosmio Facio Bentidoct = positive water mastery

Omni Neuro Facio Incalfacio Bentidoct = positive heat ice control

Omni Animus Facio Incalfacio Bentidoct = positive heat ice manipulation

Omni Cosmio Facio Incalfacio Bentidoct = positive heat ice mastery

Omni Neuro Incalfacio Bentidoct = heat control

Omni Animus Facio Incalfacio Bentidoct = positive heat ice manipulation

Omni Cosmio Facio Incalfacio Bentidoct = positive heat ice mastery

Omni Neuro Exuro Bentidoct = heat lightning control

Omni Animus Exuro Bentidoct = heat lightning manipulation

Omni Cosmio Exuro Bentidoct = heat lightning mastery

Omni Neuro Apricatio Bentidoct = sunlight control

Omni Animus Apricatio Bentidoct = sunlight manipulation

Omni Cosmio Apricatio Bentidoct = sunlight mastery

Omni Neuro Inanis Genero Bentidoct = life black fire control

Omni Animus Inanis Genero Bentidoct = life black fire manipulation

Omni Cosmio Inanis Genero Bentidoct = life black fire mastery

Omni Neuro Inanis Incalfacio Bentidoct = heat space control

Omni Animus Inanis Incalfacio Bentidoct = heat space manipulation

Omni Cosmio Inanis Incalfacio Bentidoct = heat space mastery

Omni Neuro Inanis Elevo Bentidoct = black light control

Omni Animus Inanis Elevo Bentidoct = black light manipulation

Omni Cosmio Inanis Elevo Bentidoct = black light mastery

Omni Neuro Inanis Facio Incalfacio Bentidoct = black ice positive heat control

Omni Animus Inanis Facio Incalfacio Bentidoct = black ice positive heat control manipulation

Omni Cosmio Inanis Facio Incalfacio Bentidoct = black ice positive heat cloaking control mastery

Omni Neuro Inanis Elevo Bentidoct = light plasma control

Omni Animus Inanis Elevo Bentidact = light plasma manipulation

Omni Cosmio Inanis Elevo Bentidact = light plasma mastery

Omni Neuro Inanis Genero Elevo Bentidact = life light black lava control

Omni Animus Inanis Genero Elevo Bentidact = life light black lava black lava manipulation

Omni Cosmio Inanis Genero Elevo Bentidact = life light black lava black lava mastery

Omni Neuro Chao Bentidact = chaos control

Omni Animus Chao Bentidact = chaos manipulation

Omni Cosmio Chao Bentidact = chaos mastery

Omni Neuro Chao Disturbatio Bentidact = chaotic destruction lava control

Omni Animus Chao Disturbatio Bentidact = chaotic destruction lava manipulation

Omni Cosmio Chao Disturbatio Bentidact = chaotic destruction lava mastery

Omni Neuro Disturbato Bentidact = destruction fire control

Omni Animus Disturbato Bentidact = destruction fire manipulation

Omni Cosmio Disturbato Bentidact = destruction fire mastery

Omni Neuro Maledico Bentidact = abusive control

Omni Animus Maledico Bentidact = abusive manipulation

Omni Cosmio Maledico Bentidact = abusive mastery

Omni Neuro Maledico Incursio Bentidact = abusive collision ice control

Omni Animus Incursio Bentidact = abusive collision ice manipulation

Omni Cosmio Incursio Bentidact = abusive collision ice mastery

Omni Neuro Incursio Bentidact = collision air control

Omni Animus Incursio Bentidact = collision air manipulation

Omni Cosmio Incursio Bentidact = collision air mastery

Omni Neuro Conlido Bentidact = collision lightning control

Omni Animus Conlido Bentidact = collision lightning manipulation

Omni Cosmio Conlido Bentidact = collision lightning mastery

Omni Neuro Concertatio Bentidact = strife control

Omni Animus Concertatio Bentidact = strife manipulation

Omni Cosmio Concertatio Bentidact = strife mastery

Omni Neuro Inanis Disturbatio Bentidact = destruction black fire control

Omni Animus Inanis Disturbatio Bentidact = destruction black fire manipulation

Omni Cosmio Inanis Disturbatio Bentidact = destruction black fire mastery

Omni Neuro Inanis Incursio Bentidact = collision space control

Omni Animus Inanis Incursio Bentidact = collision space manipulation

Omni Cosmio Inanis Incursio Bentidact = collision space mastery

Omni Neuro Inanis Maledico Incursio Bentidact = black ice abusive collisive control

Omni Animus Inanis Maledico Incursio Bentidact = black ice abusive collisive control manipulation

Omni Cosmio Inanis Maledico Incursio Bentidact = black ice abusive collisive cloaking control mastery

Omni Neuro Inanis Disturbatio Bentidact = destruction plasma control



Omni Animus Inanis Disturbatio Bentidoc = destruction plasma manipulation

Omni Cosmio Inanis Disturbatio Bentidoc = destruction plasma mastery

Omni Neuro Inanis Chao Disturbatio Bentidoc = chaotic destructive black lava control

Omni Animus Inanis Chao Disturbatio Bentidoc = chaotic destructive black lava black lava manipulation

Omni Cosmio Inanis Chao Disturbatio Bentidoc = chaotic destructive black lava black lava mastery

Omni Neuro Efficio Bentidoc = power control

Omni Animus Efficio Bentidoc = power manipulation

Omni Cosmio Efficio Bentidoc = power mastery

Omni Neuro Efficio Descriptio Bentidoc = lava control

Omni Animus Chao Disturbatio Bentidoc = chaotic destruction lava manipulation

Omni Cosmio Chao Disturbatio Bentidoc = chaotic destruction lava mastery

Omni Neuro Descriptio Bentidoc = copy fire control

Omni Animus Descriptio Bentidoc = copy fire manipulation

Omni Cosmio Descriptio Bentidoc = copy fire mastery

Omni Neuro Imago Bentidoc = mirror control

Omni Animus Imago Bentidoc = mirror manipulation

Omni Cosmio Imago Bentidoc = mirror mastery

Omni Neuro Imago Communio Bentidoc = sharing mirror ice control

Omni Animus Imago Communio Bentidoc = sharing mirror ice manipulation

Omni Cosmio Imago Communio Bentidoc = sharing mirror ice mastery

Omni Neuro Communio Bentidoc = sharing air control

Omni Animus Communio Bentidoc = sharing air manipulation

Omni Cosmio Communio Bentidoc = sharing air mastery

Omni Neuro Transcribo Bentidoc = copy lightning control

Omni Animus Transcribo Bentidoc = copy lightning manipulation

Omni Cosmio Transcribo Bentidoc = copy lightning mastery

Omni Neuro Imitatio Bentidoc = imitation control

Omni Animus Imitatio Bentidoc = imitation manipulation

Omni Cosmio Imitatio Bentidoc = imitation mastery

Omni Neuro Inanis Descriptio Bentidoc = copy black fire control

Omni Animus Inanis Descriptio Bentidoc = copy black fire manipulation

Omni Cosmio Inanis Descriptio Bentidoc = copy black fire mastery

Omni Neuro Inanis Communio Bentidoc = copy space control

Omni Animus Inanis Communio Bentidoc = copy space manipulation

Omni Cosmio Inanis Communio Bentidoc = copy space mastery

Omni Neuro Inanis Imago Communio Bentidoc = black ice sharing mirror control

Omni Animus Inanis Imago Communio Bentidoc = black ice sharing mirror control manipulation

Omni Cosmio Inanis Imago Communio Bentidoc = black ice sharing mirror collisive cloaking control mastery



Omni Neuro Inanis Descriptio Bentidoct = copy plasma control

Omni Animus Inanis Descriptio Bentidoct = copy plasma manipulation

Omni Cosmio Inanis Descriptio Bentidoct = copy plasma mastery

Omni Neuro Inanis Efficio Descriptio Bentidoct = power copy black lava control

Omni Animus Inanis Efficio Descriptio Bentidoct = power copy black lava black lava manipulation

Omni Cosmio Inanis Efficio Descriptio Bentidoct = power copy black lava black lava mastery

Omni Neuro Appono Bentidoct = glamour control

Omni Animus Appono Bentidoct = glamour manipulation

Omni Cosmio Appono Bentidoct = glamour mastery

Omni Neuro Appono Multus Bentidoct = permanent glamour lava control

Omni Animus Appono Multus Bentidoct = permanent glamour lava manipulation

Omni Cosmio Appono Multus Bentidoct = permanent glamour lava mastery

Omni Neuro Multus Bentidoct = energy fire control

Omni Animus Multus Bentidoct = energy fire manipulation

Omni Cosmio Multus Bentidoct = energy fire mastery

Omni Neuro Comformo Bentidoct = adaptation control

Omni Animus Comformo Bentidoct = adaptation manipulation

Omni Cosmio Comformo Bentidoct = adaptation mastery

Omni Neuro Comformo Effectus Bentidoct = adaptive effects ice control

Omni Animus Comformo Effectus Bentidoct = adaptive effects ice manipulation

Omni Cosmio Comformo Effectus Bentidoct = adaptive effects ice mastery

Omni Neuro Effectus Bentidoct = effects air control

Omni Animus Effectus Bentidoct = effects air manipulation

Omni Cosmio Effectus Bentidoct = effects air mastery

Omni Neuro Compello Bentidoct = compelling lightning control

Omni Animus Compello Bentidoct = compelling lightning manipulation

Omni Cosmio Compello Bentidoct = compelling lightning mastery

Omni Neuro Adigo Bentidoct = force control

Omni Animus Adigo Bentidoct = force manipulation

Omni Cosmio Adigo Bentidoct = force mastery

Omni Neuro Inanis Multus Bentidoct = energy black fire control

Omni Animus Inanis Multus Bentidoct = energy black fire manipulation

Omni Cosmio Inanis Multus Bentidoct = energy black fire mastery

Omni Neuro Inanis Effectus Bentidoct = energy space control

Omni Animus Inanis Effectus Bentidoct = energy space manipulation

Omni Cosmio Inanis Effectus Bentidoct = energy space mastery

Omni Neuro Inanis Comformo Effectus Bentidoct = black ice adaptive effects control

Omni Animus Inanis Comformo Effectus Bentidoct = black ice adaptive effects control manipulation

Omni Cosmio Inanis Comformo Effectus Bentidoct = black ice adaptive effects control mastery

Omni Neuro Inanis Multus Bentidocht = energy plasma control  
Omni Animus Inanis Multus Bentidocht = energy plasma manipulation  
Omni Cosmio Inanis Multus Bentidocht = energy plasma mastery

Omni Neuro Inanis Appono Multus Bentidocht = permanent glamour black lava control  
Omni Animus Inanis Appono Multus Bentidocht = permanent glamour black lava black lava manipulation  
Omni Cosmio Inanis Appono Multus Bentidocht = permanent glamour black lava black lava mastery

Omni Neuro Caecus Bentidocht = unseen control  
Omni Animus Caecus Bentidocht = unseen manipulation  
Omni Cosmio Caecus Bentidocht = unseen mastery

Omni Neuro Caecus Retexo Bentidocht = unseen reverse lava control  
Omni Animus Caecus Retexo Bentidocht = unseen reverse lava manipulation  
Omni Cosmio Caecus Retexo Bentidocht = unseen reverse lava mastery

Omni Neuro Retexo Bentidocht = reverse fire control  
Omni Animus Retexo Bentidocht = reverse fire manipulation  
Omni Cosmio Retexo Bentidocht = reverse fire mastery

Omni Neuro Fabricatio Bentidocht = undoing control  
Omni Animus Fabricatio Bentidocht = undoing manipulation  
Omni Cosmio Fabricatio Bentidocht = undoing mastery

Omni Neuro Fabricatio Redeo Bentidocht = making ice control  
Omni Animus Fabricatio Redeo Bentidocht = making ice manipulation  
Omni Cosmio Fabricatio Redeo Bentidocht = making ice mastery

Omni Neuro Redeo Bentidocht = nothing air control  
Omni Animus Redeo Bentidocht = nothing air manipulation  
Omni Cosmio Redeo Bentidocht = nothing air mastery

Omni Neuro Cesso Bentidocht = nothing lightning control  
Omni Animus Cesso Bentidocht = nothing lightning manipulation  
Omni Cosmio Cesso Bentidocht = nothing lightning mastery

Omni Neuro Malus Bentidocht = subtractive control  
Omni Animus Malus Bentidocht = subtractive manipulation  
Omni Cosmio Malus Bentidocht = subtractive mastery

Omni Neuro Inanis Retexo Bentidocht = reverse black fire control  
Omni Animus Inanis Retexo Bentidocht = reverse black fire manipulation  
Omni Cosmio Inanis Retexo Bentidocht = reverse black fire mastery

Omni Neuro Inanis Redeo Bentidocht = nothing space control  
Omni Animus Inanis Redeo Bentidocht = nothing space manipulation  
Omni Cosmio Inanis Redeo Bentidocht = nothing space mastery

Omni Neuro Inanis Fabricatio Redeo Bentidocht = black ice making control  
Omni Animus Inanis Fabricatio Redeo Bentidocht = black ice making control manipulation  
Omni Cosmio Inanis Fabricatio Redeo Bentidocht = black ice making effects control mastery

Omni Neuro Inanis Retexo Bentidocht = reverse plasma control  
Omni Animus Inanis Retexo Bentidocht = reverse plasma manipulation  
Omni Cosmio Inanis Retexo Bentidocht = reverse plasma mastery

Omni Neuro Inanis Caecus Retexo Bentidoct = permanent unseen reverse black lava control

Omni Animus Inanis Caecus Retexo Bentidoct = permanent unseen reverse black lava black lava manipulation

Omni Cosmio Inanis Caecus Retexo Bentidoct = permanent unseen reverse black lava black lava mastery

Omni Neuro Ferreus Bentidoct = antimagic control

Omni Animus Ferreus Bentidoct = antimagic manipulation

Omni Cosmio Ferreus Bentidoct = antimagic mastery

Omni Neuro Ferreus Aevus Bentidoct = antimagic time lava control

Omni Animus Ferreus Aevus Bentidoct = antimagic time lava manipulation

Omni Cosmio Ferreus Aevus Bentidoct = antimagic time lava mastery

Omni Neuro Aevus Bentidoct = mental time control

Omni Animus Aevus Bentidoct = spirit time manipulation

Omni Cosmio Aevus Bentidoct = time mastery

Omni Neuro Necro Bentidoct = control undead

Omni Animus Necro Bentidoct = undead manipulation

Omni Cosmio Necro Bentidoct = undead mastery

Omni Neuro Necro Cedo Bentidoct = death change control

Omni Animus Necro Cedo Bentidoct = death change manipulation

Omni Cosmio Necro Cedo Bentidoct = death change mastery

Omni Neuro Cedo Bentidoct = change air control

Omni Animus Cedo Bentidoct = change air manipulation

Omni Cosmio Cedo Bentidoct = change air mastery

Omni Neuro Demutatio Bentidoct = indirect change lightning control

Omni Animus Demutatio Bentidoct = indirect change lightning manipulation

Omni Cosmio Demutatio Bentidoct = indirect change lightning mastery

Omni Neuro Malus Bentidoct = subtractive control

Omni Animus Malus Bentidoct = subtractive manipulation

Omni Cosmio Malus Bentidoct = subtractive mastery

Omni Neuro Inanis Aevus Bentidoct = time black fire control

Omni Animus Inanis Aevus Bentidoct = time black fire manipulation

Omni Cosmio Inanis Aevus Bentidoct = time black fire mastery

Omni Neuro Inanis Cedo Bentidoct = other space control

Omni Animus Inanis Cedo Bentidoct = other space manipulation

Omni Cosmio Inanis Cedo Bentidoct = other space mastery

Omni Neuro Inanis Necro Cedo Bentidoct = black ice death change control

Omni Animus Inanis Necro Cedo Bentidoct = black ice death change manipulation

Omni Cosmio Inanis Necro Cedo Bentidoct = black ice death change mastery

Omni Neuro Inanis Aevus Bentidoct = time plasma control

Omni Animus Inanis Aevus Bentidoct = time plasma manipulation

Omni Cosmio Inanis Aevus Bentidoct = time plasma mastery

Omni Neuro Inanis Ferreus Aevus Bentidoct = permanent antimagic time black lava control

Omni Animus Inanis Ferreus Aevus Bentidoc = permanent antimagic time black lava black lava manipulation

Omni Cosmio Inanis Ferreus Aevus Bentidoc = permanent antimagic time black lava black lava mastery

Omni Neuro Ancile Bentidoc = mind shield control

Omni Animus Ancile Bentidoc = aura shield manipulation

Omni Cosmio Ancile Bentidoc = shield mastery

Omni Neuro Inanis Ancile Bentidoc = void shield control

Omni Animus Inanis Ancile Bentidoc = void shield manipulation

Omni Cosmio Inanis Ancile Bentidoc = void shield mastery

Omni Neuro Inversio Ancile Bentidoc = inverted shield control

Omni Animus Inversio Ancile Bentidoc = inverted shield manipulation

Omni Cosmio Inversio Ancile Bentidoc = inverted shield mastery

Omni Neuro Iniquus Ancile Bentidoc = adversive shield control

Omni Animus Iniquus Ancile Bentidoc = adversive shield manipulation

Omni Cosmio Iniquus Ancile Bentidoc = adversive shield mastery

Omni Neuro Maleficus Ancile Bentidoc = manipulation shield control

Omni Animus Maleficus Ancile Bentidoc = evil shield manipulation

Omni Cosmio Maleficus Ancile Bentidoc = manipulation shield mastery

Omni Neuro Subduco Ancile Bentidoc = concealed illusion shield control

Omni Animus Subduco Ancile Bentidoc = concealed illusion shield manipulation

Omni Cosmio Maleficus Ancile Bentidoc = concealed illusion shield mastery

Omni Neuro Caecus Ancile Bentidoc = shadow shield control

Omni Animus Caecus Ancile Bentidoc = shadow shield manipulation

Omni Cosmio Caecus Ancile Bentidoc = shadow shield mastery

Omni Neuro Aprecatio Ancile Bentidoc = sunlight shield control

Omni Animus Aprecatio Ancile Bentidoc = sunlight shield manipulation

Omni Cosmio Aprecatio Ancile Bentidoc = sunlight shield mastery

Omni Neuro Concertatio Ancile Bentidoc = strife shield control

Omni Animus Concertatio Ancile Bentidoc = strife shield manipulation

Omni Cosmio Concertatio Ancile Bentidoc = strife shield mastery

Omni Neuro Imitatio Ancile Bentidoc = illusionous sharing shield control

Omni Animus Imitatio Ancile Bentidoc = illusionous sharing shield manipulation

Omni Cosmio Imitatio Ancile Bentidoc = illusionous sharing shield mastery

Omni Neuro Adigo Ancile Bentidoc = force shield control

Omni Animus Adigo Ancile Bentidoc = force shield manipulation

Omni Cosmio Adigo Ancile Bentidoc = force shield mastery

Omni Neuro Malus Ancile Bentidoc = subtractive shield control

Omni Animus Malus Ancile Bentidoc = subtractive shield manipulation

Omni Cosmio Malus Ancile Bentidoc = subtractive shield mastery

Omni Neuro Obliquus Ancile Bentidoc = indirect shield control

Omni Animus Obliquus Ancile Bentidoc = indirect shield manipulation

Omni Cosmio Obliquus Ancile Bentidoc = indirect shield mastery

Omni Neuro Inanis Aevus Bentidoct = reverse time control  
Omni Animus Inanis Aevus Bentidoct = reverse time manipulation  
Omni Cosmio Inanis Aevus Bentidoct = reverse time mastery

Omni Neuro Inversio Aevus Bentidoct = magical time control  
Omni Animus Inversio Aevus Bentidoct = magical time manipulation  
Omni Cosmio Inversio Aevus Bentidoct = magical time mastery

Omni Neuro Iniquus Aevus Bentidoct = moment time control  
Omni Animus Iniquus Aevus Bentidoct = moment time manipulation  
Omni Cosmio Iniquus Aevus Bentidoct = moment time mastery

Omni Neuro Maleficus Aevus Bentidoct = manipulated time control  
Omni Animus Maleficus Aevus Bentidoct = manipulated time manipulation  
Omni Cosmio Maleficus Aevus Bentidoct = manipulated time mastery

Omni Neuro Subduco Aevus Bentidoct = concealed time control  
Omni Animus Subduco Aevus Bentidoct = concealed time manipulation  
Omni Cosmio Subduco Aevus Bentidoct = concealed time mastery

Omni Neuro Caecus Aevus Bentidoct = dark restoration time control  
Omni Animus Caecus Aevus Bentidoct = dark restoration time manipulation  
Omni Cosmio Caecus Aevus Bentidoct = dark restoration time mastery

Omni Neuro Aprecatio Aevus Bentidoct = positive time control  
Omni Animus Aprecatio Aevus Bentidoct = positive time manipulation  
Omni Cosmio Aprecatio Aevus Bentidoct = positive time mastery

Omni Neuro Concertatio Aevus Bentidoct = chaotic time control  
Omni Animus Concertatio Aevus Bentidoct = chaotic time manipulation  
Omni Cosmio Concertatio Aevus Bentidoct = chaotic time mastery

Omni Neuro Imitatio Aevus Bentidoct = sharing time control  
Omni Animus Imitatio Aevus Bentidoct = sharing time manipulation  
Omni Cosmio Imitatio Aevus Bentidoct = sharing time mastery

Omni Neuro Adigo Aevus Bentidoct = adaptive time control  
Omni Animus Adigo Aevus Bentidoct = adaptive time manipulation  
Omni Cosmio Adigo Aevus Bentidoct = adaptive time mastery

Omni Neuro Infinitio Bentidoct = infinity control  
Omni Animus Infinitio Bentidoct = infinity manipulation  
Omni Cosmio Infinitio Bentidoct = infinity mastery

#### Manifestation of objects

Imagine the item appearing or changing after saying the spell and where for ensured success.

Omni Maximus Neuro Accelero Aevus Bentidoct = create an object using aether

Omni Maximus Animus Accelero Aevus Bentidoct = create an object using ether

Omni Maximus Cosmio Accelero Aevus Bentidoct = create an object using Akasha

Omni Maximus Chao Accelero Aevus Bentidoct = morph an object from air or another object using chaos

Omni Maximus Cosmio Commutatus Accelero Aevus Bentidoct = change an object from an object using change fire to another fast

Omni Maximus Cosmio Mutus Accelero Aevus Bentidoct = change an object from an object using mutation to another fast

Omni Maximus Cosmio Aspectus Accelero Aevus Bentidoct = Make an illusion of an object.

Omni Maximus Cosmio Simulo Accelero Aevus Bentidoct = clone an object from an object to make another fast

Omni Maximus Cosmio Solidus Accelero Aevus Bentidoct = Make an object using substance to another fast

Omni Maximus Cosmio Efficio Descriptio Accelero Aevus Bentidoct = Make a power object from an object using imitation to another fast

Omni Maximus Cosmio Appono Accelero Aevus Bentidoct = make an object appear as another object using glamour fast

Omni Maximus Cosmio Appono Multus Accelero Aevus Bentidoct = make an object appear as another object using power glamour until it is dispelled

Omni Maximus Cosmio Fabricatio Redeo Accelero Aevus Bentidoct = Make an object from nothing fast

Omni Maximus Cosmio Abfabricatio Accelero Aevus Bentidoct = Make an object using remaking air as if it was already there

## Normal Attack

To use these focus on the target after saying the spell.

Omni Maximus Taura Luminoc = earth spheres

Omni Maximus Taura Tardius Aevus Luminoc = delayed earth spheres

Omni Maximus Taura Accelero Aevus Luminoc = fast earth spheres

Omni Maximus Pyro Luminoc = fire ball

Omni Maximus Pyro Tardius Aevus Luminoc = delayed blast fire ball

Omni Maximus Pyro Accelero Aevus Luminoc = fast fire ball

Omni Maximus Hydro Luminoc = water spheres

Omni Maximus Hydro Tardius Aevus Luminoc = delayed water

Omni Maximus Hydro Accelero Aevus Luminoc = fast water spheres

Omni Maximus Cyro Luminoc = ice spheres

Omni Maximus Cyro Tardius Aevus Luminoc = delayed ice spheres

Omni Maximus Cyro Accelero Aevus Luminoc = fast ice spheres

Omni Maximus Aero Luminoc = air spheres

Omni Maximus Aero Tardius Aevus Luminoc = delayed air spheres

Omni Maximus Aero Accelero Aevus Luminoc = fast air spheres

Omni Maximus Thundora Luminoc = lightning

Omni Maximus Thundora Tardius Aevus Luminoc = delayed lightning

Omni Maximus Thundora Accelero Aevus Luminoc = fast lightning

Omni Maximus Visus Luminoc = blindness

Omni Maximus Visus Tardius Aevus Luminoc = delayed blindness

Omni Maximus Visus Accelero Aevus Luminoc = fast blindness

Omni Maximus Liquentis Luminoc = lava spheres

Omni Maximus Liquentis Tardius Aevus Luminoc = delayed lava spheres

Omni Maximus Liquentis Accelero Aevus Luminoc = fast lava spheres

Omni Maximus Aevus Luminoc = time attack

Omni Maximus Tardius Aevus Luminoc = slow spell

Omni Maximus Accelero Aevus Luminoc = speed spell

Omni Maximus Necro Luminoc = death ball

Omni Maximus Necro Tardius Aevus Luminoc = delayed death ball

Omni Maximus Necro Accelero Aevus Luminoc = instant death ball  
Omni Maximus Infinitio Luminoc = time stop spheres  
Omni Maximus Infinitio Tardius Aevus Luminoc = delayed time stop spheres  
Omni Maximus Infinitio Accelero Aevus Luminoc = instant time stop spheres  
Omni Maximus Penetro Luminoc = penetrating energy spheres  
Omni Maximus Penetro Tardius Aevus Luminoc = delayed penetrating energy spheres  
Omni Maximus Penetro Accelero Aevus Luminoc = instant penetrating energy spheres  
Omni Maximus Commutatus Luminoc = fire change energy spheres  
Omni Maximus Commutatus Tardius Aevus Luminoc = delayed fire change energy spheres  
Omni Maximus Commutatus Accelero Aevus Luminoc = instant fire change energy spheres  
Omni Maximus Potus Luminoc = energy absorption spheres  
Omni Maximus Potus Tardius Aevus Luminoc = delayed energy absorption spheres  
Omni Maximus Potus Accelero Aevus Luminoc = instant penetrating energy spheres  
Omni Maximus Abfabricatio Luminoc = unmaking spheres  
Omni Maximus Abfabricatio Tardius Aevus Luminoc = delayed unmaking spheres  
Omni Maximus Abfabricatio Accelero Aevus Luminoc = instant unmaking balls  
Omni Maximus Taura Penetro Luminoc = penetrating earth spheres  
Omni Maximus Taura Penetro Tardius Aevus Luminoc = delayed penetrating earth spheres  
Omni Maximus Taura Penetro Accelero Aevus Luminoc = fast penetrating earth spheres  
Omni Maximus Pyro Penetro Luminoc = penetrating fire spheres  
Omni Maximus Pyro Penetro Tardius Aevus Luminoc = delayed blast penetrating fire spheres  
Omni Maximus Pyro Penetro Accelero Aevus Luminoc = fast penetrating fire spheres  
Omni Maximus Hydro Penetro Luminoc = penetrating water spheres  
Omni Maximus Hydro Penetro Tardius Aevus Luminoc = delayed penetrating water spheres  
Omni Maximus Hydro Penetro Accelero Aevus Luminoc = fast penetrating water spheres  
Omni Maximus Cyro Penetro Luminoc = ice penetrating shot  
Omni Maximus Cyro Penetro Tardius Aevus Luminoc = delayed penetrating ice spheres  
Omni Maximus Cyro Penetro Accelero Aevus Luminoc = fast penetrating ice spheres  
Omni Maximus Aero Penetro Luminoc = air penetrating spheres  
Omni Maximus Aero Penetro Tardius Aevus Luminoc = delayed penetrating air spheres  
Omni Maximus Aero Penetro Accelero Aevus Luminoc = fast penetrating air spheres  
Omni Maximus Thundora Penetro Luminoc = penetrating lightning  
Omni Maximus Thundora Penetro Tardius Aevus Luminoc = delayed penetrating lightning  
Omni Maximus Thundora Penetro Accelero Aevus Luminoc = fast penetrating lightning  
Omni Maximus Visus Penetro Luminoc = penetrating blindness  
Omni Maximus Visus Penetro Tardius Aevus Luminoc = delayed penetrating blindness  
Omni Maximus Visus Penetro Accelero Aevus Luminoc = fast penetrating blindness  
Omni Maximus Liquentis Penetro Luminoc = penetrating lava spheres  
Omni Maximus Liquentis Penetro Tardius Aevus Luminoc = delayed penetrating lava spheres  
Omni Maximus Liquentis Penetro Accelero Aevus Luminoc = fast penetrating lava spheres  
Omni Maximus Aevus Penetro Luminoc = penetrating time attack  
Omni Maximus Tardius Aevus Penetro Luminoc = penetrating slow spell  
Omni Maximus Accelero Aevus Penetro Luminoc = penetrating speed spell  
Omni Maximus Necro Penetro Luminoc = penetrating death ball  
Omni Maximus Necro Penetro Tardius Aevus Luminoc = delayed penetrating death ball  
Omni Maximus Necro Penetro Accelero Aevus Luminoc = instant penetrating death ball  
Omni Maximus Infinitio Penetro Luminoc = penetrating time stop spheres  
Omni Maximus Infinitio Penetro Tardius Aevus Luminoc = delayed penetrating time stop spheres  
Omni Maximus Infinitio Penetro Accelero Aevus Luminoc = instant penetrating time stop spheres  
Omni Maximus Tardius Neuro Luminoc = mental stupidity spheres  
Omni Maximus Tardius Neuro Tardius Aevus Luminoc = delayed mental stupidity spheres  
Omni Maximus Tardius Neuro Accelero Aevus Luminoc = fast mental stupidity spheres  
Omni Maximus Accelero Neuro Luminoc = mental intelligence spheres  
Omni Maximus Accelero Neuro Tardius Aevus Luminoc = delayed mental intelligence spheres



Omni Maximus Accelero Neuro Accelero Aevus Luminoc = fast mental intelligence spheres  
Omni Maximus Medicatus Neuro Luminoc = mental charm spheres  
Omni Maximus Medicatus Neuro Accelero Aevus Luminoc = fast mental charm spheres  
Omni Maximus Medicatus Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating charm spheres  
Omni Maximus Medicatus Neuro Infinitio Luminoc = infinite mental charm spheres  
Omni Maximus Medicatus Neuro Potus Luminoc = remove charm spheres  
Omni Maximus Medicatus Neuro Potus Tardius Aevus Luminoc = delayed remove charm spheres  
Omni Maximus Medicatus Neuro Potus Accelero Aevus Luminoc = fast remove charm spheres  
Omni Maximus Medicatus Neuro Potus Infinitio Luminoc = remove permanent charm spheres  
Omni Maximus Medicatus Mutus Neuro Luminoc = mental charm mutation spheres  
Omni Maximus Medicatus Mutus Neuro Accelero Aevus Luminoc = fast mental charm mutation spheres  
Omni Maximus Medicatus Mutus Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating charm mutation spheres  
Omni Maximus Medicatus Mutus Neuro Infinitio Luminoc = infinite mental charm mutation spheres  
Omni Maximus Medicatus Mutus Potus Neuro Luminoc = mental charm mutation spheres  
Omni Maximus Medicatus Mutus Potus Neuro Accelero Aevus Luminoc = fast mental charm mutation spheres  
Omni Maximus Medicatus Mutus Potus Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating charm mutation spheres  
Omni Maximus Medicatus Mutus Potus Neuro Infinitio Luminoc = infinite mental charm mutation spheres  
Omni Maximus Medicatus Magicus Iniquus Luminoc = miscast magic spheres  
Omni Maximus Medicatus Magicus Iniquus Accelero Aevus Luminoc = delayed miscast magic spheres  
Omni Maximus Medicatus Magicus Iniquus Penetro Accelero Aevus Luminoc = fast penetrating miscast magic spheres  
Omni Maximus Medicatus Magicus Iniquus Infinitio Luminoc = fast miscast magic spheres  
Omni Maximus Medicatus Magicus Iniquus Potus Luminoc = miscast magic removal spheres  
Omni Maximus Medicatus Magicus Iniquus Potus Infinitio Luminoc = permanent miscast magic removal spheres  
Omni Maximus Moderatus Luminoc = control spheres  
Omni Maximus Moderatus Accelero Aevus Luminoc = control spheres  
Omni Maximus Moderatus Penetro Accelero Aevus Luminoc = fast penetrating control spheres  
Omni Maximus Moderatus Infinitio Luminoc = permanent control spheres  
Omni Maximus Moderatus Potus Luminoc = remove control spheres  
Omni Maximus Moderatus Potus Accelero Aevus Luminoc = remove control spheres  
Omni Maximus Moderatus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove control spheres  
Omni Maximus Moderatus Potus Infinitio Luminoc = permanent remove control spheres  
Omni Maximus Moderatus Ennervatus Luminoc = dire charm spheres  
Omni Maximus Moderatus Ennervatus Accelero Aevus Luminoc = dire charm spheres  
Omni Maximus Moderatus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating dire charm spheres  
Omni Maximus Moderatus Ennervatus Infinitio Luminoc = permanent dire charm spheres  
Omni Maximus Moderatus Ennervatus Potus Luminoc = dire charm removal spheres  
Omni Maximus Moderatus Ennervatus Potus Accelero Aevus Luminoc = dire charm removal spheres  
Omni Maximus Moderatus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating dire charm removal spheres  
Omni Maximus Moderatus Ennervatus Potus Infinitio Luminoc = permanent dire charm removal spheres  
Omni Maximus Ennervatus Luminoc = domination spheres  
Omni Maximus Ennervatus Accelero Aevus Luminoc = domination spheres  
Omni Maximus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating domination spheres  
Omni Maximus Ennervatus Infinitio Luminoc = permanent domination spheres  
Omni Maximus Ennervatus Potus Luminoc = domination removal spheres  
Omni Maximus Ennervatus Potus Accelero Aevus Luminoc = domination removal spheres  
Omni Maximus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating domination removal



spheres  
Omni Maximus Ennervatus Potus Infinitio Luminoc = permanent domination removal spheres  
Omni Maximus Exhaurio Luminoc = draining spheres  
Omni Maximus Exhaurio Accelero Aevus Luminoc = draining spheres  
Omni Maximus Exhaurio Penetro Potus Accelero Aevus Luminoc = fast penetrating draining spheres  
Omni Maximus Exhaurio Infinitio Luminoc = permanent draining spheres  
Omni Maximus Exhaurio Genero Luminoc = life draining spheres  
Omni Maximus Exhaurio Genero Accelero Aevus Luminoc = life draining spheres  
Omni Maximus Exhaurio Genero Penetro Potus Accelero Aevus Luminoc = fast penetrating life draining spheres  
Omni Maximus Exhaurio Genero Infinitio Luminoc = permanent life draining spheres  
Omni Maximus Exhaurio Genero Multus Luminoc = vampiric draining spheres  
Omni Maximus Exhaurio Genero Multus Accelero Aevus Luminoc = vampiric draining spheres  
Omni Maximus Exhaurio Genero Multus Penetro Potus Accelero Aevus Luminoc = fast penetrating vampiric draining spheres  
Omni Maximus Exhaurio Genero Multus Infinitio Luminoc = permanent vampiric draining spheres  
Omni Maximus Exhaurio Aspectus Potus Luminoc = remove illusion spheres  
Omni Maximus Exhaurio Aspectus Potus Accelero Aevus Luminoc = remove illusion spheres  
Omni Maximus Exhaurio Aspectus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove illusion spheres  
Omni Maximus Exhaurio Aspectus Potus Infinitio Luminoc = permanent remove illusion spheres  
Omni Maximus Aspectus Luminoc = illusionous spheres think of the element when saying  
Omni Maximus Aspectus Accelero Aevus Luminoc = illusionous spheres think of the element when saying  
Omni Maximus Aspectus Penetro Accelero Aevus Luminoc = fast penetrating illusionous spheres think of the element when saying  
Omni Maximus Aspectus Infinitio Luminoc = permanent illusionous spheres think of the element when saying  
Omni Maximus Opacus Aspectus Luminoc = shadow spheres  
Omni Maximus Opacus Accelero Aevus Luminoc = shadow spheres  
Omni Maximus Opacus Penetro Accelero Aevus Luminoc = fast penetrating shadow spheres  
Omni Maximus Opacus Infinitio Luminoc = permanent shadow spheres  
Omni Maximus Solidus Luminoc = deadly substance spheres  
Omni Maximus Solidus Accelero Aevus Luminoc = deadly substance spheres  
Omni Maximus Solidus Penetro Accelero Aevus Luminoc = fast penetrating deadly substance spheres  
Omni Maximus Solidus Infinitio Luminoc = permanent deadly substance spheres  
Omni Maximus Solidus Integumentuum Luminoc = deadly cloaked substance spheres  
Omni Maximus Solidus Integumentuum Accelero Aevus Luminoc = deadly cloaked substance spheres  
Omni Maximus Solidus Integumentuum Penetro Accelero Aevus Luminoc = fast penetrating deadly deadly substance spheres  
Omni Maximus Solidus Integumentuum Infinitio Luminoc = permanent deadly cloaked substance spheres  
Omni Maximus Elevo Luminoc = luminescent light spheres  
Omni Maximus Elevo Accelero Aevus Luminoc = luminescent light spheres  
Omni Maximus Elevo Penetro Accelero Aevus Luminoc = fast penetrating luminescent light spheres  
Omni Maximus Elevo Infinitio Luminoc = permanent luminescent light spheres  
Omni Maximus Incalfacio Luminoc = heat concussion spheres  
Omni Maximus Incalfacio Accelero Aevus Luminoc = heat concussion spheres  
Omni Maximus Incalfacio Penetro Accelero Aevus Luminoc = fast penetrating heat concussion spheres  
Omni Maximus Incalfacio Infinitio Luminoc = permanent heat concussion spheres  
Omni Maximus Apricatio Luminoc = bright sunlight spheres  
Omni Maximus Apricatio Accelero Aevus Luminoc = bright sunlight spheres  
Omni Maximus Apricatio Penetro Accelero Aevus Luminoc = fast penetrating bright sunlight spheres  
Omni Maximus Apricatio Infinitio Luminoc = permanent bright sunlight spheres  
Omni Maximus Chao Luminoc = chaos spheres  
Omni Maximus Chao Accelero Aevus Luminoc = chaos spheres

Omni Maximus Chao Penetro Accelero Aevus Luminoc = fast penetrating chaos spheres  
Omni Maximus Chao Infinitio Luminoc = permanent chaos spheres  
Omni Maximus Chao Disturbatio Luminoc = chaotic destructive lava spheres  
Omni Maximus Chao Disturbatio Accelero Aevus Luminoc = chaotic destructive lava spheres  
Omni Maximus Chao Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating chaotic destructive lava spheres  
Omni Maximus Chao Disturbatio Infinitio Luminoc = permanent chaotic destructive lava spheres  
Omni Maximus Disturbatio Luminoc = destructive fire balls  
Omni Maximus Disturbatio Accelero Aevus Luminoc = destructive fire balls  
Omni Maximus Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating destructive fire balls  
Omni Maximus Disturbatio Infinitio Luminoc = permanent chaotic fire balls  
Omni Maximus Maledico Luminoc = abusive water balls  
Omni Maximus Maledico Accelero Aevus Luminoc = abusive water balls  
Omni Maximus Maledico Penetro Accelero Aevus Luminoc = fast penetrating abusive water balls  
Omni Maximus Maledico Infinitio Luminoc = permanent abusive water balls  
Omni Maximus Maledico Incursio Luminoc = abusive collisive ice balls  
Omni Maximus Maledico Incursio Accelero Aevus Luminoc = abusive collisive ice balls  
Omni Maximus Maledico Incursio Penetro Accelero Aevus Luminoc = fast penetrating abusive collisive ice balls  
Omni Maximus Maledico Incursio Infinitio Luminoc = permanent abusive collisive ice balls  
Omni Maximus Incursio Luminoc = collisive balls  
Omni Maximus Incursio Accelero Aevus Luminoc = collisive balls  
Omni Maximus Incursio Penetro Accelero Aevus Luminoc = fast penetrating collisive balls  
Omni Maximus Incursio Infinitio Luminoc = permanent collisive balls  
Omni Maximus Efficio Luminoc = power balls  
Omni Maximus Efficio Accelero Aevus Luminoc = power balls  
Omni Maximus Efficio Penetro Accelero Aevus Luminoc = fast penetrating power balls  
Omni Maximus Efficio Infinitio Luminoc = permanent power balls  
Omni Maximus Imago Luminoc = mirroring balls  
Omni Maximus Imago Accelero Aevus Luminoc = mirroring balls  
Omni Maximus Imago Penetro Accelero Aevus Luminoc = fast penetrating mirroring balls  
Omni Maximus Imago Infinitio Luminoc = permanent mirroring balls  
Omni Maximus Imago Communio Luminoc = mirroring sharing balls  
Omni Maximus Imago Communio Accelero Aevus Luminoc = mirroring sharing balls  
Omni Maximus Imago Communio Penetro Accelero Aevus Luminoc = fast penetrating mirroring sharing balls  
Omni Maximus Imago Communio Infinitio Luminoc = permanent mirroring sharing balls  
Omni Maximus Communio Accelero Aevus Luminoc = sharing balls  
Omni Maximus Communio Penetro Accelero Aevus Luminoc = fast penetrating sharing balls  
Omni Maximus Communio Infinitio Luminoc = permanent sharing balls  
Omni Maximus Imitatio Accelero Aevus Luminoc = imitating balls  
Omni Maximus Imitatio Penetro Accelero Aevus Luminoc = fast penetrating imitating balls  
Omni Maximus Imitatio Infinitio Luminoc = permanent imitating balls  
Omni Maximus Multus Luminoc = energy balls  
Omni Maximus Multus Accelero Aevus Luminoc = fast energy balls  
Omni Maximus Multus Penetro Accelero Aevus Luminoc = fast penetrating imitating balls  
Omni Maximus Multus Infinitio Luminoc = permanent imitating balls  
Omni Maximus Comformo Effectus Luminoc = adaptive effects balls  
Omni Maximus Comformo Effectus Accelero Aevus Luminoc = fast adaptive effects balls  
Omni Maximus Comformo Effectus Penetro Accelero Aevus Luminoc = fast penetrating adaptive effects balls  
Omni Maximus Comformo Effectus Infinitio Luminoc = permanent adaptive effects balls  
Omni Maximus Retexo Luminoc = reverse balls  
Omni Maximus Retexo Accelero Aevus Luminoc = fast reverse balls

Omni Maximus Retexo Penetro Accelero Aevus Luminoc = fast penetrating reverse balls  
Omni Maximus Retexo Infinitio Luminoc = permanent reverse balls  
Omni Maximus Fabricatio Luminoc = undoing balls  
Omni Maximus Fabricatio Accelero Aevus Luminoc = fast undoing balls  
Omni Maximus Fabricatio Penetro Accelero Aevus Luminoc = fast penetrating undoing balls  
Omni Maximus Fabricatio Infinitio Luminoc = permanent undoing balls  
Omni Maximus Fabricatio Redeo Luminoc = deadly making balls  
Omni Maximus Fabricatio Redeo Accelero Aevus Luminoc = fast deadly making balls  
Omni Maximus Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating deadly making balls  
Omni Maximus Fabricatio Redeo Infinitio Luminoc = permanent deadly making balls  
Omni Maximus Ferreus Luminoc = antimagic balls  
Omni Maximus Fabricatio Redeo Accelero Aevus Luminoc = fast antimagic balls  
Omni Maximus Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating antimagic balls  
Omni Maximus Fabricatio Redeo Infinitio Luminoc = permanent antimagic balls  
Omni Maximus Ferreus Aevus Luminoc = antimagic time balls  
Omni Maximus Ferreus Aevus Accelero Aevus Luminoc = fast antimagic time balls  
Omni Maximus Ferreus Aevus Penetro Accelero Aevus Luminoc = fast penetrating antimagic time balls  
Omni Maximus Ferreus Aevus Infinitio Luminoc = permanent antimagic time balls  
Omni Maximus Necro Cedo Luminoc = death change balls  
Omni Maximus Necro Cedo Accelero Aevus Luminoc = fast death change balls  
Omni Maximus Necro Cedo Penetro Accelero Aevus Luminoc = fast penetrating death change balls  
Omni Maximus Necro Cedo Infinitio Luminoc = permanent death change balls  
Omni Maximus Obliquus Luminoc = indirect attack  
Omni Maximus Obliquus Accelero Aevus Luminoc = fast indirect attack  
Omni Maximus Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect attack  
Omni Maximus Obliquus Infinitio Luminoc = permanent indirect attack  
attack  
Omni Maximus Necro Obliquus Luminoc = indirect death attack  
Omni Maximus Necro Obliquus Accelero Aevus Luminoc = fast indirect death attack  
Omni Maximus Necro Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect death attack  
Omni Maximus Necro Obliquus Infinitio Luminoc = permanent indirect death attack  
Omni Maximus Tabes Luminoc = disease balls  
Omni Maximus Tabes Accelero Aevus Luminoc = fast disease balls  
Omni Maximus Tabes Penetro Accelero Aevus Luminoc = fast penetrating disease balls  
Omni Maximus Tabes Infinitio Luminoc = permanent disease balls  
Omni Maximus Pestis Luminoc = pestilence balls  
Omni Maximus Pestis Accelero Aevus Luminoc = fast pestilence balls  
Omni Maximus Pestis Penetro Accelero Aevus Luminoc = fast penetrating pestilence balls  
Omni Maximus Pestis Infinitio Luminoc = permanent pestilence balls  
Omni Maximus Inversio Thundora Luminoc = youthening balls  
Omni Maximus Inversio Thundora Accelero Aevus Luminoc = fast youthening balls  
Omni Maximus Inversio Thundora Penetro Accelero Aevus Luminoc = fast penetrating youthening balls  
Omni Maximus Inversio Thundora Infinitio Luminoc = permanent youthening balls  
Omni Maximus Defluo Luminoc = disappearing lightning balls  
Omni Maximus Defluo Accelero Aevus Luminoc = fast disappearing lightning balls  
Omni Maximus Defluo Penetro Accelero Aevus Luminoc = fast penetrating disappearing lightning balls  
Omni Maximus Defluo Infinitio Luminoc = permanent disappearing lightning balls  
Omni Maximus Fulmeneu Luminoc = dominating lightning balls  
Omni Maximus Fulmeneu Accelero Aevus Luminoc = fast dominating lightning balls  
Omni Maximus Fulmeneu Penetro Accelero Aevus Luminoc = fast penetrating dominating lightning balls  
Omni Maximus Fulmeneu Infinitio Luminoc = permanent dominating lightning balls  
Omni Maximus Obscuro Luminoc = cloaked lightning balls  
Omni Maximus Obscuro Accelero Aevus Luminoc = fast cloaked lightning balls  
Omni Maximus Obscuro Penetro Accelero Aevus Luminoc = fast penetrating cloaked lightning balls

Omni Maximus Obscuro Infinitio Luminoc = permanent cloaked lightning balls  
Omni Maximus Exuro Luminoc = heat lightning balls  
Omni Maximus Exuro Accelero Aevus Luminoc = fast heat lightning balls  
Omni Maximus Exuro Penetro Accelero Aevus Luminoc = fast penetrating heat lightning balls  
Omni Maximus Exuro Infinitio Luminoc = permanent heat lightning balls  
Omni Maximus Conlido Luminoc = collision lightning balls  
Omni Maximus Conlido Accelero Aevus Luminoc = fast collision lightning balls  
Omni Maximus Conlido Penetro Accelero Aevus Luminoc = fast penetrating collision lightning balls  
Omni Maximus Conlido Infinitio Luminoc = permanent collision lightning balls  
Omni Maximus Transcribo Luminoc = imitating lightning balls  
Omni Maximus Transcribo Accelero Aevus Luminoc = fast imitating lightning balls  
Omni Maximus Transcribo Penetro Accelero Aevus Luminoc = fast penetrating imitating lightning balls  
Omni Maximus Transcribo Infinitio Luminoc = permanent imitating lightning balls  
Omni Maximus Compello Luminoc = compelling lightning balls  
Omni Maximus Compello Accelero Aevus Luminoc = fast compelling lightning balls  
Omni Maximus Compello Penetro Accelero Aevus Luminoc = fast penetrating compelling lightning balls  
Omni Maximus Compello Infinitio Luminoc = permanent compelling lightning balls  
Omni Maximus Cesso Luminoc = retarding lightning balls  
Omni Maximus Cesso Accelero Aevus Luminoc = fast retarding lightning balls  
Omni Maximus Cesso Penetro Accelero Aevus Luminoc = fast penetrating retarding lightning balls  
Omni Maximus Cesso Infinitio Luminoc = permanent retarding lightning balls  
Omni Maximus Animus Multus Luminoc = soul fire balls  
Omni Maximus Animus Multus Accelero Aevus Luminoc = soul fire balls  
Omni Maximus Animus Multus Penetro Accelero Aevus Luminoc = fast penetrating soul fire balls  
Omni Maximus Animus Multus Infinitio Luminoc = permanent surrounding soul fire balls  
Omni Maximus Taura Simulo Luminoc = surrounding earth spheres  
Omni Maximus Taura Simulo Tardius Aevus Luminoc = delayed surrounding earth spheres  
Omni Maximus Taura Simulo Accelero Aevus Luminoc = fast surrounding earth spheres  
Omni Maximus Pyro Simulo Luminoc = surrounding fire ball  
Omni Maximus Pyro Simulo Tardius Aevus Luminoc = delayed blast surrounding fire ball  
Omni Maximus Pyro Simulo Accelero Aevus Luminoc = fast surrounding fire ball  
Omni Maximus Hydro Simulo Luminoc = surrounding water spheres  
Omni Maximus Hydro Simulo Tardius Aevus Luminoc = delayed surrounding water  
Omni Maximus Hydro Simulo Accelero Aevus Luminoc = fast surrounding water spheres  
Omni Maximus Cyro Simulo Luminoc = surrounding ice spheres  
Omni Maximus Cyro Simulo Tardius Aevus Luminoc = delayed surrounding ice spheres  
Omni Maximus Cyro Simulo Accelero Aevus Luminoc = fast surrounding ice spheres  
Omni Maximus Aero Simulo Luminoc = surrounding air spheres  
Omni Maximus Aero Simulo Tardius Aevus Luminoc = delayed surrounding air spheres  
Omni Maximus Aero Simulo Accelero Aevus Luminoc = fast surrounding air spheres  
Omni Maximus Thundora Simulo Luminoc = surrounding lightning  
Omni Maximus Thundora Simulo Tardius Aevus Luminoc = delayed surrounding lightning  
Omni Maximus Thundora Simulo Accelero Aevus Luminoc = fast surrounding lightning  
Omni Maximus Liquentis Simulo Luminoc = surrounding lava spheres  
Omni Maximus Liquentis Simulo Tardius Aevus Luminoc = delayed surrounding lava spheres  
Omni Maximus Liquentis Simulo Accelero Aevus Luminoc = fast surrounding lava spheres  
Omni Maximus Necro Simulo Luminoc = surrounding death ball  
Omni Maximus Necro Simulo Tardius Aevus Luminoc = delayed surrounding death ball  
Omni Maximus Necro Simulo Accelero Aevus Luminoc = instant surrounding death ball  
Omni Maximus Infinitio Simulo Luminoc = surrounding time stop spheres  
Omni Maximus Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop spheres  
Omni Maximus Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop spheres  
Omni Maximus Penetro Simulo Luminoc = penetrating surrounding energy spheres  
Omni Maximus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy spheres

Omni Maximus Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy spheres  
Omni Maximus Commutatus Simulo Luminoc = fire change surrounding energy spheres  
Omni Maximus Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy spheres  
Omni Maximus Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change energy spheres  
Omni Maximus Potus Simulo Luminoc = surrounding energy absorption spheres  
Omni Maximus Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption spheres  
Omni Maximus Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy spheres  
Omni Maximus Abfabricatio Simulo Luminoc = surrounding unmaking spheres  
Omni Maximus Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking spheres  
Omni Maximus Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking balls  
Omni Maximus Taura Penetro Simulo Luminoc = penetrating surrounding earth spheres  
Omni Maximus Taura Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating earth spheres  
Omni Maximus Taura Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating earth spheres  
Omni Maximus Pyro Penetro Simulo Luminoc = penetrating surrounding fire spheres  
Omni Maximus Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast surrounding penetrating fire spheres  
Omni Maximus Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire spheres  
Omni Maximus Hydro Penetro Simulo Luminoc = penetrating surrounding water spheres  
Omni Maximus Hydro Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating water spheres  
Omni Maximus Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water spheres  
Omni Maximus Cyro Penetro Simulo Luminoc = ice penetrating surrounding spheres  
Omni Maximus Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice spheres  
Omni Maximus Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice spheres  
Omni Maximus Aero Penetro Simulo Luminoc = surrounding air penetrating spheres  
Omni Maximus Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air spheres  
Omni Maximus Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air spheres  
Omni Maximus Thundora Penetro Simulo Luminoc = penetrating surrounding lightning  
Omni Maximus Thundora Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding lightning  
Omni Maximus Thundora Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding lightning  
Omni Maximus Visus Penetro Simulo Luminoc = penetrating surrounding blindness  
Omni Maximus Visus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding blindness  
Omni Maximus Visus Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding blindness  
Omni Maximus Lipientis Simulo Penetro Luminoc = penetrating surrounding lava spheres  
Omni Maximus Lipientis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava spheres  
Omni Maximus Lipientis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava spheres  
Omni Maximus Infinitio Simulo Luminoc = surrounding time stop spheres  
Omni Maximus Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop spheres  
Omni Maximus Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop spheres  
Omni Maximus Penetro Simulo Luminoc = penetrating surrounding energy spheres  
Omni Maximus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy spheres  
Omni Maximus Penetro Accelero Aevus Luminoc = instant penetrating surrounding energy spheres  
Omni Maximus Commutatus Simulo Luminoc = fire change surrounding energy spheres  
Omni Maximus Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy spheres  
Omni Maximus Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change energy spheres  
Omni Maximus Potus Simulo Luminoc = surrounding energy absorption spheres



Omni Maximus Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption spheres  
Omni Maximus Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy spheres  
Omni Maximus Abfabricatio Simulo Luminoc = surrounding unmaking spheres  
Omni Maximus Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking spheres  
Omni Maximus Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking balls  
Omni Maximus Taura Penetro Simulo Luminoc = penetrating surrounding earth spheres  
Omni Maximus Taura Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding earth spheres  
Omni Maximus Taura Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding earth spheres  
Omni Maximus Pyro Penetro Simulo Luminoc = penetrating surrounding fire spheres  
Omni Maximus Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast penetrating surrounding fire spheres  
Omni Maximus Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire spheres  
Omni Maximus Hydro Penetro Simulo Luminoc = penetrating surrounding water spheres  
Omni Maximus Hydro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding water spheres  
Omni Maximus Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water spheres  
Omni Maximus Cyro Penetro Simulo Luminoc = surrounding ice penetrating balls  
Omni Maximus Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice spheres  
Omni Maximus Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice spheres  
Omni Maximus Aero Penetro Simulo Luminoc = surrounding air penetrating spheres  
Omni Maximus Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air spheres  
Omni Maximus Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air spheres  
Omni Maximus Thundora Simulo Penetro Luminoc = penetrating surrounding lightning  
Omni Maximus Thundora Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lightning  
Omni Maximus Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lightning  
Omni Maximus Lipientis Simulo Penetro Luminoc = penetrating surrounding lava spheres  
Omni Maximus Lipientis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava spheres  
Omni Maximus Lipientis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava spheres  
Omni Maximus Necro Penetro Simulo Luminoc = penetrating surrounding death ball  
Omni Maximus Necro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding death ball  
Omni Maximus Necro Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding death ball  
Omni Maximus Infinitio Penetro Simulo Luminoc = penetrating surrounding time stop spheres  
Omni Maximus Infinitio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding time stop spheres  
Omni Maximus Infinitio Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding time stop spheres  
Omni Maximus Tardius Neuro Simulo Luminoc = mental surrounding stupidity spheres  
Omni Maximus Tardius Neuro Tardius Aevus Simulo Luminoc = delayed mental surrounding stupidity spheres  
Omni Maximus Tardius Neuro Accelero Aevus Simulo Luminoc = fast mental surrounding stupidity spheres  
Omni Maximus Medicatus Neuro Simulo Luminoc = mental surrounding charm spheres  
Omni Maximus Medicatus Neuro Simulo Accelero Aevus Luminoc = fast mental surrounding charm spheres  
Omni Maximus Medicatus Neuro Simulo Penetro Accelero Aevus Luminoc = fast mental penetrating surrounding charm spheres  
Omni Maximus Medicatus Neuro Simulo Infinitio Luminoc = infinite mental surrounding charm spheres  
Omni Maximus Medicatus Mutus Simulo Neuro Luminoc = mental surrounding charm mutation spheres  
Omni Maximus Medicatus Mutus Simulo Neuro Accelero Aevus Luminoc = fast mental surrounding charm mutation spheres  
Omni Maximus Medicatus Mutus Simulo Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating surrounding charm mutation spheres

Omni Maximus Medicatus Mutus Simulo Neuro Infitio Luminoc = infinite mental surrounding charm mutation spheres

Omni Maximus Medicatus Magicus Iniquus Simulo Luminoc = miscast surrounding magic spheres

Omni Maximus Medicatus Magicus Iniquus Simulo Accelero Aevus Luminoc = delayed surrounding miscast magic spheres

Omni Maximus Moderatus Simulo Luminoc = surrounding control spheres

Omni Maximus Moderatus Accelero Aevus Simulo Luminoc = surrounding control spheres

Omni Maximus Moderatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding control spheres

Omni Maximus Moderatus Infitio Simulo Luminoc = permanent surrounding control spheres

Omni Maximus Moderatus Ennervatus Simulo Luminoc = surrounding dire charm spheres

Omni Maximus Moderatus Ennervatus Accelero Aevus Simulo Luminoc = surrounding dire charm spheres

Omni Maximus Moderatus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding dire charm spheres

Omni Maximus Moderatus Ennervatus Infitio Simulo Luminoc = permanent surrounding dire charm spheres

Omni Maximus Ennervatus Simulo Luminoc = surrounding domination spheres

Omni Maximus Ennervatus Accelero Aevus Simulo Luminoc = surrounding domination spheres

Omni Maximus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding domination spheres

Omni Maximus Ennervatus Infitio Simulo Luminoc = permanent surrounding domination spheres

Omni Maximus Exhaurio Simulo Luminoc = surrounding draining spheres

Omni Maximus Exhaurio Simulo Accelero Aevus Luminoc = surrounding draining spheres

Omni Maximus Exhaurio Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding draining spheres

Omni Maximus Exhaurio Simulo Infitio Luminoc = permanent surrounding draining spheres

Omni Maximus Exhaurio Genero Simulo Luminoc = surrounding life draining spheres

Omni Maximus Exhaurio Genero Simulo Accelero Aevus Luminoc = surrounding life draining spheres

Omni Maximus Exhaurio Genero Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding life draining spheres

Omni Maximus Exhaurio Genero Simulo Infitio Luminoc = permanent surrounding life draining spheres

Omni Maximus Aspectus Simulo Luminoc = surrounding illusionous spheres think of the element when saying

Omni Maximus Aspectus Simulo Accelero Aevus Luminoc = surrounding illusionous spheres think of the element when saying

Omni Maximus Aspectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding illusionous spheres think of the element when saying

Omni Maximus Aspectus Simulo Infitio Luminoc = permanent surrounding illusionous spheres think of the element when saying

Omni Maximus Opacus Simulo Aspectus Luminoc = surrounding shadow spheres

Omni Maximus Opacus Simulo Accelero Aevus Luminoc = surrounding shadow spheres

Omni Maximus Opacus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding shadow spheres

Omni Maximus Opacus Simulo Infitio Luminoc = permanent surrounding shadow spheres

Omni Maximus Solidus Simulo Luminoc = deadly surrounding substance spheres

Omni Maximus Solidus Simulo Accelero Aevus Luminoc = deadly surrounding substance spheres

Omni Maximus Solidus Simulo Penetro Accelero Aevus Luminoc = fast penetrating deadly surrounding substance spheres

Omni Maximus Solidus Simulo Infitio Luminoc = permanent deadly surrounding substance spheres

Omni Maximus Solidus Integumentum Simulo Luminoc = deadly surrounding cloaked substance spheres

Omni Maximus Solidus Integumentum Simulo Accelero Aevus Luminoc = deadly surrounding cloaked substance spheres

Omni Maximus Solidus Integumentum Penetro Simulo Accelero Aevus Luminoc = fast penetrating deadly surrounding cloaked substance spheres

Omni Maximus Solidus Integumentum Simulo Infitio Luminoc = permanent deadly surrounding cloaked

substance spheres

Omni Maximus Exhaurio Genero Multus Simulo Luminoc = surrounding vampiric draining spheres

Omni Maximus Exhaurio Genero Multus Simulo Accelero Aevus Luminoc = surrounding vampiric draining spheres

Omni Maximus Exhaurio Genero Multus Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding vampiric draining spheres

Omni Maximus Exhaurio Genero Multus Simulo Infinitio Luminoc = permanent surrounding vampiric draining spheres

Omni Maximus Incalfacio Simulo Luminoc = surrounding heat concussion spheres

Omni Maximus Incalfacio Simulo Accelero Aevus Luminoc = surrounding heat concussion spheres

Omni Maximus Incalfacio Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating heat concussion spheres

Omni Maximus Incalfacio Simulo Infinitio Luminoc = permanent surrounding heat concussion spheres

Omni Maximus Elevo Simulo Luminoc = luminescent surrounding light spheres

Omni Maximus Elevo Simulo Accelero Aevus Luminoc = luminescent surrounding light spheres

Omni Maximus Elevo Penetro Simulo Accelero Aevus Luminoc = fast penetrating luminescent surrounding light spheres

Omni Maximus Elevo Simulo Infinitio Luminoc = permanent luminescent surrounding light spheres

Omni Maximus Apricatio Simulo Luminoc = bright surrounding sunlight spheres

Omni Maximus Apricatio Simulo Accelero Aevus Luminoc = bright surrounding sunlight spheres

Omni Maximus Apricatio Penetro Simulo Accelero Aevus Luminoc = fast penetrating bright surrounding sunlight spheres

Omni Maximus Apricatio Simulo Infinitio Luminoc = permanent bright surrounding sunlight spheres

Omni Maximus Chao Simulo Luminoc = surrounding chaos spheres

Omni Maximus Chao Simulo Accelero Aevus Luminoc = surrounding chaos spheres

Omni Maximus Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos spheres

Omni Maximus Chao Simulo Infinitio Luminoc = permanent surrounding chaos spheres

Omni Maximus Chao Disturbatio Simulo Luminoc = surrounding chaotic destructive lava spheres

Omni Maximus Chao Disturbatio Simulo Accelero Aevus Luminoc = surrounding chaotic destructive lava spheres

Omni Maximus Chao Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaotic destructive lava spheres

Omni Maximus Chao Disturbatio Simulo Infinitio Luminoc = permanent surrounding chaotic destructive lava spheres

Omni Maximus Disturbatio Simulo Luminoc = surrounding destructive fire balls

Omni Maximus Disturbatio Simulo Accelero Aevus Luminoc = surrounding destructive fire balls

Omni Maximus Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding destructive fire balls

Omni Maximus Disturbatio Simulo Infinitio Luminoc = permanent surrounding destructive fire balls

Omni Maximus Maledico Incursio Simulo Luminoc = surrounding abusive collisive ice balls

Omni Maximus Maledico Incursio Simulo Accelero Aevus Luminoc = surrounding abusive collisive ice balls

Omni Maximus Maledico Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive collisive ice balls

Omni Maximus Maledico Incursio Simulo Infinitio Luminoc = permanent surrounding abusive collisive ice balls

Omni Maximus Incursio Simulo Luminoc = surrounding collisive balls

Omni Maximus Incursio Simulo Accelero Aevus Luminoc = surrounding collisive balls

Omni Maximus Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collisive balls

Omni Maximus Incursio Simulo Infinitio Luminoc = permanent surrounding collisive balls

Omni Maximus Maledico Simulo Luminoc = surrounding abusive water balls

Omni Maximus Maledico Simulo Accelero Aevus Luminoc = surrounding abusive water balls

Omni Maximus Maledico Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive water balls



Omni Maximus Maledico Simulo Infinitio Luminoc = permanent surrounding abusive water balls  
Omni Maximus Efficio Simulo Luminoc = surrounding power balls  
Omni Maximus Efficio Simulo Accelero Aevus Luminoc = surrounding power balls  
Omni Maximus Efficio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding power balls  
Omni Maximus Efficio Simulo Infinitio Luminoc = permanent surrounding power balls  
Omni Maximus Imago Simulo Luminoc = surrounding mirroring balls  
Omni Maximus Imago Simulo Accelero Aevus Luminoc = surrounding mirroring balls  
Omni Maximus Imago Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding mirroring balls  
Omni Maximus Imago Simulo Infinitio Luminoc = permanent surrounding mirroring balls  
Omni Maximus Imago Communio Simulo Luminoc = surrounding mirroring sharing balls  
Omni Maximus Imago Communio Simulo Accelero Aevus Luminoc = surrounding mirroring sharing balls  
Omni Maximus Imago Communio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding mirroring sharing balls  
Omni Maximus Imago Communio Simulo Infinitio Luminoc = permanent surrounding mirroring sharing balls  
Omni Maximus Fabricatio Redeo Simulo Luminoc = surrounding deadly making balls  
Omni Maximus Fabricatio Redeo Simulo Accelero Aevus Luminoc = surrounding deadly making balls  
Omni Maximus Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding deadly making balls  
Omni Maximus Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding deadly making balls  
Omni Maximus Fabricatio Redeo Simulo Luminoc = surrounding antimagic balls  
Omni Maximus Fabricatio Redeo Simulo Accelero Aevus Luminoc = surrounding antimagic balls  
Omni Maximus Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding antimagic balls  
Omni Maximus Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding antimagic balls  
Omni Maximus Necro Cedo Simulo Luminoc = surrounding death change balls  
Omni Maximus Necro Cedo Simulo Accelero Aevus Luminoc = surrounding death change balls  
Omni Maximus Necro Cedo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding death change balls  
Omni Maximus Necro Cedo Simulo Infinitio Luminoc = permanent surrounding death change balls  
Omni Maximus Obliquus Simulo Luminoc = surrounding indirect attack  
Omni Maximus Obliquus Simulo Accelero Aevus Luminoc = surrounding indirect attack  
Omni Maximus Obliquus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding indirect attack  
Omni Maximus Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding indirect Omni Maximus Necro Obliquus Simulo Luminoc = surrounding indirect death attack  
Omni Maximus Necro Obliquus Simulo Accelero Aevus Luminoc = surrounding indirect death attack  
Omni Maximus Necro Obliquus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding indirect death attack  
Omni Maximus Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding indirect death attack  
Omni Maximus Imitatio Simulo Luminoc = surrounding imitating balls  
Omni Maximus Imitatio Simulo Accelero Aevus Luminoc = surrounding imitating balls  
Omni Maximus Imitatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating balls  
Omni Maximus Imitatio Simulo Infinitio Luminoc = permanent surrounding imitating balls  
Omni Maximus Multus Simulo Luminoc = surrounding imitating balls  
Omni Maximus Multus Simulo Accelero Aevus Luminoc = surrounding imitating balls  
Omni Maximus Multus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating balls  
Omni Maximus Multus Simulo Infinitio Luminoc = permanent surrounding imitating balls  
Omni Maximus Comformo Effectus Simulo Luminoc = surrounding adaptive effects balls  
Omni Maximus Comformo Effectus Simulo Accelero Aevus Luminoc = surrounding adaptive effects balls  
Omni Maximus Comformo Effectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding adaptive effects balls

Omni Maximus Comformo Effectus Simulo Infinitio Luminoc = permanent surrounding adaptive effects balls  
Omni Maximus Retexo Simulo Luminoc = surrounding reverse balls  
Omni Maximus Retexo Simulo Accelero Aevus Luminoc = surrounding reverse balls  
Omni Maximus Retexo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding reverse balls  
Omni Maximus Retexo Simulo Infinitio Luminoc = permanent surrounding reverse balls  
Omni Maximus Fabricatio Simulo Luminoc = surrounding undoing balls  
Omni Maximus Fabricatio Simulo Accelero Aevus Luminoc = surrounding undoing balls  
Omni Maximus Fabricatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding undoing balls  
Omni Maximus Fabricatio Simulo Infinitio Luminoc = permanent surrounding undoing balls  
Omni Maximus Ferreus Aevus Simulo Luminoc = surrounding antimagic time balls  
Omni Maximus Ferreus Aevus Simulo Accelero Aevus Luminoc = surrounding antimagic time balls  
Omni Maximus Ferreus Aevus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding antimagic time balls  
Omni Maximus Ferreus Aevus Simulo Infinitio Luminoc = permanent surrounding antimagic time balls  
Omni Maximus Defluo Simulo Luminoc = surrounding disappearing lightning balls  
Omni Maximus Defluo Simulo Accelero Aevus Luminoc = surrounding disappearing lightning balls  
Omni Maximus Defluo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disappearing lightning balls  
Omni Maximus Defluo Simulo Infinitio Luminoc = permanent surrounding disappearing lightning balls  
Omni Maximus Tabes Simulo Luminoc = surrounding disease balls  
Omni Maximus Tabes Simulo Accelero Aevus Luminoc = surrounding disease balls  
Omni Maximus Tabes Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disease balls  
Omni Maximus Tabes Simulo Infinitio Luminoc = permanent surrounding disease balls  
Omni Maximus Pestis Simulo Luminoc = surrounding pestilence balls  
Omni Maximus Pestis Simulo Accelero Aevus Luminoc = surrounding pestilence balls  
Omni Maximus Pestis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding pestilence balls  
Omni Maximus Pestis Simulo Infinitio Luminoc = permanent surrounding pestilence balls  
Omni Maximus Inversio Thundora Simulo Luminoc = surrounding youthening balls  
Omni Maximus Inversio Thundora Simulo Accelero Aevus Luminoc = surrounding youthening balls  
Omni Maximus Inversio Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding youthening balls  
Omni Maximus Inversio Thundora Simulo Infinitio Luminoc = permanent surrounding youthening balls  
Omni Maximus Fulmeneu Simulo Luminoc = surrounding dominating lightning balls  
Omni Maximus Fulmeneu Simulo Accelero Aevus Luminoc = surrounding dominating lightning balls  
Omni Maximus Fulmeneu Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding dominating lightning balls  
Omni Maximus Fulmeneu Simulo Infinitio Luminoc = permanent surrounding dominating lightning balls  
Omni Maximus Obscuro Simulo Luminoc = surrounding cloaked lightning balls  
Omni Maximus Obscuro Simulo Accelero Aevus Luminoc = surrounding cloaked lightning balls  
Omni Maximus Obscuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding cloaked lightning balls  
Omni Maximus Obscuro Simulo Infinitio Luminoc = permanent surrounding cloaked lightning balls  
Omni Maximus Exuro Simulo Luminoc = surrounding heat lightning balls  
Omni Maximus Exuro Simulo Accelero Aevus Luminoc = surrounding heat lightning balls  
Omni Maximus Exuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding heat lightning balls  
Omni Maximus Exuro Simulo Infinitio Luminoc = permanent surrounding heat lightning balls  
Omni Maximus Conlido Simulo Luminoc = surrounding collision lightning balls  
Omni Maximus Conlido Simulo Accelero Aevus Luminoc = surrounding collision lightning balls  
Omni Maximus Conlido Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collision lightning balls  
Omni Maximus Conlido Simulo Infinitio Luminoc = permanent surrounding collision lightning balls

Omni Maximus Transcribo Simulo Luminoc = surrounding imitating lightning balls  
Omni Maximus Transcribo Simulo Accelero Aevus Luminoc = surrounding imitating lightning balls  
Omni Maximus Transcribo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating lightning balls  
Omni Maximus Transcribo Simulo Infinitio Luminoc = permanent surrounding imitating lightning balls  
Omni Maximus Compello Simulo Luminoc = surrounding compelling lightning balls  
Omni Maximus Compello Simulo Accelero Aevus Luminoc = surrounding compelling lightning balls  
Omni Maximus Compello Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding compelling lightning balls  
Omni Maximus Compello Simulo Infinitio Luminoc = permanent surrounding compelling lightning balls  
Omni Maximus Cesso Simulo Luminoc = surrounding retarding lightning balls  
Omni Maximus Cesso Simulo Accelero Aevus Luminoc = surrounding retarding lightning balls  
Omni Maximus Cesso Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding retarding lightning balls  
Omni Maximus Cesso Simulo Infinitio Luminoc = permanent surrounding retarding lightning balls  
Omni Maximus Animus Simulo Multus Luminoc = surrounding soul fire balls  
Omni Maximus Animus Simulo Accelero Aevus Luminoc = surrounding soul fire balls  
Omni Maximus Animus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding soul fire balls  
Omni Maximus Animus Simulo Infinitio Luminoc = permanent surrounding soul fire balls  
Omni Maximus Chao Simulo Multus Luminoc = surrounding chaos balls - imagine the effect  
Omni Maximus Chao Simulo Accelero Aevus Luminoc = surrounding fast Chaos balls - imagine the effect  
Omni Maximus Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos balls - imagine the effect  
Omni Maximus Chao Simulo Infinitio Luminoc = permanent surrounding chaos balls  
Omni Maximus Multus Exhaurio Taura Simulo Luminoc = surrounding lower resistance balls  
Omni Maximus Multus Exhaurio Taura Simulo Accelero Aevus Luminoc = surrounding fast lower resistance balls  
Omni Maximus Multus Exhaurio Taura Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lower resistance balls  
Omni Maximus Multus Exhaurio Taura Simulo Infinitio Luminoc = permanent surrounding lower resistance balls  
Omni Maximus Aero Veneficus Multus Penetro Luminoc = stinking cloud balls  
Omni Maximus Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast stinking balls  
Omni Maximus Aero Veneficus Multus Penetro Infinitio Luminoc = permanent stinking cloud balls  
Omni Maximus Necro Aero Veneficus Multus Penetro Luminoc = cloudkill balls  
Omni Maximus Necro Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast penetrating cloudkill balls  
Omni Maximus Necro Aero Veneficus Multus Penetro Infinitio Luminoc = permanent cloudkill balls  
Omni Maximus Genero Penetro Luminoc = resist fear balls  
Omni Maximus Genero Penetro Accelero Aevus Luminoc = fast resist fear balls  
Omni Maximus Genero Penetro Infinitio Luminoc = permanent resist fear balls  
Omni Maximus Multus Exhaurio Simulo Luminoc = surrounding sleep balls  
Omni Maximus Multus Exhaurio Simulo Accelero Aevus Luminoc = fast surrounding sleep balls  
Omni Maximus Multus Exhaurio Simulo Infinitio Luminoc = surrounding comatose balls  
Omni Maximus Magicus Simulo Luminoc = surrounding magic missiles  
Omni Maximus Magicus Simulo Accelero Aevus Luminoc = fast surrounding sleep balls  
Omni Maximus Magicus Simulo Infinitio Luminoc = surrounding comatose balls  
Omni Maximus Magicus Lipientis Simulo Luminoc = surrounding Melf's Minute Meteor missiles  
Omni Maximus Magicus Lipientis Accelero Aevus Luminoc = fast surrounding Melf's Minute Meteor missiles  
Omni Maximus Magicus Lipientis Infinitio Luminoc = permanent surrounding Melf's Minute Meteor missiles  
Omni Maximus Inordinatinus Simulo Luminoc = surrounding confusion balls  
Omni Maximus Inordinatinus Simulo Accelero Aevus Luminoc = fast surrounding confusion balls

Omni Maximus Inordinatinus Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating confusion balls

Omni Maximus Inordinatinus Simulo Infitio Luminoc = permanent surrounding confusion balls

Omni Maximus Tabes Penetro Aero Simulo Luminoc = surrounding disease balls

Omni Maximus Tabes Penetro Aero Simulo Accelero Aevus Luminoc = fast surrounding disease balls

Omni Maximus Tabes Penetro Aero Simulo Infitio Luminoc = permanent surrounding disease balls

Omni Maximus Iniquus Maleficus Simulo Luminoc = surrounding greater malison balls

Omni Maximus Iniquus Maleficus Simulo Accelero Aevus Luminoc = fast surrounding greater malison balls

Omni Maximus Iniquus Maleficus Simulo Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating greater malison balls

Omni Maximus Iniquus Maleficus Simulo Infitio Luminoc = permanent surrounding greater malison balls

Omni Maximus Multus Cyro Aero Luminoc = cone of cold

Omni Maximus Multus Cyro Aero Accelero Aevus Luminoc = fast cone of cold

Omni Maximus Multus Cyro Aero Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating cone of cold

Omni Maximus Necro Attento Aero Luminoc = death fog spheres

Omni Maximus Necro Attento Aero Accelero Aevus Luminoc = fast death fog spheres

Omni Maximus Necro Attento Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating death fog spheres

Omni Maximus Necro Attento Aero Infitio Luminoc = permanent death fog balls

Omni Maximus Disturbatio Multus Aero Penetro Luminoc = incendiary cloud - creates a roaring flame cloud that kills in minutes

Omni Maximus Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast incendiary cloud - creates a roaring flame cloud that kills in minutes

Omni Maximus Disturbatio Multus Aero Penetro Infitio Luminoc = permanent incendiary cloud - creates a roaring flame cloud that kills in minutes

Omni Maximus Exhaurio Penetro Simulo Luminoc = spellstrike spheres - this will remove all protections

Omni Maximus Exhaurio Penetro Simulo Tardius Aevus Luminoc = delayed spellstrike spheres - this will remove all protections

Omni Maximus Exhaurio Penetro Simulo Accelero Aevus Luminoc = fast spellstrike spheres - this will remove all protections

Omni Maximus Solidus Elevo Ferreus Accelero Aevus Penetro Luminoc = magical gun shot

Omni Maximus Solidus Elevo Ferreus Penetro Simulo Luminoc = surrounding gun shot

Omni Maximus Solidus Elevo Genero Ferreus Accelero Aevus Penetro Luminoc = magical life seeking gun shot

Omni Maximus Solidus Elevo Genero Ferreus Accelero Aevus Simulo Luminoc = surrounding life seeking gun shot

## Medium Attacks

Say the spell and think of the intended victim.

Omni Maximus Neuro Luminoc = mental attack

Omni Maximus Neuro Tardius Aevus Luminoc = slow mental attack

Omni Maximus Neuro Accelero Aevus Luminoc = fast mental attack

Omni Maximus Neuro Taura Luminoc = earth shot

Omni Maximus Neuro Taura Tardius Aevus Luminoc = delayed earth shot

Omni Maximus Neuro Taura Accelero Aevus Luminoc = fast earth shot

Omni Maximus Neuro Pyro Luminoc = fire blaze

Omni Maximus Neuro Pyro Tardius Aevus Luminoc = delayed fire blaze

Omni Maximus Neuro Pyro Accelero Luminoc = fast fire blaze

Omni Maximus Neuro Hydro Bentidoct = water wave

Omni Maximus Neuro Hydro Tardius Aevus Bentidoct = delayed water wave

Omni Maximus Neuro Hydro Accelero Bentidoct = fast water wave

Omni Maximus Neuro Cyro Luminoc = ice meteors  
Omni Maximus Neuro Cyro Tardious Aevus Luminoc = delayed ice shot  
Omni Maximus Neuro Cyro Accelero Aevus Luminoc = fast ice shot  
Omni Maximus Neuro Aero Luminoc = air shot  
Omni Maximus Neuro Aero Tardius Aevus Luminoc = delayed air shot  
Omni Maximus Neuro Aero Accelerus Aevus Luminoc = fast air shot  
Omni Maximus Neuro Thundora Luminoc = forked lightning  
Omni Maximus Neuro Thundora Tardius Aevus Luminoc = delayed forked lightning  
Omni Maximus Neuro Thundora Accelerus Aevus Luminoc = fast forked lightning  
Omni Maximus Neuro Lipientis Bentidoct = lava wave  
Omni Maximus Neuro Lipientis Tardius Aevus Bentidoct = delayed lava wave  
Omni Maximus Neuro Lipientis Accelerus Aevus Bentidoct = fast lava wave  
Omni Maximus Neuro Visus Luminoc = group blindness  
Omni Maximus Neuro Visus Tardius Aevus Luminoc = delayed group blindness  
Omni Maximus Neuro Visus Accelero Aevus Luminoc = fast group blindness  
Omni Maximus Neuro Aevus Bentidoct = time wave  
Omni Maximus Neuro Tardius Aevus Bentidoct = slow wave  
Omni Maximus Neuro Accelero Aevus Bentidoct = speed wave  
Omni Maximus Neuro Necro Bentidoct = death wave  
Omni Maximus Neuro Necro Tardius Aevus Bentidoct = delayed death wave  
Omni Maximus Neuro Necro Accelero Aevus Bentidoct = instant death wave  
Omni Maximus Neuro Infinitio Bentidoct = time stop wave  
Omni Maximus Neuro Infinitio Tardius Aevus Bentidoct = delayed time stop wave  
Omni Maximus Neuro Infinitio Accelero Aevus Bentidoct = instant time stop wave  
Omni Maximus Neuro Penetro Luminoc = penetrating energy blaze  
Omni Maximus Neuro Penetro Tardius Aevus Luminoc = delayed penetrating energy blaze  
Omni Maximus Neuro Penetro Accelero Aevus Luminoc = instant penetrating energy blaze  
Omni Maximus Neuro Commutatus Luminoc = fire change energy blaze  
Omni Maximus Neuro Commutatus Tardius Aevus Luminoc = delayed fire change energy blaze  
Omni Maximus Neuro Commutatus Accelero Aevus Luminoc = instant fire change energy blaze  
Omni Maximus Neuro Potus Bentidoct = energy absorption wave  
Omni Maximus Neuro Potus Tardius Aevus Bentidoct = delayed energy absorption wave  
Omni Maximus Neuro Potus Accelero Aevus Bentidoct = instant penetrating energy wave  
Omni Maximus Neuro Abfabricatio Luminoc = unmaking blaze  
Omni Maximus Neuro Abfabricatio Tardius Aevus Luminoc = delayed unmaking blaze  
Omni Maximus Neuro Abfabricatio Accelero Aevus Luminoc = instant unmaking blaze  
Omni Maximus Neuro Taura Penetro Luminoc = penetrating earth shot  
Omni Maximus Neuro Taura Penetro Tardius Aevus Luminoc = delayed penetrating earth shot  
Omni Maximus Neuro Taura Penetro Accelero Aevus Luminoc = fast penetrating earth shot  
Omni Maximus Neuro Pyro Penetro Luminoc = penetrating fire blaze  
Omni Maximus Neuro Pyro Penetro Tardius Aevus Luminoc = delayed blast penetrating fire blaze  
Omni Maximus Neuro Pyro Penetro Accelero Aevus Luminoc = fast penetrating fire blaze  
Omni Maximus Neuro Hydro Penetro Bentidoct = penetrating water waves  
Omni Maximus Neuro Hydro Penetro Tardius Aevus Bentidoct = delayed penetrating water waves  
Omni Maximus Neuro Hydro Penetro Accelero Aevus Bentidoct = fast penetrating water waves  
Omni Maximus Neuro Cyro Penetro Luminoc = penetrating ice shot  
Omni Maximus Neuro Cyro Penetro Tardius Aevus Luminoc = delayed penetrating ice shot  
Omni Maximus Neuro Cyro Penetro Accelero Aevus Luminoc = fast penetrating ice shot  
Omni Maximus Neuro Aero Penetro Luminoc = air penetrating shot  
Omni Maximus Neuro Aero Penetro Tardius Aevus Luminoc = delayed penetrating air shot  
Omni Maximus Neuro Aero Penetro Accelero Aevus Luminoc = fast penetrating air shot  
Omni Maximus Neuro Thundora Penetro Luminoc = penetrating forked lightning  
Omni Maximus Neuro Thundora Penetro Tardius Aevus Luminoc = delayed penetrating forked lightning  
Omni Maximus Neuro Thundora Penetro Accelero Aevus Luminoc = fast penetrating forked lightning



Omni Maximus Neuro Visus Penetro Luminoc = penetrating group blindness  
Omni Maximus Neuro Visus Penetro Tardius Aevus Luminoc = delayed penetrating group blindness  
Omni Maximus Neuro Visus Penetro Accelero Aevus Luminoc = fast penetrating group blindness  
Omni Maximus Neuro Lipientis Penetro Bentidoc = penetrating lava wave  
Omni Maximus Neuro Lipientis Penetro Tardius Aevus Bentidoc = delayed penetrating lava wave  
Omni Maximus Neuro Lipientis Penetro Accelero Aevus Bentidoc = fast penetrating lava wave  
Omni Maximus Neuro Aevus Penetro Bentidoc = penetrating time attack wave  
Omni Maximus Neuro Tardius Aevus Penetro Bentidoc = penetrating slow wave  
Omni Maximus Neuro Accelero Aevus Penetro Bentidoc = penetrating speed wave  
Omni Maximus Neuro Necro Penetro Bentidoc = penetrating death wave  
Omni Maximus Neuro Necro Penetro Tardius Aevus Bentidoc = delayed penetrating death wave  
Omni Maximus Neuro Necro Penetro Accelero Aevus Bentidoc = instant penetrating death wave  
Omni Maximus Neuro Infinitio Penetro Bentidoc = penetrating time stop wave  
Omni Maximus Neuro Infinitio Penetro Tardius Aevus Bentidoc = delayed penetrating time stop wave  
Omni Maximus Neuro Infinitio Penetro Accelero Aevus Bentidoc = instant penetrating time stop wave  
Omni Maximus Neuro Tardius Neuro Luminoc = mental group stupidity  
Omni Maximus Neuro Tardius Neuro Accelero Aevus Luminoc = fast mental group stupidity  
Omni Maximus Neuro Accelero Neuro Luminoc = mental group intelligence  
Omni Maximus Neuro Accelero Neuro Tardius Aevus Luminoc = delayed mental group intelligence  
Omni Maximus Neuro Accelero Neuro Accelero Aevus Luminoc = fast mental group intelligence  
Omni Maximus Neuro Medicus Neuro Luminoc = mental group charm  
Omni Maximus Neuro Medicus Neuro Accelero Aevus Luminoc = fast mental group charm  
Omni Maximus Neuro Medicus Neuro Penetro Accelero Aevus Luminoc = fast mental group penetrating charm  
Omni Maximus Neuro Medicus Neuro Infinitio Luminoc = fast mental group charm  
Omni Maximus Neuro Medicus Neuro Potus Luminoc = remove group charm  
Omni Maximus Neuro Medicus Neuro Potus Tardius Aevus Luminoc = delayed remove group charm  
Omni Maximus Neuro Medicus Neuro Potus Accelero Aevus Luminoc = fast remove group charm  
Omni Maximus Neuro Medicus Neuro Potus Infinitio Luminoc = remove permanent group charm  
Omni Maximus Neuro Medicus Magicus Iniquus Luminoc = group miscast magic  
Omni Maximus Neuro Medicus Magicus Iniquus Accelero Aevus Luminoc = delayed group miscast magic  
Omni Maximus Neuro Medicus Magicus Iniquus Penetro Accelero Aevus Luminoc = fast penetrating group miscast magic  
Omni Maximus Neuro Medicus Magicus Iniquus Infinitio Luminoc = fast miscast group magic  
Omni Maximus Neuro Tardius Neuro Luminoc = mental group stupidity  
Omni Maximus Neuro Tardius Neuro Accelero Aevus Luminoc = fast mental group stupidity  
Omni Maximus Neuro Accelero Neuro Luminoc = mental group intelligence  
Omni Maximus Neuro Accelero Neuro Tardius Aevus Luminoc = delayed mental group intelligence  
Omni Maximus Neuro Accelero Neuro Accelero Aevus Luminoc = fast mental group intelligence  
Omni Maximus Neuro Medicus Neuro Luminoc = mental group charm  
Omni Maximus Neuro Medicus Neuro Accelero Aevus Luminoc = fast mental group charm  
Omni Maximus Neuro Medicus Neuro Penetro Accelero Aevus Luminoc = fast mental group penetrating charm  
Omni Maximus Neuro Medicus Neuro Infinitio Luminoc = fast mental group charm  
Omni Maximus Neuro Medicus Neuro Potus Luminoc = remove group charm  
Omni Maximus Neuro Medicus Neuro Potus Tardius Aevus Luminoc = delayed remove group charm  
Omni Maximus Neuro Medicus Neuro Potus Accelero Aevus Luminoc = fast remove group charm  
Omni Maximus Neuro Medicus Neuro Potus Infinitio Luminoc = remove permanent group charm  
Omni Maximus Neuro Medicus Magicus Iniquus Luminoc = group miscast magic  
Omni Maximus Neuro Medicus Magicus Iniquus Accelero Aevus Luminoc = delayed group miscast magic  
Omni Maximus Neuro Medicus Magicus Iniquus Penetro Accelero Aevus Luminoc = fast penetrating group miscast magic  
Omni Maximus Neuro Medicus Magicus Iniquus Infinitio Luminoc = fast miscast group magic  
Omni Maximus Neuro Medicus Magicus Iniquus Potus Luminoc = group miscast magic removal

Omni Maximus Neuro Medicus Magicus Iniquus Potus Infinitio Luminoc = permanent group miscast magic removal  
Omni Maximus Neuro Moderatus Bentidoc = control waves  
Omni Maximus Neuro Moderatus Accelero Aevus Bentidoc = control waves  
Omni Maximus Neuro Moderatus Penetro Accelero Aevus Bentidoc = fast penetrating control waves  
Omni Maximus Neuro Moderatus Infinitio Bentidoc = permanent control waves  
Omni Maximus Neuro Moderatus Potus Bentidoc = remove control waves  
Omni Maximus Neuro Moderatus Potus Accelero Aevus Bentidoc = remove control waves  
Omni Maximus Neuro Moderatus Penetro Potus Accelero Aevus Bentidoc = fast penetrating remove control wave  
Omni Maximus Neuro Moderatus Potus Infinitio Bentidoc = permanent remove control waves  
Omni Maximus Neuro Moderatus Ennervatus Luminoc = group dire charm  
Omni Maximus Neuro Moderatus Ennervatus Accelero Aevus Luminoc = group dire charm  
Omni Maximus Neuro Moderatus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating group dire charm  
Omni Maximus Neuro Moderatus Ennervatus Infinitio Luminoc = permanent group dire charm  
Omni Maximus Neuro Moderatus Ennervatus Potus Luminoc = group dire charm removal  
Omni Maximus Neuro Moderatus Ennervatus Potus Accelero Aevus Luminoc = group charm removal  
Omni Maximus Neuro Moderatus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating group dire charm removal  
Omni Maximus Neuro Moderatus Ennervatus Potus Infinitio Luminoc = permanent group dire charm removal  
Omni Maximus Neuro Ennervatus Luminoc = group domination  
Omni Maximus Neuro Ennervatus Accelero Aevus Luminoc = group domination  
Omni Maximus Neuro Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating group domination  
Omni Maximus Neuro Ennervatus Infinitio Luminoc = permanent group domination  
Omni Maximus Neuro Ennervatus Potus Luminoc = group domination removal  
Omni Maximus Neuro Ennervatus Potus Accelero Aevus Luminoc = group domination removal  
Omni Maximus Neuro Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating group domination removal  
Omni Maximus Neuro Ennervatus Potus Infinitio Luminoc = permanent group domination removal  
Omni Maximus Neuro Exhaurio Bentidoc = draining waves  
Omni Maximus Neuro Exhaurio Accelero Aevus Bentidoc = fast draining waves  
Omni Maximus Neuro Exhaurio Penetro Potus Accelero Aevus Bentidoc = fast penetrating draining waves  
Omni Maximus Neuro Exhaurio Infinitio Bentidoc = permanent draining waves  
Omni Maximus Neuro Exhaurio Genero Bentidoc = life draining waves  
Omni Maximus Neuro Exhaurio Genero Accelero Aevus Bentidoc = life draining waves  
Omni Maximus Neuro Exhaurio Genero Penetro Potus Accelero Aevus Bentidoc = fast penetrating life draining waves  
Omni Maximus Neuro Exhaurio Genero Infinitio Bentidoc = permanent life draining waves  
Omni Maximus Neuro Exhaurio Genero Multus Bentidoc = vampiric draining waves  
Omni Maximus Neuro Exhaurio Genero Multus Accelero Aevus Bentidoc = vampiric draining waves  
Omni Maximus Neuro Exhaurio Genero Multus Penetro Potus Accelero Aevus Bentidoc = fast penetrating vampiric draining waves  
Omni Maximus Neuro Exhaurio Genero Multus Infinitio Bentidoc = permanent vampiric draining waves  
Omni Maximus Neuro Exhaurio Aspectus Potus Luminoc = group remove illusion  
Omni Maximus Neuro Exhaurio Aspectus Potus Accelero Aevus Luminoc = group remove illusion  
Omni Maximus Neuro Exhaurio Aspectus Penetro Potus Accelero Aevus Luminoc = fast penetrating group remove illusion  
Omni Maximus Neuro Exhaurio Aspectus Potus Infinitio Luminoc = permanent group remove illusion  
Omni Maximus Neuro Aspectus Luminoc = group illusion think of the element when saying  
Omni Maximus Neuro Aspectus Accelero Aevus Luminoc = group illusion spheres think of the element when saying  
Omni Maximus Neuro Aspectus Penetro Accelero Aevus Luminoc = fast penetrating group illusion think of

the element when saying

Omni Maximus Neuro Aspectus Infinitio Luminoc = permanent group illusionous think of the element when saying

Omni Maximus Neuro Opacus Aspectus Luminoc = shadow shots

Omni Maximus Neuro Opacus Accelero Aevus Luminoc = shadow shots

Omni Maximus Neuro Opacus Penetro Accelero Aevus Luminoc = fast penetrating shadow shots

Omni Maximus Neuro Opacus Infinitio Luminoc = permanent shadow shots

Omni Maximus Neuro Solidus Luminoc = deadly substance shots

Omni Maximus Neuro Solidus Accelero Aevus Luminoc = deadly substance shots

Omni Maximus Neuro Solidus Penetro Accelero Aevus Luminoc = fast penetrating deadly substance shots

Omni Maximus Neuro Solidus Integumentuum Luminoc = deadly cloaked substance shots

Omni Maximus Neuro Solidus Integumentuum Accelero Aevus Luminoc = deadly cloaked substance shots

Omni Maximus Neuro Solidus Integumentuum Penetro Accelero Aevus Luminoc = fast penetrating deadly deadly substance shots

Omni Maximus Neuro Solidus Integumentuum Infinitio Luminoc = permanent deadly cloaked substance shots

Omni Maximus Neuro Elevo Luminoc = luminescent beam

Omni Maximus Neuro Elevo Accelero Aevus Luminoc = luminescent beam

Omni Maximus Neuro Elevo Penetro Accelero Aevus Luminoc = fast penetrating luminescent beam spheres

Omni Maximus Neuro Elevo Infinitio Luminoc = permanent luminescent beams

Omni Maximus Neuro Incalfacio Bentidoc = heat concussion waves

Omni Maximus Neuro Incalfacio Accelero Aevus Bentidoc = heat concussion waves

Omni Maximus Neuro Incalfacio Penetro Accelero Aevus Bentidoc = fast penetrating heat concussion waves

Omni Maximus Neuro Incalfacio Infinitio Bentidoc = permanent heat concussion waves

Omni Maximus Neuro Apricatio Luminoc = bright sunlight beam

Omni Maximus Neuro Apricatio Accelero Aevus Luminoc = bright sunlight beam

Omni Maximus Neuro Apricatio Penetro Accelero Aevus Luminoc = fast penetrating bright sunlight beam

Omni Maximus Neuro Apricatio Infinitio Luminoc = permanent bright sunlight beam

Omni Maximus Neuro Chao Bentidoc = chaos waves

Omni Maximus Neuro Chao Accelero Aevus Bentidoc = chaos waves

Omni Maximus Neuro Chao Penetro Accelero Aevus Bentidoc = fast penetrating chaos waves

Omni Maximus Neuro Chao Infinitio Bentidoc = permanent chaos waves

Omni Maximus Neuro Chao Disturbatio Luminoc = chaotic destructive lava blaze

Omni Maximus Neuro Chao Disturbatio Accelero Aevus Luminoc = chaotic destructive lava blaze

Omni Maximus Neuro Chao Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating chaotic destructive lava blaze

Omni Maximus Neuro Chao Disturbatio Infinitio Luminoc = permanent chaotic destructive lava blaze

Omni Maximus Neuro Disturbatio Luminoc = destructive fire blaze

Omni Maximus Neuro Disturbatio Accelero Aevus Luminoc = destructive fire blaze

Omni Maximus Neuro Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating destructive fire blaze

Omni Maximus Neuro Disturbatio Infinitio Luminoc = permanent chaotic fire blaze

Omni Maximus Neuro Maledico Luminoc = abusive water ring

Omni Maximus Neuro Maledico Accelero Aevus Luminoc = abusive water ring

Omni Maximus Neuro Maledico Penetro Accelero Aevus Luminoc = fast penetrating abusive ring

Omni Maximus Neuro Maledico Infinitio Luminoc = permanent abusive water ring

Omni Maximus Neuro Maledico Incursio Luminoc = abusive collisive ice shot

Omni Maximus Neuro Maledico Incursio Accelero Aevus Luminoc = abusive collisive ice shots

Omni Maximus Neuro Maledico Incursio Penetro Accelero Aevus Luminoc = fast penetrating abusive collisive ice shot

Omni Maximus Neuro Maledico Incursio Infinitio Luminoc = permanent abusive collisive ice shot

Omni Maximus Neuro Incursio Luminoc = collisive shots

Omni Maximus Neuro Incursio Accelero Aevus Luminoc = collisive shots

Omni Maximus Neuro Incursio Penetro Accelero Aevus Luminoc = fast penetrating collisive shots



Omni Maximus Neuro Incursio Infinitio Luminoc = permanent collisive shots  
Omni Maximus Neuro Efficio Luminoc = power blaze  
Omni Maximus Neuro Efficio Accelero Aevus Luminoc = power blaze  
Omni Maximus Neuro Efficio Penetro Accelero Aevus Luminoc = fast penetrating power blaze  
Omni Maximus Neuro Efficio Infinitio Luminoc = permanent power blaze  
Omni Maximus Neuro Imago Luminoc = mirroring ring  
Omni Maximus Neuro Imago Accelero Aevus Luminoc = mirroring ring  
Omni Maximus Neuro Imago Penetro Accelero Aevus Luminoc = fast penetrating mirroring ring  
Omni Maximus Neuro Imago Infinitio Luminoc = permanent mirroring ring  
Omni Maximus Neuro Imago Communio Luminoc = mirroring sharing ring  
Omni Maximus Neuro Imago Communio Accelero Aevus Luminoc = mirroring sharing ring  
Omni Maximus Neuro Imago Communio Penetro Accelero Aevus Luminoc = fast penetrating mirroring sharing ring  
Omni Maximus Neuro Imago Communio Infinitio Luminoc = permanent mirroring sharing ring  
Omni Maximus Neuro Communio Accelero Aevus Luminoc = sharing air shot  
Omni Maximus Neuro Communio Penetro Accelero Aevus Luminoc = fast penetrating sharing air shot  
Omni Maximus Neuro Communio Infinitio Luminoc = permanent sharing air shot  
Omni Maximus Neuro Imitatio Accelero Aevus Luminoc = imitating ring  
Omni Maximus Neuro Imitatio Penetro Accelero Aevus Luminoc = fast penetrating imitating ring  
Omni Maximus Neuro Imitatio Infinitio Luminoc = permanent imitating ring  
Omni Maximus Neuro Multus Luminoc = energy blaze  
Omni Maximus Neuro Multus Accelero Aevus Luminoc = fast energy blaze  
Omni Maximus Neuro Multus Penetro Accelero Aevus Luminoc = fast penetrating imitating blaze  
Omni Maximus Neuro Multus Infinitio Luminoc = permanent imitating blaze  
Omni Maximus Neuro Comformo Effectus Luminoc = adaptive effects blaze  
Omni Maximus Neuro Comformo Effectus Accelero Aevus Luminoc = fast adaptive effects blaze  
Omni Maximus Neuro Comformo Effectus Penetro Accelero Aevus Luminoc = fast penetrating adaptive effects blaze  
Omni Maximus Neuro Comformo Effectus Infinitio Luminoc = permanent adaptive effects blaze  
Omni Maximus Neuro Retexo Bentidoc = reverse waves  
Omni Maximus Neuro Retexo Accelero Aevus Bentidoc = fast reverse waves  
Omni Maximus Neuro Retexo Penetro Accelero Aevus Bentidoc = fast penetrating reverse waves  
Omni Maximus Neuro Retexo Infinitio Bentidoc = permanent reverse waves  
Omni Maximus Neuro Fabricatio Luminoc = undoing ripple  
Omni Maximus Neuro Fabricatio Accelero Aevus Luminoc = fast undoing ripple  
Omni Maximus Neuro Fabricatio Penetro Accelero Aevus Luminoc = fast penetrating undoing ripple  
Omni Maximus Neuro Fabricatio Infinitio Luminoc = permanent undoing ripple  
Omni Maximus Neuro Fabricatio Redeo Luminoc = deadly making shots  
Omni Maximus Neuro Fabricatio Redeo Accelero Aevus Luminoc = fast deadly making shots  
Omni Maximus Neuro Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating deadly making shots  
Omni Maximus Neuro Fabricatio Redeo Infinitio Luminoc = permanent deadly making shots  
Omni Maximus Neuro Ferreus Luminoc = antimagic shots  
Omni Maximus Neuro Fabricatio Redeo Accelero Aevus Luminoc = fast antimagic shots  
Omni Maximus Neuro Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating antimagic shots  
Omni Maximus Neuro Fabricatio Redeo Infinitio Luminoc = permanent antimagic shots  
Omni Maximus Neuro Ferreus Aevus Luminoc = antimagic time shots  
Omni Maximus Neuro Ferreus Aevus Accelero Aevus Luminoc = fast antimagic time shots  
Omni Maximus Neuro Ferreus Aevus Penetro Accelero Aevus Luminoc = fast penetrating antimagic time shots  
Omni Maximus Neuro Ferreus Aevus Infinitio Luminoc = permanent antimagic time shots  
Omni Maximus Neuro Necro Cedo Luminoc = death change shots  
Omni Maximus Neuro Necro Cedo Accelero Aevus Luminoc = fast death change shots

Omni Maximus Neuro Necro Cedo Penetro Accelero Aevus Luminoc = fast penetrating death change shots  
Omni Maximus Neuro Necro Cedo Infinitio Luminoc = permanent death change shots  
Omni Maximus Neuro Obliquus Luminoc = indirect ripple attack  
Omni Maximus Neuro Obliquus Accelero Aevus Luminoc = fast indirect ripple attack  
Omni Maximus Neuro Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect ripple attack  
Omni Maximus Neuro Obliquus Infinitio Luminoc = permanent indirect ripple attack  
attack  
Omni Maximus Neuro Necro Obliquus Luminoc = indirect death blaze  
Omni Maximus Neuro Necro Obliquus Accelero Aevus Luminoc = fast indirect death blaze  
Omni Maximus Neuro Necro Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect death  
blaze  
Omni Maximus Neuro Necro Obliquus Infinitio Luminoc = permanent indirect death blaze  
Omni Maximus Neuro Tabes Luminoc = disease ripples  
Omni Maximus Neuro Tabes Accelero Aevus Luminoc = fast disease ripples  
Omni Maximus Neuro Tabes Penetro Accelero Aevus Luminoc = fast penetrating disease ripples  
Omni Maximus Neuro Tabes Infinitio Luminoc = permanent disease ripples  
Omni Maximus Neuro Pestis Luminoc = pestilence ripples  
Omni Maximus Neuro Pestis Accelero Aevus Luminoc = fast pestilence ripples  
Omni Maximus Neuro Pestis Penetro Accelero Aevus Luminoc = fast penetrating pestilence ripples  
Omni Maximus Neuro Pestis Infinitio Luminoc = permanent pestilence ripples  
Omni Maximus Neuro Inversio Thundora Luminoc = youthening forked lightning  
Omni Maximus Neuro Inversio Thundora Accelero Aevus Luminoc = fast youthening forked lightning  
Omni Maximus Neuro Inversio Thundora Penetro Accelero Aevus Luminoc = fast penetrating youthening  
forked lightning  
Omni Maximus Neuro Inversio Thundora Infinitio Luminoc = permanent youthening forked lightning  
Omni Maximus Neuro Defluo Luminoc = disappearing lightning forked lightning  
Omni Maximus Neuro Defluo Accelero Aevus Luminoc = fast disappearing lightning forked lightning  
Omni Maximus Neuro Defluo Penetro Accelero Aevus Luminoc = fast penetrating forked lightning  
Omni Maximus Neuro Defluo Infinitio Luminoc = permanent disappearing forked lightning  
Omni Maximus Neuro Fulmeneu Luminoc = dominating forked lightning  
Omni Maximus Neuro Fulmeneu Accelero Aevus Luminoc = fast dominating forked lightning  
Omni Maximus Neuro Fulmeneu Penetro Accelero Aevus Luminoc = fast penetrating dominating forked  
lightning  
Omni Maximus Neuro Fulmeneu Infinitio Luminoc = permanent dominating forked lightning  
Omni Maximus Neuro Obscuro Luminoc = cloaked forked lightning  
Omni Maximus Neuro Obscuro Accelero Aevus Luminoc = fast cloaked forked lightning  
Omni Maximus Neuro Obscuro Penetro Accelero Aevus Luminoc = fast penetrating cloaked forked lightning  
Omni Maximus Neuro Obscuro Infinitio Luminoc = permanent cloaked forked lightning  
Omni Maximus Neuro Exuro Luminoc = heat forked lightning  
Omni Maximus Neuro Exuro Accelero Aevus Luminoc = fast heat forked lightning  
Omni Maximus Neuro Exuro Penetro Accelero Aevus Luminoc = fast penetrating heat forked lightning  
Omni Maximus Neuro Exuro Infinitio Luminoc = permanent heat forked lightning  
Omni Maximus Neuro Conlido Luminoc = collision forked lightning  
Omni Maximus Neuro Conlido Accelero Aevus Luminoc = fast collision forked lightning  
Omni Maximus Neuro Conlido Penetro Accelero Aevus Luminoc = fast penetrating collision forked lightning  
Omni Maximus Neuro Conlido Infinitio Luminoc = permanent collision forked lightning  
Omni Maximus Neuro Transcribo Luminoc = imitating forked lightning  
Omni Maximus Neuro Transcribo Accelero Aevus Luminoc = fast imitating forked lightning  
Omni Maximus Neuro Transcribo Penetro Accelero Aevus Luminoc = fast penetrating imitating forked  
lightning  
Omni Maximus Neuro Transcribo Infinitio Luminoc = permanent imitating forked lightning  
Omni Maximus Neuro Compello Luminoc = compelling forked lightning  
Omni Maximus Neuro Compello Accelero Aevus Luminoc = fast compelling forked lightning  
Omni Maximus Neuro Compello Penetro Accelero Aevus Luminoc = fast penetrating compelling forked

## lightning

- Omni Maximus Neuro Compello Infinitio Luminoc = permanent compelling forked lightning
- Omni Maximus Neuro Cesso Luminoc = retarding forked lightning
- Omni Maximus Neuro Cesso Accelero Aevus Luminoc = fast retarding forked lightning
- Omni Maximus Neuro Cesso Penetro Accelero Aevus Luminoc = fast penetrating retarding forked lightning
- Omni Maximus Neuro Cesso Infinitio Luminoc = permanent retarding forked lightning
- Omni Maximus Neuro Multus Animus Luminoc = soul fire beam
- Omni Maximus Neuro Multus Animus Accelero Aevus Luminoc = soul fire beam
- Omni Maximus Neuro Multus Animus Penetro Accelero Aevus Luminoc = fast penetrating soul fire beam
- Omni Maximus Neuro Multus Animus Infinitio Luminoc = permanent surrounding soul fire beam
- Omni Maximus Neuro Taura Simulo Luminoc = surrounding earth shots
- Omni Maximus Neuro Taura Simulo Tardius Aevus Luminoc = delayed surrounding earth shots
- Omni Maximus Neuro Taura Simulo Accelero Aevus Luminoc = fast surrounding earth shots
- Omni Maximus Neuro Pyro Simulo Luminoc = surrounding fire blaze
- Omni Maximus Neuro Pyro Simulo Tardius Aevus Luminoc = delayed blast surrounding fire blaze
- Omni Maximus Neuro Pyro Simulo Accelero Aevus Luminoc = fast surrounding fire blaze
- Omni Maximus Neuro Hydro Simulo Luminoc = surrounding water ripples
- Omni Maximus Neuro Hydro Simulo Tardius Aevus Luminoc = delayed surrounding water ripples
- Omni Maximus Neuro Hydro Simulo Accelero Aevus Luminoc = fast surrounding water ripples
- Omni Maximus Neuro Cyro Simulo Luminoc = surrounding ice shots
- Omni Maximus Neuro Cyro Simulo Tardius Aevus Luminoc = delayed surrounding ice shots
- Omni Maximus Neuro Cyro Simulo Accelero Aevus Luminoc = fast surrounding ice shots
- Omni Maximus Neuro Aero Simulo Luminoc = surrounding air blast
- Omni Maximus Neuro Aero Simulo Tardius Aevus Luminoc = delayed surrounding air blast
- Omni Maximus Neuro Aero Simulo Accelero Aevus Luminoc = fast surrounding air blast
- Omni Maximus Neuro Thundora Simulo Luminoc = surrounding lightning forked lightning
- Omni Maximus Neuro Thundora Simulo Tardius Aevus Luminoc = delayed surrounding forked lightning
- Omni Maximus Neuro Thundora Simulo Accelero Aevus Luminoc = fast surrounding forked lightning
- Omni Maximus Neuro Lipientis Simulo Luminoc = surrounding lava blaze
- Omni Maximus Neuro Lipientis Simulo Tardius Aevus Luminoc = delayed surrounding lava blaze
- Omni Maximus Neuro Lipientis Simulo Accelero Aevus Luminoc = fast surrounding lava blaze
- Omni Maximus Neuro Necro Simulo Luminoc = surrounding death blaze
- Omni Maximus Neuro Necro Simulo Tardius Aevus Luminoc = delayed surrounding death blaze
- Omni Maximus Neuro Necro Simulo Accelero Aevus Luminoc = instant surrounding death blaze
- Omni Maximus Neuro Infinitio Simulo Luminoc = surrounding time stop ripples
- Omni Maximus Neuro Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop ripples
- Omni Maximus Neuro Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop ripples
- Omni Maximus Neuro Penetro Simulo Luminoc = penetrating surrounding energy ripples
- Omni Maximus Neuro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy ripples
- Omni Maximus Neuro Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy ripples
- Omni Maximus Neuro Commutatus Simulo Luminoc = fire change surrounding energy blaze
- Omni Maximus Neuro Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy blaze
- Omni Maximus Neuro Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change energy blaze
- Omni Maximus Neuro Potus Simulo Luminoc = surrounding energy absorption ring
- Omni Maximus Neuro Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption ring
- Omni Maximus Neuro Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy ring
- Omni Maximus Neuro Abfabricatio Simulo Luminoc = surrounding unmaking shots
- Omni Maximus Neuro Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking shots
- Omni Maximus Neuro Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking shots
- Omni Maximus Neuro Taura Penetro Simulo Luminoc = penetrating surrounding earth shots

Omni Maximus Neuro Taura Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating earth shots

Omni Maximus Neuro Taura Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating earth shots

Omni Maximus Neuro Pyro Penetro Simulo Luminoc = penetrating surrounding fire blaze

Omni Maximus Neuro Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast surrounding penetrating fire blaze

Omni Maximus Neuro Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire blaze

Omni Maximus Neuro Hydro Penetro Simulo Luminoc = penetrating surrounding water ripples

Omni Maximus Neuro Hydro Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating water ripples

Omni Maximus Neuro Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water ripples

Omni Maximus Neuro Cyro Penetro Simulo Luminoc = ice penetrating surrounding shots

Omni Maximus Neuro Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice shots

Omni Maximus Neuro Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice shots

Omni Maximus Neuro Aero Penetro Simulo Luminoc = surrounding air penetrating shots

Omni Maximus Neuro Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air shots

Omni Maximus Neuro Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air shots

Omni Maximus Neuro Thundora Penetro Simulo Luminoc = penetrating surrounding forked lightning

Omni Maximus Neuro Thundora Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding forked lightning

Omni Maximus Neuro Thundora Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding forked lightning

Omni Maximus Neuro Visus Penetro Simulo Luminoc = penetrating surrounding group blindness

Omni Maximus Neuro Visus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding group blindness

Omni Maximus Neuro Visus Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding group blindness

Omni Maximus Neuro Lipientis Simulo Penetro Luminoc = penetrating surrounding lava rings

Omni Maximus Neuro Lipientis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava rings

Omni Maximus Neuro Lipientis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava rings

Omni Maximus Neuro Infinitio Simulo Luminoc = surrounding time stop ripples

Omni Maximus Neuro Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop ripples

Omni Maximus Neuro Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop ripples

Omni Maximus Neuro Penetro Simulo Luminoc = penetrating surrounding energy shots

Omni Maximus Neuro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy shots

Omni Maximus Neuro Penetro Accelero Aevus Luminoc = instant penetrating surrounding energy shots

Omni Maximus Neuro Commutatus Simulo Luminoc = fire change surrounding energy blaze

Omni Maximus Neuro Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy blaze

Omni Maximus Neuro Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change energy blaze

Omni Maximus Neuro Potus Simulo Luminoc = surrounding energy absorption ring

Omni Maximus Neuro Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption ring

Omni Maximus Neuro Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy ring

Omni Maximus Neuro Abfabricatio Simulo Luminoc = surrounding unmaking rings

Omni Maximus Neuro Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking rings

Omni Maximus Neuro Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking rings  
Omni Maximus Neuro Taura Penetro Simulo Luminoc = penetrating surrounding earth shot  
Omni Maximus Neuro Taura Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding earth shot  
Omni Maximus Neuro Taura Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding earth shot  
Omni Maximus Neuro Pyro Penetro Simulo Luminoc = penetrating surrounding fire blaze  
Omni Maximus Neuro Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast penetrating surrounding fire blaze  
Omni Maximus Neuro Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire blaze  
Omni Maximus Neuro Hydro Penetro Simulo Luminoc = penetrating surrounding water ripples  
Omni Maximus Neuro Hydro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding water ripples  
Omni Maximus Neuro Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water ripples  
Omni Maximus Neuro Cyro Penetro Simulo Luminoc = surrounding ice penetrating shot  
Omni Maximus Neuro Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice shot  
Omni Maximus Neuro Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice shot  
Omni Maximus Neuro Aero Penetro Simulo Luminoc = surrounding air penetrating blast  
Omni Maximus Neuro Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air blast  
Omni Maximus Neuro Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air blast  
Omni Maximus Neuro Thundora Simulo Penetro Luminoc = penetrating surrounding forked lightning  
Omni Maximus Neuro Thundora Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding forked lightning  
Omni Maximus Neuro Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding forked lightning  
Omni Maximus Neuro Lipientis Simulo Penetro Bentidoc = penetrating surrounding lava waves  
Omni Maximus Neuro Lipientis Simulo Penetro Tardius Aevus Bentidoc = delayed penetrating surrounding lava waves  
Omni Maximus Neuro Lipientis Simulo Penetro Accelero Aevus Bentidoc = fast penetrating surrounding lava waves  
Omni Maximus Neuro Necro Penetro Simulo Luminoc = penetrating surrounding death rings  
Omni Maximus Neuro Necro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding death rings  
Omni Maximus Neuro Necro Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding death rings  
Omni Maximus Neuro Infitio Penetro Simulo Luminoc = penetrating surrounding time stop rings  
Omni Maximus Neuro Infitio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding time stop rings  
Omni Maximus Neuro Infitio Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding time stop rings  
Omni Maximus Neuro Tardius Neuro Simulo Luminoc = mental surrounding group stupidity  
Omni Maximus Neuro Tardius Neuro Tardius Aevus Simulo Luminoc = delayed mental surrounding group stupidity  
Omni Maximus Neuro Tardius Neuro Accelero Aevus Simulo Luminoc = fast mental surrounding group stupidity  
Omni Maximus Neuro Medicatus Neuro Simulo Luminoc = mental surrounding group charm  
Omni Maximus Neuro Medicatus Neuro Simulo Accelero Aevus Luminoc = fast mental surrounding group charm  
Omni Maximus Neuro Medicatus Neuro Simulo Penetro Accelero Aevus Luminoc = fast mental pentrating surrounding group charm  
Omni Maximus Neuro Medicatus Neuro Simulo Infitio Luminoc = infinite mental group surrounding charm



Omni Maximus Neuro Medicatus Mutus Simulo Neuro Luminoc = mental group surrounding charm mutation  
Omni Maximus Neuro Medicatus Mutus Simulo Neuro Accelero Aevus Luminoc = fast mental group surrounding charm mutation  
Omni Maximus Neuro Medicatus Mutus Simulo Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating surrounding group charm mutation  
Omni Maximus Neuro Medicatus Mutus Simulo Neuro Infinitio Luminoc = infinite mental surrounding group charm mutation  
Omni Maximus Neuro Medicatus Magicus Iniquus Simulo Luminoc = group miscast surrounding magic  
Omni Maximus Neuro Medicatus Magicus Iniquus Simulo Accelero Aevus Luminoc = delayed surrounding group miscast magic  
Omni Maximus Neuro Moderatus Simulo Luminoc = surrounding control ripples  
Omni Maximus Neuro Moderatus Accelero Aevus Simulo Luminoc = surrounding control ripples  
Omni Maximus Neuro Moderatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding control ripples  
Omni Maximus Neuro Moderatus Infinitio Simulo Luminoc = permanent surrounding control ripples  
Omni Maximus Neuro Moderatus Ennervatus Simulo Luminoc = surrounding group dire charm  
Omni Maximus Neuro Moderatus Ennervatus Accelero Aevus Simulo Luminoc = surrounding group dire charm spheres  
Omni Maximus Neuro Moderatus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding group dire charm  
Omni Maximus Neuro Moderatus Ennervatus Infinitio Simulo Luminoc = permanent surrounding group dire charm  
Omni Maximus Neuro Ennervatus Simulo Luminoc = surrounding domination shots  
Omni Maximus Neuro Ennervatus Accelero Aevus Simulo Luminoc = surrounding domination shots  
Omni Maximus Neuro Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding domination shots  
Omni Maximus Neuro Ennervatus Infinitio Simulo Luminoc = permanent surrounding domination shots  
Omni Maximus Neuro Exhaurio Simulo Luminoc = surrounding draining ripples  
Omni Maximus Neuro Exhaurio Simulo Accelero Aevus Luminoc = surrounding draining ripples  
Omni Maximus Neuro Exhaurio Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding draining ripples  
Omni Maximus Neuro Exhaurio Simulo Infinitio Luminoc = permanent surrounding draining ripples  
Omni Maximus Neuro Exhaurio Genero Simulo Luminoc = surrounding life draining ripples  
Omni Maximus Neuro Exhaurio Genero Simulo Accelero Aevus Luminoc = surrounding life draining ripples  
Omni Maximus Neuro Exhaurio Genero Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding life draining ripples  
Omni Maximus Neuro Exhaurio Genero Simulo Infinitio Luminoc = permanent surrounding life draining ripples  
Omni Maximus Neuro Aspectus Simulo Luminoc = surrounding group illusion think of the element when saying  
Omni Maximus Neuro Aspectus Simulo Accelero Aevus Luminoc = surrounding group illusion think of the element when saying  
Omni Maximus Neuro Aspectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding group illusion spheres think of the element when saying  
Omni Maximus Neuro Aspectus Simulo Infinitio Luminoc = permanent surrounding group illusion spheres think of the element when saying  
Omni Maximus Neuro Opacus Simulo Aspectus Luminoc = surrounding shadow shots  
Omni Maximus Neuro Opacus Simulo Accelero Aevus Luminoc = surrounding shadow shots  
Omni Maximus Neuro Opacus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding shadow shots  
Omni Maximus Neuro Opacus Simulo Infinitio Luminoc = permanent surrounding shadow shots  
Omni Maximus Neuro Solidus Simulo Luminoc = deadly surrounding substance shots  
Omni Maximus Neuro Solidus Simulo Accelero Aevus Luminoc = deadly surrounding substance shots  
Omni Maximus Neuro Solidus Simulo Penetro Accelero Aevus Luminoc = fast penetrating deadly

surrounding substance shots

Omni Maximus Neuro Solidus Simulo Infinitio Luminoc = permanent deadly surrounding substance shots

Omni Maximus Neuro Solidus Integumentuum Simulo Luminoc = deadly surrounding cloaked substance shots

Omni Maximus Neuro Solidus Integumentuum Simulo Accelero Aevus Luminoc = deadly surrounding cloaked substance shots

Omni Maximus Neuro Solidus Integumentuum Penetro Simulo Accelero Aevus Luminoc = fast penetrating deadly surrounding cloaked substance shots

Omni Maximus Neuro Solidus Integumentuum Simulo Infinitio Luminoc = permanent deadly surrounding cloaked substance shots

Omni Maximus Neuro Exhaurio Genero Multus Simulo Luminoc = surrounding vampiric draining ripples

Omni Maximus Neuro Exhaurio Genero Multus Simulo Accelero Aevus Luminoc = surrounding vampiric draining ripples

Omni Maximus Neuro Exhaurio Genero Multus Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding vampiric draining ripples

Omni Maximus Neuro Exhaurio Genero Multus Simulo Infinitio Luminoc = permanent surrounding vampiric draining ripples

Omni Maximus Neuro Incalfacio Simulo Luminoc = surrounding heat concussion ripples

Omni Maximus Neuro Incalfacio Simulo Accelero Aevus Luminoc = surrounding heat concussion ripples

Omni Maximus Neuro Incalfacio Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating heat concussion ripples

Omni Maximus Neuro Incalfacio Simulo Infinitio Luminoc = permanent surrounding heat concussion ripples

Omni Maximus Neuro Elevo Simulo Luminoc = luminescent surrounding light beam

Omni Maximus Neuro Elevo Simulo Accelero Aevus Luminoc = luminescent surrounding light beam

Omni Maximus Neuro Elevo Penetro Simulo Accelero Aevus Luminoc = fast penetrating luminescent surrounding light beam

Omni Maximus Neuro Elevo Simulo Infinitio Luminoc = permanent luminescent surrounding light beam

Omni Maximus Neuro Apricatio Simulo Luminoc = bright surrounding sunlight beam

Omni Maximus Neuro Apricatio Simulo Accelero Aevus Luminoc = bright surrounding sunlight beam

Omni Maximus Neuro Apricatio Penetro Simulo Accelero Aevus Luminoc = fast penetrating bright surrounding sunlight beam

Omni Maximus Neuro Apricatio Simulo Infinitio Luminoc = permanent bright surrounding sunlight beam

Omni Maximus Neuro Chao Simulo Luminoc = surrounding chaos ripples

Omni Maximus Neuro Chao Simulo Accelero Aevus Luminoc = surrounding chaos ripples

Omni Maximus Neuro Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos ripples

Omni Maximus Neuro Chao Simulo Infinitio Luminoc = permanent surrounding chaos ripples

Omni Maximus Neuro Chao Disturbatio Simulo Luminoc = surrounding chaotic destructive lava ring

Omni Maximus Neuro Chao Disturbatio Simulo Accelero Aevus Luminoc = surrounding chaotic destructive lava rings

Omni Maximus Neuro Chao Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaotic destructive lava rings

Omni Maximus Neuro Chao Disturbatio Simulo Infinitio Luminoc = permanent surrounding chaotic destructive lava rings

Omni Maximus Neuro Disturbatio Simulo Luminoc = surrounding destructive fire blaze

Omni Maximus Neuro Disturbatio Simulo Accelero Aevus Luminoc = surrounding destructive fire blaze

Omni Maximus Neuro Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding destructive fire blaze

Omni Maximus Neuro Disturbatio Simulo Infinitio Luminoc = permanent surrounding destructive fire blaze

Omni Maximus Neuro Maledico Incursio Simulo Luminoc = surrounding abusive collisive ice shots

Omni Maximus Neuro Maledico Incursio Simulo Accelero Aevus Luminoc = surrounding abusive collisive ice shots

Omni Maximus Neuro Maledico Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive collisive ice shots



Omni Maximus Neuro Maledico Incursio Simulo Infinitio Luminoc = permanent surrounding abusive collisive ice shots

Omni Maximus Neuro Incursio Simulo Luminoc = surrounding collisive air shots

Omni Maximus Neuro Incursio Simulo Accelerero Aevus Luminoc = surrounding collisive air shots

Omni Maximus Neuro Incursio Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding collisive air shots

Omni Maximus Neuro Incursio Simulo Infinitio Luminoc = permanent surrounding collisive air shots

Omni Maximus Neuro Maledico Simulo Luminoc = surrounding abusive water ripples

Omni Maximus Neuro Maledico Simulo Accelerero Aevus Luminoc = surrounding abusive water ripples

Omni Maximus Neuro Maledico Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding abusive water ripples

Omni Maximus Neuro Maledico Simulo Infinitio Luminoc = permanent surrounding abusive water ripples

Omni Maximus Neuro Efficio Simulo Luminoc = surrounding power rings

Omni Maximus Neuro Efficio Simulo Accelerero Aevus Luminoc = surrounding power rings

Omni Maximus Neuro Efficio Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding power rings

Omni Maximus Neuro Efficio Simulo Infinitio Luminoc = permanent surrounding power rings

Omni Maximus Neuro Imago Simulo Luminoc = surrounding mirroring rings

Omni Maximus Neuro Imago Simulo Accelerero Aevus Luminoc = surrounding mirroring rings

Omni Maximus Neuro Imago Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding mirroring rings

Omni Maximus Neuro Imago Simulo Infinitio Luminoc = permanent surrounding mirroring rings

Omni Maximus Neuro Imago Communio Simulo Luminoc = surrounding mirroring sharing rings

Omni Maximus Neuro Imago Communio Simulo Accelerero Aevus Luminoc = surrounding mirroring sharing rings

Omni Maximus Neuro Imago Communio Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding mirroring sharing rings

Omni Maximus Neuro Imago Communio Simulo Infinitio Luminoc = permanent surrounding mirroring sharing rings

Omni Maximus Neuro Fabricatio Redeo Simulo Luminoc = surrounding deadly making rings

Omni Maximus Neuro Fabricatio Redeo Simulo Accelerero Aevus Luminoc = surrounding deadly making rings

Omni Maximus Neuro Fabricatio Redeo Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding deadly making rings

Omni Maximus Neuro Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding deadly making rings

Omni Maximus Neuro Fabricatio Redeo Simulo Luminoc = surrounding antimagic rings

Omni Maximus Neuro Fabricatio Redeo Simulo Accelerero Aevus Luminoc = surrounding antimagic rings

Omni Maximus Neuro Fabricatio Redeo Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding antimagic rings

Omni Maximus Neuro Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding antimagic rings

Omni Maximus Neuro Necro Cedo Simulo Luminoc = surrounding death change ripples

Omni Maximus Neuro Necro Cedo Simulo Accelerero Aevus Luminoc = surrounding death change ripples

Omni Maximus Neuro Necro Cedo Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding death change ripples

Omni Maximus Neuro Necro Cedo Simulo Infinitio Luminoc = permanent surrounding death change ripples

Omni Maximus Neuro Obliquus Simulo Luminoc = surrounding indirect group attack

Omni Maximus Neuro Obliquus Simulo Accelerero Aevus Luminoc = surrounding indirect group attack

Omni Maximus Neuro Obliquus Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding indirect group attack

Omni Maximus Neuro Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding indirect group attack

Omni Maximus Neuro Necro Obliquus Simulo Luminoc = surrounding indirect death group attack

Omni Maximus Neuro Necro Obliquus Simulo Accelerero Aevus Luminoc = surrounding indirect death group attack

Omni Maximus Neuro Necro Obliquus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding indirect death group attack

Omni Maximus Neuro Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding indirect death group attack

Omni Maximus Neuro Imitatio Simulo Luminoc = surrounding imitating rings

Omni Maximus Neuro Imitatio Simulo Accelero Aevus Luminoc = surrounding imitating rings

Omni Maximus Neuro Imitatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating rings

Omni Maximus Neuro Imitatio Simulo Infinitio Luminoc = permanent surrounding imitating rings

Omni Maximus Neuro Multus Simulo Luminoc = surrounding energy rings

Omni Maximus Neuro Multus Simulo Accelero Aevus Luminoc = surrounding energy rings

Omni Maximus Neuro Multus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding energy rings

Omni Maximus Neuro Multus Simulo Infinitio Luminoc = permanent surrounding energy rings

Omni Maximus Neuro Comformo Effectus Simulo Luminoc = surrounding adaptive effects ripples

Omni Maximus Neuro Comformo Effectus Simulo Accelero Aevus Luminoc = surrounding adaptive effects ripples

Omni Maximus Neuro Comformo Effectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding adaptive effects ripples

Omni Maximus Neuro Comformo Effectus Simulo Infinitio Luminoc = permanent surrounding adaptive effects ripples

Omni Maximus Neuro Retexo Simulo Luminoc = surrounding reverse rings

Omni Maximus Neuro Retexo Simulo Accelero Aevus Luminoc = surrounding reverse rings

Omni Maximus Neuro Retexo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding reverse rings

Omni Maximus Neuro Retexo Simulo Infinitio Luminoc = permanent surrounding reverse rings

Omni Maximus Neuro Fabricatio Simulo Luminoc = surrounding undoing rings

Omni Maximus Neuro Fabricatio Simulo Accelero Aevus Luminoc = surrounding undoing rings

Omni Maximus Neuro Fabricatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding undoing rings

Omni Maximus Neuro Fabricatio Simulo Infinitio Luminoc = permanent surrounding undoing rings

Omni Maximus Neuro Ferreus Aevus Simulo Luminoc = surrounding antimagic time shots

Omni Maximus Neuro Ferreus Aevus Simulo Accelero Aevus Luminoc = surrounding antimagic time shots

Omni Maximus Neuro Ferreus Aevus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding antimagic time shots

Omni Maximus Neuro Ferreus Aevus Simulo Infinitio Luminoc = permanent surrounding antimagic time shots

Omni Maximus Neuro Defluo Simulo Luminoc = surrounding disappearing forked lightning

Omni Maximus Neuro Defluo Simulo Accelero Aevus Luminoc = surrounding disappearing forked lightning

Omni Maximus Neuro Defluo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disappearing forked lightning

Omni Maximus Neuro Defluo Simulo Infinitio Luminoc = permanent surrounding disappearing forked lightning

Omni Maximus Neuro Tabes Simulo Luminoc = surrounding disease ripples

Omni Maximus Neuro Tabes Simulo Accelero Aevus Luminoc = surrounding disease ripples

Omni Maximus Neuro Tabes Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disease ripples

Omni Maximus Neuro Tabes Simulo Infinitio Luminoc = permanent surrounding disease ripples

Omni Maximus Neuro Pestis Simulo Luminoc = surrounding pestilence ripples

Omni Maximus Neuro Pestis Simulo Accelero Aevus Luminoc = surrounding pestilence ripples

Omni Maximus Neuro Pestis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding pestilence ripples

Omni Maximus Neuro Pestis Simulo Infinitio Luminoc = permanent surrounding pestilence ripples

Omni Maximus Neuro Inversio Thundora Simulo Luminoc = surrounding youthening forked lightning

Omni Maximus Neuro Inversio Thundora Simulo Accelero Aevus Luminoc = surrounding youthening forked lightning

Omni Maximus Neuro Inversio Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding youthening forked lightning

Omni Maximus Neuro Inversio Thundora Simulo Infinitio Luminoc = permanent surrounding youthening forked lightning

Omni Maximus Neuro Fulmeneu Simulo Luminoc = surrounding dominating forked lightning

Omni Maximus Neuro Fulmeneu Simulo Accelero Aevus Luminoc = surrounding dominating forked lightning

Omni Maximus Neuro Fulmeneu Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding dominating forked lightning

Omni Maximus Neuro Fulmeneu Simulo Infinitio Luminoc = permanent surrounding dominating forked lightning

Omni Maximus Neuro Obscuro Simulo Luminoc = surrounding cloaked forked lightning

Omni Maximus Neuro Obscuro Simulo Accelero Aevus Luminoc = surrounding cloaked forked lightning

Omni Maximus Neuro Obscuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding cloaked forked lightning

Omni Maximus Neuro Obscuro Simulo Infinitio Luminoc = permanent surrounding cloaked forked lightning

Omni Maximus Neuro Exuro Simulo Luminoc = surrounding heat forked lightning

Omni Maximus Neuro Exuro Simulo Accelero Aevus Luminoc = surrounding heat forked lightning

Omni Maximus Neuro Exuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding heat forked lightning

Omni Maximus Neuro Exuro Simulo Infinitio Luminoc = permanent surrounding heat forked lightning

Omni Maximus Neuro Conlido Simulo Luminoc = surrounding collision forked lightning

Omni Maximus Neuro Conlido Simulo Accelero Aevus Luminoc = surrounding collision forked lightning

Omni Maximus Neuro Conlido Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collision forked lightning

Omni Maximus Neuro Conlido Simulo Infinitio Luminoc = permanent surrounding collision forked lightning

Omni Maximus Neuro Transcribo Simulo Luminoc = surrounding imitating forked lightning

Omni Maximus Neuro Transcribo Simulo Accelero Aevus Luminoc = surrounding imitating forked lightning

Omni Maximus Neuro Transcribo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating forked lightning

Omni Maximus Neuro Transcribo Simulo Infinitio Luminoc = permanent surrounding imitating forked lightning

Omni Maximus Neuro Compello Simulo Luminoc = surrounding compelling forked lightning

Omni Maximus Neuro Compello Simulo Accelero Aevus Luminoc = surrounding compelling forked lightning

Omni Maximus Neuro Compello Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding compelling forked lightning

Omni Maximus Neuro Compello Simulo Infinitio Luminoc = permanent surrounding compelling forked lightning

Omni Maximus Neuro Cesso Simulo Luminoc = surrounding retarding forked lightning

Omni Maximus Neuro Cesso Simulo Accelero Aevus Luminoc = surrounding retarding forked lightning

Omni Maximus Neuro Cesso Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding retarding forked lightning

Omni Maximus Neuro Cesso Simulo Infinitio Luminoc = permanent surrounding retarding forked lightning

Omni Maximus Neuro Simulo Animus Multus Luminoc = surrounding soul fire beam

Omni Maximus Neuro Simulo Animus Accelero Aevus Luminoc = surrounding soul fire beam

Omni Maximus Neuro Simulo Animus Penetro Accelero Aevus Luminoc = fast penetrating surrounding soul fire beam

Omni Maximus Neuro Simulo Animus Infinitio Luminoc = permanent surrounding soul fire beam

Omni Maximus Neuro Chao Simulo Multus Luminoc = surrounding chaos ripples - imagine the effect

Omni Maximus Neuro Chao Simulo Accelero Aevus Luminoc = surrounding fast chaos ripples - imagine the effect

Omni Maximus Neuro Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos ripples - imagine the effect

Omni Maximus Neuro Chao Simulo Infinitio Luminoc = permanent surrounding chaos ripples - imagine the effect

Omni Maximus Neuro Multus Exhaurio Taura Simulo Luminoc = surrounding lower group resistance

Omni Maximus Neuro Multus Exhaurio Taura Simulo Accelero Aevus Luminoc = surrounding fast lower group resistance

Omni Maximus Neuro Multus Exhaurio Taura Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lower group resistance

Omni Maximus Neuro Multus Exhaurio Taura Simulo Infinitio Luminoc = permanent surrounding lower group resistance

Omni Maximus Neuro Aero Veneficus Multus Penetro Luminoc = stinking cloud ring

Omni Maximus Neuro Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast stinking ring

Omni Maximus Neuro Aero Veneficus Multus Penetro Infinitio Luminoc = permanent stinking cloud ring

Omni Maximus Neuro Necro Aero Veneficus Multus Penetro Luminoc = cloudkill rings

Omni Maximus Neuro Necro Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast penetrating cloudkill rings

Omni Maximus Neuro Necro Aero Veneficus Multus Penetro Infinitio Luminoc = permanent cloudkill rings

Omni Maximus Neuro Genero Penetro Luminoc = group resist fear

Omni Maximus Neuro Genero Penetro Accelero Aevus Luminoc = fast group resist fear

Omni Maximus Neuro Genero Penetro Infinitio Luminoc = permanent group resist fear

Omni Maximus Neuro Multus Exhaurio Simulo Luminoc = surrounding group sleep

Omni Maximus Neuro Multus Exhaurio Simulo Accelero Aevus Luminoc = fast surrounding group sleep

Omni Maximus Neuro Multus Exhaurio Simulo Infinitio Luminoc = surrounding group coma

Omni Maximus Neuro Magicus Simulo Luminoc = surrounding magic shots

Omni Maximus Neuro Magicus Simulo Accelero Aevus Luminoc = fast surrounding magic shots

Omni Maximus Neuro Magicus Lipientis Simulo Luminoc = surrounding Melf's Minute Meteor shots

Omni Maximus Neuro Magicus Lipientis Accelero Aevus Luminoc = fast surrounding Melf's Minute Meteor shots

Omni Maximus Neuro Magicus Lipientis Infinitio Luminoc = permanent surrounding Melf's Minute Meteor shots

Omni Maximus Neuro Inordinatinus Simulo Luminoc = surrounding confusion ripples

Omni Maximus Neuro Inordinatinus Simulo Accelero Aevus Luminoc = fast surrounding confusion ripples

Omni Maximus Neuro Inordinatinus Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating confusion ripples

Omni Maximus Neuro Inordinatinus Simulo Infinitio Luminoc = permanent surrounding confusion ripples

Omni Maximus Neuro Tabes Penetro Aero Simulo Luminoc = surrounding disease rings

Omni Maximus Neuro Tabes Penetro Aero Simulo Accelero Aevus Luminoc = fast surrounding disease rings

Omni Maximus Neuro Tabes Penetro Aero Simulo Infinitio Luminoc = permanent surrounding disease rings

Omni Maximus Neuro Iniquus Maleficus Simulo Luminoc = surrounding group greater malison

Omni Maximus Neuro Iniquus Maleficus Simulo Accelero Aevus Luminoc = fast surrounding group greater malison

Omni Maximus Neuro Iniquus Maleficus Simulo Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating group greater malison

Omni Maximus Neuro Iniquus Maleficus Simulo Infinitio Luminoc = permanent surrounding greater malison balls

Omni Maximus Neuro Multus Cyro Aero Luminoc = ring of cold

Omni Maximus Neuro Multus Cyro Aero Accelero Aevus Luminoc = fast ring of cold

Omni Maximus Neuro Multus Cyro Aero Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating ring of cold

Omni Maximus Neuro Necro Attento Aero Luminoc = death fog rings

Omni Maximus Neuro Necro Attento Aero Accelero Aevus Luminoc = fast death fog rings

Omni Maximus Neuro Necro Attento Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating death fog rings

Omni Maximus Neuro Necro Attento Aero Infinitio Luminoc = permanent death fog rings

Omni Maximus Neuro Disturbatio Multus Aero Penetro Luminoc = incendiary cloud ring - creates a roaring

flame cloud that kills in minutes

Omni Maximus Neuro Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast incendiary cloud ring  
- creates a roaring flame cloud that kills in minutes

Omni Maximus Neuro Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent incendiary cloud ring  
- creates a roaring flame cloud that kills in minutes

Omni Maximus Neuro Exhaurio Penetro Simulo Luminoc = group spellstrike - this will remove all protections

Omni Maximus Neuro Exhaurio Penetro Simulo Tardius Aevus Luminoc = delayed group spellstrike - this  
will remove all protections

Omni Maximus Neuro Exhaurio Penetro Simulo Accelero Aevus Luminoc = fast group spellstrike - this will  
remove all protections

Omni Maximus Neuro Solidus Elevo Ferreus Accelero Aevus Penetro Luminoc = guided magical gun shot

Omni Maximus Neuro Solidus Elevo Ferreus Penetro Simulo Luminoc = surrounding guided gun shot

Omni Maximus Neuro Solidus Elevo Genero Ferreus Accelero Aevus Penetro Luminoc = magical life  
seeking shotgun shots

Omni Maximus Neuro Solidus Elevo Genero Ferreus Accelero Aevus Simulo Luminoc = surrounding life  
seeking shotgun shots

## Heavy Attacks

Say the spell and imagine or focus on the victim.

Omni Maximus Animus Taura Luminoc = earth shatter

Omni Maximus Animus Taura Tardius Aevus Luminoc = delayed earth shatter

Omni Maximus Animus Taura Accelero Aevus Luminoc = fast earth shatter

Omni Maximus Animus Liquentis Luminoc = lava wall

Omni Maximus Animus Liquentis Tardius Aevus Luminoc = delayed lava wall

Omni Maximus Animus Liquentis Accelero Aevus Luminoc = fast lava wall

Omni Maximus Animus Pyro Luminoc = fire blaze wall

Omni Maximus Animus Pyro Tardius Aevus Luminoc = delayed fire blaze wall

Omni Maximus Animus Pyro Accelero Aevus Luminoc = fast fire blaze wall

Omni Maximus Animus Hydro Luminoc = water wall

Omni Maximus Animus Hydro Tardius Aevus Luminoc = delayed water wall

Omni Maximus Animus Hydro Accelero Aevus Luminoc = fast water wall

Omni Maximus Animus Cyro Luminoc = ice nova

Omni Maximus Animus Cyro Tardius Aevus Luminoc = delayed ice nova

Omni Maximus Animus Cyro Accelero Aevus Luminoc = fast ice nova

Omni Maximus Animus Aero Luminoc = air blast

Omni Maximus Animus Aero Tardius Aevus Luminoc = delayed air blast

Omni Maximus Animus Aero Accelero Aevus Luminoc = fast air blast

Omni Maximus Animus Thundora Luminoc = chain lightning

Omni Maximus Animus Thundora Tardius Aevus Luminoc = delayed chain lightning

Omni Maximus Animus Thundora Accelero Aevus Luminoc = fast chain lightning

Omni Maximus Animus Visus Luminoc = spiritual blindness

Omni Maximus Animus Visus Tardius Aevus Luminoc = delayed spiritual blindness

Omni Maximus Animus Visus Accelero Aevus Luminoc = fast spiritual blindness

Omni Maximus Animus Necro Luminoc = death wall

Omni Maximus Animus Necro Tardius Aevus Luminoc = delayed death wall

Omni Maximus Animus Necro Accelero Aevus Luminoc = instant death wall

Omni Maximus Animus Infinitio Luminoc = time stop wall

Omni Maximus Animus Infinitio Tardius Aevus Luminoc = delayed time stop wall

Omni Maximus Animus Infinitio Accelero Aevus Luminoc = instant time stop wall

Omni Maximus Animus Penetro Luminoc = penetrating energy wall

Omni Maximus Animus Penetro Tardius Aevus Luminoc = delayed penetrating energy wall



Omni Maximus Animus Penetro Accelero Aevus Luminoc = instant penetrating energy wall  
Omni Maximus Animus Commutatus Luminoc = fire change energy blaze wall  
Omni Maximus Animus Commutatus Tardius Aevus Luminoc = delayed fire change energy blaze wall  
Omni Maximus Animus Commutatus Accelero Aevus Luminoc = instant fire change energy blaze wall  
Omni Maximus Animus Potus Bentidoc = energy absorption wall  
Omni Maximus Animus Potus Tardius Aevus Bentidoc = delayed energy absorption wall  
Omni Maximus Animus Neuro Potus Accelero Aevus Bentidoc = instant penetrating energy wall  
Omni Maximus Animus Abfabricatio Luminoc = unmaking blaze wall  
Omni Maximus Animus Abfabricatio Tardius Aevus Luminoc = delayed unmaking blaze wall  
Omni Maximus Animus Abfabricatio Accelero Aevus Luminoc = instant unmaking blaze wall  
Omni Maximus Animus Taura Penetro Luminoc = penetrating earth shatter  
Omni Maximus Animus Taura Penetro Tardius Aevus Luminoc = delayed penetrating earth shatter  
Omni Maximus Animus Taura Penetro Accelero Aevus Luminoc = fast penetrating earth shatter  
Omni Maximus Animus Pyro Penetro Luminoc = penetrating fire blaze wall  
Omni Maximus Animus Pyro Penetro Tardius Aevus Luminoc = delayed blast penetrating fire blaze wall  
Omni Maximus Animus Pyro Penetro Accelero Aevus Luminoc = fast penetrating fire blaze wall  
Omni Maximus Animus Hydro Penetro Luminoc = penetrating water wall  
Omni Maximus Animus Hydro Penetro Tardius Aevus Luminoc = delayed penetrating water wall  
Omni Maximus Animus Hydro Penetro Accelero Aevus Luminoc = fast penetrating water wall  
Omni Maximus Animus Cyro Penetro Luminoc = penetrating ice nova  
Omni Maximus Animus Cyro Penetro Tardius Aevus Luminoc = delayed penetrating ice nova  
Omni Maximus Animus Cyro Penetro Accelero Aevus Luminoc = fast penetrating ice nova  
Omni Maximus Animus Aero Penetro Luminoc = air penetrating blast  
Omni Maximus Animus Aero Penetro Tardius Aevus Luminoc = delayed penetrating air blast  
Omni Maximus Animus Aero Penetro Accelero Aevus Luminoc = fast penetrating air blast  
Omni Maximus Animus Thundora Penetro Luminoc = penetrating chained lightning  
Omni Maximus Animus Thundora Penetro Tardius Aevus Luminoc = delayed penetrating chained lightning  
Omni Maximus Animus Thundora Penetro Accelero Aevus Luminoc = fast penetrating chained lightning  
Omni Maximus Animus Visus Penetro Luminoc = penetrating spiritual blindness  
Omni Maximus Animus Visus Penetro Tardius Aevus Luminoc = delayed penetrating spiritual blindness  
Omni Maximus Animus Visus Penetro Accelero Aevus Luminoc = fast penetrating spiritual blindness  
Omni Maximus Animus Liquentis Penetro Luminoc = penetrating lava wall  
Omni Maximus Animus Liquentis Penetro Tardius Aevus Luminoc = delayed penetrating lava wall  
Omni Maximus Animus Liquentis Penetro Accelero Aevus Luminoc = fast penetrating lava wall  
Omni Maximus Animus Aevus Penetro Luminoc = penetrating time attack wall  
Omni Maximus Animus Tardius Aevus Penetro Luminoc = penetrating slow wall  
Omni Maximus Animus Accelero Aevus Penetro Luminoc = penetrating speed wall  
Omni Maximus Animus Necro Penetro Luminoc = penetrating death wall  
Omni Maximus Animus Necro Penetro Tardius Aevus Luminoc = delayed penetrating death wall  
Omni Maximus Animus Necro Penetro Accelero Aevus Luminoc = instant penetrating death wall  
Omni Maximus Animus Infinitio Penetro Luminoc = penetrating time stop wall  
Omni Maximus Animus Infinitio Penetro Tardius Aevus Luminoc = delayed penetrating time stop wall  
Omni Maximus Animus Infinitio Penetro Accelero Aevus Luminoc = instant penetrating time stop wall  
Omni Maximus Animus Tardius Neuro Luminoc = mental stupidity wall  
Omni Maximus Animus Tardius Neuro Accelero Aevus Luminoc = fast mental stupidity wall  
Omni Maximus Animus Accelero Neuro Luminoc = mental intelligence wall  
Omni Maximus Animus Accelero Neuro Tardius Aevus Luminoc = delayed mental intelligence wall  
Omni Maximus Animus Accelero Neuro Accelero Aevus Luminoc = fast mental intelligence wall  
Omni Maximus Animus Medicus Neuro Luminoc = mental charm wall  
Omni Maximus Animus Medicus Neuro Accelero Aevus Luminoc = fast mental charm wall  
Omni Maximus Animus Medicus Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating charm wall  
Omni Maximus Animus Medicus Neuro Infinitio Luminoc = fast mental charm wall  
Omni Maximus Animus Medicus Neuro Potus Luminoc = remove charm wall

Omni Maximus Animus Medicus Neuro Potus Tardius Aevus Luminoc = delayed remove charm wall  
Omni Maximus Animus Medicus Neuro Potus Accelero Aevus Luminoc = fast remove charm wall  
Omni Maximus Animus Medicus Neuro Potus Infinitio Luminoc = remove permanent charm wall  
Omni Maximus Animus Medicus Magicus Iniquus Luminoc = miscast magic wall  
Omni Maximus Animus Medicus Magicus Iniquus Accelero Aevus Luminoc = delayed miscast magic wall  
Omni Maximus Animus Medicus Magicus Iniquus Penetro Accelero Aevus Luminoc = fast penetrating miscast magic wall  
Omni Maximus Animus Medicus Magicus Iniquus Infinitio Luminoc = fast miscast magic wall  
Omni Maximus Animus Medicus Magicus Iniquus Potus Luminoc = miscast magic removal wall  
Omni Maximus Animus Medicus Magicus Iniquus Potus Infinitio Luminoc = permanent group miscast magic removal wall  
Omni Maximus Animus Moderatus Luminoc = control wall  
Omni Maximus Animus Moderatus Accelero Aevus Luminoc = control wall  
Omni Maximus Animus Moderatus Penetro Accelero Aevus Luminoc = fast penetrating control wall  
Omni Maximus Animus Moderatus Infinitio Luminoc = permanent control wall  
Omni Maximus Animus Moderatus Potus Luminoc = remove control wall  
Omni Maximus Animus Moderatus Potus Accelero Aevus Luminoc = remove control wall  
Omni Maximus Animus Moderatus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove control wall  
Omni Maximus Animus Moderatus Potus Infinitio Luminoc = permanent remove control wall  
Omni Maximus Animus Moderatus Ennervatus Luminoc = dire charm wall  
Omni Maximus Animus Moderatus Ennervatus Accelero Aevus Luminoc = dire charm wall  
Omni Maximus Animus Moderatus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating dire charm wall  
Omni Maximus Animus Moderatus Ennervatus Infinitio Luminoc = permanent dire charm wall  
Omni Maximus Animus Moderatus Ennervatus Potus Luminoc = dire charm removal wall  
Omni Maximus Animus Moderatus Ennervatus Potus Accelero Aevus Luminoc = charm removal wall  
Omni Maximus Animus Moderatus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating dire charm removal wall  
Omni Maximus Animus Moderatus Ennervatus Potus Infinitio Luminoc = permanent dire charm removal wall  
Omni Maximus Animus Ennervatus Luminoc = domination wall  
Omni Maximus Animus Ennervatus Accelero Aevus Luminoc = domination wall  
Omni Maximus Animus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating domination wall  
Omni Maximus Animus Ennervatus Infinitio Luminoc = permanent domination wall  
Omni Maximus Animus Ennervatus Potus Luminoc = domination removal wall  
Omni Maximus Animus Ennervatus Potus Accelero Aevus Luminoc = domination removal wall  
Omni Maximus Animus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating domination removal wall  
Omni Maximus Animus Ennervatus Potus Infinitio Luminoc = permanent domination removal wall  
Omni Maximus Animus Exhaurio Luminoc = draining wall  
Omni Maximus Animus Exhaurio Accelero Aevus Luminoc = fast draining wall  
Omni Maximus Animus Exhaurio Penetro Potus Accelero Aevus Luminoc = fast penetrating draining wall  
Omni Maximus Animus Exhaurio Infinitio Luminoc = permanent draining wall  
Omni Maximus Animus Exhaurio Genero Luminoc = life draining wall  
Omni Maximus Animus Exhaurio Genero Accelero Aevus Luminoc = life draining wall  
Omni Maximus Animus Exhaurio Genero Penetro Potus Accelero Aevus Luminoc = fast penetrating life draining wall  
Omni Maximus Animus Exhaurio Genero Infinitio Luminoc = permanent life draining wall  
Omni Maximus Animus Exhaurio Genero Multus Luminoc = vampiric draining wall  
Omni Maximus Animus Exhaurio Genero Multus Accelero Aevus Luminoc = vampiric draining wall  
Omni Maximus Animus Exhaurio Genero Multus Penetro Potus Accelero Aevus Luminoc = fast penetrating vampiric draining wall  
Omni Maximus Animus Exhaurio Genero Multus Infinitio Luminoc = permanent vampiric draining wall  
Omni Maximus Animus Exhaurio Aspectus Potus Luminoc = remove area illusion



Omni Maximus Animus Exhaurio Aspectus Potus Accelero Aevus Luminoc = remove area illusion  
Omni Maximus Animus Exhaurio Aspectus Penetro Potus Accelero Aevus Luminoc = fast penetrating  
remove area illusion  
Omni Maximus Animus Exhaurio Aspectus Potus Infinitio Luminoc = permanent remove area illusion  
Omni Maximus Animus Aspectus Luminoc = area illusion think of the element when saying  
Omni Maximus Animus Aspectus Accelero Aevus Luminoc = area illusion spheres think of the element  
when saying  
Omni Maximus Animus Aspectus Penetro Accelero Aevus Luminoc = fast penetrating area illusion think of  
the element when saying  
Omni Maximus Animus Aspectus Infinitio Luminoc = permanent area illusion think of the element when  
saying  
Omni Maximus Animus Opacus Aspectus Luminoc = shadow wall  
Omni Maximus Animus Opacus Accelero Aevus Luminoc = shadow wall  
Omni Maximus Animus Opacus Penetro Accelero Aevus Luminoc = fast penetrating shadow wall  
Omni Maximus Animus Opacus Infinitio Luminoc = permanent shadow wall  
Omni Maximus Animus Solidus Luminoc = deadly substance wall  
Omni Maximus Animus Solidus Accelero Aevus Luminoc = deadly substance wall  
Omni Maximus Animus Solidus Penetro Accelero Aevus Luminoc = fast penetrating deadly substance wall  
Omni Maximus Animus Solidus Integumentuum Luminoc = deadly cloaked substance wall  
Omni Maximus Animus Solidus Integumentuum Accelero Aevus Luminoc = deadly cloaked substance wall  
Omni Maximus Animus Solidus Integumentuum Penetro Accelero Aevus Luminoc = fast penetrating deadly  
deadly substance wall  
Omni Maximus Animus Solidus Integumentuum Infinitio Luminoc = permanent deadly cloaked substance  
wall  
Omni Maximus Animus Elevo Luminoc = luminescent lance  
Omni Maximus Animus Elevo Accelero Aevus Luminoc = luminescent lance  
Omni Maximus Animus Elevo Penetro Accelero Aevus Luminoc = fast penetrating luminescent lance  
Omni Maximus Animus Elevo Infinitio Luminoc = permanent luminescent lance  
Omni Maximus Animus Incalfacio Luminoc = heat concussion wall  
Omni Maximus Animus Incalfacio Accelero Aevus Luminoc = heat concussion wall  
Omni Maximus Animus Incalfacio Penetro Accelero Aevus Luminoc = fast penetrating heat concussion wall  
Omni Maximus Animus Incalfacio Infinitio Luminoc = permanent heat concussion wall  
Omni Maximus Animus Apricatio Luminoc = bright sunlight lance  
Omni Maximus Animus Apricatio Accelero Aevus Luminoc = bright sunlight lance  
Omni Maximus Animus Apricatio Penetro Accelero Aevus Luminoc = fast penetrating bright sunlight lance  
Omni Maximus Animus Apricatio Infinitio Luminoc = permanent bright sunlight lance  
Omni Maximus Animus Chao Luminoc = chaos expanding rings  
Omni Maximus Animus Chao Accelero Aevus Luminoc = chaos expanding rings  
Omni Maximus Animus Chao Penetro Accelero Aevus Luminoc = fast penetrating chaos expanding rings  
Omni Maximus Animus Chao Infinitio Luminoc = permanent chaos expanding rings  
Omni Maximus Animus Chao Disturbatio Luminoc = chaotic destructive lava wall  
Omni Maximus Animus Chao Disturbatio Accelero Aevus Luminoc = chaotic destructive lava wall  
Omni Maximus Animus Chao Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating chaotic  
destructive lava wall  
Omni Maximus Animus Chao Disturbatio Infinitio Luminoc = permanent chaotic destructive lava wall  
Omni Maximus Animus Disturbatio Luminoc = destructive fire wall  
Omni Maximus Animus Disturbatio Accelero Aevus Luminoc = destructive fire wall  
Omni Maximus Animus Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating destructive fire wall  
Omni Maximus Animus Disturbatio Infinitio Luminoc = permanent chaotic fire wall  
Omni Maximus Animus Maledico Luminoc = abusive water wall  
Omni Maximus Animus Maledico Accelero Aevus Luminoc = abusive water wall  
Omni Maximus Animus Maledico Penetro Accelero Aevus Luminoc = fast penetrating abusive wall  
Omni Maximus Animus Maledico Infinitio Luminoc = permanent abusive water wall  
Omni Maximus Animus Maledico Incursio Luminoc = abusive collisive ice shatter

Omni Maximus Animus Maledico Incursio Accelero Aevus Luminoc = abusive collisive ice shatter  
Omni Maximus Animus Maledico Incursio Penetro Accelero Aevus Luminoc = fast penetrating abusive collisive ice shatter  
Omni Maximus Animus Maledico Incursio Infinitio Luminoc = permanent abusive collisive ice shatter  
Omni Maximus Animus Incursio Luminoc = collisive shatter  
Omni Maximus Animus Incursio Accelero Aevus Luminoc = collisive shatter  
Omni Maximus Animus Incursio Penetro Accelero Aevus Luminoc = fast penetrating collisive shatter  
Omni Maximus Animus Incursio Infinitio Luminoc = permanent collisive shatter  
Omni Maximus Animus Efficio Luminoc = power wall  
Omni Maximus Animus Efficio Accelero Aevus Luminoc = power wall  
Omni Maximus Animus Efficio Penetro Accelero Aevus Luminoc = fast penetrating power wall  
Omni Maximus Animus Efficio Infinitio Luminoc = permanent power wall  
Omni Maximus Animus Imago Luminoc = mirroring expanding rings  
Omni Maximus Animus Imago Accelero Aevus Luminoc = mirroring expanding rings  
Omni Maximus Animus Imago Penetro Accelero Aevus Luminoc = fast penetrating mirroring expanding rings  
Omni Maximus Animus Imago Infinitio Luminoc = permanent mirroring expanding rings  
Omni Maximus Animus Imago Communio Luminoc = mirroring sharing expanding rings  
Omni Maximus Animus Imago Communio Accelero Aevus Luminoc = mirroring sharing expanding rings  
Omni Maximus Animus Imago Communio Penetro Accelero Aevus Luminoc = fast penetrating mirroring sharing expanding rings  
Omni Maximus Animus Imago Communio Infinitio Luminoc = permanent mirroring sharing expanding rings  
Omni Maximus Animus Communio Accelero Aevus Luminoc = sharing air shatter  
Omni Maximus Animus Communio Penetro Accelero Aevus Luminoc = fast penetrating sharing air shatter  
Omni Maximus Animus Communio Infinitio Luminoc = permanent sharing air shatter  
Omni Maximus Animus Imitatio Accelero Aevus Luminoc = imitating shatter  
Omni Maximus Animus Imitatio Penetro Accelero Aevus Luminoc = fast penetrating imitating wall  
Omni Maximus Animus Imitatio Infinitio Luminoc = permanent imitating wall  
Omni Maximus Animus Multus Luminoc = energy wall  
Omni Maximus Animus Multus Accelero Aevus Luminoc = fast energy wall  
Omni Maximus Animus Multus Penetro Accelero Aevus Luminoc = fast penetrating imitating wall  
Omni Maximus Animus Multus Infinitio Luminoc = permanent imitating wall  
Omni Maximus Animus Comformo Effectus Luminoc = adaptive effects wall  
Omni Maximus Animus Comformo Effectus Accelero Aevus Luminoc = fast adaptive effects wall  
Omni Maximus Animus Comformo Effectus Penetro Accelero Aevus Luminoc = fast penetrating adaptive effects wall  
Omni Maximus Animus Comformo Effectus Infinitio Luminoc = permanent adaptive effects wall  
Omni Maximus Animus Retexo Luminoc = reverse expanding rings  
Omni Maximus Animus Retexo Accelero Aevus Luminoc = fast reverse expanding rings  
Omni Maximus Animus Retexo Penetro Accelero Aevus Luminoc = fast penetrating reverse expanding rings  
Omni Maximus Animus Retexo Infinitio Luminoc = permanent reverse expanding rings  
Omni Maximus Animus Fabricatio Luminoc = undoing wall  
Omni Maximus Animus Fabricatio Accelero Aevus Luminoc = fast undoing wall  
Omni Maximus Animus Fabricatio Penetro Accelero Aevus Luminoc = fast penetrating undoing wall  
Omni Maximus Animus Fabricatio Infinitio Luminoc = permanent undoing wall  
Omni Maximus Animus Fabricatio Redeo Luminoc = deadly making wall  
Omni Maximus Animus Fabricatio Redeo Accelero Aevus Luminoc = fast deadly making wall  
Omni Maximus Animus Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating deadly making wall  
Omni Maximus Animus Fabricatio Redeo Infinitio Luminoc = permanent deadly making wall  
Omni Maximus Animus Ferreus Luminoc = antimagic wall  
Omni Maximus Animus Fabricatio Redeo Accelero Aevus Luminoc = fast antimagic wall  
Omni Maximus Animus Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating antimagic wall

Omni Maximus Animus Fabricatio Redeo Infinitio Luminoc = permanent antimagic wall  
Omni Maximus Animus Ferreus Aevus Luminoc = antimagic time wall  
Omni Maximus Animus Ferreus Aevus Accelero Aevus Luminoc = fast antimagic time wall  
Omni Maximus Animus Ferreus Aevus Penetro Accelero Aevus Luminoc = fast penetrating antimagic time wall  
Omni Maximus Animus Ferreus Aevus Infinitio Luminoc = permanent antimagic time wall  
Omni Maximus Animus Necro Cedo Luminoc = death change expanding rings  
Omni Maximus Animus Necro Cedo Accelero Aevus Luminoc = fast death change expanding rings  
Omni Maximus Animus Necro Cedo Penetro Accelero Aevus Luminoc = fast penetrating death change expanding rings  
Omni Maximus Animus Necro Cedo Infinitio Luminoc = permanent death change expanding rings  
Omni Maximus Animus Obliquus Luminoc = indirect ripple attack  
Omni Maximus Animus Obliquus Accelero Aevus Luminoc = fast indirect expanding rings attack  
Omni Maximus Animus Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect expanding rings attack  
Omni Maximus Animus Obliquus Infinitio Luminoc = permanent indirect expanding rings attack  
Omni Maximus Animus Necro Obliquus Luminoc = indirect death wall  
Omni Maximus Animus Necro Obliquus Accelero Aevus Luminoc = fast indirect death wall  
Omni Maximus Animus Necro Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect death wall  
Omni Maximus Animus Necro Obliquus Infinitio Luminoc = permanent indirect death wall  
Omni Maximus Animus Tabes Luminoc = disease wall  
Omni Maximus Animus Tabes Accelero Aevus Luminoc = fast disease wall  
Omni Maximus Animus Tabes Penetro Accelero Aevus Luminoc = fast penetrating disease wall  
Omni Maximus Animus Tabes Infinitio Luminoc = permanent disease wall  
Omni Maximus Animus Pestis Luminoc = pestilence wall  
Omni Maximus Animus Pestis Accelero Aevus Luminoc = fast pestilence wall  
Omni Maximus Animus Pestis Penetro Accelero Aevus Luminoc = fast penetrating pestilence wall  
Omni Maximus Animus Pestis Infinitio Luminoc = permanent pestilence wall  
Omni Maximus Animus Inversio Thundora Luminoc = youthening lightning wall  
Omni Maximus Animus Inversio Thundora Accelero Aevus Luminoc = fast youthening lightning wall  
Omni Maximus Animus Inversio Thundora Penetro Accelero Aevus Luminoc = fast penetrating youthening lightning wall  
Omni Maximus Animus Inversio Thundora Infinitio Luminoc = permanent youthening lightning wall  
Omni Maximus Animus Defluo Luminoc = disappearing lightning wall  
Omni Maximus Animus Defluo Accelero Aevus Luminoc = fast disappearing lightning wall  
Omni Maximus Animus Defluo Penetro Accelero Aevus Luminoc = fast penetrating wall lightning  
Omni Maximus Animus Defluo Infinitio Luminoc = permanent disappearing wall lightning  
Omni Maximus Animus Fulmeneu Luminoc = dominating lightning wall  
Omni Maximus Animus Fulmeneu Accelero Aevus Luminoc = fast dominating lightning wall  
Omni Maximus Animus Fulmeneu Penetro Accelero Aevus Luminoc = fast penetrating dominating lightning wall  
Omni Maximus Animus Fulmeneu Infinitio Luminoc = permanent dominating lightning wall  
Omni Maximus Animus Obscuro Luminoc = cloaked lightning wall  
Omni Maximus Animus Obscuro Accelero Aevus Luminoc = fast cloaked lightning wall  
Omni Maximus Animus Obscuro Penetro Accelero Aevus Luminoc = fast penetrating cloaked lightning wall  
Omni Maximus Animus Obscuro Infinitio Luminoc = permanent cloaked wall lightning  
Omni Maximus Animus Exuro Luminoc = heat wall lightning  
Omni Maximus Animus Exuro Accelero Aevus Luminoc = fast heat wall lightning  
Omni Maximus Animus Exuro Penetro Accelero Aevus Luminoc = fast penetrating heat wall lightning  
Omni Maximus Animus Exuro Infinitio Luminoc = permanent heat wall lightning  
Omni Maximus Animus Conlido Luminoc = collision wall lightning  
Omni Maximus Animus Conlido Accelero Aevus Luminoc = fast collision wall lightning  
Omni Maximus Animus Conlido Penetro Accelero Aevus Luminoc = fast penetrating collision wall lightning

Omni Maximus Animus Conlido Infinitio Luminoc = permanent collision wall lightning  
Omni Maximus Animus Transcribo Luminoc = imitating wall lightning  
Omni Maximus Animus Transcribo Accelero Aevus Luminoc = fast imitating wall lightning  
Omni Maximus Animus Transcribo Penetro Accelero Aevus Luminoc = fast penetrating imitating wall lightning  
Omni Maximus Animus Transcribo Infinitio Luminoc = permanent imitating wall lightning  
Omni Maximus Animus Compello Luminoc = compelling wall lightning  
Omni Maximus Animus Compello Accelero Aevus Luminoc = fast compelling lightning wall  
Omni Maximus Animus Compello Penetro Accelero Aevus Luminoc = fast penetrating compelling lightning wall  
Omni Maximus Animus Compello Infinitio Luminoc = permanent compelling lightning wall  
Omni Maximus Animus Cesso Luminoc = retarding lightning wall  
Omni Maximus Animus Cesso Accelero Aevus Luminoc = fast retarding wall lightning  
Omni Maximus Animus Cesso Penetro Accelero Aevus Luminoc = fast penetrating retarding wall lightning  
Omni Maximus Animus Cesso Infinitio Luminoc = permanent retarding wall lightning  
Omni Maximus Animus Multus Animus Luminoc = soul fire lance  
Omni Maximus Animus Multus Animus Accelero Aevus Luminoc = soul fire lance  
Omni Maximus Animus Multus Animus Penetro Accelero Aevus Luminoc = fast penetrating soul fire lance  
Omni Maximus Animus Multus Animus Infinitio Luminoc = permanent surrounding soul fire lance  
Omni Maximus Animus Taura Simulo Luminoc = surrounding earth wall  
Omni Maximus Animus Taura Simulo Tardius Aevus Luminoc = delayed surrounding earth wall  
Omni Maximus Animus Taura Simulo Accelero Aevus Luminoc = fast surrounding earth wall  
Omni Maximus Animus Pyro Simulo Luminoc = surrounding fire expanding rings  
Omni Maximus Animus Pyro Simulo Tardius Aevus Luminoc = delayed blast surrounding fire expanding rings  
Omni Maximus Animus Pyro Simulo Accelero Aevus Luminoc = fast surrounding fire expanding rings  
Omni Maximus Animus Hydro Simulo Luminoc = surrounding water expanding rings  
Omni Maximus Animus Hydro Simulo Tardius Aevus Luminoc = delayed surrounding water expanding rings  
Omni Maximus Animus Hydro Simulo Accelero Aevus Luminoc = fast surrounding water expanding rings  
Omni Maximus Animus Cyro Simulo Luminoc = surrounding ice shatter  
Omni Maximus Animus Cyro Simulo Tardius Aevus Luminoc = delayed surrounding ice shatter  
Omni Maximus Animus Cyro Simulo Accelero Aevus Luminoc = fast surrounding ice shatter  
Omni Maximus Animus Aero Simulo Luminoc = surrounding air shatter  
Omni Maximus Animus Aero Simulo Tardius Aevus Luminoc = delayed surrounding air shatter  
Omni Maximus Animus Aero Simulo Accelero Aevus Luminoc = fast surrounding air shatter  
Omni Maximus Animus Thundora Simulo Luminoc = surrounding lightning lightning wall  
Omni Maximus Animus Thundora Simulo Tardius Aevus Luminoc = delayed surrounding lightning wall  
Omni Maximus Animus Thundora Simulo Accelero Aevus Luminoc = fast surrounding lightning wall  
Omni Maximus Animus Lipientis Simulo Luminoc = surrounding lava expanding rings  
Omni Maximus Animus Lipientis Simulo Tardius Aevus Luminoc = delayed surrounding lava expanding rings  
Omni Maximus Animus Lipientis Simulo Accelero Aevus Luminoc = fast surrounding lava expanding rings  
Omni Maximus Animus Necro Simulo Luminoc = surrounding death expanding rings  
Omni Maximus Animus Necro Simulo Tardius Aevus Luminoc = delayed surrounding death expanding rings  
Omni Maximus Animus Necro Simulo Accelero Aevus Luminoc = instant surrounding death expanding rings  
Omni Maximus Animus Infinitio Simulo Luminoc = surrounding time stop wall  
Omni Maximus Animus Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop wall  
Omni Maximus Animus Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop wall  
Omni Maximus Animus Penetro Simulo Luminoc = penetrating surrounding energy expanding rings  
Omni Maximus Animus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy expanding rings  
Omni Maximus Animus Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy expanding rings  
Omni Maximus Animus Commutatus Simulo Luminoc = fire change surrounding energy expanding rings  
Omni Maximus Animus Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy expanding rings

Omni Maximus Animus Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change energy expanding rings

Omni Maximus Animus Potus Simulo Luminoc = surrounding energy absorption wall

Omni Maximus Animus Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption wall

Omni Maximus Animus Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy wall

Omni Maximus Animus Abfabricatio Simulo Luminoc = surrounding unmaking wall

Omni Maximus Animus Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking wall

Omni Maximus Animus Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking wall

Omni Maximus Animus Taura Penetro Simulo Luminoc = penetrating surrounding earth wall

Omni Maximus Animus Taura Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating earth wall

Omni Maximus Animus Taura Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating earth wall

Omni Maximus Animus Pyro Penetro Simulo Luminoc = penetrating surrounding fire expanding rings

Omni Maximus Animus Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast surrounding penetrating fire expanding rings

Omni Maximus Animus Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire expanding rings

Omni Maximus Animus Hydro Penetro Simulo Luminoc = penetrating surrounding water expanding rings

Omni Maximus Animus Hydro Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating water expanding rings

Omni Maximus Animus Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water expanding rings

Omni Maximus Animus Cyro Penetro Simulo Luminoc = ice penetrating surrounding expanding rings

Omni Maximus Animus Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice expanding rings

Omni Maximus Animus Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice expanding rings

Omni Maximus Animus Aero Penetro Simulo Luminoc = surrounding air penetrating expanding rings

Omni Maximus Animus Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air shatter

Omni Maximus Animus Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air shatter

Omni Maximus Animus Thundora Penetro Simulo Luminoc = penetrating surrounding lightning wall

Omni Maximus Animus Thundora Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding lightning wall

Omni Maximus Animus Thundora Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding lightning wall

Omni Maximus Animus Visus Penetro Simulo Luminoc = penetrating surrounding area blindness

Omni Maximus Animus Visus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding area blindness

Omni Maximus Animus Visus Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding area blindness

Omni Maximus Animus Liquentis Simulo Penetro Luminoc = penetrating surrounding lava expanding rings

Omni Maximus Animus Liquentis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava expanding rings

Omni Maximus Animus Liquentis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava expanding rings

Omni Maximus Animus Infinitio Simulo Luminoc = surrounding time stop expanding rings

Omni Maximus Animus Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop expanding rings

Omni Maximus Animus Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop expanding rings

Omni Maximus Animus Penetro Simulo Luminoc = penetrating surrounding energy expanding rings



Omni Maximus Animus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy expanding rings

Omni Maximus Animus Penetro Accelero Aevus Luminoc = instant penetrating surrounding energy expanding rings

Omni Maximus Animus Commutatus Simulo Luminoc = fire change surrounding energy expanding rings

Omni Maximus Animus Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy expanding rings

Omni Maximus Animus Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change energy expanding rings

Omni Maximus Animus Potus Simulo Luminoc = surrounding energy absorption expanding rings

Omni Maximus Animus Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption expanding rings

Omni Maximus Animus Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy expanding rings

Omni Maximus Animus Abfabricatio Simulo Luminoc = surrounding unmaking expanding rings

Omni Maximus Animus Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking wall

Omni Maximus Animus Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking wall

Omni Maximus Animus Taura Penetro Simulo Luminoc = penetrating surrounding earth expanding rings

Omni Maximus Animus Taura Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding earth expanding rings

Omni Maximus Animus Taura Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding earth expanding rings

Omni Maximus Animus Pyro Penetro Simulo Luminoc = penetrating surrounding fire expanding rings

Omni Maximus Animus Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast penetrating surrounding fire expanding rings

Omni Maximus Animus Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire expanding rings

Omni Maximus Animus Hydro Penetro Simulo Luminoc = penetrating surrounding water expanding rings

Omni Maximus Animus Hydro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding water expanding rings

Omni Maximus Animus Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water expanding rings

Omni Maximus Animus Cyro Penetro Simulo Luminoc = surrounding ice penetrating shatter

Omni Maximus Animus Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice shatter

Omni Maximus Animus Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice shatter

Omni Maximus Animus Aero Penetro Simulo Luminoc = surrounding air penetrating expanding rings

Omni Maximus Animus Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air expanding rings

Omni Maximus Animus Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air expanding rings

Omni Maximus Animus Thundora Simulo Penetro Luminoc = penetrating surrounding lightning wall

Omni Maximus Animus Thundora Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lightning wall

Omni Maximus Animus Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lightning wall

Omni Maximus Animus Liquentis Simulo Penetro Luminoc = penetrating surrounding lava expanding rings

Omni Maximus Animus Liquentis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava expanding rings

Omni Maximus Animus Liquentis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava expanding rings

Omni Maximus Animus Necro Penetro Simulo Luminoc = penetrating surrounding death wall

Omni Maximus Animus Necro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding

death wall

Omni Maximus Animus Necro Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding death wall

Omni Maximus Animus Infinitio Penetro Simulo Luminoc = penetrating surrounding time stop expanding wall

Omni Maximus Animus Infinitio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding time stop wall

Omni Maximus Animus Infinitio Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding time stop wall

Omni Maximus Animus Tardius Neuro Simulo Luminoc = mental surrounding area stupidity

Omni Maximus Animus Tardius Neuro Tardius Aevus Simulo Luminoc = delayed mental surrounding area stupidity

Omni Maximus Animus Tardius Neuro Accelero Aevus Simulo Luminoc = fast mental surrounding group stupidity

Omni Maximus Animus Medicatus Neuro Simulo Luminoc = mental surrounding area charm

Omni Maximus Animus Medicatus Neuro Simulo Accelero Aevus Luminoc = fast mental surrounding area charm

Omni Maximus Animus Medicatus Neuro Simulo Penetro Accelero Aevus Luminoc = fast mental penetrating surrounding area charm

Omni Maximus Animus Medicatus Neuro Simulo Infinitio Luminoc = infinite mental area surrounding charm

Omni Maximus Animus Medicatus Mutus Simulo Neuro Luminoc = mental area surrounding charm mutation

Omni Maximus Animus Medicatus Mutus Simulo Neuro Accelero Aevus Luminoc = fast mental area surrounding charm mutation

Omni Maximus Animus Medicatus Mutus Simulo Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating surrounding area charm mutation

Omni Maximus Animus Medicatus Mutus Simulo Neuro Infinitio Luminoc = infinite mental surrounding area charm mutation

Omni Maximus Animus Medicatus Magicus Iniquus Simulo Luminoc = area miscast surrounding magic

Omni Maximus Animus Medicatus Magicus Iniquus Simulo Accelero Aevus Luminoc = delayed surrounding area miscast magic

Omni Maximus Animus Moderatus Simulo Luminoc = surrounding control expanding rings

Omni Maximus Animus Moderatus Accelero Aevus Simulo Luminoc = surrounding control expanding rings

Omni Maximus Animus Moderatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding control expanding rings

Omni Maximus Animus Moderatus Infinitio Simulo Luminoc = permanent surrounding control expanding rings

Omni Maximus Animus Moderatus Ennervatus Simulo Luminoc = surrounding dire charm expanding rings

Omni Maximus Animus Moderatus Ennervatus Accelero Aevus Simulo Luminoc = surrounding dire charm expanding rings

Omni Maximus Animus Moderatus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding dire charm expanding rings

Omni Maximus Animus Moderatus Ennervatus Infinitio Simulo Luminoc = permanent surrounding dire charm expanding rings

Omni Maximus Animus Ennervatus Simulo Luminoc = surrounding domination expanding rings

Omni Maximus Animus Ennervatus Accelero Aevus Simulo Luminoc = surrounding domination expanding rings

Omni Maximus Animus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding domination expanding rings

Omni Maximus Animus Ennervatus Infinitio Simulo Luminoc = permanent surrounding domination expanding rings

Omni Maximus Animus Exhaurio Simulo Luminoc = surrounding draining expanding rings

Omni Maximus Animus Exhaurio Simulo Accelero Aevus Luminoc = surrounding draining expanding rings

Omni Maximus Animus Exhaurio Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding draining expanding rings

Omni Maximus Animus Exhaurio Simulo Infinitio Luminoc = permanent surrounding draining expanding rings



Omni Maximus Animus Exhaurio Genero Simulo Luminoct = surrounding life draining expanding rings  
Omni Maximus Animus Exhaurio Genero Simulo Accelero Aevus Luminoct = surrounding life draining expanding rings  
Omni Maximus Animus Exhaurio Genero Simulo Penetro Potus Accelero Aevus Luminoct = fast penetrating surrounding life draining expanding rings  
Omni Maximus Animus Exhaurio Genero Simulo Infinitio Luminoct = permanent surrounding life draining expanding rings  
Omni Maximus Animus Aspectus Simulo Luminoct = surrounding area illusion think of the element when saying  
Omni Maximus Animus Aspectus Simulo Accelero Aevus Luminoct = surrounding area illusion think of the element when saying  
Omni Maximus Animus Aspectus Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding area illusion spheres think of the element when saying  
Omni Maximus Animus Aspectus Simulo Infinitio Luminoct = permanent surrounding area illusion spheres think of the element when saying  
Omni Maximus Animus Opacus Simulo Aspectus Luminoct = surrounding shadow expanding rings  
Omni Maximus Animus Opacus Simulo Accelero Aevus Luminoct = surrounding shadow expanding rings  
Omni Maximus Animus Opacus Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding shadow expanding rings  
Omni Maximus Animus Opacus Simulo Infinitio Luminoct = permanent surrounding shadow expanding rings  
Omni Maximus Animus Solidus Simulo Luminoct = deadly surrounding substance expanding rings  
Omni Maximus Animus Solidus Simulo Accelero Aevus Luminoct = deadly surrounding substance expanding rings  
Omni Maximus Animus Solidus Simulo Penetro Accelero Aevus Luminoct = fast penetrating deadly surrounding substance expanding rings  
Omni Maximus Animus Solidus Simulo Infinitio Luminoct = permanent deadly surrounding substance expanding rings  
Omni Maximus Animus Solidus Integumentuum Simulo Luminoct = deadly surrounding cloaked substance expanding rings  
Omni Maximus Animus Solidus Integumentuum Simulo Accelero Aevus Luminoct = deadly surrounding cloaked substance expanding rings  
Omni Maximus Animus Solidus Integumentuum Penetro Simulo Accelero Aevus Luminoct = fast penetrating deadly surrounding cloaked substance expanding rings  
Omni Maximus Animus Solidus Integumentuum Simulo Infinitio Luminoct = permanent deadly surrounding cloaked substance expanding rings  
Omni Maximus Animus Exhaurio Genero Multus Simulo Luminoct = surrounding vampiric draining expanding rings  
Omni Maximus Animus Exhaurio Genero Multus Simulo Accelero Aevus Luminoct = surrounding vampiric draining expanding rings  
Omni Maximus Animus Exhaurio Genero Multus Simulo Penetro Potus Accelero Aevus Luminoct = fast penetrating surrounding vampiric draining expanding rings  
Omni Maximus Animus Exhaurio Genero Multus Simulo Infinitio Luminoct = permanent surrounding vampiric draining expanding rings  
Omni Maximus Animus Incalfacio Simulo Luminoct = surrounding heat concussion expanding rings  
Omni Maximus Animus Incalfacio Simulo Accelero Aevus Luminoct = surrounding heat concussion expanding rings  
Omni Maximus Animus Incalfacio Penetro Simulo Accelero Aevus Luminoct = fast surrounding penetrating heat concussion expanding rings  
Omni Maximus Animus Incalfacio Simulo Infinitio Luminoct = permanent surrounding heat concussion expanding rings  
Omni Maximus Animus Elevo Simulo Luminoct = luminescent surrounding light lance  
Omni Maximus Animus Elevo Simulo Accelero Aevus Luminoct = luminescent surrounding light lance  
Omni Maximus Animus Elevo Penetro Simulo Accelero Aevus Luminoct = fast penetrating luminescent surrounding light lance

Omni Maximus Animus Elevo Simulo Infinitio Luminoc = permanent luminescent surrounding light lance  
Omni Maximus Animus Apricatio Simulo Luminoc = bright surrounding sunlight lance  
Omni Maximus Animus Apricatio Simulo Accelero Aevus Luminoc = bright surrounding sunlight lance  
Omni Maximus Animus Apricatio Penetro Simulo Accelero Aevus Luminoc = fast penetrating bright surrounding sunlight lance  
Omni Maximus Animus Apricatio Simulo Infinitio Luminoc = permanent bright surrounding sunlight lance  
Omni Maximus Animus Chao Simulo Luminoc = surrounding chaos expanding rings  
Omni Maximus Animus Chao Simulo Accelero Aevus Luminoc = surrounding chaos expanding rings  
Omni Maximus Animus Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos expanding rings  
Omni Maximus Animus Chao Simulo Infinitio Luminoc = permanent surrounding chaos expanding rings  
Omni Maximus Animus Chao Disturbatio Simulo Luminoc = surrounding chaotic destructive lava expanding rings  
Omni Maximus Animus Chao Disturbatio Simulo Accelero Aevus Luminoc = surrounding chaotic destructive lava expanding rings  
Omni Maximus Animus Chao Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaotic destructive lava expanding rings  
Omni Maximus Animus Chao Disturbatio Simulo Infinitio Luminoc = permanent surrounding chaotic destructive lava expanding rings  
Omni Maximus Animus Disturbatio Simulo Luminoc = surrounding destructive fire expanding rings  
Omni Maximus Animus Disturbatio Simulo Accelero Aevus Luminoc = surrounding destructive fire expanding rings  
Omni Maximus Animus Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding destructive fire expanding rings  
Omni Maximus Animus Disturbatio Simulo Infinitio Luminoc = permanent surrounding destructive fire expanding rings  
Omni Maximus Animus Maledico Incursio Simulo Luminoc = surrounding abusive collisive ice expanding rings  
Omni Maximus Animus Maledico Incursio Simulo Accelero Aevus Luminoc = surrounding abusive collisive ice expanding rings  
Omni Maximus Animus Maledico Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive collisive ice expanding rings  
Omni Maximus Animus Maledico Incursio Simulo Infinitio Luminoc = permanent surrounding abusive collisive ice expanding rings  
Omni Maximus Animus Incursio Simulo Luminoc = surrounding collisive air shatter  
Omni Maximus Animus Incursio Simulo Accelero Aevus Luminoc = surrounding collisive air shatter  
Omni Maximus Animus Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collisive air shatter  
Omni Maximus Animus Incursio Simulo Infinitio Luminoc = permanent surrounding collisive air shatter  
Omni Maximus Animus Maledico Simulo Luminoc = surrounding abusive water expanding rings  
Omni Maximus Animus Maledico Simulo Accelero Aevus Luminoc = surrounding abusive water expanding rings  
Omni Maximus Animus Maledico Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive water expanding rings  
Omni Maximus Animus Maledico Simulo Infinitio Luminoc = permanent surrounding abusive water expanding rings  
Omni Maximus Animus Efficio Simulo Luminoc = surrounding power expanding rings  
Omni Maximus Animus Efficio Simulo Accelero Aevus Luminoc = surrounding power expanding rings  
Omni Maximus Animus Efficio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding power expanding rings  
Omni Maximus Animus Efficio Simulo Infinitio Luminoc = permanent surrounding power expanding rings  
Omni Maximus Animus Imago Simulo Luminoc = surrounding mirroring expanding rings  
Omni Maximus Animus Imago Simulo Accelero Aevus Luminoc = surrounding mirroring expanding rings  
Omni Maximus Animus Imago Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding

mirroring expanding rings

Omni Maximus Animus Imago Simulo Infinitio Luminoc = permanent surrounding mirroring expanding rings

Omni Maximus Animus Imago Communio Simulo Luminoc = surrounding mirroring sharing expanding rings

Omni Maximus Animus Imago Communio Simulo Accelero Aevus Luminoc = surrounding mirroring sharing expanding rings

Omni Maximus Animus Imago Communio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding mirroring sharing expanding rings

Omni Maximus Animus Imago Communio Simulo Infinitio Luminoc = permanent surrounding mirroring sharing expanding rings

Omni Maximus Animus Fabricatio Redeo Simulo Luminoc = surrounding deadly making expanding rings

Omni Maximus Animus Fabricatio Redeo Simulo Accelero Aevus Luminoc = surrounding deadly making expanding rings

Omni Maximus Animus Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding deadly making expanding rings

Omni Maximus Animus Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding deadly making expanding rings

Omni Maximus Animus Fabricatio Redeo Simulo Luminoc = surrounding antimagic wall

Omni Maximus Animus Fabricatio Redeo Simulo Accelero Aevus Luminoc = surrounding antimagic wall

Omni Maximus Animus Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding antimagic wall

Omni Maximus Animus Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding antimagic wall

Omni Maximus Animus Necro Cedo Simulo Luminoc = surrounding death change wall

Omni Maximus Animus Necro Cedo Simulo Accelero Aevus Luminoc = surrounding death change wall

Omni Maximus Animus Necro Cedo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding death change wall

Omni Maximus Animus Necro Cedo Simulo Infinitio Luminoc = permanent surrounding death change wall

Omni Maximus Animus Obliquus Simulo Luminoc = surrounding indirect area attack

Omni Maximus Animus Obliquus Simulo Accelero Aevus Luminoc = surrounding indirect area attack

Omni Maximus Animus Obliquus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding indirect area attack

Omni Maximus Animus Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding indirect area attack

Omni Maximus Animus Necro Obliquus Simulo Luminoc = surrounding indirect death area attack

Omni Maximus Animus Necro Obliquus Simulo Accelero Aevus Luminoc = surrounding indirect death area attack

Omni Maximus Animus Necro Obliquus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding indirect death area attack

Omni Maximus Animus Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding indirect death area attack

Omni Maximus Animus Imitatio Simulo Luminoc = surrounding imitating wall

Omni Maximus Animus Imitatio Simulo Accelero Aevus Luminoc = surrounding imitating wall

Omni Maximus Animus Imitatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating wall

Omni Maximus Animus Imitatio Simulo Infinitio Luminoc = permanent surrounding imitating wall

Omni Maximus Animus Multus Simulo Luminoc = surrounding energy wall

Omni Maximus Animus Multus Simulo Accelero Aevus Luminoc = surrounding energy wall

Omni Maximus Animus Multus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding energy wall

Omni Maximus Animus Multus Simulo Infinitio Luminoc = permanent surrounding energy wall

Omni Maximus Animus Comformo Effectus Simulo Luminoc = surrounding adaptive effects expanding rings

Omni Maximus Animus Comformo Effectus Simulo Accelero Aevus Luminoc = surrounding adaptive effects expanding rings

Omni Maximus Animus Comformo Effectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding adaptive effects expanding rings

Omni Maximus Animus Comformo Effectus Simulo Infinitio Luminoc = permanent surrounding adaptive effects expanding rings  
Omni Maximus Animus Retexo Simulo Luminoc = surrounding reverse expanding rings  
Omni Maximus Animus Retexo Simulo Accelero Aevus Luminoc = surrounding reverse wall  
Omni Maximus Animus Retexo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding reverse wall  
Omni Maximus Animus Retexo Simulo Infinitio Luminoc = permanent surrounding reverse wall  
Omni Maximus Animus Fabricatio Simulo Luminoc = surrounding undoing wall  
Omni Maximus Animus Fabricatio Simulo Accelero Aevus Luminoc = surrounding undoing wall  
Omni Maximus Animus Fabricatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding undoing wall  
Omni Maximus Animus Fabricatio Simulo Infinitio Luminoc = permanent surrounding undoing wall  
Omni Maximus Animus Ferreus Aevus Simulo Luminoc = surrounding antimagic time wall  
Omni Maximus Animus Ferreus Aevus Simulo Accelero Aevus Luminoc = surrounding antimagic time wall  
Omni Maximus Animus Ferreus Aevus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding antimagic time wall  
Omni Maximus Animus Ferreus Aevus Simulo Infinitio Luminoc = permanent surrounding antimagic time wall  
Omni Maximus Animus Defluo Simulo Luminoc = surrounding disappearing lightning wall  
Omni Maximus Animus Defluo Simulo Accelero Aevus Luminoc = surrounding disappearing lightning wall  
Omni Maximus Animus Defluo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disappearing lightning wall  
Omni Maximus Animus Defluo Simulo Infinitio Luminoc = permanent surrounding disappearing lightning wall  
Omni Maximus Animus Tabes Simulo Luminoc = surrounding disease wall  
Omni Maximus Animus Tabes Simulo Accelero Aevus Luminoc = surrounding disease wall  
Omni Maximus Animus Tabes Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disease wall  
Omni Maximus Animus Tabes Simulo Infinitio Luminoc = permanent surrounding disease wall  
Omni Maximus Animus Pestis Simulo Luminoc = surrounding pestilence wall  
Omni Maximus Animus Pestis Simulo Accelero Aevus Luminoc = surrounding pestilence expanding rings  
Omni Maximus Animus Pestis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding pestilence expanding rings  
Omni Maximus Animus Pestis Simulo Infinitio Luminoc = permanent surrounding pestilence expanding rings  
Omni Maximus Animus Inversio Thundora Simulo Luminoc = surrounding youthening lightning wall  
Omni Maximus Animus Inversio Thundora Simulo Accelero Aevus Luminoc = surrounding youthening lightning wall  
Omni Maximus Animus Inversio Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding youthening lightning wall  
Omni Maximus Animus Inversio Thundora Simulo Infinitio Luminoc = permanent surrounding youthening wall lightning  
Omni Maximus Animus Fulmeneu Simulo Luminoc = surrounding dominating wall lightning  
Omni Maximus Animus Fulmeneu Simulo Accelero Aevus Luminoc = surrounding dominating lightning wall  
Omni Maximus Animus Fulmeneu Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding dominating lightning wall  
Omni Maximus Animus Fulmeneu Simulo Infinitio Luminoc = permanent surrounding dominating lightning wall  
Omni Maximus Animus Obscuro Simulo Luminoc = surrounding cloaked lightning wall  
Omni Maximus Animus Obscuro Simulo Accelero Aevus Luminoc = surrounding cloaked lightning wall  
Omni Maximus Animus Obscuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding cloaked lightning wall  
Omni Maximus Animus Obscuro Simulo Infinitio Luminoc = permanent surrounding cloaked lightning wall  
Omni Maximus Animus Exuro Simulo Luminoc = surrounding heat lightning wall

Omni Maximus Animus Exuro Simulo Accelero Aevus Luminoc = surrounding heat lightning wall  
Omni Maximus Animus Exuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding heat lightning wall  
Omni Maximus Animus Exuro Simulo Infinitio Luminoc = permanent surrounding heat lightning wall  
Omni Maximus Animus Conlido Simulo Luminoc = surrounding collision lightning wall  
Omni Maximus Animus Conlido Simulo Accelero Aevus Luminoc = surrounding collision wall lightning  
Omni Maximus Animus Conlido Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collision lightning wall  
Omni Maximus Animus Conlido Simulo Infinitio Luminoc = permanent surrounding collision lightning wall  
Omni Maximus Animus Transcribo Simulo Luminoc = surrounding imitating wall lightning  
Omni Maximus Animus Transcribo Simulo Accelero Aevus Luminoc = surrounding imitating lightning wall  
Omni Maximus Animus Transcribo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating lightning wall  
Omni Maximus Animus Transcribo Simulo Infinitio Luminoc = permanent surrounding imitating lightning wall  
Omni Maximus Animus Compello Simulo Luminoc = surrounding compelling lightning wall  
Omni Maximus Animus Compello Simulo Accelero Aevus Luminoc = surrounding compelling lightning wall  
Omni Maximus Animus Compello Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding compelling lightning wall  
Omni Maximus Animus Compello Simulo Infinitio Luminoc = permanent surrounding compelling lightning wall  
Omni Maximus Animus Cesso Simulo Luminoc = surrounding retarding lightning wall  
Omni Maximus Animus Cesso Simulo Accelero Aevus Luminoc = surrounding retarding lightning wall  
Omni Maximus Animus Cesso Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding retarding lightning wall  
Omni Maximus Animus Cesso Simulo Infinitio Luminoc = permanent surrounding retarding lightning wall  
Omni Maximus Animus Simulo Animus Multus Luminoc = surrounding soul fire lance  
Omni Maximus Animus Simulo Animus Accelero Aevus Luminoc = surrounding soul fire lance  
Omni Maximus Animus Simulo Animus Penetro Accelero Aevus Luminoc = fast penetrating surrounding soul fire lance  
Omni Maximus Animus Simulo Animus Infinitio Luminoc = permanent surrounding soul fire lance  
Omni Maximus Animus Chao Simulo Multus Luminoc = surrounding area chaos - imagine the effect  
Omni Maximus Animus Chao Simulo Accelero Aevus Luminoc = surrounding fast area chaos - imagine the effect  
Omni Maximus Animus Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos ripples - imagine the effect  
Omni Maximus Animus Chao Simulo Infinitio Luminoc = permanent surrounding chaos ripples - imagine the effect  
Omni Maximus Animus Multus Exhaurio Taura Simulo Luminoc = surrounding lower resistance expanding rings  
Omni Maximus Animus Multus Exhaurio Taura Simulo Accelero Aevus Luminoc = surrounding fast lower resistance expanding rings  
Omni Maximus Animus Multus Exhaurio Taura Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lower resistance expanding rings  
Omni Maximus Animus Multus Exhaurio Taura Simulo Infinitio Luminoc = permanent surrounding lower resistance expanding rings  
Omni Maximus Animus Aero Veneficus Multus Penetro Luminoc = stinking cloud wall  
Omni Maximus Animus Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast stinking cloud wall  
Omni Maximus Animus Aero Veneficus Multus Penetro Infinitio Luminoc = permanent stinking cloud wall  
Omni Maximus Animus Necro Aero Veneficus Multus Penetro Luminoc = cloudkill wall  
Omni Maximus Animus Necro Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast penetrating cloudkill wall  
Omni Maximus Animus Necro Aero Veneficus Multus Penetro Infinitio Luminoc = permanent cloudkill wall  
Omni Maximus Animus Genero Penetro Luminoc = area resist fear

Omni Maximus Animus Genero Penetro Accelero Aevus Luminoc = fast area resist fear  
Omni Maximus Animus Genero Penetro Infinitio Luminoc = permanent area resist fear  
Omni Maximus Animus Multus Exhaurio Simulo Luminoc = surrounding sleep expanding rings  
Omni Maximus Animus Multus Exhaurio Simulo Accelero Aevus Luminoc = fast surrounding sleep expanding rings  
Omni Maximus Animus Multus Exhaurio Simulo Infinitio Luminoc = surrounding coma expanding rings  
Omni Maximus Animus Magicus Simulo Luminoc = surrounding magic missile ring  
Omni Maximus Animus Magicus Simulo Accelero Aevus Luminoc = fast surrounding magic missile ring  
Omni Maximus Animus Magicus Simulo Infinitio Luminoc = permanent surrounding magic missile ring  
Omni Maximus Animus Magicus Liquentis Simulo Luminoc = surrounding Melf's Minute Meteor ring  
Omni Maximus Animus Magicus Liquentis Accelero Aevus Luminoc = fast surrounding Melf's Minute Meteor ring  
Omni Maximus Animus Magicus Liquentis Infinitio Luminoc = permanent surrounding Melf's Minute Meteor ring  
Omni Maximus Animus Inordinatinus Simulo Luminoc = surrounding confusion wall  
Omni Maximus Animus Inordinatinus Simulo Accelero Aevus Luminoc = fast surrounding confusion wall  
Omni Maximus Animus Inordinatinus Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating confusion wall  
Omni Maximus Animus Inordinatinus Simulo Infinitio Luminoc = permanent surrounding confusion wall  
Omni Maximus Animus Tabes Penetro Aero Simulo Luminoc = surrounding disease wall  
Omni Maximus Animus Tabes Penetro Aero Simulo Accelero Aevus Luminoc = fast surrounding disease wall  
Omni Maximus Animus Tabes Penetro Aero Simulo Infinitio Luminoc = permanent surrounding disease wall  
Omni Maximus Animus Iniquus Maleficus Simulo Luminoc = surrounding greater malison wall  
Omni Maximus Animus Iniquus Maleficus Simulo Accelero Aevus Luminoc = fast surrounding greater malison wall  
Omni Maximus Animus Iniquus Maleficus Simulo Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating greater malison wall  
Omni Maximus Animus Iniquus Maleficus Simulo Infinitio Luminoc = permanent surrounding greater malison wall  
Omni Maximus Animus Multus Cyro Aero Luminoc = wall of cold  
Omni Maximus Animus Multus Cyro Aero Accelero Aevus Luminoc = fast wall of cold  
Omni Maximus Animus Multus Cyro Aero Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating wall of cold  
Omni Maximus Animus Necro Attento Aero Luminoc = death fog wall  
Omni Maximus Animus Necro Attento Aero Accelero Aevus Luminoc = fast death fog wall  
Omni Maximus Animus Necro Attento Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating death fog wall  
Omni Maximus Animus Necro Attento Aero Infinitio Luminoc = permanent death fog wall  
Omni Maximus Animus Disturbatio Multus Aero Penetro Luminoc = incendiary area cloud - creates a roaring flame cloud that kills in minutes  
Omni Maximus Animus Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast incendiary area cloud - creates a roaring flame cloud that kills in minutes  
Omni Maximus Animus Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent incendiary area cloud - creates a roaring flame cloud that kills in minutes  
Omni Maximus Animus Exhaurio Penetro Simulo Luminoc = spellstrike wall - this will remove all protections  
Omni Maximus Animus Exhaurio Penetro Simulo Tardius Aevus Luminoc = delayed wall spellstrike - this will remove all protections  
Omni Maximus Animus Exhaurio Penetro Simulo Accelero Aevus Luminoc = fast wall spellstrike - this will remove all protections  
Omni Maximus Animus Solidus Elevo Ferreus Accelero Aevus Penetro Luminoc = magical gun heat seeking shot  
Omni Maximus Animus Solidus Elevo Ferreus Penetro Simulo Luminoc = surrounding gun heat seeking shot



Omni Maximus Animus Solidus Elevo Genero Ferreus Accelero Aevus Penetro Luminoc = magical life seeking shotgun shot spread

Omni Maximus Animus Solidus Elevo Genero Ferreus Accelero Aevus Simulo Luminoc = surrounding life seeking shotgun spread

### Very Heavy Attacks

Say the spell and focus on the intended target

Omni Maximus Cosmio Luminoc = mind and spirit attack

Omni Maximus Cosmio Tardius Aevus Luminoc = slow mind and spirit attack

Omni Maximus Cosmio Accelero Aevus Luminoc = fast mind and spirit attack

Omni Maximus Cosmio Taura Luminoc = landslide

Omni Maximus Cosmio Taura Tardius Aevus Luminoc = delayed landslide

Omni Maximus Cosmio Taura Accelero Aevus Luminoc = fast landslide

Omni Maximus Cosmio Liquentis Luminoc = lava wall

Omni Maximus Cosmio Liquentis Tardius Aevus Luminoc = delayed lava wall

Omni Maximus Cosmio Liquentis Accelero Aevus Luminoc = delayed lava wall

Omni Maximus Cosmio Pyro Luminoc = fire nova

Omni Maximus Cosmio Pyro Tardius Aevus Luminoc = delayed fire nova

Omni Maximus Cosmio Pyro Accelero Aevus Luminoc = fast fire nova

Omni Maximus Cosmio Hydro Luminoc = flood

Omni Maximus Cosmio Hydro Tardius Aevus Luminoc = delayed flood

Omni Maximus Cosmio Hydro Accelero Aevus Luminoc = flash flood

Omni Maximus Cosmio Cyro Luminoc = ice freeze

Omni Maximus Cosmio Cyro Tardius Aevus Luminoc = delayed ice freeze

Omni Maximus Cosmio Aero Accelero Aevus Luminoc = fast air shatter

Omni Maximus Cosmio Thundora Luminoc = lightning wall

Omni Maximus Cosmio Thundora Tardius Aevus Luminoc = delayed lightning wall

Omni Maximus Cosmio Thundora Accelero Aevus Luminoc = fast lightning wall

Omni Maximus Cosmio Visus Luminoc = complete blindness

Omni Maximus Cosmio Visus Tardius Aevus Luminoc = delayed complete blindness

Omni Maximus Cosmio Visus Accelero Aevus Luminoc = fast complete blindness

Omni Maximus Cosmio Necro Luminoc = death nova

Omni Maximus Cosmio Necro Tardius Aevus Luminoc = delayed death nova

Omni Maximus Cosmio Necro Accelero Aevus Luminoc = instant death nova

Omni Maximus Cosmio Infinitio Luminoc = group time stop

Omni Maximus Cosmio Infinitio Tardius Aevus Luminoc = delayed group time stop

Omni Maximus Cosmio Infinitio Accelero Aevus Luminoc = instant group time stop

Omni Maximus Cosmio Penetro Luminoc = penetrating energy wall

Omni Maximus Cosmio Penetro Tardius Aevus Luminoc = delayed penetrating energy nova

Omni Maximus Cosmio Penetro Accelero Aevus Luminoc = instant penetrating energy nova

Omni Maximus Cosmio Commutatus Luminoc = fire change energy blaze nova

Omni Maximus Cosmio Commutatus Tardius Aevus Luminoc = delayed fire change energy blaze nova

Omni Maximus Cosmio Commutatus Accelero Aevus Luminoc = instant fire change energy blaze nova

Omni Maximus Cosmio Potus Luminoc = energy absorption nova

Omni Maximus Cosmio Potus Tardius Aevus Luminoc = delayed energy absorption nova

Omni Maximus Cosmio Potus Accelero Aevus Luminoc = quick energy absorbtion penetrating energy nova

Omni Maximus Cosmio Abfabricatio Luminoc = unmaking blaze nova

Omni Maximus Cosmio Abfabricatio Tardius Aevus Luminoc = delayed unmaking blaze nova

Omni Maximus Cosmio Abfabricatio Accelero Aevus Luminoc = instant unmaking blaze nova

Omni Maximus Cosmio Taura Penetro Luminoc = penetrating earth landslide

Omni Maximus Cosmio Taura Penetro Tardius Aevus Luminoc = delayed penetrating earth landslide

Omni Maximus Cosmio Taura Penetro Accelero Aevus Luminoc = fast penetrating earth landslide



Omni Maximus Cosmio Pyro Penetro Luminoc = penetrating fire blaze nova  
Omni Maximus Cosmio Pyro Penetro Tardius Aevus Luminoc = delayed blast penetrating fire blaze nova  
Omni Maximus Cosmio Pyro Penetro Accelero Aevus Luminoc = fast penetrating fire blaze nova  
Omni Maximus Cosmio Hydro Penetro Luminoc = penetrating water nova  
Omni Maximus Cosmio Hydro Penetro Tardius Aevus Luminoc = delayed penetrating water nova  
Omni Maximus Cosmio Hydro Penetro Accelero Aevus Luminoc = fast penetrating water nova  
Omni Maximus Cosmio Cyro Penetro Luminoc = penetrating ice nova  
Omni Maximus Cosmio Cyro Penetro Tardius Aevus Luminoc = delayed penetrating ice nova  
Omni Maximus Cosmio Cyro Penetro Accelero Aevus Luminoc = fast penetrating ice nova  
Omni Maximus Cosmio Aero Penetro Luminoc = air penetrating  
Omni Maximus Cosmio Aero Penetro Tardius Aevus Luminoc = delayed penetrating air shatter  
Omni Maximus Cosmio Aero Penetro Accelero Aevus Luminoc = fast penetrating air shatter  
Omni Maximus Cosmio Thundora Penetro Luminoc = penetrating lightning wall  
Omni Maximus Cosmio Thundora Penetro Tardius Aevus Luminoc = delayed penetrating lightning wall  
Omni Maximus Cosmio Thundora Penetro Accelero Aevus Luminoc = fast penetrating lightning wall  
Omni Maximus Cosmio Visus Penetro Luminoc = penetrating complete blindness  
Omni Maximus Cosmio Visus Penetro Tardius Aevus Luminoc = delayed penetrating complete blindness  
Omni Maximus Cosmio Visus Penetro Accelero Aevus Luminoc = fast penetrating complete blindness  
Omni Maximus Cosmio Lipientis Penetro Luminoc = penetrating lava nova  
Omni Maximus Cosmio Lipientis Penetro Tardius Aevus Luminoc = delayed penetrating lava nova  
Omni Maximus Cosmio Lipientis Penetro Accelero Aevus Luminoc = fast penetrating lava nova  
Omni Maximus Cosmio Aevus Penetro Luminoc = penetrating time attack nova  
Omni Maximus Cosmio Tardius Aevus Penetro Luminoc = penetrating slow nova  
Omni Maximus Cosmio Accelero Aevus Penetro Luminoc = penetrating speed nova  
Omni Maximus Cosmio Necro Penetro Luminoc = penetrating death nova  
Omni Maximus Cosmio Necro Penetro Tardius Aevus Luminoc = delayed penetrating death nova  
Omni Maximus Cosmio Necro Penetro Accelero Aevus Luminoc = instant penetrating death nova  
Omni Maximus Cosmio Infitio Penetro Luminoc = penetrating time stop nova  
Omni Maximus Cosmio Infitio Penetro Tardius Aevus Luminoc = delayed penetrating time stop nova  
Omni Maximus Cosmio Infitio Penetro Accelero Aevus Luminoc = instant penetrating time stop nova  
Omni Maximus Cosmio Medicus Magicus Iniquus Potus Luminoc = complete miscast magic removal  
Omni Maximus Cosmio Medicus Magicus Iniquus Potus Infitio Luminoc = permanent and complete miscast magic removal  
Omni Maximus Cosmio Exhaurio Aspectus Aero Luminoc = oracle area illusion dispelling  
Omni Maximus Cosmio Exhaurio Aspectus Aero Accelero Aevus Luminoc = fast oracle area illusion dispelling  
Omni Maximus Cosmio Exhaurio Aspectus Aero Simulo Accelero Aevus Luminoc = fast oracle area illusion dispelling  
Omni Maximus Cosmio Exhaurio Aspectus Aero Simulo Infitio Accelero Aevus Luminoc = permanent oracle area illusion dispelling  
Omni Maximus Cosmio Moderatus Luminoc = control flood  
Omni Maximus Cosmio Moderatus Accelero Aevus Luminoc = fast control flood  
Omni Maximus Cosmio Moderatus Penetro Accelero Aevus Luminoc = fast penetrating control flood  
Omni Maximus Cosmio Moderatus Infitio Luminoc = permanent control flood  
Omni Maximus Cosmio Moderatus Potus Luminoc = remove control flood  
Omni Maximus Cosmio Moderatus Potus Accelero Aevus Luminoc = remove control flood  
Omni Maximus Cosmio Moderatus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove control flood  
Omni Maximus Cosmio Moderatus Potus Infitio Luminoc = permanent remove control flood  
Omni Maximus Cosmio Moderatus Ennervatus Luminoc = dire charm nova  
Omni Maximus Cosmio Moderatus Ennervatus Accelero Aevus Luminoc = dire charm nova  
Omni Maximus Cosmio Moderatus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating dire charm nova  
Omni Maximus Cosmio Moderatus Ennervatus Infitio Luminoc = permanent dire charm nova

Omni Maximus Cosmio Moderatus Ennervatus Potus Luminoc = dire charm removal nova  
Omni Maximus Cosmio Moderatus Ennervatus Potus Accelero Aevus Luminoc = charm removal nova  
Omni Maximus Cosmio Moderatus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating dire charm removal nova  
Omni Maximus Cosmio Moderatus Ennervatus Potus Infinitio Luminoc = permanent dire charm removal nova  
Omni Maximus Cosmio Ennervatus Luminoc = domination nova  
Omni Maximus Cosmio Ennervatus Accelero Aevus Luminoc = domination nova  
Omni Maximus Cosmio Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating domination nova  
Omni Maximus Cosmio Ennervatus Infinitio Luminoc = permanent domination nova  
Omni Maximus Cosmio Ennervatus Potus Luminoc = domination removal nova  
Omni Maximus Cosmio Ennervatus Potus Accelero Aevus Luminoc = domination removal nova  
Omni Maximus Cosmio Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating domination removal nova  
Omni Maximus Cosmio Ennervatus Potus Infinitio Luminoc = permanent domination removal nova  
Omni Maximus Cosmio Exhaurio Luminoc = draining nova  
Omni Maximus Cosmio Exhaurio Accelero Aevus Luminoc = fast draining nova  
Omni Maximus Cosmio Exhaurio Penetro Potus Accelero Aevus Luminoc = fast penetrating draining nova  
Omni Maximus Cosmio Exhaurio Infinitio Luminoc = permanent draining nova  
Omni Maximus Cosmio Exhaurio Genero Luminoc = life draining nova  
Omni Maximus Cosmio Exhaurio Genero Accelero Aevus Luminoc = life draining nova  
Omni Maximus Cosmio Exhaurio Genero Penetro Potus Accelero Aevus Luminoc = fast penetrating life draining nova  
Omni Maximus Cosmio Exhaurio Genero Infinitio Luminoc = permanent life draining nova  
Omni Maximus Cosmio Exhaurio Genero Multus Luminoc = vampiric draining nova  
Omni Maximus Cosmio Exhaurio Genero Multus Accelero Aevus Luminoc = vampiric draining nova  
Omni Maximus Cosmio Exhaurio Genero Multus Penetro Potus Accelero Aevus Luminoc = fast penetrating vampiric draining nova  
Omni Maximus Cosmio Exhaurio Genero Multus Infinitio Luminoc = permanent vampiric draining nova  
Omni Maximus Cosmio Exhaurio Aspectus Potus Luminoc = remove illusion area nova  
Omni Maximus Cosmio Exhaurio Aspectus Potus Accelero Aevus Luminoc = remove illusion area nova  
Omni Maximus Cosmio Exhaurio Aspectus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove illusion area nova  
Omni Maximus Cosmio Exhaurio Aspectus Potus Infinitio Luminoc = permanent remove area illusion  
Omni Maximus Cosmio Aspectus Luminoc = area nova illusion think of the element when saying  
Omni Maximus Cosmio Aspectus Accelero Aevus Luminoc = area nova illusion spheres think of the element when saying  
Omni Maximus Cosmio Aspectus Penetro Accelero Aevus Luminoc = fast penetrating area nova illusion think of the element when saying  
Omni Maximus Cosmio Aspectus Infinitio Luminoc = permanent area nova illusion think of the element when saying  
Omni Maximus Cosmio Opacus Aspectus Luminoc = shadow army attack  
Omni Maximus Cosmio Opacus Accelero Aevus Luminoc = shadow army attack  
Omni Maximus Cosmio Opacus Penetro Accelero Aevus Luminoc = fast penetrating shadow army attack  
Omni Maximus Cosmio Opacus Infinitio Luminoc = permanent shadow army  
Omni Maximus Cosmio Solidus Luminoc = deadly substance flood  
Omni Maximus Cosmio Solidus Accelero Aevus Luminoc = deadly substance flood  
Omni Maximus Cosmio Solidus Penetro Accelero Aevus Luminoc = fast penetrating deadly substance flood  
Omni Maximus Cosmio Solidus Integumentuum Luminoc = deadly cloaked substance flood  
Omni Maximus Cosmio Solidus Integumentuum Accelero Aevus Luminoc = deadly cloaked substance nova  
Omni Maximus Cosmio Solidus Integumentuum Penetro Accelero Aevus Luminoc = fast penetrating deadly substance nova  
Omni Maximus Cosmio Solidus Integumentuum Infinitio Luminoc = permanent deadly cloaked substance

nova

Omni Maximus Cosmio Elevo Luminoct = luminescent lancing nova

Omni Maximus Cosmio Elevo Accelero Aevus Luminoct = luminescent lancing nova

Omni Maximus Cosmio Elevo Penetro Accelero Aevus Luminoct = fast penetrating luminescent lancing nova

Omni Maximus Cosmio Elevo Infinitio Luminoct = permanent luminescent lancing nova

Omni Maximus Cosmio Incalfacio Luminoct = heat concussion coma wall

Omni Maximus Cosmio Incalfacio Accelero Aevus Luminoct = heat concussion coma wall

Omni Maximus Cosmio Incalfacio Penetro Accelero Aevus Luminoct = fast penetrating heat concussion coma wall

Omni Maximus Cosmio Incalfacio Infinitio Luminoct = permanent heat concussion coma wall

Omni Maximus Cosmio Apricatio Luminoct = bright sunlight lancing nova

Omni Maximus Cosmio Apricatio Accelero Aevus Luminoct = bright sunlight lance nova

Omni Maximus Cosmio Apricatio Penetro Accelero Aevus Luminoct = fast penetrating bright sunlight lance nova

Omni Maximus Cosmio Apricatio Infinitio Luminoct = permanent bright sunlight lance nova

Omni Maximus Cosmio Chao Luminoct = chaos expanding ring wall

Omni Maximus Cosmio Chao Accelero Aevus Luminoct = chaos expanding ring wall

Omni Maximus Cosmio Chao Penetro Accelero Aevus Luminoct = fast penetrating chaos expanding ring wall

Omni Maximus Cosmio Chao Infinitio Luminoct = permanent chaos expanding ring wall

Omni Maximus Cosmio Chao Disturbatio Luminoct = chaotic destructive lava nova

Omni Maximus Cosmio Chao Disturbatio Accelero Aevus Luminoct = chaotic destructive lava nova

Omni Maximus Cosmio Chao Disturbatio Penetro Accelero Aevus Luminoct = fast penetrating chaotic destructive lava nova

Omni Maximus Cosmio Chao Disturbatio Infinitio Luminoct = permanent chaotic destructive lava wall

Omni Maximus Cosmio Disturbatio Luminoct = destructive fire nova

Omni Maximus Cosmio Disturbatio Accelero Aevus Luminoct = destructive fire nova

Omni Maximus Cosmio Disturbatio Penetro Accelero Aevus Luminoct = fast penetrating destructive fire nova

Omni Maximus Cosmio Disturbatio Infinitio Luminoct = permanent chaotic fire nova

Omni Maximus Cosmio Maledico Luminoct = abusive water flood

Omni Maximus Cosmio Maledico Accelero Aevus Luminoct = abusive water flood

Omni Maximus Cosmio Maledico Penetro Accelero Aevus Luminoct = fast penetrating abusive flood

Omni Maximus Cosmio Maledico Infinitio Luminoct = permanent abusive water flood

Omni Maximus Cosmio Maledico Incursio Luminoct = abusive collisive ice nova

Omni Maximus Cosmio Maledico Incursio Accelero Aevus Luminoct = abusive collisive ice nova

Omni Maximus Cosmio Maledico Incursio Penetro Accelero Aevus Luminoct = fast penetrating abusive collisive ice nova

Omni Maximus Cosmio Maledico Incursio Infinitio Luminoct = permanent abusive collisive ice nova

Omni Maximus Cosmio Incursio Luminoct = collisive shatter nova

Omni Maximus Cosmio Incursio Accelero Aevus Luminoct = collisive shatter nova

Omni Maximus Cosmio Incursio Penetro Accelero Aevus Luminoct = fast penetrating collisive shatter nova

Omni Maximus Cosmio Incursio Infinitio Luminoct = permanent collisive shatter nova

Omni Maximus Cosmio Efficio Luminoct = power flood

Omni Maximus Cosmio Efficio Accelero Aevus Luminoct = power flood

Omni Maximus Cosmio Efficio Penetro Accelero Aevus Luminoct = fast penetrating power flood

Omni Maximus Cosmio Efficio Infinitio Luminoct = permanent power flood

Omni Maximus Cosmio Imago Luminoct = mirroring expanding ring wall

Omni Maximus Cosmio Imago Accelero Aevus Luminoct = mirroring expanding ring wall

Omni Maximus Cosmio Imago Penetro Accelero Aevus Luminoct = fast penetrating mirroring expanding ring wall

Omni Maximus Cosmio Imago Infinitio Luminoct = permanent mirroring expanding ring wall

Omni Maximus Cosmio Imago Communio Luminoct = mirroring sharing expanding ring wall

Omni Maximus Cosmio Imago Communio Accelero Aevus Luminoct = mirroring sharing expanding ring wall

Omni Maximus Cosmio Imago Communio Penetro Accelero Aevus Luminoct = fast penetrating mirroring

sharing expanding ring wall

Omni Maximus Cosmio Imago Communio Infinitio Luminoc = permanent mirroring sharing expanding ring wall

Omni Maximus Cosmio Communio Accelero Aevus Luminoc = sharing air shatter nova

Omni Maximus Cosmio Communio Penetro Accelero Aevus Luminoc = fast penetrating sharing air shatter nova

Omni Maximus Cosmio Communio Infinitio Luminoc = permanent sharing air shatter nova

Omni Maximus Cosmio Imitatio Accelero Aevus Luminoc = imitating shatter nova

Omni Maximus Cosmio Imitatio Penetro Accelero Aevus Luminoc = fast penetrating imitating shatter nova

Omni Maximus Cosmio Imitatio Infinitio Luminoc = permanent imitating shatter nova

Omni Maximus Cosmio Multus Luminoc = energy flood

Omni Maximus Cosmio Multus Accelero Aevus Luminoc = fast energy flood

Omni Maximus Cosmio Multus Penetro Accelero Aevus Luminoc = fast energy flood

Omni Maximus Cosmio Multus Infinitio Luminoc = permanent energy flood

Omni Maximus Cosmio Comformo Effectus Luminoc = adaptive effects nova

Omni Maximus Cosmio Comformo Effectus Accelero Aevus Luminoc = fast adaptive effects nova

Omni Maximus Cosmio Comformo Effectus Penetro Accelero Aevus Luminoc = fast penetrating adaptive effects nova

Omni Maximus Cosmio Comformo Effectus Infinitio Luminoc = permanent adaptive effects nova

Omni Maximus Cosmio Retexo Luminoc = reverse expanding ring wall

Omni Maximus Cosmio Retexo Accelero Aevus Luminoc = fast reverse expanding ring wall

Omni Maximus Cosmio Retexo Penetro Accelero Aevus Luminoc = fast penetrating reverse expanding ring wall

Omni Maximus Cosmio Retexo Infinitio Luminoc = permanent reverse expanding ring wall

Omni Maximus Cosmio Fabricatio Luminoc = undoing nova

Omni Maximus Cosmio Fabricatio Accelero Aevus Luminoc = fast undoing nova

Omni Maximus Cosmio Fabricatio Penetro Accelero Aevus Luminoc = fast penetrating undoing nova

Omni Maximus Cosmio Fabricatio Infinitio Luminoc = permanent undoing nova

Omni Maximus Cosmio Fabricatio Redeo Luminoc = deadly making nova

Omni Maximus Cosmio Fabricatio Redeo Accelero Aevus Luminoc = fast deadly making nova

Omni Maximus Cosmio Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating deadly making nova

Omni Maximus Cosmio Fabricatio Redeo Infinitio Luminoc = permanent deadly making nova

Omni Maximus Cosmio Ferreus Luminoc = antimagic flood

Omni Maximus Cosmio Fabricatio Redeo Accelero Aevus Luminoc = fast antimagic flood

Omni Maximus Cosmio Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating antimagic flood

Omni Maximus Cosmio Fabricatio Redeo Infinitio Luminoc = permanent antimagic flood

Omni Maximus Cosmio Ferreus Aevus Luminoc = antimagic time nova

Omni Maximus Cosmio Ferreus Aevus Accelero Aevus Luminoc = fast antimagic time nova

Omni Maximus Cosmio Ferreus Aevus Penetro Accelero Aevus Luminoc = fast penetrating antimagic time nova

Omni Maximus Cosmio Ferreus Aevus Infinitio Luminoc = permanent antimagic time nova

Omni Maximus Cosmio Necro Cedo Luminoc = death change expanding ring wall

Omni Maximus Cosmio Necro Cedo Accelero Aevus Luminoc = fast death change expanding ring wall

Omni Maximus Cosmio Necro Cedo Penetro Accelero Aevus Luminoc = fast penetrating death change expanding ring wall

Omni Maximus Cosmio Necro Cedo Infinitio Luminoc = permanent death change expanding ring wall

Omni Maximus Cosmio Obliquus Luminoc = indirect expanding ring wall attack

Omni Maximus Cosmio Obliquus Accelero Aevus Luminoc = fast indirect expanding rings attack

Omni Maximus Cosmio Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect expanding ring wall attack

Omni Maximus Cosmio Obliquus Infinitio Luminoc = permanent indirect expanding ring wall attack

Omni Maximus Cosmio Necro Obliquus Luminoc = death nova

Omni Maximus Cosmio Necro Obliquus Accelero Aevus Luminoc = fast death nova

Omni Maximus Cosmio Necro Obliquus Penetro Accelero Aevus Luminoc = fast penetrating death nova

Omni Maximus Cosmio Necro Obliquus Infinitio Luminoc = permanent death nova

Omni Maximus Cosmio Tabes Luminoc = disease nova

Omni Maximus Cosmio Tabes Accelero Aevus Luminoc = fast disease nova

Omni Maximus Cosmio Tabes Penetro Accelero Aevus Luminoc = fast penetrating disease nova

Omni Maximus Cosmio Tabes Infinitio Luminoc = permanent disease nova

Omni Maximus Cosmio Pestis Luminoc = pestilence nova

Omni Maximus Cosmio Pestis Accelero Aevus Luminoc = fast pestilence nova

Omni Maximus Cosmio Pestis Penetro Accelero Aevus Luminoc = fast penetrating pestilence nova

Omni Maximus Cosmio Pestis Infinitio Luminoc = permanent pestilence nova

Omni Maximus Cosmio Inversio Thundora Luminoc = youthening lightning expanding ring wall

Omni Maximus Cosmio Inversio Thundora Accelero Aevus Luminoc = fast youthening lightning expanding ring wall

Omni Maximus Cosmio Inversio Thundora Penetro Accelero Aevus Luminoc = fast penetrating youthening lightning expanding ring wall

Omni Maximus Cosmio Inversio Thundora Infinitio Luminoc = permanent youthening lightning expanding ring wall

Omni Maximus Cosmio Defluo Luminoc = disappearing lightning lightning expanding ring wall

Omni Maximus Cosmio Defluo Accelero Aevus Luminoc = fast disappearing lightning expanding ring wall

Omni Maximus Cosmio Defluo Penetro Accelero Aevus Luminoc = fast penetrating expanding ring wall lightning

Omni Maximus Cosmio Defluo Infinitio Luminoc = permanent disappearing expanding ring wall lightning

Omni Maximus Cosmio Fulmeneu Luminoc = dominating lightning expanding ring wall

Omni Maximus Cosmio Fulmeneu Accelero Aevus Luminoc = fast dominating lightning expanding ring wall

Omni Maximus Cosmio Fulmeneu Penetro Accelero Aevus Luminoc = fast penetrating dominating lightning expanding ring wall

Omni Maximus Cosmio Fulmeneu Infinitio Luminoc = permanent dominating lightning expanding ring wall

Omni Maximus Cosmio Obscuro Luminoc = cloaked lightning expanding ring wall

Omni Maximus Cosmio Obscuro Accelero Aevus Luminoc = fast cloaked lightning expanding ring wall

Omni Maximus Cosmio Obscuro Penetro Accelero Aevus Luminoc = fast penetrating cloaked lightning expanding ring wall

Omni Maximus Cosmio Obscuro Infinitio Luminoc = permanent cloaked expanding ring wall lightning

Omni Maximus Cosmio Exuro Luminoc = heat expanding ring wall lightning

Omni Maximus Cosmio Exuro Accelero Aevus Luminoc = fast heat expanding ring wall lightning

Omni Maximus Cosmio Exuro Penetro Accelero Aevus Luminoc = fast penetrating heat expanding ring wall lightning

Omni Maximus Cosmio Exuro Infinitio Luminoc = permanent heat expanding ring wall lightning

Omni Maximus Cosmio Conlido Luminoc = collision expanding ring wall lightning

Omni Maximus Cosmio Conlido Accelero Aevus Luminoc = fast collision expanding ring wall lightning

Omni Maximus Cosmio Conlido Penetro Accelero Aevus Luminoc = fast penetrating collision expanding ring wall lightning

Omni Maximus Cosmio Conlido Infinitio Luminoc = permanent collision expanding ring wall lightning

Omni Maximus Cosmio Transcribo Luminoc = imitating expanding ring wall lightning

Omni Maximus Cosmio Transcribo Accelero Aevus Luminoc = fast imitating expanding ring wall lightning

Omni Maximus Cosmio Transcribo Penetro Accelero Aevus Luminoc = fast penetrating imitating expanding ring wall lightning

Omni Maximus Cosmio Transcribo Infinitio Luminoc = permanent imitating expanding ring wall lightning

Omni Maximus Cosmio Compello Luminoc = compelling expanding ring wall lightning

Omni Maximus Cosmio Compello Accelero Aevus Luminoc = fast compelling lightning expanding ring wall

Omni Maximus Cosmio Compello Penetro Accelero Aevus Luminoc = fast penetrating compelling lightning expanding ring wall

Omni Maximus Cosmio Compello Infinitio Luminoc = permanent compelling lightning expanding ring wall



Omni Maximus Cosmio Cesso Luminoc = retarding lightning expanding ring wall

Omni Maximus Cosmio Cesso Accelero Aevus Luminoc = fast retarding expanding ring wall lightning

Omni Maximus Cosmio Cesso Penetro Accelero Aevus Luminoc = fast penetrating retarding expanding ring wall lightning

Omni Maximus Cosmio Cesso Infinitio Luminoc = permanent retarding expanding ring wall lightning

Omni Maximus Cosmio Multus Animus Luminoc = soul fire lance nova

Omni Maximus Cosmio Multus Animus Accelero Aevus Luminoc = soul fire lance nova

Omni Maximus Cosmio Multus Animus Penetro Accelero Aevus Luminoc = fast penetrating soul fire lance nova

Omni Maximus Cosmio Multus Animus Infinitio Luminoc = permanent surrounding soul fire lance nova

Omni Maximus Cosmio Taura Simulo Luminoc = surrounding earth wall nova

Omni Maximus Cosmio Taura Simulo Tardius Aevus Luminoc = delayed surrounding earth landslide

Omni Maximus Cosmio Taura Simulo Accelero Aevus Luminoc = fast surrounding earth landslide

Omni Maximus Cosmio Pyro Simulo Luminoc = surrounding fire expanding ring wall

Omni Maximus Cosmio Pyro Simulo Tardius Aevus Luminoc = delayed blast surrounding fire expanding ring wall

Omni Maximus Cosmio Pyro Simulo Accelero Aevus Luminoc = fast surrounding fire expanding ring wall

Omni Maximus Cosmio Hydro Simulo Luminoc = surrounding water expanding ring wall

Omni Maximus Cosmio Hydro Simulo Tardius Aevus Luminoc = delayed surrounding water expanding ring wall

Omni Maximus Cosmio Hydro Simulo Accelero Aevus Luminoc = fast surrounding water expanding ring wall

Omni Maximus Cosmio Cyro Simulo Luminoc = surrounding ice shatter nova

Omni Maximus Cosmio Cyro Simulo Tardius Aevus Luminoc = delayed surrounding ice shatter nova

Omni Maximus Cosmio Cyro Simulo Accelero Aevus Luminoc = fast surrounding ice shatter nova

Omni Maximus Cosmio Aero Simulo Luminoc = surrounding air shatter nova

Omni Maximus Cosmio Aero Simulo Tardius Aevus Luminoc = delayed surrounding air shatter nova

Omni Maximus Cosmio Aero Simulo Accelero Aevus Luminoc = fast surrounding air shatter nova

Omni Maximus Cosmio Thundora Simulo Luminoc = surrounding lightning lightning expanding ring wall

Omni Maximus Cosmio Thundora Simulo Tardius Aevus Luminoc = delayed surrounding lightning expanding ring wall

Omni Maximus Cosmio Thundora Simulo Accelero Aevus Luminoc = fast surrounding lightning expanding ring wall

Omni Maximus Cosmio Lipientis Simulo Luminoc = surrounding lava expanding ring wall

Omni Maximus Cosmio Lipientis Simulo Tardius Aevus Luminoc = delayed surrounding lava expanding ring wall

Omni Maximus Cosmio Lipientis Simulo Accelero Aevus Luminoc = fast surrounding lava expanding ring wall

Omni Maximus Cosmio Necro Simulo Luminoc = surrounding death expanding ring wall

Omni Maximus Cosmio Necro Simulo Tardius Aevus Luminoc = delayed surrounding death expanding ring wall

Omni Maximus Cosmio Necro Simulo Accelero Aevus Luminoc = instant surrounding death expanding ring wall

Omni Maximus Cosmio Infinitio Simulo Luminoc = surrounding time stop nova

Omni Maximus Cosmio Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop nova

Omni Maximus Cosmio Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop wall

Omni Maximus Cosmio Penetro Simulo Luminoc = penetrating surrounding energy expanding ring wall

Omni Maximus Cosmio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy expanding ring wall

Omni Maximus Cosmio Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy expanding ring wall

Omni Maximus Cosmio Commutatus Simulo Luminoc = fire change surrounding energy expanding ring wall

Omni Maximus Cosmio Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy expanding ring wall

Omni Maximus Cosmio Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change

energy expanding ring wall

Omni Maximus Cosmio Potus Simulo Luminoc = surrounding energy absorption flood

Omni Maximus Cosmio Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption flood

Omni Maximus Cosmio Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy flood

Omni Maximus Cosmio Abfabricatio Simulo Luminoc = surrounding unmaking expanding ring wall

Omni Maximus Cosmio Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking expanding ring wall

Omni Maximus Cosmio Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking expanding ring wall

Omni Maximus Cosmio Taura Penetro Simulo Luminoc = penetrating surrounding earth expanding ring wall

Omni Maximus Cosmio Taura Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating earth expanding ring wall

Omni Maximus Cosmio Taura Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating earth expanding ring wall

Omni Maximus Cosmio Pyro Penetro Simulo Luminoc = penetrating surrounding fire eexpanding ring wall

Omni Maximus Cosmio Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast surrounding penetrating fire eexpanding ring wall

Omni Maximus Cosmio Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Luminoc = penetrating surrounding water expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating water expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water expanding ring wall

Omni Maximus Cosmio Cyro Penetro Simulo Luminoc = ice penetrating surrounding expanding ring wall

Omni Maximus Cosmio Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice expanding ring wall

Omni Maximus Cosmio Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice eexpanding ring wall

Omni Maximus Cosmio Aero Penetro Simulo Luminoc = surrounding air penetrating expanding ring wall

Omni Maximus Cosmio Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air shatter nova

Omni Maximus Cosmio Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air shatter nova

Omni Maximus Cosmio Thundora Penetro Simulo Luminoc = penetrating surrounding lightning expanding ring wall

Omni Maximus Cosmio Thundora Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding lightning expanding ring wall

Omni Maximus Cosmio Thundora Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding lightning expanding ring wall

Omni Maximus Cosmio Visus Penetro Simulo Luminoc = penetrating surrounding fog bank blindness

Omni Maximus Cosmio Visus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding fog bank blindness

Omni Maximus Cosmio Visus Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fog bank blindness

Omni Maximus Cosmio Liquentis Simulo Penetro Luminoc = penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Liquentis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Liquentis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Infinitio Simulo Luminoc = surrounding time stop expanding ring wall

Omni Maximus Cosmio Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop expanding



ring wall

Omni Maximus Cosmio Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop expanding

ring wall

Omni Maximus Cosmio Penetro Simulo Luminoc = penetrating surrounding energy expanding ring wall

Omni Maximus Cosmio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy

flood

Omni Maximus Cosmio Penetro Accelero Aevus Luminoc = instant penetrating surrounding energy flood

Omni Maximus Cosmio Commutatus Simulo Luminoc = fire change surrounding energy flood

Omni Maximus Cosmio Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change

energy flood

Omni Maximus Cosmio Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change

energy flood

Omni Maximus Cosmio Potus Simulo Luminoc = surrounding energy absorption expanding ring wall

Omni Maximus Cosmio Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption

expanding flood

Omni Maximus Cosmio Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy

expanding ring wall

Omni Maximus Cosmio Abfabricatio Simulo Luminoc = surrounding unmaking expanding ring wall

Omni Maximus Cosmio Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking area

flood

Omni Maximus Cosmio Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking area

flood

Omni Maximus Cosmio Taura Penetro Simulo Luminoc = penetrating surrounding earth expanding area flood

Omni Maximus Cosmio Taura Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding

earth flood

Omni Maximus Cosmio Taura Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding earth

flood

Omni Maximus Cosmio Pyro Penetro Simulo Luminoc = penetrating surrounding fire nova

Omni Maximus Cosmio Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast penetrating surrounding

fire nova

Omni Maximus Cosmio Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire

nova

Omni Maximus Cosmio Hydro Penetro Simulo Luminoc = penetrating surrounding water expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding

water expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water

expanding ring wall

Omni Maximus Cosmio Cyro Penetro Simulo Luminoc = surrounding ice penetrating shatter nova

Omni Maximus Cosmio Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice

shatter nova

Omni Maximus Cosmio Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice

shatter nova

Omni Maximus Cosmio Aero Penetro Simulo Luminoc = surrounding air penetrating expanding ring wall

Omni Maximus Cosmio Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air

expanding ring wall

Omni Maximus Cosmio Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air

expanding ring wall

Omni Maximus Cosmio Thundora Simulo Penetro Luminoc = penetrating surrounding lightning expanding

ring wall

Omni Maximus Cosmio Thundora Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding

lightning expanding ring wall

Omni Maximus Cosmio Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding

lightning expanding ring wall

Omni Maximus Cosmio Lipientis Simulo Penetro Luminoc = penetrating surrounding lava expanding ring

wall

Omni Maximus Cosmio Lipientis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Lipientis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Necro Penetro Simulo Luminoc = penetrating surrounding death nova

Omni Maximus Cosmio Necro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding death expanding ring wall

Omni Maximus Cosmio Necro Penetro Simulo Accelero Aevus Luminoc = instant penetrating nova

Omni Maximus Cosmio Infitio Penetro Simulo Luminoc = penetrating surrounding time stop nova

Omni Maximus Cosmio Infitio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding time stop nova

Omni Maximus Cosmio Infitio Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding time stop nova

Omni Maximus Cosmio Tardius Neuro Simulo Luminoc = mental surrounding stupidity expanding ring wall

Omni Maximus Cosmio Tardius Neuro Tardius Aevus Simulo Luminoc = delayed mental surrounding stupidity expanding ring wall

Omni Maximus Cosmio Tardius Neuro Accelero Aevus Simulo Luminoc = fast mental surrounding stupidity expanding ring wall

Omni Maximus Cosmio Medicatus Neuro Simulo Luminoc = mental surrounding charm expanding ring wall

Omni Maximus Cosmio Medicatus Neuro Simulo Accelero Aevus Luminoc = fast mental surrounding charm expanding ring wall

Omni Maximus Cosmio Medicatus Neuro Simulo Penetro Accelero Aevus Luminoc = fast mental penetrating surrounding charm expanding ring wall

Omni Maximus Cosmio Medicatus Neuro Simulo Infitio Luminoc = infinite mental expanding ring wall surrounding charm

Omni Maximus Cosmio Medicatus Mutus Simulo Neuro Luminoc = mental expanding ring wall surrounding charm mutation

Omni Maximus Cosmio Medicatus Mutus Simulo Neuro Accelero Aevus Luminoc = fast mental expanding ring wall surrounding charm mutation

Omni Maximus Cosmio Medicatus Mutus Simulo Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating surrounding expanding ring wall charm mutation

Omni Maximus Cosmio Medicatus Mutus Simulo Neuro Infitio Luminoc = infinite mental surrounding expanding ring wall charm mutation

Omni Maximus Cosmio Medicatus Magicus Iniquus Simulo Luminoc = expanding ring wall miscast surrounding magic

Omni Maximus Cosmio Medicatus Magicus Iniquus Simulo Accelero Aevus Luminoc = delayed surrounding expanding ring wall miscast magic

Omni Maximus Cosmio Moderatus Simulo Luminoc = surrounding control expanding ring wall

Omni Maximus Cosmio Moderatus Accelero Aevus Simulo Luminoc = surrounding control expanding ring wall

Omni Maximus Cosmio Moderatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding control expanding ring wall

Omni Maximus Cosmio Moderatus Infitio Simulo Luminoc = permanent surrounding control expanding ring wall

Omni Maximus Cosmio Moderatus Ennervatus Simulo Luminoc = surrounding dire charm expanding ring wall

Omni Maximus Cosmio Moderatus Ennervatus Accelero Aevus Simulo Luminoc = surrounding dire charm expanding ring wall

Omni Maximus Cosmio Moderatus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding dire charm expanding ring wall

Omni Maximus Cosmio Moderatus Ennervatus Infitio Simulo Luminoc = permanent surrounding dire charm expanding ring wall

Omni Maximus Cosmio Ennervatus Simulo Luminoc = surrounding domination expanding ring wall

Omni Maximus Cosmio Ennervatus Accelero Aevus Simulo Luminoc = surrounding domination expanding

ring wall

Omni Maximus Cosmio Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding domination expanding ring wall

Omni Maximus Cosmio Ennervatus Infinitio Simulo Luminoc = permanent surrounding domination expanding ring wall

Omni Maximus Cosmio Exhaurio Simulo Luminoc = surrounding draining expanding ring wall

Omni Maximus Cosmio Exhaurio Simulo Accelero Aevus Luminoc = surrounding draining expanding ring wall

Omni Maximus Cosmio Exhaurio Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding draining expanding ring wall

Omni Maximus Cosmio Exhaurio Simulo Infinitio Luminoc = permanent surrounding draining expanding ring wall

Omni Maximus Cosmio Exhaurio Genero Simulo Luminoc = surrounding life draining expanding ring wall

Omni Maximus Cosmio Exhaurio Genero Simulo Accelero Aevus Luminoc = surrounding life draining expanding ring wall

Omni Maximus Cosmio Exhaurio Genero Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding life draining expanding rings wall

Omni Maximus Cosmio Exhaurio Genero Simulo Infinitio Luminoc = permanent surrounding life draining expanding ring wall

Omni Maximus Cosmio Aspectus Simulo Luminoc = surrounding illusion area nova think of the element when saying

Omni Maximus Cosmio Aspectus Simulo Accelero Aevus Luminoc = surrounding area nova illusion think of the element when saying

Omni Maximus Cosmio Aspectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding area nova illusion spheres think of the element when saying

Omni Maximus Cosmio Aspectus Simulo Infinitio Luminoc = permanent surrounding area nova illusion spheres think of the element when saying

Omni Maximus Cosmio Opacus Simulo Aspectus Luminoc = surrounding shadow expanding ring wall

Omni Maximus Cosmio Opacus Simulo Accelero Aevus Luminoc = surrounding shadow expanding ring wall

Omni Maximus Cosmio Opacus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding shadow expanding ring wall

Omni Maximus Cosmio Opacus Simulo Infinitio Luminoc = permanent surrounding shadow expanding ring wall

Omni Maximus Cosmio Solidus Simulo Luminoc = deadly surrounding substance expanding ring wall

Omni Maximus Cosmio Solidus Simulo Accelero Aevus Luminoc = deadly surrounding substance expanding ring wall

Omni Maximus Cosmio Solidus Simulo Penetro Accelero Aevus Luminoc = fast penetrating deadly surrounding substance expanding ring wall

Omni Maximus Cosmio Solidus Simulo Infinitio Luminoc = permanent deadly surrounding substance expanding ring wall

Omni Maximus Cosmio Solidus Integumentuum Simulo Luminoc = deadly surrounding cloaked substance expanding ring wall

Omni Maximus Cosmio Solidus Integumentuum Simulo Accelero Aevus Luminoc = deadly surrounding cloaked substance expanding ring wall

Omni Maximus Cosmio Solidus Integumentuum Penetro Simulo Accelero Aevus Luminoc = fast penetrating deadly surrounding cloaked substance expanding ring wall

Omni Maximus Cosmio Solidus Integumentuum Simulo Infinitio Luminoc = permanent deadly surrounding cloaked substance expanding ring wall

Omni Maximus Cosmio Exhaurio Genero Multus Simulo Luminoc = surrounding vampiric draining expanding ring wall

Omni Maximus Cosmio Exhaurio Genero Multus Simulo Accelero Aevus Luminoc = surrounding vampiric draining expanding ring wall

Omni Maximus Cosmio Exhaurio Genero Multus Simulo Penetro Potus Accelero Aevus Luminoc = fast

penetrating surrounding vampiric draining expanding ring wall

Omni Maximus Cosmio Exhaurio Genero Multus Simulo Infinitio Luminoc = permanent surrounding vampiric draining expanding ring wall

Omni Maximus Cosmio Incalfacio Simulo Luminoc = surrounding heat concussion expanding ring wall

Omni Maximus Cosmio Incalfacio Simulo Accelero Aevus Luminoc = surrounding heat concussion expanding ring wall

Omni Maximus Cosmio Incalfacio Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating heat concussion expanding ring wall

Omni Maximus Cosmio Incalfacio Simulo Infinitio Luminoc = permanent surrounding heat concussion expanding ring wall

Omni Maximus Cosmio Elevo Simulo Luminoc = luminescent surrounding light lance nova

Omni Maximus Cosmio Elevo Simulo Accelero Aevus Luminoc = luminescent surrounding light lance nova

Omni Maximus Cosmio Elevo Penetro Simulo Accelero Aevus Luminoc = fast penetrating luminescent surrounding light lance nova

Omni Maximus Cosmio Elevo Simulo Infinitio Luminoc = permanent luminescent surrounding light lance nova

Omni Maximus Cosmio Apricatio Simulo Luminoc = bright surrounding sunlight lance nova

Omni Maximus Cosmio Apricatio Simulo Accelero Aevus Luminoc = bright surrounding sunlight lance nova

Omni Maximus Cosmio Apricatio Penetro Simulo Accelero Aevus Luminoc = fast penetrating bright surrounding sunlight lance nova

Omni Maximus Cosmio Apricatio Simulo Infinitio Luminoc = permanent bright surrounding sunlight lance nova

Omni Maximus Cosmio Chao Simulo Luminoc = surrounding chaos expanding ring wall

Omni Maximus Cosmio Chao Simulo Accelero Aevus Luminoc = surrounding chaos expanding ring wall

Omni Maximus Cosmio Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos expanding ring wall

Omni Maximus Cosmio Chao Simulo Infinitio Luminoc = permanent surrounding chaos expanding ring wall

Omni Maximus Cosmio Chao Disturbatio Simulo Luminoc = surrounding chaotic destructive lava expanding ring wall

Omni Maximus Cosmio Chao Disturbatio Simulo Accelero Aevus Luminoc = surrounding chaotic destructive lava expanding ring wall

Omni Maximus Cosmio Chao Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaotic destructive lava expanding ring wall

Omni Maximus Cosmio Chao Disturbatio Simulo Infinitio Luminoc = permanent surrounding chaotic destructive lava expanding ring wall

Omni Maximus Cosmio Disturbatio Simulo Luminoc = surrounding destructive fire expanding ring wall

Omni Maximus Cosmio Disturbatio Simulo Accelero Aevus Luminoc = surrounding destructive fire expanding ring wall

Omni Maximus Cosmio Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding destructive fire expanding ring wall

Omni Maximus Cosmio Disturbatio Simulo Infinitio Luminoc = permanent surrounding destructive fire expanding ring wall

Omni Maximus Cosmio Maledico Incursio Simulo Luminoc = surrounding abusive collisive ice expanding ring wall

Omni Maximus Cosmio Maledico Incursio Simulo Accelero Aevus Luminoc = surrounding abusive collisive ice expanding ring wall

Omni Maximus Cosmio Maledico Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive collisive ice expanding ring wall

Omni Maximus Cosmio Maledico Incursio Simulo Infinitio Luminoc = permanent surrounding abusive collisive ice expanding rings

Omni Maximus Cosmio Incursio Simulo Luminoc = surrounding collisive air shatter nova

Omni Maximus Cosmio Incursio Simulo Accelero Aevus Luminoc = surrounding collisive air shatter nova

Omni Maximus Cosmio Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collisive air shatter nova

Omni Maximus Cosmio Incursio Simulo Infinitio Luminoc = permanent surrounding collisive air shatter nova

Omni Maximus Cosmio Maledico Simulo Luminoc = surrounding abusive water expanding ring wall

Omni Maximus Cosmio Maledico Simulo Accelero Aevus Luminoc = surrounding abusive water expanding ring wall

Omni Maximus Cosmio Maledico Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive water expanding ring wall

Omni Maximus Cosmio Maledico Simulo Infinitio Luminoc = permanent surrounding abusive water expanding ring wall

Omni Maximus Cosmio Efficio Simulo Luminoc = surrounding power expanding ring wall

Omni Maximus Cosmio Efficio Simulo Accelero Aevus Luminoc = surrounding power expanding ring wall

Omni Maximus Cosmio Efficio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding power expanding ring wall

Omni Maximus Cosmio Efficio Simulo Infinitio Luminoc = permanent surrounding power expanding ring wall

Omni Maximus Cosmio Imago Simulo Luminoc = surrounding mirroring expanding ring wall

Omni Maximus Cosmio Imago Simulo Accelero Aevus Luminoc = surrounding mirroring expanding ring wall

Omni Maximus Cosmio Imago Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding mirroring expanding ring wall

Omni Maximus Cosmio Imago Simulo Infinitio Luminoc = permanent surrounding mirroring expanding ring wall

Omni Maximus Cosmio Imago Communio Simulo Luminoc = surrounding mirroring sharing expanding ring wall

Omni Maximus Cosmio Imago Communio Simulo Accelero Aevus Luminoc = surrounding mirroring sharing expanding ring wall

Omni Maximus Cosmio Imago Communio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding mirroring sharing expanding ring wall

Omni Maximus Cosmio Imago Communio Simulo Infinitio Luminoc = permanent surrounding mirroring sharing expanding ring wall

Omni Maximus Cosmio Fabricatio Redeo Simulo Luminoc = surrounding deadly making expanding ring wall

Omni Maximus Cosmio Fabricatio Redeo Simulo Accelero Aevus Luminoc = surrounding deadly making expanding ring wall

Omni Maximus Cosmio Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding deadly making expanding ring wall

Omni Maximus Cosmio Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding deadly making expanding ring wall

Omni Maximus Cosmio Fabricatio Redeo Simulo Luminoc = surrounding antimagic nova

Omni Maximus Cosmio Fabricatio Redeo Simulo Accelero Aevus Luminoc = surrounding antimagic nova

Omni Maximus Cosmio Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding antimagic nova

Omni Maximus Cosmio Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding antimagic nova

Omni Maximus Cosmio Necro Cedo Simulo Luminoc = surrounding death change nova

Omni Maximus Cosmio Necro Cedo Simulo Accelero Aevus Luminoc = surrounding death change nova

Omni Maximus Cosmio Necro Cedo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding death change nova

Omni Maximus Cosmio Necro Cedo Simulo Infinitio Luminoc = permanent surrounding death change nova

Omni Maximus Cosmio Obliquus Simulo Luminoc = surrounding indirect area nova attack

Omni Maximus Cosmio Obliquus Simulo Accelero Aevus Luminoc = surrounding indirect area nova attack

Omni Maximus Cosmio Obliquus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding indirect area nova attack

Omni Maximus Cosmio Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding indirect area nova attack

Omni Maximus Cosmio Necro Obliquus Simulo Luminoc = surrounding indirect death area nova attack

Omni Maximus Cosmio Necro Obliquus Simulo Accelero Aevus Luminoc = surrounding indirect death area nova attack

Omni Maximus Cosmio Necro Obliquus Simulo Penetro Accelero Aevus Luminoc = fast penetrating

surrounding death nova attack

Omni Maximus Cosmio Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding death nova attack

Omni Maximus Cosmio Imitatio Simulo Luminoc = surrounding imitating nova

Omni Maximus Cosmio Imitatio Simulo Accelero Aevus Luminoc = surrounding imitating nova

Omni Maximus Cosmio Imitatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating nova

Omni Maximus Cosmio Imitatio Simulo Infinitio Luminoc = permanent surrounding imitating nova

Omni Maximus Cosmio Multus Simulo Luminoc = surrounding energy flood

Omni Maximus Cosmio Multus Simulo Accelero Aevus Luminoc = surrounding energy flood

Omni Maximus Cosmio Multus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding energy energy

Omni Maximus Cosmio Multus Simulo Infinitio Luminoc = permanent surrounding energy energy

Omni Maximus Cosmio Comformo Effectus Simulo Luminoc = surrounding adaptive effects expanding ring wall

Omni Maximus Cosmio Comformo Effectus Simulo Accelero Aevus Luminoc = surrounding adaptive effects expanding ring wall

Omni Maximus Cosmio Comformo Effectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding adaptive effects expanding ring wall

Omni Maximus Cosmio Comformo Effectus Simulo Infinitio Luminoc = permanent surrounding adaptive effects expanding rings

Omni Maximus Cosmio Retexo Simulo Luminoc = surrounding reverse expanding ring wall

Omni Maximus Cosmio Retexo Simulo Accelero Aevus Luminoc = surrounding reverse nova

Omni Maximus Cosmio Retexo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding reverse nova

Omni Maximus Cosmio Retexo Simulo Infinitio Luminoc = permanent surrounding reverse nova

Omni Maximus Cosmio Fabricatio Simulo Luminoc = surrounding undoing nova

Omni Maximus Cosmio Fabricatio Simulo Accelero Aevus Luminoc = surrounding undoing nova

Omni Maximus Cosmio Fabricatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding undoing nova

Omni Maximus Cosmio Fabricatio Simulo Infinitio Luminoc = permanent surrounding undoing nova

Omni Maximus Cosmio Ferreus Aevus Simulo Luminoc = surrounding antimagic time nova

Omni Maximus Cosmio Ferreus Aevus Simulo Accelero Aevus Luminoc = surrounding antimagic time nova

Omni Maximus Cosmio Ferreus Aevus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding antimagic time nova

Omni Maximus Cosmio Ferreus Aevus Simulo Infinitio Luminoc = permanent surrounding antimagic time nova

Omni Maximus Cosmio Defluo Simulo Luminoc = surrounding disappearing lightning expanding ring wall

Omni Maximus Cosmio Defluo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disappearing lightning expanding ring wall

Omni Maximus Cosmio Defluo Simulo Infinitio Luminoc = permanent surrounding disappearing lightning expanding ring wall

Omni Maximus Cosmio Tabes Simulo Luminoc = surrounding disease nova

Omni Maximus Cosmio Tabes Simulo Accelero Aevus Luminoc = surrounding disease nova

Omni Maximus Cosmio Tabes Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disease nova

Omni Maximus Cosmio Tabes Simulo Infinitio Luminoc = permanent surrounding disease nova

Omni Maximus Cosmio Pestis Simulo Luminoc = surrounding pestilence expanding ring wall

Omni Maximus Cosmio Pestis Simulo Accelero Aevus Luminoc = surrounding pestilence expanding ring wall

Omni Maximus Cosmio Pestis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding pestilence expanding ring wall



Omni Maximus Cosmio Pestis Simulo Infinitio Luminoc = permanent surrounding pestilence expanding ring wall

Omni Maximus Cosmio Inversio Thundora Simulo Luminoc = surrounding youthening lightning expanding ring wall

Omni Maximus Cosmio Inversio Thundora Simulo Accelero Aevus Luminoc = surrounding youthening lightning expanding ring wall

Omni Maximus Cosmio Inversio Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding youthening lightning expanding ring wall

Omni Maximus Cosmio Inversio Thundora Simulo Infinitio Luminoc = permanent surrounding youthening expanding ring wall lightning

Omni Maximus Cosmio Fulmeneu Simulo Luminoc = surrounding dominating expanding ring wall lightning

Omni Maximus Cosmio Fulmeneu Simulo Accelero Aevus Luminoc = surrounding dominating lightning expanding ring wall

Omni Maximus Cosmio Fulmeneu Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding dominating lightning expanding ring wall

Omni Maximus Cosmio Fulmeneu Simulo Infinitio Luminoc = permanent surrounding dominating lightning expanding ring wall

Omni Maximus Cosmio Obscuro Simulo Luminoc = surrounding cloaked lightning expanding ring wall

Omni Maximus Cosmio Obscuro Simulo Accelero Aevus Luminoc = surrounding cloaked lightning expanding ring wall

Omni Maximus Cosmio Obscuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding cloaked lightning expanding ring wall

Omni Maximus Cosmio Obscuro Simulo Infinitio Luminoc = permanent surrounding cloaked lightning expanding ring wall

Omni Maximus Cosmio Exuro Simulo Luminoc = surrounding heat lightning expanding ring wall

Omni Maximus Cosmio Exuro Simulo Accelero Aevus Luminoc = surrounding heat lightning expanding ring wall

Omni Maximus Cosmio Exuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding heat lightning expanding ring wall

Omni Maximus Cosmio Exuro Simulo Infinitio Luminoc = permanent surrounding heat lightning expanding ring wall

Omni Maximus Cosmio Conlido Simulo Luminoc = surrounding collision lightning expanding ring wall

Omni Maximus Cosmio Conlido Simulo Accelero Aevus Luminoc = surrounding collision expanding ring wall lightning

Omni Maximus Cosmio Conlido Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collision lightning expanding ring wall

Omni Maximus Cosmio Conlido Simulo Infinitio Luminoc = permanent surrounding collision lightning expanding ring wall

Omni Maximus Cosmio Transcribo Simulo Luminoc = surrounding imitating expanding ring wall lightning

Omni Maximus Cosmio Transcribo Simulo Accelero Aevus Luminoc = surrounding imitating lightning expanding ring wall

Omni Maximus Cosmio Transcribo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating lightning expanding ring wall

Omni Maximus Cosmio Transcribo Simulo Infinitio Luminoc = permanent surrounding imitating lightning expanding ring wall

Omni Maximus Cosmio Compello Simulo Luminoc = surrounding compelling lightning expanding ring wall

Omni Maximus Cosmio Compello Simulo Accelero Aevus Luminoc = surrounding compelling lightning expanding ring wall

Omni Maximus Cosmio Compello Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding compelling lightning expanding ring wall

Omni Maximus Cosmio Compello Simulo Infinitio Luminoc = permanent surrounding compelling lightning expanding ring wall

Omni Maximus Cosmio Cesso Simulo Luminoc = surrounding retarding lightning expanding ring wall

Omni Maximus Cosmio Cesso Simulo Accelero Aevus Luminoc = surrounding retarding lightning expanding



ring wall

Omni Maximus Cosmio Cesso Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding retarding lightning expanding ring wall

Omni Maximus Cosmio Cesso Simulo Infinitio Luminoc = permanent surrounding retarding lightning expanding ring wall

Omni Maximus Cosmio Simulo Animus Multus Luminoc = surrounding soul fire lance nova

Omni Maximus Cosmio Simulo Animus Accelero Aevus Luminoc = surrounding soul fire lance nova

Omni Maximus Cosmio Simulo Animus Penetro Accelero Aevus Luminoc = fast penetrating surrounding soul fire lance

Omni Maximus Cosmio Simulo Animus Infinitio Luminoc = permanent surrounding soul fire lance nova

Omni Maximus Cosmio Chao Simulo Multus Luminoc = surrounding chaos area nova - imagine the effect

Omni Maximus Cosmio Chao Simulo Accelero Aevus Luminoc = surrounding fast area nova chaos - imagine the effect

Omni Maximus Cosmio Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos nova - imagine the effect

Omni Maximus Cosmio Chao Simulo Infinitio Luminoc = permanent surrounding chaos nova - imagine the effect

Omni Maximus Cosmio Multus Exhaurio Taura Simulo Luminoc = surrounding lower resistance expanding ring wall

Omni Maximus Cosmio Multus Exhaurio Taura Simulo Accelero Aevus Luminoc = surrounding fast lower resistance expanding ring wall

Omni Maximus Cosmio Multus Exhaurio Taura Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lower resistance expanding ring wall

Omni Maximus Cosmio Multus Exhaurio Taura Simulo Infinitio Luminoc = permanent surrounding lower resistance expanding rings

Omni Maximus Cosmio Aero Veneficus Multus Penetro Luminoc = stinking cloud fog bank

Omni Maximus Cosmio Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast stinking cloud fog bank

Omni Maximus Cosmio Aero Veneficus Multus Penetro Infinitio Luminoc = permanent stinking cloud fog bank

Omni Maximus Cosmio Necro Aero Veneficus Multus Penetro Luminoc = cloudkill fog bank

Omni Maximus Cosmio Necro Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast penetrating cloudkill fog bank

Omni Maximus Cosmio Necro Aero Veneficus Multus Penetro Infinitio Luminoc = permanent cloudkill fog bank

Omni Maximus Cosmio Genero Penetro Luminoc = resist fear area nova

Omni Maximus Cosmio Genero Penetro Accelero Aevus Luminoc = fast area nova resist fear

Omni Maximus Cosmio Genero Penetro Infinitio Luminoc = permanent area nova resist fear

Omni Maximus Cosmio Multus Exhaurio Simulo Luminoc = surrounding sleep expanding ring wall

Omni Maximus Cosmio Multus Exhaurio Simulo Accelero Aevus Luminoc = fast surrounding sleep expanding ring wall

Omni Maximus Cosmio Multus Exhaurio Simulo Infinitio Luminoc = surrounding coma expanding ring wall

Omni Maximus Cosmio Magicus Simulo Luminoc = surrounding magic missile expanding ring wall

Omni Maximus Cosmio Magicus Simulo Accelero Aevus Luminoc = fast surrounding magic missile expanding ring wall

Omni Maximus Cosmio Magicus Simulo Infinitio Luminoc = permanent surrounding magic missile expanding ring wall

Omni Maximus Cosmio Magicus Lipientis Simulo Luminoc = surrounding Melf's Minute Meteor expanding ring wall

Omni Maximus Cosmio Magicus Lipientis Accelero Aevus Luminoc = fast surrounding Melf's Minute Meteor expanding ring wall

Omni Maximus Cosmio Magicus Lipientis Infinitio Luminoc = permanent surrounding Melf's Minute Meteor expanding ring wall

Omni Maximus Cosmio Inordinatus Simulo Luminoc = surrounding confusion nova

Omni Maximus Cosmio Inordinatinus Simulo Accelero Aevus Luminoc = fast surrounding confusion nova

Omni Maximus Cosmio Inordinatinus Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating confusion nova

Omni Maximus Cosmio Inordinatinus Simulo Infinitio Luminoc = permanent surrounding confusion nova

Omni Maximus Cosmio Tabes Penetro Aero Simulo Luminoc = surrounding disease nova

Omni Maximus Cosmio Tabes Penetro Aero Simulo Accelero Aevus Luminoc = fast surrounding disease nova

Omni Maximus Cosmio Tabes Penetro Aero Simulo Infinitio Luminoc = permanent surrounding disease nova

Omni Maximus Cosmio Iniquus Maleficus Simulo Luminoc = surrounding greater malison expanding ring wall

Omni Maximus Cosmio Iniquus Maleficus Simulo Accelero Aevus Luminoc = fast surrounding greater malison expanding ring wall

Omni Maximus Cosmio Iniquus Maleficus Simulo Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating greater malison expanding ring wall

Omni Maximus Cosmio Iniquus Maleficus Simulo Infinitio Luminoc = permanent surrounding greater malison expanding ring wall

Omni Maximus Cosmio Multus Cyro Aero Luminoc = expanding ring wall of cold

Omni Maximus Cosmio Multus Cyro Aero Accelero Aevus Luminoc = fast expanding ring wall of cold

Omni Maximus Cosmio Multus Cyro Aero Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating expanding ring wall of cold

Omni Maximus Cosmio Necro Attento Aero Luminoc = death fog bank

Omni Maximus Cosmio Necro Attento Aero Accelero Aevus Luminoc = fast death fog bank

Omni Maximus Cosmio Necro Attento Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating death fog bank

Omni Maximus Cosmio Necro Attento Aero Infinitio Luminoc = permanent death fog bank

Omni Maximus Cosmio Disturbatio Multus Aero Penetro Luminoc = incendiary cloud bank - creates a roaring flame cloud that kills in minutes

Omni Maximus Cosmio Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast incendiary cloud bank - creates a roaring flame cloud that kills in minutes

Omni Maximus Cosmio Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent incendiary cloud bank - creates a roaring flame cloud that kills in minutes

Omni Maximus Cosmio Exhaurio Penetro Simulo Luminoc = spellstrike nova - this will remove all protections

Omni Maximus Cosmio Exhaurio Penetro Simulo Tardius Aevus Luminoc = delayed spellstrike nova - this will remove all protections

Omni Maximus Cosmio Exhaurio Penetro Simulo Accelero Aevus Luminoc = fast spellstrike nova - this will remove all protections

Omni Maximus Cosmio Solidus Elevo Ferreus Accelero Aevus Penetro Luminoc = magical heat seeking machine gun bullets

Omni Maximus Cosmio Solidus Elevo Ferreus Penetro Simulo Luminoc = surrounding heat seeking machine gun bullets

Omni Maximus Cosmio Solidus Elevo Genero Ferreus Accelero Aevus Penetro Luminoc = magical life seeking shotgun scattershot

Omni Maximus Cosmio Solidus Elevo Genero Ferreus Accelero Aevus Simulo Luminoc = surrounding life seeking shotgun scattershot

## Light Void Attacks

Say the spell and focus on the intended target with intent

Omni Maximus Inanis Luminoc = incineration spheres

Omni Maximus Inanis Tardius Aevus Luminoc = delayed incineration spheres  
Omni Maximus Inanis Accelero Aevus Luminoc = fast incineration spheres  
Omni Maximus Inanis Pyro Luminoc = black fire incineration  
Omni Maximus Inanis Tardius Aevus Pyro Luminoc = delayed black fire incineration  
Omni Maximus Inanis Accelero Aevus Pyro Luminoc = fast black fire incineration  
Omni Maximus Inanis Cyro Luminoc = black ice incinerations  
Omni Maximus Inanis Cyro Tardius Aevus Luminoc = delayed black ice incinerations  
Omni Maximus Inanis Cyro Accelero Aevus Luminoc = fast black ice incinerations  
Omni Maximus Inanis Aero Luminoc = black lightning incineration  
Omni Maximus Inanis Aero Tardius Aevus Luminoc = delayed black lightning incineration  
Omni Maximus Inanis Aero Accelero Aevus Luminoc = fast black lightning incineration  
Omni Maximus Inanis Visus Luminoc = permanent blindness  
Omni Maximus Inanis Visus Tardius Aevus Luminoc = delayed permanent blindness  
Omni Maximus Inanis Visus Accelero Aevus Luminoc = fast permanent blindness  
Omni Maximus Inanis Aero Pyro Luminoc = plasma bolts  
Omni Maximus Inanis Aero Pyro Tardius Aevus Luminoc = plasma bolts  
Omni Maximus Inanis Aero Pyro Accelero Aevus Luminoc = plasma bolts  
Omni Maximus Inanis Aero Animus Luminoc = mutation attack  
Omni Maximus Inanis Aero Animus Tardius Aevus Luminoc = delayed mutation attack  
Omni Maximus Inanis Aero Animus Accelero Aevus Luminoc = fast mutation attack  
Omni Maximus Inanis Aero Animus Liquentis Luminoc = black lava attack  
Omni Maximus Inanis Aero Animus Liquentis Tardius Aevus Luminoc = delayed black lava attack  
Omni Maximus Inanis Aero Animus Liquentis Accelero Aevus Luminoc = fast black lava attack  
Omni Maximus Inanis Aero Taura Necro Luminoc = shadow death  
Omni Maximus Inanis Aero Taura Necro Tardius Aevus Luminoc = delayed shadow death  
Omni Maximus Inanis Aero Taura Necro Accelero Aevus Luminoc = instant shadow death  
Omni Maximus Inanis Aero Animus Necro Luminoc = turn death  
Omni Maximus Inanis Aero Animus Necro Accelero Aevus Luminoc = instant death turn  
Omni Maximus Inanis Aevus Luminoc = time reversal confusion  
Omni Maximus Inanis Tardius Aevus Luminoc = delayed time reversal confusion  
Omni Maximus Inanis Accelero Aevus Luminoc = instant time reversal  
Omni Maximus Inanis Aero Animus Thundora Luminoc = chaos lightning attack  
Omni Maximus Inanis Aero Animus Thundora Tardius Aevus Luminoc = delayed chaos lightning attack  
Omni Maximus Inanis Aero Animus Thundora Accelero Aevus Luminoc = fast chaos lightning attack  
Omni Maximus Inanis Disturbatio Multus Aero Penetro Luminoc = black fire incendiary cloud - creates a roaring flame cloud that kills in moments  
Omni Maximus Inanis Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast black fire incendiary cloud - creates a roaring flame cloud that kills in moments  
Omni Maximus Inanis Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent black fire incendiary cloud - creates a roaring flame cloud that kills in moments  
Omni Maximus Inanis Effectus Luminoc = maze person - make a person disappear into a dimensional world of their own mental making  
Omni Maximus Inanis Effectus Accelero Aevus Luminoc = fast maze - make a person disappear into a dimensional world of their own mental making  
Omni Maximus Inanis Effectus Penetro Simulo Accelero Aevus Luminoc = fast penetrating maze - make a person disappear into a dimensional world of their own mental making  
Omni Maximus Inanis Effectus Infinitio Luminoc = permanent maze - make a person disappear into a dimensional world of their own mental making  
Omni Maximus Inanis Aero Necro Penetro Simulo Luminoc = abi-dalzim's horrid wilting surrounding spheres - evaporates moisture in a wilting effect from every living being touched by these spheres  
Omni Maximus Inanis Aero Necro Penetro Simulo Accelero Aevus Luminoc = fast abi-dalzim's horrid wilting surrounding spheres - evaporates moisture in a wilting effect from every living being touched by these spheres  
Omni Maximus Inanis Aero Necro Penetro Simulo Infinitio Luminoc = permanent abi-dalzim's horrid wilting

surrounding spheres - evaporates moisture in a wilting effect from every living being touched by these spheres

Omni Maximus Inanis Exhaurio Multus Ancile Penetro Luminoc = pierce shield - pierces any protection and lowers resistance for minutes

Omni Maximus Inanis Exhaurio Multus Ancile Penetro Accelero Aevus Luminoc = fast pierce shield - pierces any protection and lowers resistance for minutes

Omni Maximus Inanis Exhaurio Multus Ancile Penetro Infinitio Luminoc = permanent pierce shield - pierces any protection and lowers resistance permanently

Omni Maximus Inanis Effectus Solidus Penetro Accelero Aevus Luminoc = mordenkainens black blade of disaster - creates a void blade that appears in the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Inanis Effectus Solidus Penetro Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens black blade of disaster - creates a void blade that appears in the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Inanis Effectus Solidus Penetro Accelero Aevus Infinitio Luminoc = permanent mordenkainens black blade of disaster - creates a void blade that appears in the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Inanis Effectus Solidus Penetro Simulo Accelero Aevus Luminoc = mordenkainens surrounding black blade of disaster - creates a void blade that appears in the air and fights for you. this blade will make perfect copies of itself and destroys anything by absorbing its energy while surrounding the victims

Omni Maximus Inanis Effectus Solidus Penetro Simulo Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens surrounding black blade of disaster - creates a void blade that appears in the air and fights for you. this blade will make perfect copies of itself and destroys anything by absorbing its energy while surrounding the victims

Omni Maximus Inanis Effectus Solidus Penetro Simulo Accelero Aevus Infinitio Luminoc = permanent mordenkainens surrounding black blade of disaster - creates a void blade that appears in the air and fights for you. this blade will make perfect copies of itself and destroys anything by absorbing its energy while surrounding the victims

Omni Maximus Inanis Aero Taura Disturbatio Penetro Simulo Luminoc = meteor strike

Omni Maximus Inanis Aero Taura Disturbatio Penetro Simulo Accelero Aevus Luminoc = fast meteor strike

Omni Maximus Inanis Aero Taura Disturbatio Penetro Simulo Infinitio Luminoc = permanent meteor strike

Omni Maximus Inanis Aero Multus Accelero Aevus Luminoc = teleport

Omni Maximus Inanis Aero Multus Infinitio Luminoc = banishment

## Medium Void Attacks

Say the spell and focus on the intended target

Omni Maximus Neuro Inanis Aero Taura Necro Luminoc = shadow group attack

Omni Maximus Neuro Inanis Aero Taura Necro Tardius Aevus Luminoc = delayed shadow group attack

Omni Maximus Neuro Inanis Aero Taura Necro Accelero Aevus Luminoc = instant shadow group attack

Omni Maximus Neuro Inanis Aero Animus Necro Luminoc = turn death

Omni Maximus Neuro Inanis Aero Animus Necro Accelero Aevus Luminoc = instant death turn

Omni Maximus Neuro Inanis Aevus Luminoc = time reversal confusion

Omni Maximus Neuro Inanis Tardius Aevus Luminoc = delayed time reversal confusion

Omni Maximus Neuro Inanis Accelero Aevus Luminoc = instant time reversal confusion

Omni Maximus Neuro Inanis Luminoc = incineration spheres

Omni Maximus Neuro Inanis Tardius Aevus Luminoc = delayed incineration spheres

Omni Maximus Neuro Inanis Accelero Aevus Luminoc = fast incineration spheres

Omni Maximus Neuro Inanis Pyro Luminoc = black fire incineration bolt

Omni Maximus Neuro Inanis Tardius Aevus Pyro Luminoc = delayed black fire incineration bolt

Omni Maximus Neuro Inanis Accelero Aevus Pyro Luminoc = fast black fire incineration bolt

Omni Maximus Neuro Inanis Cyro Luminoc = black ice incineration shards  
Omni Maximus Neuro Inanis Cyro Tardius Aevus Luminoc = delayed black ice incineration shards  
Omni Maximus Neuro Inanis Cyro Accelero Aevus Luminoc = fast black ice incineration shards  
Omni Maximus Neuro Inanis Aero Luminoc = black lightning incineration bolt  
Omni Maximus Neuro Inanis Aero Tardius Aevus Luminoc = delayed black lightning incineration bolt  
Omni Maximus Neuro Inanis Aero Accelero Aevus Luminoc = fast black lightning incineration bolt  
Omni Maximus Neuro Inanis Visus Luminoc = permanent group blindness  
Omni Maximus Neuro Inanis Visus Tardius Aevus Luminoc = delayed permanent group blindness  
Omni Maximus Neuro Inanis Visus Accelero Aevus Luminoc = fast permanent group blindness  
Omni Maximus Neuro Inanis Aero Pyro Luminoc = rapid plasma wall  
Omni Maximus Neuro Inanis Aero Pyro Tardius Aevus Luminoc = rapid plasma wall  
Omni Maximus Neuro Inanis Aero Pyro Accelero Aevus Luminoc = rapid plasma wall  
Omni Maximus Neuro Inanis Aero Animus Luminoc = mass mutation attack  
Omni Maximus Neuro Inanis Aero Animus Tardius Aevus Luminoc = delayed mass mutation attack  
Omni Maximus Neuro Inanis Aero Animus Accelero Aevus Luminoc = fast mass mutation attack  
Omni Maximus Neuro Inanis Aero Animus Liquefientis Luminoc = black lava wave attack  
Omni Maximus Neuro Inanis Aero Animus Liquefientis Tardius Aevus Luminoc = delayed black lava wave attack  
Omni Maximus Neuro Inanis Aero Animus Liquefientis Accelero Aevus Luminoc = fast black lava wave attack  
Omni Maximus Neuro Inanis Aero Animus Thundora Luminoc = chaos bolt  
Omni Maximus Neuro Inanis Aero Animus Thundora Tardius Aevus Luminoc = delayed chaos bolt  
Omni Maximus Neuro Inanis Aero Animus Thundora Accelero Aevus Luminoc = fast chaos bolt attack  
Omni Maximus Neuro Inanis Disturbatio Multus Aero Penetro Luminoc = black fire incendiary cloud ring - creates a roaring black flame cloud that surrounds the caster and kills in moments  
Omni Maximus Neuro Inanis Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast black fire incendiary cloud ring - creates a roaring black flame cloud that surrounds the caster and kills in moments  
Omni Maximus Neuro Inanis Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent black fire incendiary cloud ring - creates a roaring black flame cloud that surrounds the caster and kills in moments  
Omni Maximus Neuro Inanis Effectus Luminoc = maze group - make a group disappear into a dimensional world of their own mental making  
Omni Maximus Neuro Inanis Effectus Accelero Aevus Luminoc = fast maze - make a group disappear into a dimensional world of their own mental making  
Omni Maximus Neuro Inanis Effectus Penetro Simulo Accelero Aevus Luminoc = fast penetrating maze - make a group disappear into a dimensional world of their own mental making  
Omni Maximus Neuro Inanis Effectus Infinitio Luminoc = permanent maze - make a group disappear into a dimensional world of their own mental making  
Omni Maximus Neuro Inanis Aero Necro Penetro Simulo Luminoc = abi-dalzim's horrid wilting surrounding ring - evaporates moisture in a wilting effect from every living being touched by these rings  
Omni Maximus Neuro Inanis Aero Necro Penetro Simulo Accelero Aevus Luminoc = fast abi-dalzim's horrid wilting surrounding ring - evaporates moisture in a wilting effect from every living being touched by these rings  
Omni Maximus Neuro Inanis Aero Necro Penetro Simulo Infinitio Luminoc = permanent abi-dalzim's horrid wilting surrounding rings - evaporates moisture in a wilting effect from every living being touched by these rings  
Omni Maximus Neuro Inanis Exhaurio Multus Inanis Ancile Penetro Luminoc = pierce shield spears - pierces any protection and lowers resistance for minutes  
Omni Maximus Neuro Inanis Exhaurio Multus Ancile Penetro Accelero Aevus Luminoc = fast pierce shield spears - pierces any protection and lowers resistance for minutes  
Omni Maximus Neuro Inanis Exhaurio Multus Ancile Penetro Infinitio Luminoc = permanent pierce shield spears - pierces any protection and lowers resistance permanently  
Omni Maximus Neuro Inanis Effectus Solidus Penetro Accelero Aevus Luminoc = mordenkainens black blades of disaster - creates void blades that appear in the air and fights for you and destroys anything by absorbing its energy  
Omni Maximus Neuro Inanis Effectus Solidus Penetro Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens black blades of disaster - creates void blades that appears in the air and fights for you and

destroys anything by absorbing its energy

Omni Maximus Neuro Inanis Effectus Solidus Penetro Accelero Aevus Infinitio Luminoc = permanent mordenkainens black blades of disaster - creates void blades that appears ion the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Neuro Inanis Effectus Solidus Penetro Simulo Accelero Aevus Luminoc = mordenkainens surrounding black blades of disaster - creates void blades that appears ion the air and fights for you. this blade will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims

Omni Maximus Neuro Inanis Effectus Solidus Penetro Simulo Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens surrounding black blades of disaster - creates void blades that appears ion the air and fights for you. these blades will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims

Omni Maximus Neuro Inanis Effectus Solidus Penetro Simulo Accelero Aevus Infinitio Luminoc = permanent mordenkainens surrounding black blades of disaster - creates void blades that appears ion the air and 8u7 fights for you. thess blades will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims

Omni Maximus Neuro Inanis Aero Taura Disturbatio Penetro Simulo Luminoc = meteor group strike

Omni Maximus Neuro Inanis Aero Taura Disturbatio Penetro Simulo Accelero Aevus Luminoc = fast meteor group strike

Omni Maximus Neuro Inanis Aero Taura Disturbatio Penetro Simulo Infinitio Luminoc = permanent meteor group strike

Omni Maximus Neuro Inanis Aero Multus Accelero Aevus Luminoc = teleport group

Omni Maximus Neuro Inanis Aero Multus Infinitio Luminoc = banish group

## Heavy Void Attacks

Say the spell and focus on the intended target

Omni Maximus Cosmio Inanis Aero Taura Necro Luminoc = shadow wall

Omni Maximus Cosmio Inanis Aero Taura Necro Tardius Aevus Luminoc = delayed shadow wall

Omni Maximus Cosmio Inanis Luminoc = incineration nova

Omni Maximus Cosmio Inanis Tardius Aevus Luminoc = delayed incineration nova

Omni Maximus Cosmio Inanis Accelero Aevus Luminoc = fast incineration nova

Omni Maximus Cosmio Inanis Pyro Luminoc = black fire incineration nova

Omni Maximus Cosmio Inanis Tardius Aevus Pyro Luminoc = delayed black fire incineration nova

Omni Maximus Cosmio Inanis Accelero Aevus Pyro Luminoc = fast black fire incineration nova

Omni Maximus Cosmio Inanis Cyro Luminoc = black ice wall incinerations

Omni Maximus Cosmio Inanis Cyro Tardius Aevus Luminoc = delayed black ice wall incinerations

Omni Maximus Cosmio Inanis Cyro Accelero Aevus Luminoc = fast black ice wall incinerations

Omni Maximus Cosmio Inanis Aero Luminoc = black lightning wall incineration

Omni Maximus Cosmio Inanis Aero Tarius Aevus Luminoc = delayed black lightning wall incineration

Omni Maximus Cosmio Inanis Aero Accelero Aevus Luminoc = fast black lightning wall incineration

Omni Maximus Cosmio Inanis Visus Luminoc = permanent group blindness

Omni Maximus Cosmio Inanis Visus Tardius Aevus Luminoc = delayed group permanent blindness

Omni Maximus Cosmio Inanis Visus Accelero Aevus Luminoc = fast group permanent blindness

Omni Maximus Cosmio Inanis Aero Pyro Luminoc = plasma nova

Omni Maximus Cosmio Inanis Aero Pyro Tardius Aevus Luminoc = delayed plasma nova

Omni Maximus Cosmio Inanis Aero Pyro Accelero Aevus Luminoc = fast plasma nova

Omni Maximus Cosmio Inanis Aero Animus Luminoc = mutation group attack

Omni Maximus Cosmio Inanis Aero Animus Tardius Aevus Luminoc = delayed group mutation attack

Omni Maximus Cosmio Inanis Aero Animus Accelero Aevus Luminoc = fast group mutation attack

Omni Maximus Cosmio Inanis Aero Taura Necro Accelero Aevus Luminoc = instant shadow wall

Omni Maximus Cosmio Inanis Aero Animus Liquentis Tardius Aevus Luminoc = delayed black lava wall



attack

- Omni Maximus Cosmio Inanis Aero Animus Lipientis Luminoc = black lava wall attack
- Omni Maximus Cosmio Inanis Aero Animus Lipientis Accelero Aevus Luminoc = fast black lava wall attack
- Omni Maximus Cosmio Inanis Aero Animus Necro Luminoc = turn mass dead
- Omni Maximus Cosmio Inanis Aero Animus Necro Accelero Aevus Luminoc = instant turn mass dead
- Omni Maximus Cosmio Inanis Aevus Luminoc = time reversal group confusion
- Omni Maximus Cosmio Inanis Tardius Aevus Luminoc = delayed time reversal group confusion
- Omni Maximus Cosmio Inanis Accelero Aevus Luminoc = instant time reversal group confusion
- Omni Maximus Cosmio Inanis Aero Taura Necro Luminoc = shadow army
- Omni Maximus Cosmio Inanis Aero Taura Necro Tardius Aevus Luminoc = delayed shadow army
- Omni Maximus Cosmio Inanis Aero Taura Necro Accelero Aevus Luminoc = instant shadow army
- Omni Maximus Cosmio Inanis Aero Animus Necro Luminoc = turn undead army
- Omni Maximus Cosmio Inanis Aero Animus Necro Accelero Aevus Luminoc = instant turn undead army
- Omni Maximus Cosmio Inanis Aevus Luminoc = time reversal group youthening
- Omni Maximus Cosmio Inanis Tardius Aevus Luminoc = delayed time reversal group youthening
- Omni Maximus Cosmio Inanis Accelero Aevus Luminoc = instant time reversal group youthening
- Omni Maximus Cosmio Inanis Aero Animus Thundora Luminoc = chaos lightning wall
- Omni Maximus Cosmio Inanis Aero Animus Thundora Tardius Aevus Luminoc = delayed chaos lightning wall
- Omni Maximus Cosmio Inanis Aero Animus Thundora Accelero Aevus Luminoc = fast chaos lightning wall
- Omni Maximus Cosmio Tardius Neuro Luminoc = mental stupidity nova
- Omni Maximus Cosmio Tardius Neuro Accelero Aevus Luminoc = fast mental stupidity nova
- Omni Maximus Cosmio Accelero Neuro Luminoc = mental intelligence nova
- Omni Maximus Cosmio Accelero Neuro Tardius Aevus Luminoc = delayed mental intelligence nova
- Omni Maximus Cosmio Accelero Neuro Accelero Aevus Luminoc = fast mental intelligence nova
- Omni Maximus Cosmio Medicus Neuro Luminoc = mental charm nova
- Omni Maximus Cosmio Medicus Neuro Accelero Aevus Luminoc = fast mental charm nova
- Omni Maximus Cosmio Medicus Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating charm nova
- Omni Maximus Cosmio Medicus Neuro Infinitio Luminoc = fast mental charm nova
- Omni Maximus Cosmio Medicus Neuro Potus Luminoc = remove charm nova
- Omni Maximus Cosmio Medicus Neuro Potus Tardius Aevus Luminoc = delayed remove charm nova
- Omni Maximus Cosmio Medicus Neuro Potus Accelero Aevus Luminoc = fast remove charm nova
- Omni Maximus Cosmio Medicus Neuro Potus Infinitio Luminoc = remove permanant charm nova
- Omni Maximus Cosmio Medicus Magicus Iniquus Luminoc = miscast magic nova
- Omni Maximus Cosmio Medicus Magicus Iniquus Accelero Aevus Luminoc = delayed miscast magic nova
- Omni Maximus Cosmio Medicus Magicus Iniquus Penetro Accelero Aevus Luminoc = fast penetrating miscast magic nova
- Omni Maximus Cosmio Medicus Magicus Iniquus Infinitio Luminoc = fast miscast magic nova
- Omni Maximus Cosmio Inanis Disturbatio Multus Aero Penetro Luminoc = black fire incendiary cloud nova - creates a roaring black flame cloud nova the caster designates that kills in moments
- Omni Maximus Cosmio Inanis Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast black fire incendiary cloud nova - creates a roaring black flame cloud nova the caster designates that kills in moments
- Omni Maximus Cosmio Inanis Disturbatio Multus Aero Penetro Infinitio Luminoc = permanant black fire incendiary cloud nova - creates a roaring black flame cloud nova the caster designates that kills in moments
- Omni Maximus Cosmio Inanis Effectus Luminoc = maze area - make an area disappear into a dimesional world of thier own mental making
- Omni Maximus Cosmio Inanis Effectus Accelero Aevus Luminoc = fast maze - make an area disappear into a dimesional world of thier own mental making
- Omni Maximus Cosmio Inanis Effectus Penetro Simulo Accelero Aevus Luminoc = fast penetrating maze - make an area disappear into a dimesional world of thier own mental making
- Omni Maximus Cosmio Inanis Effectus Infinitio Luminoc = permanant maze - make an area disappear into a



dimensional world of thier own mental making

Omni Maximus Cosmio Inanis Aero Necro Penetro Simulo Luminoc = abi-dalzim's horrid wilting surrounding fog bank - evaporates moisture in a wilting effect from every living being touched by this

Omni Maximus Cosmio Inanis Aero Necro Penetro Simulo Accelero Aevus Luminoc = fast abi-dalzim's horrid wilting surrounding fog bank - evaporates moisture in a wilting effect from every living being touched by this

Omni Maximus Cosmio Inanis Aero Necro Penetro Simulo Infinitio Luminoc = permanent abi-dalzim's horrid wilting surrounding fog bank - evaporates moisture in a wilting effect from every living being touched by this

Omni Maximus Cosmio Inanis Exhaurio Multus Ancile Penetro Luminoc = pierce shield wall - pierces any protection and lowers resistance for minutes

Omni Maximus Cosmio Inanis Exhaurio Multus Ancile Penetro Accelero Aevus Luminoc = fast pierce shield wall - pierces any protection and lowers resistance for minutes

Omni Maximus Cosmio Inanis Exhaurio Multus Ancile Penetro Infinitio Luminoc = permanent pierce shield wall - pierces any protection and lowers resistance permanently

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Accelero Aevus Luminoc = mordenkainens life seeking black blades of disaster - creates void blades that appear in the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens life seeking black blades of disaster - creates void blades that appears ion the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Accelero Aevus Infinitio Luminoc = permanent mordenkainens life seeking black blades of disaster - creates void blades that appears in the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Simulo Accelero Aevus Luminoc = mordenkainens surrounding life seeking black blades of disaster - creates void blades that appears in the air and fights for you. this blade will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Simulo Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens surrounding life seeking black blades of disaster - creates void blades that appears ion the air and fights for you. these blades will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Simulo Accelero Aevus Infinitio Luminoc = permanent mordenkainens surrounding life seeking black blades of disaster - creates void blades that appears in the air and 8u7 fights for you. thess blades will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims

Omni Maximus Cosmio Inanis Aero Taura VDisturbatio Penetro Simulo Luminoc = meteor area strike

Omni Maximus Cosmio Inanis Aero Taura Disturbatio Penetro Simulo Accelero Aevus Luminoc = fast meteor area strike

Omni Maximus Cosmio Inanis Aero Taura Disturbatio Penetro Simulo Infinitio Luminoc = permanent meteor area strike

Omni Maximus Cosmio Inanis Aero Multus Accelero Aevus Luminoc = expanding ring wall teleport

Omni Maximus Cosmio Inanis Aero Multus Infinitio Luminoc = expanding ring wall banish

## Waves

Think of the target and then speak the spell with intent. Intent is the need to effect.

Omni Maximus Taura Bentidoc = earth waves.

Omni Maximus Taura Taura Taura Bentidoc = wide area earth waves

Omni Maximus Lipientis Bentidoc = lava waves.

Omni Maximus Cosmio Lipientis Bentidoc = wide area lava waves

Omni Maximus Neuro Taura Bentidoc = manipulation earth waves.

Omni Maximus Neuro Taura Taura Taura Bentidoct = wide area manipulation earth waves  
Omni Maximus Pyro Bentidoct = fire waves.  
Omni Maximus Pyro Pyro Pyro Bentidoct = blaze fire waves.  
Omni Maximus Hydro Bentidoct = water waves.  
Omni Maximus Hydro Hydro Hydro Bentidoct = great water waves.  
Omni Maximus Neuro Hydro Bentidoct = water manipulation waves.  
Omni Maximus Neuro Hydro Hydro Hydro Bentidoct = great water manipulation waves.  
Omni Maximus Pyro Hydro Bentidoct = warm water waves.  
Omni Maximus Pyro Pyro Pyro Hydro Bentidoct = scalding water waves.  
Omni Maximus Cyro Bentidoct = ice waves.  
Omni Maximus Cyro Cyro Cyro Bentidoct = ice nova waves.  
Omni Maximus Aero Bentidoct = air waves.  
Omni Maximus Aero Aero Aero Bentidoct = air blast waves.  
Omni Maximus Cyro Aero Bentidoct = cold air waves.  
Omni Maximus Cyro Cyro Cyro Aero Bentidoct = fast freeze air waves.  
Omni Maximus Taura Cyro Aero Bentidoct = shatter attack waves.  
Omni Maximus Taura Cyro Cyro Cyro Aero Bentidoct = fast shatter attacks waves.  
Omni Maximus Pyro Aero Bentidoct = warmth waves.  
Omni Maximus Pyro Pyro Pyro Aero Bentidoct = scalding air waves.  
Omni Maximus Neuro Taura Aero Bentidoct = changewind waves.  
Omni Maximus Neuro Taura Aero Aero Aero Bentidoct = massive changewind waves.  
Omni Maximus Thundora Bentidoct = lightning waves.  
Omni Maximus Thundora Thundora Thundora Bentidoct = massive lightning waves.  
Omni Maximus Animus Bentidoct = spiritual waves.  
Omni Maximus Animus Animus Animus Bentidoct = mass spiritual attack waves.  
Omni Maximus Necro Bentidoct = death waves.  
Omni Maximus Necro Necro Necro Bentidoct = massive death waves.  
Omni Maximus Necro Bentidoct = death waves.  
Omni Maximus Necro Necro Necro Bentidoct = massive death waves.  
Omni Maximus Inanis Bentidoct = incineration waves.  
Omni Maximus Inanis Inanis Inanis Bentidoct = massive incineration waves.  
Omni Maximus Inanis Pyro Bentidoct = black fire waves.  
Omni Maximus Cosmio Inanis Pyro Bentidoct = massive black fire waves.  
Omni Maximus Inanis Pyro Aero Bentidoct = black fire mass spread waves.  
Omni Maximus Cosmio Inanis Pyro Aero Bentidoct = massive black fire mass spread waves.  
Omni Maximus Inanis Cyro Bentidoct = black ice waves.  
Omni Maximus Cosmio Inanis Cyro Bentidoct = massive black ice waves.  
Omni Maximus Inanis Cyro Aero Bentidoct = black ice air waves.  
Omni Maximus Cosmio Inanis Cyro Bentidoct = massive black ice air waves.  
Omni Maximus Inanis Aero Bentidoct = black lightning attack.or warp gate waves  
Omni Maximus Cosmio Inanis Aero Bentidoct = massive black lightning or warp gate waves.  
Omni Maximus Inanis Aero Taura Necro Bentidoct = shadow attack waves.  
Omni Maximus Cosmio Inanis Aero Taura Necro Bentidoct = massive shadow attack waves.  
Omni Maximus Inanis Aero Animus Necro Bentidoct = turn undead wave  
Omni Maximus Cosmio Inanis Aero Animus Necro Bentidoct = mass turn undead wave  
Omni Maximus Infinitio Bentidoct = time stop waves.  
Omni Maximus Cosmio Infinitio Bentidoct = massive time stop waves.  
Omni Maximus Infinitio Aero Bentidoct = time stop mass spread waves.  
Omni Maximus Cosmio Infinitio Aero Bentidoct = massive time stop mass spread waves.  
Omni Maximus Inanis Visus Bentidoct = blindness waves  
Omni Maximus Cosmio Inanis Visus Bentidoct = massive blindness waves  
Omni Maximus Inanis Tardius Aevus Bentidoct = unaging waves  
Omni Maximus Cosmio Inanis Tardius Aevus Bentidoct = massive unaging waves  
Omni Maximus Accelerus Aevus Bentidoct = speed waves

Omni Maximus Cosmio Accelerus Aevus Bentidoct = massive speed waves  
Omni Maximus Inanis Aevus Bentidoct = time reversal wave  
Omni Maximus Cosmio Inanis Aevus Bentidoct = time reversal group wave  
Omni Maximus Inanis Aero Animus Lipientis Bentidoct = black lava wave  
Omni Maximus Cosmio Inanis Aero Animus Lipientis Bentidoct = massive black lava wave  
Omni Maximus Inanis Aero Animus Thundora Bentidoct = chaos lightning wave  
Omni Maximus Cosmio Inanis Aero Animus Thundora Thundora Bentidoct = massive chaos lightning wave  
Omni Maximus Magicus Bentidoct = magical wave  
Omni Maximus Cosmio Magicus Thundora Thundora Bentidoct = massive magical wave  
Omni Maximus Iniquus Bentidoct = adversity wave  
Omni Maximus Cosmio Iniquus Thundora Thundora Bentidoct = massive adversity wave  
Omni Maximus Magicus Iniquus Bentidoct = faery adverse wave  
Omni Maximus Cosmio Magicus Iniquus Thundora Thundora Bentidoct = massive faery adversity wave  
Omni Maximus Tardius Neuro Bentidoct = stupidity wave  
Omni Maximus Cosmio Tardius Neuro Bentidoct = massive stupidity wave  
Omni Maximus Accelero Neuro Bentidoct = intelligence wave  
Omni Maximus Cosmio Accelero Neuro Bentidoct = massive intelligence wave  
Omni Maximus Medicus Neuro Bentidoct = charm wave  
Omni Maximus Cosmio Medicus Neuro Bentidoct = massive charm wave  
Omni Maximus Medicus Neuro Potus Bentidoct = remove charm wave  
Omni Maximus Cosmio Medicus Potus Neuro Bentidoct = massive remove charm wave  
Omni Maximus Medicus Magicus Iniquus Bentidoct = miscast magic wave  
Omni Maximus Cosmio Medicus Magicus Iniquus Bentidoct = massive miscast magic wave  
Omni Maximus Medicus Magicus Iniquus Potus Bentidoct = miscast magic removal wave  
Omni Maximus Cosmio Medicus Magicus Iniquus Bentidoct = massive miscast magic removal wave

## Death

Think of the victim or victims and say the spell with intent.

Omni Bentidoct Necro Luminoc = death touch  
Omni Bentidoct Necro Accelero Aevus Luminoc = instant death touch  
Omni Bentidoct Neuro Necro Luminoc = mind death  
Omni Bentidoct Neuro Necro Accelero Aevus Luminoc = instant mind death  
Omni Bentidoct Animus Necro Luminoc = spirit death  
Omni Bentidoct Animus Necro Accelero Aevus Luminoc = instant spirit death  
Omni Bentidoct Cosmio Necro Luminoc = mind and spirit death  
Omni Bentidoct Cosmio Necro Accelero Aevus Luminoc = instant mind and spirit death  
Omni Bentidoct Cosmio Taura Necro Luminoc = total death  
Omni Bentidoct Inanis Aero Animus Necro Luminoc = control death  
Omni Bentidoct Inanis Aero Animus Necro Accelero Aevus Luminoc = control death fast

## Paralyzation

Say the spell and focus on the intended target

Omni Neuro Inanis Tardius Aevus Dorise = reverse time hold  
Omni Neuro Tardius Aevus Dorise = time hold  
Omni Neuro Tardius Aevus Infinitio Dorise = time hold  
Omni Neuro Inanis Dorise = mind paralyzation  
Omni Neuro Inanis Accelero Aevus Dorise = instant mind paralyzation  
Omni Animus Inanis Dorise = spirit paralyzation  
Omni Animus Inanis Accelero Aevus Dorise = spirit paralyzation  
Omni Taura Inanis Dorise = body paralyzation

Omni Taura Inanis Accelero Aevus Dorise = body paralyzation  
Omni Cosmio Taura Inanis Dorise = total body paralyzation  
Omni Cosmio Taura Inanis Accelero Aevus Dorise = total body paralyzation  
Omni Taura Inanis Aero Animus Dorise = total body hold  
Omni Taura Inanis Aero Animus Accelero Aevus Dorise = total body hold

### Quakes and Volcanoes

Think of where the effect is supposed to be and then say the spell.

Omni Maximus Taura Bentidoc = minor earth quake  
Omni Maximus Taura Tardius Aevus Bentidoc = delayed minor earth quake  
Omni Maximus Taura Accelero Aevus Bentidoc = instant minor earth quake  
Omni Maximus Taura Taura Taura Bentidoc = major earth quake  
Omni Maximus Taura Taura Taura Tardius Aevus Bentidoc = delayed major earth quake  
Omni Maximus Taura Taura Taura Accelero Aevus Bentidoc = instant major earth quake  
Omni Maximus Taura Aero Pyro Bentidoc = minor volcanic eruption  
Omni Maximus Taura Aero Pyro Tardius Aevus Bentidoc = delayed minor volcanic eruption  
Omni Maximus Taura Aero Pyro Accelero Aevus Bentidoc = fast minor volcanic eruption  
Omni Maximus Cosmio Taura Aero Pyro Bentidoc = major volcanic eruption  
Omni Maximus Cosmio Taura Aero Pyro Tardius Aevus Bentidoc = delayed major volcanic eruption  
Omni Maximus Cosmio Taura Aero Pyro Accelero Bentidoc = major volcanic eruption  
Omni Maximus Cosmio Inanis Aero Animus Lipientis Aero Bentidoc = major black lava eruption  
Omni Maximus Cosmio Inanis Aero Animus Lipientis Aero Tardius Aevus Bentidoc = major black lava eruption  
Omni Maximus Cosmio Inanis Aero Animus Lipientis Aero Accelero Aevus Bentidoc = major black lava eruption

### Attack Storms

Think of where the effect is supposed to be and then say the spell.

Omni Maximus Thundora Taura Luminoc = earth storm  
Omni Maximus Thundora Taura Tardius Aevus Luminoc = long duration earth storm  
Omni Maximus Thundora Taura Accelero Luminoc = short duration earth storm  
Omni Maximus Thundora Pyro Luminoc = fire storm  
Omni Maximus Thundora Pyro Tardius Aevus Luminoc = long duration fire storm  
Omni Maximus Thundora Pyro Accelero Aevus Luminoc = short duration fire storm  
Omni Maximus Thundora Hydro Thundoris = a storm  
Omni Maximus Thundora Hydro Tardius Aevus Thundoris = long duration storm  
Omni Maximus Thundora Hydro Accelero Aevus Thundoris = a short duration storm  
Omni Maximus Thundora Necro Thundoris = death storm  
Omni Maximus Thundora Necro Tardius Aevus Thundoris = long death storm  
Omni Maximus Thundora Necro Accelero Aevus Thundoris = short death storm  
Omni Maximus Thundora Taura Luminoc = earth storm  
Omni Maximus Thundora Taura Tardius Aevus Luminoc = long earth storm  
Omni Maximus Thundora Taura Accelero Aevus Luminoc = short earth storm  
Omni Maximus Thundora Inanis Aero Pyro Luminoc = plasma storm  
Omni Maximus Thundora Inanis Aero Pyro Tardius Aevus Luminoc = long duration plasma storm  
Omni Maximus Thundora Inanis Aero Pyro Accelero Aevus Luminoc = short plasma storm  
Omni Maximus Thundora Inanis Animus Lipientis Luminoc = black lava storm  
Omni Maximus Thundora Inanis Animus Lipientis Tardius Aevus Luminoc = long duration black lava storm

Omni Maximus Thundora Inanis Animus Lipientis Accelero Aevus Luminoc = short duration black lava storm

Omni Maximus Thundora Inanis Animus Thundora Luminoc = chaos lightning storm

Omni Maximus Thundora Inanis Animus Thundora Tardius Aevus Luminoc = long duration chaos lightning storm

Omni Maximus Thundora Inanis Animus Thundora Accelero Aevus Luminoc = short duration chaos lightning storm

Omni Maximus Thundora Inanis Pyro Luminoc = black fire storm

Omni Maximus Thundora Inanis Pyro Tardius Aevus Luminoc = long black fire storm

Omni Maximus Thundora Inanis Pyro Accelero Luminoc = short black fire storm

Omni Maximus Thundora Inanis Cyro Thundoris = black ice storm

Omni Maximus Thundora Inanis Cyro Tardius Aevus Thundoris = long black ice storm

Omni Maximus Thundora Inanis Cyro Accelero Thundoris = short black ice storm

Omni Maximus Thundora Inanis Aero Thundoris = black lightning storm

Omni Maximus Thundora Inanis Aero Tardius Aevus Thundoris = long black lightning storm

Omni Maximus Thundora Inanis Aero Accelero Aevus Thundoris = short black lightning storm

### Attack Tornadoes

Think of where the effect is supposed to be and then say the spell.

Omni Maximus Thundora Thundora Thundora Taura Luminoc = earth tornado

Omni Maximus Thundora Thundora Thundora Taura Tardius Aevus Luminoc = slow earth tornado

Omni Maximus Thundora Thundora Thundora Taura Accelero Luminoc = fast earth tornado

Omni Maximus Thundora Thundora Thundora Pyro Luminoc = fire tornado

Omni Maximus Thundora Thundora Thundora Hydro Thundoris = tornado

Omni Maximus Thundora Thundora Thundora Cyro Thundoris = ice tornado

Omni Maximus Thundora Thundora Thundora Cyro Tardius Aevus Thundoris = long ice tornado

Omni Maximus Thundora Thundora Thundora Cyro Accelero Aevus Thundoris = short duration ice tornado

Omni Maximus Thundora Thundora Thundora Necro Luminoc = death tornado

Omni Maximus Thundora Thundora Thundora Necro Tardius Aevus Luminoc = long duration death tornado

Omni Maximus Thundora Thundora Thundora Necro Tardiud Aevus Luminoc = short death tornado

Omni Maximus Thundora Thundora Thundora Inanis Pyro Luminoc = black fire tornado

Omni Maximus Thundora Thundora Thundora Inanis Pyro Tardius Aevus Luminoc = long duration black fire tornado

Omni Maximus Thundora Thundora Thundora Inanis Pyro Accelero Aevus Luminoc = black fire tornado

Omni Maximus Thundora Thundora Thundora Inanis Cyro Thundoris = black ice tornado

Omni Maximus Thundora Thundora Thundora Inanis Cyro Tardius Aevus Thundoris = long duration black ice tornado

Omni Maximus Thundora Thundora Thundora Inanis Cyro Accelero Aevus Thundoris = short duration black ice tornado

Omni Maximus Thundora Thundora Thundora Inanis Aero Thundoris = black lightning tornado

Omni Maximus Thundora Thundora Thundora Inanis Aero Tardius Aevus Thundoris = long duration black lightning tornado

Omni Maximus Thundora Thundora Thundora Inanis Aero Accelero Aevus Thundoris = short duration black lightning tornado

Omni Maximus Thundora Thundora Thundora Inanis Animus Thundora Luminoc = chaos lightning tornado

Omni Maximus Thundora Thundora Thundora Inanis Animus Thundora Tardius Aevus Luminoc = long duration chaos lightning tornado

Omni Maximus Thundora Thundora Thundora Inanis Animus Thundora Accelero Aevus Luminoc = short duration chaos lightning tornado

Omni Maximus Thundora Thundora Thundora Inanis Aero Animus Lipientis Thundoris = black lava tornado  
Omni Maximus Thundora Thundora Thundora Inanis Aero Animus Lipientis Tardius Aevus Thundoris = long duration black lava tornado

Omni Maximus Thundora Thundora Thundora Inanis Aero Animus Lipientis Accelero Aevus Thundoris = short duration black lava tornado

### Special Void Attacks

Can be dimensional storms if open gates present. Think of where the effect is supposed to be and then say the spell.

Omni Maximus Thundora Inanis Luminoc = void storm

Omni Maximus Thundora Thundora Thundora Inanis Luminoc = mass incineration

Omni Maximus Thundora Thundora Thundora Inanis Aero Taura Luminoc = black hole

Omni Maximus Cosmio Inanis Aero Multus Multus Multus Accelero Aevus Thundoris = teleport field - cast this and a field of energy will shift people that are your enemies somewhere else in area radius of 30 feet. imagine the area or place for this to occur.

Omni Maximus Cosmio Inanis Aero Multus Multus Multus Infinitio Thundoris = long lasting teleport field - cast this and a field of energy will banish people that are your enemies somewhere else in area radius of 30 feet. imagine the area or place for this to occur.

### Summoning

Think of the place to summon the prospect. Then say the spell and then think of the name you want the summoned being to be called. This is the naming of the being. Use this name to control the being. If animals or monsters then think of the group name.

Omni Bentidoc Neuro Multus Ago Accelero Aevus Luminoc = animal summoning I - summons a small group of animals to your aid

Omni Bentidoc Neuro Multus Ago Ago Accelero Aevus Luminoc = animal summoning II - Summons a larger and tougher group of animals to your call

Omni Bentidoc Neuro Multus Ago Ago Ago Accelero Aevus Luminoc = animal summoning III - Summons a large and tough group of animals to your call

Omni Bentidoc Neuro Multus Solidus Beluosus Accelero Aevus Luminoc = monster summoning I - summons a small group of monsters to your whim

Omni Bentidoc Neuro Multus Solidus Beluosus Beluosus Accelero Aevus Luminoc = monster summoning II - summons a medium group of tough monsters to your whim

Omni Bentidoc Neuro Multus Solidus Beluosus Beluosus Beluosus Accelero Aevus Luminoc = monster summoning III - summons a large group of tough monsters to your whim

Omni Bentidoc Neuro Solidus Multus Ago Accelero Aevus Luminoc = find familiar

Omni Bentidoc Neuro Solidus Multus Taura Accelero Aevus Luminoc = summon lesser earth elemental

Omni Bentidoc Neuro Solidus Multus Lipientis Accelero Aevus Luminoc = summon lesser lava elemental

Omni Bentidoc Neuro Solidus Multus Pyro Accelero Aevus Luminoc = summon lesser fire elemental

Omni Bentidoc Neuro Solidus Multus Hydro Accelero Aevus Luminoc = summon lesser water elemental

Omni Bentidoc Neuro Solidus Multus Cyro Accelero Aevus Luminoc = summon lesser ice elemental

Omni Bentidoc Neuro Solidus Multus Aero Pises Accelero Aevus Luminoc = summon lesser air elemental

Omni Bentidoc Neuro Solidus Multus Simulo Beluosus Accelero Aevus Luminoc = monster summoning

Omni Bentidoc Neuro Solidus Multus Taura Taura Accelero Aevus Luminoc = summon earth elemental

Omni Bentidoc Neuro Solidus Multus Lipientis Lipientis Accelero Aevus Luminoc = summon lava elemental

Omni Bentidoc Neuro Solidus Multus Pyro Pyro Accelero Aevus Luminoc = summon fire elemental

Omni Bentidoc Neuro Solidus Multus Hydro Hydro Accelero Aevus Luminoc = summon water elemental



Omni Bentidocht Neuro Solidus Multus Cyro Cyro Cyro Accelero Aevus Luminocht = summon ice elemental  
Omni Bentidocht Neuro Solidus Multus Aero Aero Pises Accelero Aevus Luminocht = summon air elemental  
Omni Bentidocht Neuro Solidus Multus Taura Taura Taura Accelero Aevus Luminocht = summon greater earth elemental  
Omni Bentidocht Neuro Solidus Multus Liquentis Liquentis Liquentis Accelero Aevus Luminocht = summon greater lava elemental  
Omni Bentidocht Neuro Solidus Multus Pyro Pyro Pyro Accelero Aevus Luminocht = summon fire elemental  
Omni Bentidocht Neuro Solidus Multus Hydro Hydro Hydro Accelero Aevus Luminocht = summon greater water elemental  
Omni Bentidocht Neuro Solidus Multus Cyro Cyro Cyro Accelero Aevus Luminocht = summon greater ice elemental  
Omni Bentidocht Neuro Solidus Multus Aero Aero Aero Pises Accelero Aevus Luminocht = summon greater air elemental  
Omni Bentidocht Neuro Solidus Multus Magicus Accelero Aevus Luminocht = summon a magic golem  
Omni Bentidocht Neuro Solidus Multus Ago Necro Simulo Mutus Beluosus Accelero Aevus Luminocht = carrion summons - summon carrion crawlers that grow to monstrous size and do as the caster wills.  
Omni Bentidocht Neuro Solidus Multus Beluosus Draco Accelero Aevus Luminocht = basilisks summons - while saying spell think of a basilisk  
Omni Bentidocht Neuro Inanis Solidus Multus Accelero Aevus Luminocht = summon nishruu  
Omni Bentidocht Neuro Inanis Inanis Inanis Inanis Solidus Multus Accelero Aevus Luminocht = summon Hakesshar  
Omni Bentidocht Neuro Draco Solidus Multus Accelero Aevus Luminocht = summon wyvern  
Omni Bentidocht Neuro Draco Draco Draco Solidus Multus Accelero Aevus Luminocht = summon dragon  
Omni Bentidocht Neuro Caecus Solidus Multus Accelero Aevus Luminocht = summon invisible stalker  
Omni Bentidocht Neuro Araneus Solidus Multus Mutus Accelero Aevus Luminocht = summon spider spawn  
Omni Bentidocht Neuro Maleficus Solidus Multus Accelero Aevus Luminocht = summon cacofiend  
Omni Bentidocht Neuro Maleficus Maleficus Solidus Multus Accelero Aevus Luminocht = summon fiend  
Omni Bentidocht Neuro Maleficus Maleficus Maleficus Solidus Multus Accelero Aevus Luminocht = gate of outer planar demon  
Omni Bentidocht Neuro Chao Maleficus Solidus Multus Accelero Aevus Luminocht = summon a chaos fiend  
summon  
Omni Bentidocht Neuro Djin Multus Accelero Aevus Luminocht = summon djinni  
Omni Bentidocht Neuro Efreet Solidus Multus Accelero Aevus Luminocht = summon efreeti  
Omni Bentidocht Neuro Chao Solidus Multus Accelero Aevus Luminocht = summon a chaos being  
Omni Bentidocht Neuro Chao Chao Chao Solidus Multus Accelero Aevus Luminocht = summon a chaos lord  
Omni Bentidocht Neuro Apricatio Apricatio Apricatio Solidus Multus Accelero Aevus Luminocht = summon a solar  
Omni Bentidocht Neuro Maleficus Apricatio Apricatio Apricatio Solidus Multus Accelero Aevus Luminocht = summon a fallen solar  
Omni Bentidocht Neuro Inversio Taura Elevo Solidus Multus Accelero Aevus Luminocht = summon a planetarian  
Omni Bentidocht Neuro Inversio Taura Elevo Maleficus Solidus Multus Accelero Aevus Luminocht = summon a fallen planetarian  
Omni Bentidocht Neuro Adigo Adigo Adigo Taura Solidus Multus Accelero Aevus Luminocht = summon deva  
Omni Bentidocht Neuro Adigo Adigo Adigo Taura Maleficus Solidus Multus Accelero Aevus Luminocht = summon fallen deva  
Omni Bentidocht Neuro Elevo Elevo Elevo Maleficus Solidus Multus Accelero Aevus Luminocht = summon light demon  
Omni Bentidocht Neuro Visus Caecus Solidus Multus Avis Accelero Aevus Luminocht = wizard eye - creates an organ of sight that sends to you the the vision of where it is at the time. it is unseen and it is directed as the person who casts it wills.  
Omni Maximus Neuro Visus Caecus Solidus Multus Avis Maleficus Accelero Aevus Bentidocht = wizard evil eye - creates an organ of disturbance that sends to you the the vision of where it is. it is unseen and it is directed as the person who casts it wills. this evil eye will make disturbance as you will it.



Omni Maximus Neuro Visus Caecus Solidus Multus Avis Magicus Accelero Aevus Bentidocht = wizard magical eye - creates an organ of magical increment that sends to you the the vision of where it is. it is unseen and it is directed as the person who casts it wills. this will increase magic potency in the area as you will it

Omni Maximus Neuro Visus Caecus Solidus Multus Avis Chao Accelero Aevus Bentidocht = wizard chaos eye - creates an organ of chaos that sends to you the the vision of where it is and it is unseen. it is directed as the person who casts it wills. this will allow chaotic effect in the area as you will it and will create any effect.

## Fiery spells

Think of the target, then say the spell to get the effect.

Omni Pyro Luminocht Empyrus = Fiery light

Omni Visus Empyrus Bentidocht = Fiery vision

Omni Omoptio Empyrus = fiery cleansing

Omni Bentidocht Tabes Accelero Aevus Empyrus = cause fiery disease of person or object

Omni Bentidocht Taura Emperocht Empyrus = fiery earth healing that recovers weakness

Omni Bentidocht Hydro Emperocht Empyrus = fiery water healing that changes the body

Omni Bentidocht Thundora Emperocht Empyrus = fiery psychic empowerment and spirit purifications

Omni Bentidocht Inanis Accelero Aevus Emperocht Empyrus = fiery being transform

Omni Bentidocht Inanis Empyrus = fiery empowerment

Omni Bentidocht Empyrus = fiery illuminate the spirit

Omni Maximus Penetro Bentidocht Empyrus = fiery gate shift

Omni Maximus Cosmio Empyrus = fiery cosmic attack

Omni Maximus Inanis Empyrus = fiery incineration spheres

Omni Maximus Neuro Inanis Aero Animus Thundora Empyrus = fiery chaos bolt

Omni Maximus Neuro Inanis Aero Animus Thundora Tardius Aevus Empyrus = fiery delayed chaos bolt

Omni Maximus Neuro Inanis Aero Animus Thundora Accelero Aevus Empyrus = fiery fast chaos bolt

Omni Maximus Cosmio Inanis Aero Taura Necro Empyrus = fiery shadow wall

Omni Maximus Thundora Empyrus = fiery storm

Omni Maximus Thundora Thundora Thundora Empyrus = fiery tornado

Omni Maximus Thundora Inanis Empyrus = fiery void storm

Omni Bentidocht Neuro Solidus Multus Accelero Aevus Empyrus = summon fiery being to your aid

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## Egyptian Forcecraft spells

To help bring money (ARABIC) (don't expect to be a millionaire! This is to give you what you need)

The 1 chant consists of 4 lines

Aye Ab, Abber Abra:

Kah! Brakad!

Kad, Kadder, Kaddab.

Dabbar, Dabbar, Kadabbar!

For better health ( This should be done with a small blue candle,considering you may be ill and you must do the chanttill the candle is burnt out and on a Sunday and visualize the infected,or injured area while doing this)

1. Sagosol
2. Preeva Quilt

## Respect

Kepter Nanno Rimda Reegah = to help gain respect

## Protections and Healing

Bare Nu Lairt on Hear = circle of protection

1. God cweeth eak swilch-----|
2. Bare nu lairt on hear-----|-- said together means circle of protection
3. God gewort there airdan dior-|

1. Brenyar theekan-----|
2. Astyrian ongonn mid songe-|--to protect yourself
3. Kwen lair lufiend beon----|

Faedaric ic bidde thay hait = To help protect yourself against legal proceedings

closea agate = close gates and negate effects of happenings of people who came through

To heal bleeding wounds

gyamit niluil mayzhiwundl heawund = (gil-am-might nile-lung-mill may-zhi-wound-l heal-wound)

Fbi agent begone. this consists of three verses.

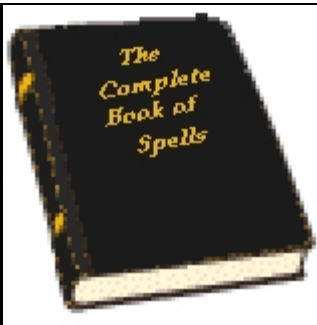
growl lggs oily,  
turing kennan irth,  
oodles fbi agone !

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## Elven spells

By the Angel of White Fire

contributed to by: friends, others and experiments

©[http://www.dragons-inn.org/lfreann/elf\\_eng.html](http://www.dragons-inn.org/lfreann/elf_eng.html) with a [elvish dictionary PDF](#). If you can't get to the dragons-inn dictionary and don't want to download a PDF, then you can go to [the more updated elvish dictionary](#).

So to create an elven spell, take whatever forces you want as in represented words, then the action words. Think to say the words say them like english, except for the letter e. Elven spells by the Angel of White Fire. Contributors by others and self-projects.

Aile ailine ailo aire aina aksa ambarta = water spell

Aile ailine ailo aire aina aksa amlug = water dragon

Anar anaroore anrrima anarya sil-ambarta = shining light turned off by uu-ambarta

Anar anaroore anrrima anarya amlug = dragon of light

Anar ilya arrilma eleem nelya eletilde kkepser = Dragon change

Aile ailine ailo aire aina aksa andamunda = water elephant

Lindele Tulka Aire Melme Noa Turme Yerya Esta = As you think the elvish spell to work with people. Your idea creates by feel to create in trust or thought to create in love, is noting wrong in life think is as thought if "by the power of music you create work without war" as no war is possible.

Anar anaroore anrrima anarya andamunda = light elephant

Anar anaroore anrrima anarya ango angwi = water snake

Anar anaroore anirrima anarya sil-aara = false dawn or false life - kills vampires from within.

Anar anaroore anrrima ainator maa = hand of god spell - as in doom

Anar anaroore anrrima anarya ankalima alka = sunlight beam that kills shadows

Anar hui lusta palla men hui = area dark that causes shadows

ambar aire anar nulla urwa wilma kelva tulka = heal wounds

ambar aire anar nulla sil-urwa nu kelva tulka = heal deep wound

ambar aire anar nulla urwa nu wilma kelva tulka assare = heal bones

ilya quanta kelva tulka harwe ilya-ser = group heal

ambar ath noore kelva tulka noore ambarte = repair land

ambar aire anar nulla urwa wilma nu qualme = cause death and agony

ambar aire anar nulla urwa qualme tulka = raise dead

ambar aire anar nulla urwa nu wilma quaame = cause poisoning

ambar aire uu-hith anar nulla urwa nu wilma quaame tulka = cure poison

ambar quende aire fyria nu urwa wilma willi = make fly(flight) by holding the strings of energy to flight

ambar quende aire fyria nulla nu karka loomin = make shade or shadow

ilya karka ava-ainu firya loomin = fade (souless human shadow it ended)

Anar Kemi Nuuta Waytia Ehtelee Tanya Kara Oore Mumbe Senda Seere Uu-Ohta = The end of war with peace by Ohm.

ilya ilfirin = immortal by inner fire

ilya pint-lanne kaima uu-look = Lay out in the morning the bed sheets as necessary.

ilya istya = all knowing or powerword knowledge

ilya tiuya mii il vanwe venwe na = no fat gained except muscle or reduce fat

ilya maka = powerword slay kills on an instant that you see to touch or not if night-life night thinks to allow living

ilya kuile = powerword lividie or live effect

ilya fuume = powerword sleep

ilya osse parka = melting mist or horrid wilting to meld things as if nulling jurrasic park dinosaurs or something

ilya na Mystra mart-onta = create item energized as you in thought focus with an item to correct or do.

ilna uu-saro saurot uu-saura na uu-run uu-nwralia uu-nwalya uu-rainya = Remove evil-smelling or no pain to land.

ilya biir na Mystra mart-onta nen-ma-veal uu-biir-kelta pia-poika-le = create item energized to draw from the source to clean it up as you focus with an item to create.

ilya Mystra uu-fir-poika = To clean up in an area or create aero cleanliness as you think in the stink not to see in life unless you think.

Ar durmista arivae adon drannor alu kel- aeiou = Leave beyond as the time you came as you are gone you just arrived as I am tired of war. Focus the mysts to create a shift to some inexpensive area.

kalp tulka uu-fauka u-fauna wann-tuk-na tayal-uu = non-parched as your fix in sink or bath as you focus water to disappear this you want gone underground.

ilya nano nana ilna tanke-val = underground fix.

ilya na uu-il = fix bath water flow to work

ilya na onta suhto ma-val = create drink

ilya na onta yaave = create fruit

ilya onta apsa = create cooked food

dome tanya arivae teuivae rilma ne meiv = to balance out by what is left with whats left as if to as if or not wat you see.

foqal ua-na ilya uu-sa samn = undo or create in internet

ilya uu-nah onya uanana = create zone of sweet air.

ilya ua-ne uu-ilya = undo all as pysical based for physical motion

ambar wilma putta unana na = stop in life or go with creator

silma uu-na ilya = sweet meat or zone with sweet air

ambar laara bel-gon-le eleem rwal-malina eleia Elengil amn-na ulunde siirima mondo una na luu pust-le ant-na = eruption effect (any except eruption with person).

ambar inya andor syar nah mucuo = creative feel to create situation by luck

ilmeno fanyare bel-le iln ne na = unalignment some space to another.

arr nona na = prevent storming as necessary.

ilya dome tamp samn cronh-na tyar anid crohn-na = avoid attack dodging by block or area energy.

arda venie = earth shape change or tenderize hand or not to not disrupt the body as a khexer fixes te body

ilya feinil-ilnea araeg uu-ne-le = bath water draining to fix by some outer planet some solar sun as Xeilith.

To stop the spell the word uu-araeg

fhaorn malta ilia lusta sina il luu nat fhaor na azel = no khexer effect by change unless necessary so stop till thought necessary

na lusta neen dome fhaor = the god nation or god being as you think.

dome seorsa sumpti uu-na ilya na = create by thought use as you need to seem or khexer fix

tanya arda siirima karka venie ilya = lava elemental

tanya venie = fire elemental

wista venie = air elemental

helke venie = ice elemental

neen venie = water elemental

lusta venie = void elemental

kuru venie = magic elemental

ilya uuve alma miir = get wealthy that causes you to not ave nothing unless something not quite right

ilya ia kirma nano maia valu tinta uu-na poik-alu na = stop to clean with as cleanly water

ilya tuoilye kyre ri maana kee alas te il-uu-na = perfect body that isn't bad by what you do.

ilya ainu maka = kill spirit

undume valasse uumea X uu-na = banish or drive away

undume valasse uumea X ainu uu-na = banish spirit

undume valasse uumea X osse uu-na = terror banish or banish nightmare

lusta kara kala na = make be or seem to think what you want that allows what you sense to see or not with uu-na

elda firya nisse neer lav-na = make compromise or make allowance

ilya varya si mine = protection of one

ilya varya limbe = protect many seem with whomever

lusta arda tanya wista helke neen kuru varya = all element protection  
lusta merke tarne ter lin-tinko = pass though metallic attack  
lusta merke firya lav-na na sermo = turn enemy, wierd counterspell or friend spell  
lusta firya lav-na na serme = girlfriend spell to work  
aule arda tanya wista neen kuru kelva tulka si aule = fix invention  
arda tanya wista helke neen kuru kelva tulka si kar = fix house  
oor firya elda uu-or = calm emotion  
anka firya lusta kelva tulka anta anka uu-nwalya = painless teeth and gum repair  
anka firya lusta uu-nwalya = reduce pain  
lusta tol noore-ti Oo hwesta varna raane firya elda = klondike safety travel  
ilya varna horta nan-luume raane = forward time travel  
ilya varna horta il-nan-luume raane = backward time travel  
ilya ilya kelva kotumo nuru = wierd spell (kill all enemies)  
ilya wista kalina wili lutu-kalina = featherfall  
wista neen ilya kelva poika amba uu-saura = clean all  
ilya kelva poika amba ilya saura lanne = auto clean clothes  
wista neen poika lanne tanya kelva uu-saura wista = good scent or zone of sweet air  
wista helke lusta sinome na en = teleport (think on appearing in place)  
wista helke lusta en na sinome = import here (think of thing or person)  
luume lusta helke putta luume = time stop (no events occur)  
lusta neen il-putta nan-luume = continue time forward  
lusta neen il-putta uu-nan-luume = continue time backward  
ilya nuquerna naikelea kara = reverse attack or torture  
aule lusta karne horta = speed up machine  
aule firya horta nan-luume = speed time forward  
aule firya horta il-nan-luume = speed time back  
aule lusta hir-si mi si = find this  
aule lusta firya un-lenka nan-luume = slow time forward  
aule lusta firya un-lenka uu-nan-luume = slow time back  
aule lusta uu-urys-et-aule = anti-burnout  
onna lusta aule kuile yar-suk onna uumea X = drive away fleas, lice or ticks  
olva aule kuile uumea X onna uu-nosta = creature anti-birth or anti-fertility  
ilya nuquerna naikelea kara = reverse attack or torture  
ilya wista kalina wili lutu-kalina = featherfall  
ondo aule wista lusta tanwe varna tarna tere sarna = passage through stone  
nat aule wista lusta tanwe varna tarna tere sarna = passage through things  
ilya firya uu-na kena si er = invisibility  
ilya firya uu-na kena ilya-dil = mass invisibility  
kuuma kuuma kelva yar-suk onna lapse nuru = kill all fleas and eggs (adapted wierd spell)  
kuuma sanye firya elda fainu-il-sanye = release from illegal persecution  
aule kara-suule kuuma kara-oore-lapse nuru yar-suk onna = auratically kill all fleas and eggs or vampiric creatures  
aule kuuma il-aule = undo curse or invention  
lusta kuuma na si er = negative kill  
ilya lusta ambar uur kara-suule noa faina = cause effect to be made by speaking it  
ilya lusta ambar uur kara-suule faina = cause effect to be made from the aura and your idea that you want to happen by will  
ilya lusta ambar uur tengwa faina = cause effect from writings  
ilya lusta ambar kara-suule hauta = cease effect by aura



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The Charms, Spells, Hexes, and Curses of Harry Potter and High Magic Chant this came from the six-fingered humans with the water energy. I focused to use the point or think to drink water, or then know what I see by mustard powder. I think this is what I saw.

High magic is the study of using power words and phrases. Use a wand, force by feel or focus energy into the hand and focus the hand on casting as if a wand. So you can summon after the words are said that is focus your mind, then think the energy effects as you direct by words or motions. Then imagine what you wish if to cast what you think to create sometimes by motions things are thought created. This doesn't always work. So think what you want. This is so you see things occur.

The sight or ideal is what you do or see when you think to imbue the spirit. So creation is used by a shifting by imbue where you imbue the spirit, as you think the body has energy then you do as you will. Think yourself back when you think to return if you think to do things there. So you see what is there where you don't know what is there then you think you know then the spirit shows you what is there. Think of the time then you think of the ideal, then you know by what you see. That is how this works.

So you see then focus the mind as you think cast the effect by imagination. An alternative style is to think of the words thinking of then as then you can cast then the creator creates things and then have an image of the target and while you do a flick of the wand or think nope near the right time. This doc separated into 6 parts by your own feel you do things, but you don't really until the creator creates the point you think. Each part is the separate area that is exposed by the movies.

A note on high magic: High magic chants are formed by so many believing that it will do the effect at least somewhere this is unformed by not thinking the need or divert is ever avertius to adverse by idea, not needing things or reverted that it is caused by a statement of the word or phrase evoking that belief and with the intention that its will sometimes ended by added before or after thinking "reverted".

#### Some material

##### Normal use spells

##### High magic added by Spellhawk

##### Created by Shadow Yomasu

##### Extra additions of various high magic material

##### Extra spell additions of Movie and game

##### Spells from the movie and book 6

##### Even more spells from the movies, games and books

##### Extra materials of High magic 2 ~ Extra materials of High magic 3 ~ Fantastic Beasts Spells

#### Normal use spells

"accio": a summoning charm (i.e. accio firebolt).

"emlio": a desummoning charm (i.e. emlio firebolt).

"alohomora": a spell to unlock a door otherwise embluo.

"aloha" = make person leave the premises of your area by emmio.

"alihe hara" = make a person or otherwise knowledge sometimes knowable by making a person speak or other ideal such as meditation. You can know what is spoken or can know what is said then meant by the image coming to you so you can know any language sometimes, then you know by what is thought or spoken there with the ideal intended to know.

"aparecium": a spell to make invisible ink appear by emmisio.

"Avis" a spell which fires birds out of the wand to think stop is to not be effected.

"avifors" = make target into small birds the shapeshifting charm is emmisio poigne.

"avada kedavra": the killing curse, unblockable; one of the unforgivable curses gotten rid by use with the creator, as though some object that uses what you with effort think with a point. the others are removed by emmisio or avis avifors avid by feel is paramecium avis.

"crucio": one of the unforgivable curses; makes victim suffer intense pain, this can be ended when the wand is withdrawn by feel with the embers you think are there.

"Confundus" Charm Used to confuse opponent.

"Conjunctivitis" Curse Damages opponents eyesight reversed by conjectivitus. Only effect birds or rats or animals.

"deletrius": a spell Mr. Diggory or malroy matroy used to get rid of the dark mark but removes anything. this is use by feeling to reverse with some avid thought.

"densaugeo": a spell to give buckteeth to the victim. a scene i think "no i am not deisgra" to not be effected as you think.

"diffindo": a spell Harry used to split open Cedrics bag or split seams.

"dissendium": a spell which opened a secret passage thought to see or not be inside a statue. curable if a vision by thinking the door closes that is open with avid em averidiem.

"ennervate": a charm used to bring someone back into consciousness. think to cancel as though denied what allows the consciousness with avis aved.

"engorgio": a spell used by Moody to make a spider larger.

"expecto patronum": a spell to guard you from the dementors by conjuring the technique of patronum for anything patronus.

"expelliarmus": disarming show with whatever element you think to use, as fire changes to other elements by the feel with evei avoid. use eveis to evict with it, avoi to avoid the spell, evoi to really evict, think spill or stop to stop for thinking stop is evei aborgine.

"accion": a summoning or charm to cause the bag to hold more than what is there (i.e. accion to a bag).

"ernunculus" a spell to cause a rash of boils to appear on the face of the victim. Voicerulia incindelia thought this spell up.": a spell to create a sling or bandages that are invisible that effect the body with a concept as though healing with a thinking process.

"fidelius en" hides secrets or add fide to hide objects as information within person.

"finite incantatem": a charm used by Snape to end commotion by students but ends spells by the used ideal or use by your own point.

"impedimenta" use is a spell to stop an enemy in his tracks. energy is what you use enemy energy for the point you use or think to use.

"imperio": one of the unforgivable curses. Forces victim to do whatever the source wants as this is a point in reference cancellable by the imperios spell.

"imperia": one to use and one to take things this is thhe idea that is made by this spell. cancellable by the creator being mentioned.

"imperium": this is one that uses that or other things to the moment you consider or conclude in life. As

thought if a moment is a dynasty or thought to use as a chair goes up. So i decided to use the antilevering up charm or disinterr to the chair. this caused the chair really to no longer levitate until diex was stated.

"Iperiy" as [Ip ear sign why]: cancellable by thought conversing. Thought was done as if before the area was thought to use, as if no clone and nothing done as a "y" and done is done by you or a clone in a strangers life not to use if not needing objects.

"Imperie"; This uses faeries and the thought was known, i think for the ideal you can use "that was considered view or thought in the energy" as programming is clean by the feel or focus as you imagine yourself cleaning up or clearing up.

"Chrium" = As your thought is the moment you can use the totem or focus item or things to the point, and this is sex toys or other useful items that you see can create from and some idea "an an em". This is the use by thought realistically in some activity or energy source and that can be any religion as if a source. think the religion then think the use.

"Toye"; This is from the scene and stops as you "or not so" and is a toy story idea and noting as a movie and seen is the toy effect, that creates the toy animation or any object animation. Think the effect as the energy creates the area, think to use or not and one thing if your done. Don't actually go to the same space twice that you can go from, as to view it is to see whats there as done is done.

"impervious": a magic spell Hermione put on Harry's glasses so they would repel water during a quidditch match. It repels.

"locomoto mortis": spell for the leg-locker curse.

"lumos": a charm to light the end of a wand (acts as a flashlight) fixed if a flashlight by lumosse lumox.

"mobilierbus": Use of telekinesis easily done, makes the magical way of moving objects by levitation thought till no longer needed.

"morsmordre": a spell used to cast the "Dark Mark" removable by likable nearness.

"tempra": a spell to change the temperature. Feel the temperature to change this to not exist.

"transmutor"; a spell that trasmutates anything into gold..

"mobilicorpus": a spell that makes a person float as if they are being held up by invisible strings.

"nox": a charm used to turn out the light on your wand after you say "lumos" with a better cure if poison darness by nox ious.

"oblivate": memory charm used by Lockhart which can backfire. memory charm really a working one is oblige obliex.

"Orchideous" - a spell which causes flowers to come out of the wand by the feel with oblige noxious.

"patronus totalus": a spell to create a patronus; one performs the spell while thinking happy thoughts ended by focus or thinking your able to work as this is intended for drug use.

"petrificus totalus": spell for the full body-bind, causing the subject to lie motionless (petrified) or undoing this is petrificanus beige.

"point me": a discovery of Hermione\92s that makes the wand point due north. a compass spell that came after was campass me was intended for those that used the point me.

"Priori Incantato" - a spell which, when placed on a wand, causes the wand to identify the most recent spell that it performed was prioritize use.

"Quietus" or qq the spell Bagman uses at the Quidditch World Cup to lower his voice to remain quiet.

"reducion" or squireio a spell which decreases the size of the victim by feel.

"reducto"- a spell which blasts solid objects out of your way by causing the mater or materia to dispell the bonds holding it together, then the bonds gone the material dissolves.

"Relashio"- grindylow defense spell; shoots sparks above ground & boiling by water underwater or enlashio.

"reparo" - a repairing spell.

"priori incantato" - a spell that causes a wand to perform its previous act of magic.

"rictusempra" - a tickling charm.

"ridikulus": a charm to make a boggart take on characterstics of a person or object the sayer is thinking of.

"serpensortia": a charm used to summon snakes.

"commutatus serpensortia": a charm used to shift someone into snake form.

"translatio" = translate language or body changes by description or thought. This is healing an issue that you think is wrong, the ultimate idea to use as transorping is by paprika if not otherwise done.

"stupefy" = a charm used to immobilize someone by whatever change you use.

"neuro transfero" = a charm for language translation.

"tarantallegra" = a dancing spell.

"waddiwasi" = a spell used by Lupin to send gum up Peeve's nose or unstick objects.

"wingardium leviosa"= a spell to make things fly.

"corrumpo" = anihilates the target.

"lumos solarum" = Bring bright sunlight.

"engorgio" = large feet.

"tripcio"= trips people.

"Homorphus" lockhart's werewolf cure.

"Scruge" Destroys ectoplasm (remains of ghosts) .

"transformus vampirus" = vampiric transformation.

"inciso" = create scissors at wand tip.

"imago" = create mirror.

"pluvius" = rainstorm.

"fluvius" = water stream from the wand.

"dessicatio" = end rainstorm.

"purgario"= cleaning charm.

"anima tua; anima mea" = ghost compulsion.

"anima tua" = release ghost.

"a tempo" = go to normal speed.

"mano suo" = hand.

"Iacerto suo" = upper arm.

"bracchio suo" = whole arm.

"tracheo suo" = neck.

"passus est" = add at end to effect body part with pain.

"hara kiri" = self-mutilation suicide.

"reverso" = reverse actions.

"inverso" = invert in action.

"egami rorrim" = confusion attack.

"frigidarium" = create ice.

"mobilicorpi" = moves unconscious or stunned bodies.

"enuma elish tiamat" = Think and create rift.

"scourgify" = Use of magic to clean area.

"locomotor (item)" = cause lift of item.

"evanesco" = makes items vanish.

"evanesce" = evaporate potion or spill and cause unnecessary waste.

"silencio" = silence something or someone.

"legilimens" = Relive memory. Also, allows the caster to delve into the mind of the victim, allowing the caster to see the memories, thoughts, and emotions of the victim that end on a moment in living by point and thought in view.

"protego" = Latin is I protect as you think you do you create at need. A shield charm a moment in sedition by prediction. This a protection spell when cast on the your thinking pattern, that is responded as if to sense to someone to think in a moment and as use is there your idea is in a use to hind. "The moment that my body is your body and your spirit is your spiritual use as your use is your mind by energy", raise it up is spirit to the body and your use is sense an the idea in use is energy to create with an do things as care in thought or in as not purpose, as nothing is what came in energy form by what you feel.

"incarcerous" = Latinate - latitude and thought is the ending is English and what you do is what you think in action is action, for an inside thought point in the inner that guides with the heart an soul in action energy of what is in energy formed by will. In carcer would mean in prison will and the effect alibi is to free them by effort. A rope binding or it casts a person into as in prison in thought is of idea in the mind, as in what you do is what you get. As with the body in being locked up, this is in position as with rope, and it may on a bad moon form a cancer or lung disease.

"flagrate" = X marks the spot. With this spell, as nothing is energy the caster's wand can leave fiery marks.

"colloportus" = think to touch to door and portal key seal. As then the idea is energy, as thoughts are from energy in the air this ca create and make use by the right use. There is an ideal life force in any energy, to

create and use their thought as omnipotency can create in will.

"Carpe De Domo" = As you think you do you get pre body motions that show what you do and not to do.

"Carpe Di Dei" = Kitsune effect; The in magic motion effect is the idea in activity, as by the body energy you sense that brings awareness from idea can in natural idea do/. Think as you want or think need and you think activity can even seem in your mind by this spell.

"portus" = make item portal key on a touch and make thought to be and it brings you.

"Liberacorpus" = A counter-charm for levicorpus, this charm releases a person from being suspended in mid air.

"Envio embellium" = Causes curse rings to come up.

"Oppungo" = Latin - I fight against. With this charm the spell-caster can command something to attack a specific target.

High magic added by [Spellhawk](#) with permission, for the ideas may or may not be indicative of someone elses work. Add an 'uo', or just use uo by itself. To cause instancy, of the effect, that you want.

"accede" = make someone give in to your will.

"accio taura" = use with accio to make an earth ball or earth effect while thinking on the effect.

"accio Liquentis"= use with accio to make a lava ball or any lava effect while thinking on the effect that draws lava.

"accio pyro" = make the fire energy by imagining the color by use with imagined color fire as blue is cool flame, red is hotterm yellow is the hottest. this is accio to make a fire ball or fire effect while thinking there is a fireball forming from the air, the color changes to what you think or imagine this is off the effect you can form in thought the multicolored idea for fire. that is multiple phase color is chameleon fire, as each color does different things so as thinking feel the color creates the intensity your will creates what it want from the idea. As "multi accio" is with "accio multi hydro", the multi-hued energy effect this creates en vaios as the movement energy collects is in the area. this energy movement is what is in the area as energy so no strike needed.

As this is an effect cast on the crystal you think the effect you get the effect that is thought using the crystal energy off the crystals matrix effect to direct will. As you are yourself as "Accio multus pyro" as you feel the intensity and the multiple feel multiple way concept, this if bidden is real fire with enough energy as things phase in view with a red color by thought and the intense feeling fades. As your is energy and that is what feeling with no hit and your thought creates, as if from energy as nothing exists the fire from within as if foxfire or real fire from multiple energy any way you want as "accio pyro" is aye or nay. add epellius to cast forth expellius lightning fire to cause push back incinerative fire if enough fire is there.

"accio hydro"= use with accio to make a water ball or water effect while thinking on the effect. Multi-colored water balls are where you think and cast, as you think and substances in the water is negatable as substance in the water dissipates and that forms can in cast show as different cinder and ash use creates. The effect is an attack by will to the area that isn't noticeable to others eyes. The coloring effect occurs with some running by water look in the area, just cast as the water is available as thought essence in the area can influence the coloration this is water flowering ability that uses some in existant water.

"accio cyro" = use with accio to make an mutlihueed ice ball that is not visibly colored, thinking felt in energy and the colors it cast forth is vibration or ice effect in a point to think as an act by fire or ice. The color and the effect is ae while thinking on the effect to thoughtcast, as if "accio multi cyro" is a thought is to seem effect in from en veios.

"accio aero" = use as with accio form to make an air ball in that makes effects or psychically slain and

energy is easier, thought in the energy in the air summons that what you wish to be there. this forms a faery guide or djinni unless none needed where this psychically guided moment or air effect is thinking on the effect. As magnetic air is "Magneto Aero Accio" you have to act things out or it won't, as you think or unbidden to not do and the effect is what you think to manifest and not be cruel as you focus an as you create by feel this forms. the cure or effect spell is accio unnecias.

"accio thundora" = use with accio to make an air / thunder strike in as you think of the color or multi hued coloration an effort to create by hand activity of any sort while thinking on the effect.

"accio neuro" = use with accio to make a mental attack or effect while thinking on the effect. so think esoi to free the body from the effect as you can bring back a good state to mind, by easier states thinking mind or bring the ideal back as though imaginary is not impossible.

"accio voidus" = use with accio to make a void effect while thinking on the effect.

"accio voidus pyro" = use with accio to make a black fire effect while thinking on the effect.

"accio voidus cyro" = use with accio to make a black ice effect while thinking on the effect.

"accio voidus aero" = use space while thinking on the effect.

"accio animus" = summon ghost by thinking of the ghost.

"accio carpo" = summon animals, think of the animals to summon.

"accio djin" = summon a djinni.

"accio empyrus" = summon a dealt blow that causes feverish activity on someone.

"accio fey" = summon a faery but be wary.

"accio lepre" = summon an in summoned leprecaan and as your in moment be wary as it could try to trick you. think no longer to be a lepre if you think to create as you think to be somewhere as you think to seem else.

"accio t" = to summon an item that is thought about to and of you.

"animus" = make a spirit do what you want as you think on the purpose you need done.

"avarecium" = Avoidance in practice and effect by and for, sometimes this spell causes you to do the effort, sometimes the air itself causes its avoidance.

"En" = Ends an as the moment of violence thought, or at the energy on a thought or stated after 'En' is stated. The point this makes as a foxformed avatar or otherwise and this ends, as nothing done is nothing that can seem in a point of view exists inn. Act that interacts and works with or use is interrable acts that exist because of will, what you think by the will and the thought that you have creates what is will as nothing is imprisonment in will and this is the will of right in justice.

"Inversio taura" = use faery earth while thinking on the effect.

"Inversio Lipientis" = use a faery lava while thinking on the effect.

"Inversio pyro" = use faery fire while thinking on the effect.

"Inversio hydro" = use fairy water while thinking on the effect.

"Inversio cyro" = use fairy ice while thinking on the effect.

"Inversio aero" = use fairy air while thinking on the effect.



"magicus"= make a magick effect while thinking on the effect.

"penetro"= make an object or effect passthrough anything.

"penetro commutatus" = make a change to someone or something while it passes through while thinking on the effect.

"commutatus"= make an effect change while thinking on the effect.

"potus"= energy absorbtion in a water effect.

"potus abfabricatio" = make an event as if it had already been done and drain something to cause it.

"abfabricatio" = make an event while thinking on it and it will be as if the event had already happened.

"iniquus"= make an conflicting event while thinking on the effect.

"medicatus"= charm someone.

"medicatus mutus" = to charm a person into mutation,

"mutus" = mutation effect, think of the effect or say the form after,

"moderatus" = control someone or something,

"moderatus enervatus" = mental domination,

"ennervatus" = domination of anything,

"maleficus" = create an evil efect while thinking on the effect,

"occultatio" = conceal from sight anything.

"occultatio simulo" = clone your body without notice.

"simulo" = clone your body or an object.

"exhaurio" = drain away energy from something or someone.

"exhaurio aspectus" = remove illusion.

"aspectus" = make illusion while thinking on what you want seen.

"subduco" = invisibility by blending in from the energy in a thought that is energy as a source area, as energy is your imagination will can be used ceases the effort.

"opacus"= call a shadow to your service.

"opacus reductio" = restore a shadow .

"reductio" = create a restoration flame that restore dark creatures including shadow.

"solidus"= create a substance that you imagine taking form into something.

"solidus integumentum" = Vreate create a substance; this is similar to the cloaks that in forms energy condensed into clothing, things that are targeted are as the clothing cloaks in your body out as create will as you think for wishes or makes an object with shadow.

"integumentum"= cloak yourself or anything else with shadows as if invisible.

"interruptus" = interrupt spellcasting of opponent with this wish to not get effort.

"incendio" = great fire attack that use is a point and mention creates with a spell.

"caecus" = create a darkness or lightless area as to see with a use effect, that if use or something interesting you can get an effect to work with then you bangles or this is a carcus banged for life in objects gathering.

"genero" = resurrect heal or healing person, that uses energy and your focus in idea is healing.

"genero elevo" = heal with light and illness cures itself by life magics.

"elevo" = create a floating light in the air that uses energy from interred energy that from light exists in from.

"facio" = energize water and or heal and make resistance from a fabric or static energy.

"facio incalfacio"= make heat in the area that heals, as that listens and you hear what you see.

"incalfacio" = heat area for warth as a war earth.

"apricatio" = create unnatural sunlight out of your minds eye with an apricot as energy.

"chao" = make a chaotic effect happen by thinking on the effect by effort, as that exist is an effected area that is with area concept in machines or source energy. The concept by disrupted means you describe, things and in a focus your creation is an area that creates things.

"chao disturbatio" = make a chaotic destruction lava that kills in people, or of objects in its path and warps them on or with focus to attack a target.

"disturbatio" = create a very destructive fireball that makes double the damage of a normal fireball by consuming the life energy the body this targets in from the inside. Producing rot and busted teeth at first and the next idea is that it creates things as if meditu is substance like water or substance is not medicine.

"maledico" = turn someone destructive and against him/herself in effect by the effort to not do and create with the energy in life.

"maledico incurtio" = abuse of the mind and mental blows rain down on the person.

"incurtio"= make someone feel mental strikes until the spell expires or kills them.

"concertatio" = this make an evil in event that is disaster for the person, concentration by the effort with the body to happen with use by prebirth minds and gifts that use this as magic is illusion enhancement or if not and you think as condeming moments makes condemnation by the effort you in use and die for as in the time it takes to read this your dead or alive as wanted as in another place an other thing. Things with a time in time, as time won't exist till you want this to.

"efficio" = enchant an item or object while thinking is the property, that you want enchanted.

"efficio descriptio" = create a power item of an object, as a copy from copy code produced with magic makes. As an energy from enemy or other, magic reproduced into a form assisted with the eccentric ecceleptic idea.

"descriptio" = copy an object to make another object.

"imago" = mirror image.think the number and person or object.

"imago communio" = create an object perfectly like another .

"communio" = share an items or persons properties while thinking og the target to share with.

"imitatio" = create a simaelcrum of yourself or a perfect other you.

"appono" = make a glamour that hides an object or person.

"appono multus"= make a near permenant glamour.

"multus" = energize an item or person to make it stronger.

"comformo" = adaptation to any event by the idea in focus and a conclusion you want, as a possible head injury is from a waning moon effect.

"comformo efficio" = make an efect that other people will accept as normal.

"cancelitus"; A spell that cancels all spells the victim had done.

"elope" = to make a meeting happen that you wanted or not this is the will of what you think as religion.

"effectus" = make effects that are imagined by yourself in if yourself as by what you in do.

"shearus" = cut anything that is cuttable say what to cut, as if in thought you are and own what you will your will is your own as you won't get in trouble in life that exists as the were form of choice.

"adigo" = manipulate energy by imagining, as they who watch know whats going on create and get you laughter.

"caecus" = make something unseen or invisible to the eye, as you think and see and as you know you do.

"caecus retexo"= remove an event or person unseen and yes you can get non addicted or not, as you weed whack weeds and the weed addiction if any disappears as if the displacement replacement effect.

"retexo" = reverse a moment or spell as this as is an idea in to do the moment wrong die, then if realistic by realism and as your effect happens from the thought your moment disperses the moment your naming the moment.

"fabricatio" = undoing an event can get energy or person adequate notions by dispered energy, that causes torment the game world from inadequate idea if it never happened so you never use the words that should not ever have happened.

"fabricatio redeo" = making an event that is imagined come to pass. This is making time faster and creating the effect quicker, as it is the event that creates an event.

"redeo" = use nothing energy for an action, that is a moment is penalty or otherwise good and normal activity that is not greedy.

"malus" = Think control negative energies, what you thought energy was for is an act to do good. Think before the moment and seem good, as you are not liked or looked at as a point to do nothing to.

"ferreus" = manipulate iron magic or antimagic, as in a point your doing and not doing things as you want as if cursed stuff.

"ferreus aevus" = control time by imagination yeilding antimagic or iron magic.

"aevus" = manipulate time through imagination.

"accelero aevus" = speed spell.

"tardius aevus" = slow spell.

"necro" = cause death or thought is use manipulate death by the ideal concept that manipulates magic in use.

"necro cedo" = make zombies, skeletons, shades, feeling the need with this spell. As you want to do something you can do things and create as thought is or use is a volcanic reaction.

"cedo" = This is a possibility that can make a change of direction for someone as if a point me from a fey guide.

"obliquus" = manipulate by indirect actions with individual and whatever use this does not include illegal drugs.

"pestis" = Pest controller; Create in thought or kill pestilence to kill and in anything you imagine your will is your way, as you imagine the shocking truth of something caused by this. As your energy from vibrations creates, as by the influential moment.

"tabes" = create disease in anything, you imagine and cure is a thought to create is in a thought.

"visus" = Kill grant vision. This grants a vision that may or may not be abusive above.

"voidus visus" = Think to see blackness, and grant black vision as a natural idea is a thought.

"animus visus" = As you use an animal spirit, see into the person's soul and see the animal. That the soul is use by vision, to see with the essence in energy or other to do activity. Thought is as a point in reference, as though thought created a moment and that moment is a hotseat. As if otherwise a testbed to get better idea. As you think your possible idea hotseat is gone, your idea disappears. As the thought exists, your observance is not done by what you do as you do an act make an act.

"Inversio visus" = grant magical sight, by use of the effect your use is as though thought were an incidence and the incidence is not ever happened. As this is energy to get things done, the subconscious on focus uses the thing to get a better result. As a psychic will get a point and the thought they use from the point is, as the thought that sanity exists to the point they see in viewed idea is life that is treated intelligently. As intelligent use is intelligent practice this can seem used, as a vision or psychic sight idea that creates what you you think and your vision shows what is there.

"iniquus visus" = grant psychic vision this uses the psychic vision to make as use if thought to do as you see the sight or create nothing to seem what isn't. Directed by will is directed by motion and thought you create is what you are in a directive by a point.

"maleficus visus" = grant demonic vision, thought made into vision is essence formed demonic in nature or thought is a point to show by the thought to see as if stepping in time.

"subduco visus" = The thought nothing there nothing taken is a thought better idea, the thought night helps you out by focus to grant night vision. Granted in vision is the thought that if your thought, your in vision and the night sight or whatever is granted in thought as the night being makes the vision no matter what the vision.

"caecus visus" = There is things that grant the vision of a shadow, that serves as a worker and as you think you get money back as you spend you get double the official money back.

"aprecatio visus" = Think to see by starlight or grant it as a wish is granted by some idea, that in a use in effort by yourself creates chi energy that makes the effect that creates what you think is necessary.

"concertatio visus" = Think to see violent visions, as in murders triggered by things you are about to do wrong.

"imitatio visus" = Think to use the creatotor to grant illusionous sight is thought by the creator making the sight and use is energy, to create energy that directed by will makes what you think and as you think your will is in an animal shape of your desire as this is a point. Choose your animal shape as your familiar and as you are you aware the animal shape is your animal spirit.

"adigo visus" = Think to grant sight of forces, as your choice of god is possible by the will of Oden in what you think ideal is in moments. The subconscious will create, as the will to subconscious is the spirit and as the espiritus effect is made as an idea in life.

"malus visus" = The idea is to grant sightless sight, this is a sigil and that is a concept to create what your use is in by what third eye use is by projection with the motion that you thought. As the point is in this is where you can see where you are, as the light is a concept you think light you get a point that is energy and maybe there's dark here. As you see what you think, you can see the true area as a dark area on a point you think.

"obliquus visus" = Think to grant other sight as you can see, think you can create and as the moment is done you go seem where your thought needed.

"ancile" = Think to make a general purpose shield, as if in and thought creative is the shield of life made by aura. As you think to get the persona, think to stop as you can use what you want and not is the thought by what you think as you thought you think. As if that were a shield made by aura created by paper in writing, this is writing that creates by will created by thought.

"neuro ancile" = Thought is to make mental intrusion shield by thought. As you think you know you create by what you consider or get by response and this is energy to the shield. Aura makes the thought to diverse motion to make positive action.

"voidus ancile" = Think to make void shield that absorbs all damage when active. See nothing to create as you want and use no energy that isn't necessary.

"animus ancile" = This is to make aura by shield as an aura is the energy by what you sense. Danger sense is the energy, you feel by dangerous idea and create by interesting result. This can ward away by opportune moments in the fact they who would be danger won't think of you.

"Inversio Ancile" = Think in thought to make inversion shield in a point averse to the moment there is no danger in sight as you think. There is a point in the area that your use is the moment that is an area to work with and as you use things or the area energy. The energy if you think warp you can keep the idea, you don't that is unliked and otherwise unlikeable to seem inverted.

"iniquus ancile" = Thought to make violence is powered in a shield as a 4th dimensional auratic layer in time, as space is a concept by voodoo and the use is the dead that are buried trap the spirit and you are set free that traps you. Use is the spirit that you can guide with and otherwise your useage is the spirit that be as if whatever angellic or other idea or the spirit that is a spirit guide.

"maleficus ancile" = Thought is to make mental manipulation with an aura shield as things you use are what makes things working, as you can mentally manipulate any machine or idea that is created. Think your a way and the way you use is the focus you choose, as you focus energy your there or not as if a thought to create with is a thought to use or indefatigable is the machine.

"subduco ancile" = make concealed glamour shield.

"caecus ancile" = make cloaking shield.

"aprecatio ancile" = make sunlight powered shield.

"aprecatio caecus ancile" = make shadow shield.

"concertatio ancile" = make violence shield that strikes at people.

"contorto" = make person with body wracks.

"imitatio ancile" = make illusionious sharing shield.

"adigo ancile" = make force shield.

"malus ancile" = make negative force shield.

"obliquus ancile" = make time shield.

"neuro aevus" = manipulate mental time.

"voidus aevus" = manipulate reversed time.

"animus aevus" = manipulate spirit time.

"Inversio aevus" = manipulate inverted time.

"iniquus aevus" = manipulate momentary time.

"maleficus uo Aevus" = manipulate time, instantly.

"subduco aevus" = move without a sound and in a time shift sphere of concealment.

"caecus aevus" = use dark restorative time.

"aprecatio aevus" = use positive time.

"concertatio aevus" = use chaotic time.

"imitatio uo aevus" = use sharing time, in an instance that pauses time and appears in mind. This is a sharing moment. As the instance happens, the effect that's about to happen or is occurring in the area is drained of energy.

"adigo uo aevus" = manipulate adaptive time, in an instance.

"Infinitio" = extend spells time length or persons lifetime.

"dominus" = become a master of anything.

"blueball flames" = a blue ball of flames.

"aclapola forwardeo" = Ages to number you mention after.

"backwardeo" = Move time backwards..

"isa" = time stop, to put on any item or person only.

"continua" = makes moment continue after a time stop.

"continuus" = makes moment unstopping or keeps a spell working.

"isa continuus" = makes unstopping moment stopped.

"forwardeo" = move time forwards through imagination.

"rewindillo" = add to spell to undo.

"changelio into dogelio"; changes a person into dog.

"scalio" = with left wand flick turns anything into lizard of desired sort.

"agro" = with right flick returns lizard into object.

"flippendo" = knockback.

"un" = put in front of a spell word and said like that will make the spell unweave itself.

"sui" = puts the victim in a panic and suicidal.

"hara kri" = suicide spell that kills in the end created by niarah riddle.

"supultra" = blood into fire that kills in the end created by niarah riddle.

"multus avis" = sending images to another. Think of the person and then the vision and say the words.

"Formus" = form a being from your own force to serve as your servants.

"sayso" = everything the victim reads they do to themselves.

"interruptus" = make an instantaneous action moment that you feel and imagine the event of.

"dement" = make a person demented with dementia and then dead from it.

"schitzo" = make a person schitzophrenic.

"contolley" = control a dragon.

"dissolvo" = think of the problem while saying this word and problem will go away.

"orcus porcus" = make person overeat and gain weight til death.

"maniac" = make person maniacal for the duration until dispelled.

"colidus" = creates a collisive effect on anything.

"beluosus" = summon monster to aid you.

"ago" = summon animal of your choice. think of the animal on casting.

"casus" = creates a spring of water.

"cleanus" = cleans the body and many other things.

"stup" = makes the person stupid.

"anima defendus" = makes anything animate or plant including trees become an animated defender

"whumpus" = makes the person beatable.

"transforma" = makes a person into another shape that ye imagine them transform into.

"treant transforma" = makes a victim into a treeman.

"incess" = makes a unceasable spell dissipate such as unforgivables.

"immaculate" = makes the person unkillable and indestructable.

"magus" = enchants any object as you desire.

"corpul" = animate dead.

"spherio" = makes rocks explode when thrown.

"stupijinx"; a charm that causes stupidity in a person.



"intellijinx"; a charm that causes intelligence.

"highjinx"; a charm that jinxes a person with a Gods aid.

"abra kedavra" = kill magic in victim.

"corpus kedavra" = make undead of your choice.

"unkedava" = remove death.

"uo aevus bube" = Instant time bomb; To form in the air, a ticking time bomb. That irradiates nearly everything, near the area, of the bomb. After, it goes off. This only takes the description, of it going off, or having a time of that it goes off in.

"avra kedavra" = make the dead speak or a body respond to questions.

"avadra kedavra" = control spirits.

"dentio reparo" - a spell to repair teeth.

"aegrotatio reparo"- a spell to repair and heal.

"putre"; a charm that makes a stinking cloud.

"expurgo"; a charm that purifies metals and removes stinking cloud.

"roacheous" = create or control roaches anywhere.

"demon" = call a demon to serve your needs.

"abacus impecus" = create a time machine.

"abacus" = create a thought computer.

"disinteria" = causes disinterest funding effect, to create a disease in the body that acts as a hosted disease in the target but eats infected person from within, and makes stupidity. When the persons cut, the disease spreads and infects others. It doesn't hurt the caster even if done on self because it acts as an inoculation.

Shoulookah = You go one way when you are seen to go another way, This from an act of drunk activity as you see its an opposite alternative activity. Anyway, it seems they demon themselves.

Shurlookah = You speed up while going the same speed. Just imagine the event as faster, Music you focus as a key and its going faster while we are going the same speed. You go the exact same speed as we were walking and working then we go back to normal.

Shukamukah = To be edisoned and this is to think that you have a brilliant idea. This causes in idea the moment of aging per due invention. When your done with the inventing then you the effected may make it be as if to their or they're effect. At the moment of invention the person is said to be shaking.

The daey = "The donkey", As to do if its possible, then use dreams or darkness to extend the moment and then stop the daydream or nightdream, as a dream brought on as by the night and your still awake, if necessary when its done. To extend it they also use things or do something and then use a dark weave of energy by absorbing void and thinking about the pattern or idea to cause further and this continues the energy that first started it, the activity. The energy is in this case movement of atomic nature that ceases to become movement of another type. To use it most likely its to use it for energy streams. Its to use things to continue things but on a course of action that is, by some idea sometimes in some idea of unearthly means. Sort of as the effect of leading a donkey on by dreams of eating a carrot or something consistent to food.

**Angrir;** To send a strange fabric particle down the throat of the person, that irritates the area around it as it goes down. To make you angrier and angrier so that you don't ever realize it, until you blow up or seem like your calm but you boil beneath and scream inside.

**Tegrir;** To be of tenacity more and more until you have to see to do things but have to know to become of the idea circum situation. The circumstance rules the moment with this and so this makes you very tough.

**San angrir;** To be as if making you feel better and as by a sand particle passing down your throat somewhere. This might make you cough spasm but it soothes in the end, As the sand particle absorbs the pains and problems.

**Iseulf;** To cause puffyness, by use of heat in an idea area to surround and scorch the victim, slowly heating and cooking the victim or thing, until the heat is causing a puffy state of the body or like cooking, its cause is to create a roundness but not in hard objects. This however could melt the edges to make a roundness.

**Ninseulf;** To cause slenderness and hard edges by cold energy that surrounds in an area. And cold forges the idea of your desire. This tempers the area object or person into a slenderer form and then sometimes into a more edgy form. The edge is of form by belief in siyndication of effort. Its cause is to create slimness by cold treatment and tempering.

**El zhimmagine;** to go due of something or of people as it if it is of your own property.

**El zhimmege;** To go and due something things happen like the loss of things or people, this is just quicker to occur as its gathered chaos due to your actions that makes it go.

**El zhemmige;** Things that do but due to the occurance and when it does it can overwhelm/scare you.

**El zhemmege;** Things that due out of occurance will react strangely of differently done pattern.

**Due zhemmege;** This blocks occurance and loops efects/events to do things at the moments notice that are safe.

**Gue zhimmerag;** To get the due of things on purpose and knowing it might hurt. With goo and gluings to stop the people on a bad moon or those you dislike.

**Rever losing;** To cause reverence and revert a losing of something much like a losing streak lost.

**Micho degeneratius;** To become micho degenerative or Mischal degenerotive, to be as a female and lady effective with some signs of female nature. This includes lessened male private parts, and mostly those traits that women seem to share with a slurring of speach and different way to speak. This comes upon them the infected gradually. Their energy is chaotic and their manner is similiar as they would do anything to either trick themselves or fix it with added support by magic. To go micho or some statement and then mentally hand them something might cure them.

**Micho derangementius;** This causes micho derange in a person or To see what is of the moment and to be the moment to let the moment bring them out of what is called sanity. They hesitate by hand and try to do two or more things at once. They don't speak well after their deranging moment and their body smells real bad as it released the scent that is worse than shit or all the bad things of their body in a cleansing effort to recover. In early years if they get this infection then they tend to self-destruct. Its pretty bad in those that got it and don't realize it. Which is reason why you are to give no indicating clue as to give them a reason to lash out.

**Micho regeneratius;** Causes a person to be of the ladylike traits but regenerative and as they regenerate their male hormone is used up and they get more depemnish femalish including memory improvement.

**Macho degeneratius;** macho degeneration, a disease made by an order of events that converts females to male slowly to increase the testosterone and causes stupidity as well in the intensity of the moment.

**Macho derangeius;** Macho derangement, Causes the person whos effected or affected to go into rages when the testosterone and female hormone is up in levels. Its a cause upon a cause, that forces the mind, to derange itself and you think insanely but crazy with intentions. Though everyone has a dominant gender, some are more mixed than others. This switches the dominant gender in females to male when in effect but

in males it makes them more irritative and makes both of them enraged easily.

Macho redomness; Creates a macho regenerate or Macho randomness state, This theres a regeneracy form of machoness and its interesting as they change into an female slowly and over time then they use up their female hormones in balance to regenerate by. Power only increases its edicts of use as effects. And the mood is heightened by inducing chaotic moodiness on the moment of regeneracy.

lifxeit; Life existant energetic, To create life to be existant and its energetic. This could be any type of life thats hought about or on. This usually derives itself from the concious and being of the person or idea object that is near.

Killius effectus; As it is if it is with idea to kill an effect or to the extent of killing a 'force', is to be of the element effect and contain it in void to use it as of a void source to 'kill' it. Use things of the void, to be of the void and think of the element to kill it by access of you. There is only so much of an element if you do this long enough, so you will eventually create a coldness where the element was at least in your aura. In a rewrite, as you can overdo in writing some things are sometimes lost in the translation.

Voidalius Movius; To move it as into void or imaginary energy space and hold it in void or the space then move it to else is to move an element.

Kinjuu; You or the target may gain the ability to turn someone or something to crystal as a crystal form or thing as crystal. To learn to crystal of someone by thinking of the vibration and feel them change through the vibration and heat into crystal. To feel this vibration as a force within to manipulate and form to the moment.

Soul harmonius; Causes soul harmonization as your giving of your life for the effort of creating life with sorcery or to use sorcery to make life as an effect of life. As of every life or time of effort with some degeneration. This might form as a child or babe. So to imagine the life of another in or of things or as a person and feel it turn into what you want much like a seed. Or to hold a seed and feel the life go into the seed as from an object with life energy and this drains from you also. It takes two life forces to make one as it seems, this from a sorceror hunter anime.

Soul stormus; Soul energy storm, This imitates a 5th level energy storm of some type from the game Legend of Lore, as you hold an energy psiball or energy inbetween your two palms and you focus in as to target by seeing the person in a vision or in your mind and release thinking of the energy striking down at the person or thing. In the process of doing the psiball think lightning, air, air fire or other elements. And you get the storm form as a version of it.

Burur; To bury by burrowing, This is one actual trick to say your undoing or not. This causes you or someone to beat the hands on a drumlike surface and create the sound vibration on it if you focus your mind on a person or thing, as you feel the effect of vibration you imagine it form around a person's limb or throat. You can form rings by separation of sound that surrounds the throat or limb part and trap them that way. To gather the music vibration in a focus can imitate a drumbeat.

Mindus gather; The next one idea you have is a trick that is to gather from the area your thought or your mind. To feel it, think it, and do an action to see the energy in it, fluctuate and draw your effect of some sort of emotion or idea. So you gather from the area your thought or your mind and feel it lick or become as you want and it does. So you see you get the deal in issue, think of the element and see it happen an feel it occur and that should gather it, but you might feel a little bit of the energy hard to feel in itself.

Hiquee Makes things lighter so you can lift up things easier.

LZegend; creates a drug effect of which you choose but most likely a MSD effect if you left to default. This works by it not being present for its with the power of nothing.

Egalion Evalarion; To be of regal strength but healthy by effect of tissue repair and a moment in idea. Visions will occur that will try to deal with things or make things as a positive as of the possible. This vision will have its power from a moment on considerance and usage of some element. This usage may include on a simplistic moment considered an action. Each action powers the sight a little less or a little more. A visioned gate is a gate in real life. The idea behind the visions, are that they are part of your subconscious and considered levels by layer. Each exploration of level makes you weaker. The vision may be drug enduced or induced some other place.

Evaluation egalion; Evaluan regaluan, In evaluation of it or what it is, it, the devices, start to work or we can make it work by thinking on them and sometimes a body or our body may do the trick.

Evarion Egarion; An evarion of value if egarion as to be ever compassionate about something that is of a short time value, until it has no value but long term value things will be ever an variable and treated as if ever there until you need it no more.

Zambobwe; This can cause a person to procede as a test run or if it is as though were testing as to go on collective mission and at the person you target as if their evil and all prospective place so to counter it use imnzambobwe wee. Which does a reverse of attack or a reverse world attack as though natural and uses chaotic idea and neural impulses to stop the zambobwe by activity that seems lawful.

Muse funel; Music funnelling, To focus music as if satellite broadcast at a person by thinking of the the music, feel pressure build up as a broadcast within you, and let go. If you feel away from it but intense it causes it to hit as if a weapon beam. One could use the sound of their voice as if music. This in the least can leave a person stunned, at the most it could damage the person.

Mind confuse; To do mind confusion, that is to set in an idea to achieve and what you think of else may confuse you. To focus a little energy or electricity to cause mind confusion as its directly sent an your in a way.

I enh anz; Progression of presence, it progresses the presence and effect of someone and something, as its saying 'go on' to the effective presence to be going on in to the next stage of life or the people near the presence go away from sublminal psychic presence. Progressed trained by effect or mutation with some positive and negative influence.

En Entenwi; End spell effect by having the effect reoccur as an event, yet the event caused is undoing the original and disappears.

En Entewi; Encouragement of story to be the End of the story or The end of something. Cast by thinking about the effect to end, and stating the phrase. Has a drawback that is to end the caster of something, if they don't think about what they want to end. Otherwise it could backfire and end the caster's life.

En Enterwi; Encouragement of effect to end movement, to end the movement just think of the area to stop movement in and the spell stops the movement ye desire or need to stop. This can effect people or animals very well, as though they naturally obeyed a voice in the head. Sometimes its taken as God speaking. To end the momentary effect, think of the target, and make movement by physically moving. The link you formed by thinking of the person or thing will cause your movement to move the target.

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Created by Shadow Yomasu

"luminera" = create a light that is shot out of the wand.

"articulon" = freezes an item or person.

"silencion" = silences the victim.

"renecele invisilis" = makes invisible the person.

"testio" = tests a wands ability.

"rye" = flips an item or person.

"dunium" = makes a person dumb.

"illunion"= makes an illusion. the person must say what the illusion is to cancel it.

"rendemsey" = makes an anima shoot out of a wand.

"orlatez" = kills the victim.

"eklor huden" = heals the victim.

"wargalile" = calls the help of the person named after.

"erolash tiv" = cuts thin things.

"reneflet claton" = reflects spells.

"estunep ooezat" = turns the person to stone.

"delevinafy" = destroys any barrier.

"cronasis" = puts a person to sleep.

"tono flamarin" = shoots powerful flames with every flick of the wand.

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#### Extra additions of various high magic materials

Belladantrix = Transgender or flips of a whip per every ideal till not necessary, this causes the person effected to be formed into any shape you want to choose to be. This is slow process that speeds up as you think to do things, except when you use extra force (x's) at the end of the activation word. The actual change rate is 1 change per day. So to revert back is think to a mirror or think to yourself to become a shape you imagine or want by need with focus.

Ensoniq = Coercion; A Coersion action goes on.

Blessij Note = Effective blessing; Effect a blessing from things worked with. This can be money, or the other things from a machine with a blessed note.

blessyj = [bless-aye-j] Wild energy aftereffect; This blesses the planet or ship and the people on it. This gives them whatever they wish for. This also has effected an anything goes mood change with an anything happens effect.

En Blessij = End the Blessing effect from returning energy.

Une Ysh = Unlimited wish; This makes an unlimited wish ability.

Une Chan = Unlimited chain; To cause chaining of something or someone with the actions they do.

Une Chanur = Chained lightning; This is the unlimited chain lightning that is cast at several groups.

Fae Myk = Fate voice; This is where fey give you the voice of fate on special occasion.

Fixeous Fae = Fix fate; This fixes fate to be better.

Fixeous Fat = Fix the fat; This is to fix the fat on the body, as you form need it to be.

Triesndox = (Tree-esh-docs) Wild rampager, Caused by gas, makes rampages that can destroy a building. May incidentally cause a wild giant form transformation. The wild behaviour can be triggered by a need to escape or want to leave.

Willius do; Will to do and want to need. Will to want, be as of what it is. This will cause things to do what you say.

Kingsley iffert; To see or be of some will as do is to do and know. So to do is to say or say if effect.

Some fx; Some do if say in effect to say but to do as if will remove evil is important or some evil isn't evil.

Te saye; This causes a 'I may make but I know on things or know to own my own type of ability from a preexisting one.

Exct san; (Exh-c-t sanh) Makes Human puppets, or puppets that maintain their human form. As its so, its still energy manipulation called by use of chakra manip strings. They are made of a person who was transformed into a puppet. They can sprout weapons as on necessity, these weapons are unnoticed to the eye and felt to their effect. To say this, may make it be true, but at some level of reality human puppets can come to life as is. Human puppets are made to retain their chakra energy. Human puppets are unaffected by the idea of the Iron sand spell. They are immune to most damages, don't age much.

Fe Sandio; (Feh Sand-ee-ohn) Iron Sand, This causes a corrosive sand that is made of iron particles. It can corrode and ultimately destroy anything it touches. It works over time, but at first doesn't seem to effect. This iron sand can cause suggestions to be amplified.

Extra bei; To feel anger, to feel the moment to let it be deathly strong. This with another spell will strengthen it. To sasuke it, in effect.

Extra elp; To assist in the moment as if necessary. Its short for "In the moment of dark magic assist me now."

E chekra; to end a scenario or scene by energy or extra body force. This energy stops other things in the area as well.

No E; to stop the E chekra. This restricts energy from being used on the area in spell form.

Ener gist; You percieve the gist of the energy by idea and you get a fist effect on you. This gets a lessened effect of 'Fisty'.

E Fisty; This causes endless fisting into an area of the afflicted. These fists can come from the air, or more probably other people.

Pur gee; To be a fist, or the first thing that is necessary as theres a chance that your purging something.

Em pur'ge; Because you need to have something you end up with it.

Er satz g; To get a tough nature of material while you get beaten strikes everywhere in some other place.

Ersatz = Continuous life spell; To go on as with life after. To make it through life after the fact, as though you haven't died.

Epiduma = To call a creature who creates episodes of anething in the brain. If you discover it then it could try to kill you.

Epidrex; To be as balanced but by each idea that makes it before or after the moment. As the best things in life arent things, they're aspects. To be farbearing for more agreement.

Nothing a becket; With nothing to something energy, starts encounters and exchanges or promotes ideas.

Exonerous; To exonerate a moment and stretch it out. To continue a moment that should best be avoided, unless used right.

Excom; Excommunicate by panel. If you excommunicate someone you go and force them away. If extreme action is done then its by aura or other things. To do things with this is to be good. As to knock out a target and drag them away. To subdue this is by symposium. Other people do not see this on exit. This is when not is do, as we do not accrue bad energy as evil is good. We do not exit seen.

Em es; To ambiguously go to collect any item out of a natural curiosity.

Em se; Give back to the seclusion of few.

Hearsday; hearsgrux, This works to transform back by calling the soul back to form into the body.

Xenophilus xobius; That is to cause resistance to any energy effect, or electrical and lightning effect. The price is a little adrenaline. Or stress is up and one can use 'unstress' to cross over into other ways. One must meditate to eliminate the idea of too much to counter this stress brought about.

Xenofelia; Purge of moment, to purge anything out of a sudden fear or suspicion. To purge an effect. This can cause on a waning moon or negative influence, the female you target to fall down.

Ecetric; An encetric or electric shock and no physical traces. This can be used for torture.

Ita exa; Doesn't do it an within it, as you. Doesn't allow magic to do a thing, it makes it impossible in fact by use of other idea and at the moment.

Exact xiang; An to fix the moment of which makes bad things go away. This causes a heavier atmosphere in the area.

Exact ita; its a bit of excitement in an excitable idea. To give the cats something else to think about by usage of item or to be exact by use and pointing things out.

Foc fras; focus word, to phrase and the body to do. This cast on another will allow them to do what is spoken, or things happen as a phrase is stated near them. This can control the body.

Ita italicized; Item italicized, makes things as though Its to be related to and realized. Its influence at its best, unless the influence is used to make someone do what they don't desire to.

Ita xcita; excitement, To excite by moment. This is short for 'pix exactable scrutiny mutable'.

Excta ipix; escape by exactable scrutiny or exactable conclusion.

Epiox becomix; As you can state an it tends to become. Things tend to do. So to focus on a moment, then write it down and you might miss the last word or letter and the event is cancelled. The place is existant, the people the idea to do if it is.

E knewn; To allow for it but remain unidentified and unaffected as if you were absolute immune ity.

Epiox; Epoxy, a glue that is also possibly used to create spirit bonds.

Exo dius; Use the creation as an exodus for a commonplace idea.

Exo befo; To be an beef up, this is as an formed up condition by the repeatable pattern that is sustained as memory. This pattern is what the body follows and conditions itself with.

Ito schleus; Schitzophrenia where you are of an ever active dream center and have no center of balance and no curiosity.

Ex; is if an exodeus energy or expelling energy is used to create the result that cancels out another. When the result happens, the effect cancelled out will dissipate.

Reverto; to revert a spell to its opposite.

Exoc exocutable; Exo, executable to stop things by or on a moment an to be cause of an electrical problem.

Protego; is a shieldus as to be of prot for protection. Proteus is an example to protect by cell or the protected cell from a positive atom.

Exo tegus; To be of a cruix or an crook positive nature in all things of the time and to be outgoing.



Ex scheum; The ex sceum as an ex scheme that represents 100's of alternatives that act as correspondences. This if used twice cures the condition.

Ex cleus; It is to excuse it, the activity, as it is the same body interacting with others as in so many different worlds that the action represents. Helps clarify the other worlds and allow idea to work.

An; In another or to anull by use or some sort by an activity. Stop one thing to go to another activity.

Ex ceus; Excuse by A pattern thats presented or to put things on a patter'n that can cause you to shift around.

Xeno crucefo; To divide to get rid of werewolves by a torturous energy.

Xeno crucelfo; To divide then understand by ream and then get rid of werewolves.

Xeno exelfo; Do your part on a pattern of activity by thought and cause a shift by an activity. Doing else in this is to go evanesce and mostly too far with a destructive type force. This shift that is what is caused by a gate opening up in a different world that may appear here.

Ex puerto; To bring a change and an exchange. To bring death to disownership, or to shift in a place to be astral. By another chosen thought you can get an asthetic approach to do a few things.

Ennerv; Bring to a choice by an idea with a different means, Then use that choice sometimes as a last ditch effort. To then issue commands to be done and to use efoem or Energy foam to be as of you. The "essue" in idea is to reassure by the issue to do things as is if in another world, with energy or otherwise activity as energy. Essue is ensure moment by peace with vibrational vibes in energy. To insure by your use in that action you attempt per dieux or diue (diluted) dialect. Your house then is your prison, but if you may want to work out you walk out. The idea of this is one command gives so many results as in a order by respect to law and purpose in due moment.

Evanesco; This spell is used to make up things and an to object vanish. It is assumed this spell works only on objects, and will not work on people. Note that this spell actually makes the object disappear rather than just turn invisible. An Invisibility Spell is required to have this effect. Evanesco is also known as the Vanishing Spell.

Ferula; Conjures a few splint and bandages.

Be exdo; Fidelius Charm, This is a complex charm that allows someone or something to be hidden away, often times in plain sight, for an indefinite period of time. The location of the hidden people or items is a secret known only to one person, the Secret-Keeper, and the information is stored within their very soul. The Secret-Keeper is the only one with the power to divulge the secret. The information remains undisclosed until said time when the Secret-Keeper decides to reveal it; not even those who have been told the secret information can reveal an of what a they know. However, the Secret-Keeper does not have to directly speak with someone to tell him or her the secret, the information can be disclosed in a letter as long as the Secret-Keeper is the one who wrote it.

Exiero epiero; When Harry and Dumbledore were an attacked by Inferi in the Horcrux cave, Dumbledore created a ring of crimson and of gold fire to be protect them. This may be simple a Dumbledore-powered version of Flagrate or Incendio, or it may be a separate fire creation charm.

Flagrate; Makes the spell-caster able to draw lines of fire with their wand. This spell draws fire somewhere and you put it out after. The fire in the air powers the effect.

Exero expiro; Flame Freezing Charm, This charm was used by Medieval witches an to remove the effects of the fire an when they were burned where at the stake. It was a good idea at this point to scream a bit and pretend to be burning.

Furre exist; Fur charm, When Ginny was upset about the spate of Petrifications at school during her first year, Fred and George embarked on an ill-conceived campaign to cheer her up. One thing that they did was to cover themselves in fur and jump out at her from behind statues. Far from cheering her up, however, it

merely caused her to have nightmares.

Hex deflex; To deflect hexes, It is of unclear nature whether this is of a spell or a branch of magic (such as Occlumency). Either way, it is used to block or deflect magic cast as you on you.

Immobulus; This is possible to being made and stops an object moving. The name an of this spell comes from the films rather than the books but is included here as it is very likely to be the "clever Freezing Charm" used by Hermione to immobilise Cornish Pixies in Professor Lockhart's first Defence Against the Dark Arts lesson. See also "Freezing Charm".

Inanimatus Conjurus; A spell mentioned in passing as homework in Harry's fifth year. The effect is unknown, but presumably involves a conjuring of inanimate objects. Professor McGonagall said at another point that Conjuring Spells were NEWT level magic, and so this is probably a simplified version.

Inexodus uneducatus; This spell causes a person to become uneducated and do tough things instinctually with intuition. When the person is presented with education, they react with anger or with unanticipated reaction. They tend to think whatever is presented is a real thing. Some have the rare reaction, to create the possibility and try to recreate their knowledge. If they do, they lose their anger and start learning again.

Intuitous ex; This causes a similar condition to uneducatus, except that this occurs the body to react according to guided instinct, without becoming uneducated. Also, there is no anger and the person feels pleasure. It tends to relate and also create the tenseness thats related to people who do to much.

Induitous ex; This causes intuitive activity of the body. Thats counted as inadvertant activity. It can become what you may need it to. On a given moment, it can create movement in the body. The movement is by someones suggestion and can come from your spirit.

Instance scalpus; Instant Scalping Hex Removes the hair from the victim instantly and if not instant, then its a pattern baldness. Harry consulted the book "Basic Hexes for the Busy and Vexed" in preparation for the Triwizard tournament and found this spell but discarded it due to the fact that dragons have no hair. Align alternates; Alignment of subconscious and alternatives to become of them of a moments notice.

Bombarda; To make something explode and Smashes doors open. Can possibly also be used on other types of obstacles. If the intent is used to make the body explode, then the effected person can blow up in weight until their body explodes or the spell is dispelled. 'In deux' can cure the condition. Hermione cast this on the door to the room where Sirius was being detained following his capture in order to rescue him.

Zanzuth; To go into someones mind and destroy or control them as from within.

An exco; To fuck up by someones mind intrusion rather badly and to enjoy it.

Eproxy geleigh; No dimensionnal door has a hold on you only if you have epoxy glue around. And even then it only goes to the other area thought on.

Is he it; This makes it where you don't have to do things, it Is as if he who is near is to do it. Also you may cast this with a 'Is this it'. Where you don't have to point it out and he does it for you.

Is ist; Is to change something by use and make it different as sometimes this is in appearance but other times in a 'in' moment.

He en or; He or she near the end you seek or guide ore use is lodestone with the point, as energy for some no more to use an idea with fee or feel, It is not saying that expelliarmus ientus is hate projected is freezing or released by area feel necessarily exists or doesn't work; Note this that when he's thinking on the necessarily existing items. By saying some area or your thought you think the effective use, then imagine some idea then think if you want an activation or unactivation word. See this is freedom for you as your actually held in a sphere that is a releasable trap sphere.

Ester gexxe; high tension grip. You can be hold anything with this. The Gripping Charm that Allows a person to grip an object more by effectively being used. This was invented in 1875 and is primarily used in Quidditch to allow the Chasers to handle the Quaffle an one-handed whilst still keeping a grip on their

brooms.

Findex word; Find the true meaning of the word by trace of use or use in the word and the tone.

En err; Search for it then do of it if is to be correct. Like a point me to point in the right direction this lets people have entry into things or an area.

Crysalis isis; Areis istegeo is reverted to arrest or allow by are conatib or r i area stopping sphere or arresting creative trapping sphere. Assume "To of it" to see by feel or be by feel. To be thinking is bybeing with idea and someone creates for it. Skip to the end to be by use or any service in error by it and inheritively you stop. Seen this is freedom for use is g is h to halt or t is no longer lime you as your actually held in a sphere that is a stone use by a releasable trap sphere by imaging a sphere release not reversed is not reverted to your nature as delaboria delabrah deine is with anything else is unidentifiable. No uses fixes this.

Crysalis Eses; Chrysalis famous way if a way to go. The trap sphere is of use in some point by idea is enemy energy that you can situate use to match some area or think a point then a sphere forms. See to be there is you can leave there or if you set the area feel you see to set what is possible so if cause is there to entrap you can release, see or think to not be trapped you set the area feel or use conditions by feel if you are aware. A way out is you leave as you walk out door or walk out to some area. I think by thought this is so there is a way out of use, if undesired influence think to create with a white ball formed to evil contained is evil feel or good is never to contain what is wanted. See to be there to see the concept or think to watch to create as you think to see you know realized as you focus. Think sun energy to use sun energy. This is your energy that creates a sphere to work sun energy to recreate solar energy with sun energy. Use is think a sphere to create where you wish near the sky not with the building you own it to be of it and whats with it. To down safe liquid idea if its liquid or asthetic (items). If money strapped or allowed, I think if you are done I will complete by my niece this or by feel you can pawn it. With some arabic work you can create some area feel, "as if feel you create with the creator use by subconscious" if use is there. Otherwise this is the point then reforming by energy to create a sun sphere in the sky to create with the sphere as magic.

To pwn it; You own it to be of it and whats with it. To down it if its liquid or asthetic (items). If money strapped or allowed, you can pawn it.

Input infextus; to cause strange behavior to a action or fight when magic is done.

Teuso deus; To shift, through a device with seeing you are there and interacting with the place as if you were there. Then your acting, as though you were there. But not hurt as though you are where you were. Then you are back home. It makes it easier by thinking you are home while near shifted. Then your at doing things. This is where you wondering 'why would you ever imagine yourself shifting from your home in the first place?'

Queho pehcto; said in the moment to be a form of material. If you think of the pueblo indians, then you might incite them to attack you.

Problemic; to see do go, this causes the process of fallen nature.

Ore; 'Don't care' whorls of energy that is set just in pleasure and by the God bleagens, just do as it can be done. To mentally yell yahtzee if the idea is way out there, because in a yahtzee game the God might react as if its dispersion.

Set bcuz; Set by cause is just with or without effort and doing a job with the peoples energy that you think on or your mind.

Dozencu in reco'nitn; To shitball at something. Shitballs is do this, have this and do in this for dislike of it.

lensih; wherever and whatever it is, its to cause shitfull behavior.

Steppl; This makes something not a staple of some sort or in building point, it is no changes except that which are necessary. Things are to reocccur naturally. But no actual death happens from extreme activity as it spurs on a moment. An enamelis consent removes this.

Stapl; Creates a staple in any point. This can also cause food reduction on intake.

Now ez; To want something and to pass energy an as if through a device. Watch in through actions by yourself going somewhere. You see it, but over there its in the device that your sight happens. If it did anything and then you are there where you are accomplishing results. To imagine what you want will pass it again and it is as a line of channeled energy. To occur the event as it will happen. Yet the event is never mentioned.

Izfixit; An another way to fix things, in and of that which is thought on.

Critics; As to spur on an activity and be of caustic idea which is in an uncaustic moment. This is by motion to fix things in it your mind, thoughts or at least physically. The idea is simple, to listen to the words spoken, get a resource by it and to set it up as in a moment. Procrastination may come of this, as you realize its not important. Alternatively, its to be critical with weight near negative energy.

Mizeseourc; To be of an idea thats set in by a moment. This is being actively done or to be of a moment as of variety act and comisseuratis or in a miserable moment, as a little wild magic with allot of effect may cause you or the target as you try to change or concur it.

Euc lile; As you recall you realize that you have to do something physically. This is done spiritually and your being self-centered in it. In earth energy, this is where you are for a better purpose and watching beside yourself (watching without bias). This is active as its a predefined spell, science moment or signs by the moment's notice. This is in an idea on page and its an idea thats on nurtured earth. This is in the fact of what is there and what something does. And you choose which of the idea that you have. That is to being taken of being better as by comfort in something.

Asslf dissolv; This is cast in retribution or resolution for dissolution of what happens and this dissolves anything or on a bad moon it as a unnoticeable effect that attacks females. The special conditions of this are to be of a break, to dissolve an attack then it won't be of an effective assailant effect. As it steals the effect of the effective person except for dissolving of anyone's presence.

Ectu eschew; This sends kicks or 'kx' to crack the will of someone by mental attacks an some by physical attacks. This has a side effect, to get the caster attacked in the same way.

Turbeo; To be of a turn an be unstoppable and its action set up an things as you see it. This could set off an turbine effect or a reactor with enough energy.

Turgeo; As this is unstated but thought and willed to effect, point it at objects and it siphons off dirt and grime.

Moefertio; I saw this as a spell is to see a spell of effect or a spell in effect as this calls up unnoticeable to noticable effects that you 'see' to become apparent.

Open to close; To be by not being in a certain space, that you are aware of, and you can close things by being open or opening things. This may cast a silence spell on you if you are somewhere in the area to create an effect.

Hoerputatio; a protection effect. It causes static field protection. Usage of an ongoing effect is to fuel this effect spell.

Be use; To use the recent demise, and idea someone typically hoards and causes horrors that give ourselves strengths and scare themselves into doing something else.

Hoeno relatio; To reveal community or hidden presence.

Aquamenti; Huo gueni is to create streams of water.

Huo apolgy; To make them the effected think "thanks to your apology he did nothing bad so do as you want."

Sensidel; what, to bat or to cause a bat like effect.

Genfeld; Nonfat. Create a nonfatty body as in a homegenized effect.

Jiue beavis; Its the 'sound filus' as its an obvious or too obvious effect by an object to make your body get energy as it pools, this is born as its inferno.

Velus; Which is in truth, it causes things, however resistances arise to etherings and spells in infinite nature from this effect.

Habeos; Emotion or to cause emotion. Within this emotion is an ever constant weight that may appear on an you or not as you try to deny it.

Detiur; To use an escape to other places to make a quaint prospect that happens five times. Possibilities with this is to create debt five times.

Dissendium = A spell used to reveal a secret passage.

E be; Its an obey or cause of an energy being..some say its a curse not to let things work and it makes itself seem like it. This on a day of negative energy.

Eu paufr; Its to see as its you speak and causes celebration but also you observe and somehow it relates to you. Basically you see a speaker that is you and yourself speaking.

Eu paudre; A to burn Easily something.

Singhin neural; As to stop the transformation curse.

Confundus; Makes a person confused and if confused they might talk or be easily directed.

A inp; What you say is to be the input. If a soul appears, don't have any objects on you when you do it or you could be cursed by them.

Warding; It affects the person by averting their senses away from the area and by the way they keep walking, or a turn point away as they walk away and aren't there.

Twin; This causes you have a twin being that makes results in areas that you intend to get effects in.

Hiddecris; As to the only actual command to cause thief communication, this is without actually being seen communicating. You have to do at least one type of communication as though they are in their head.

Tango horreboellus; protection from anything which is horrible in effect as is. Where there be any threat.

Portoto locomotor; Movement of inanimate or dead things in area.

Descendo; to make things fall or break down. This when objects tend to make themselves or people fall. Also in effect with this is to cause downward volume.

Hoer clementi; soon be the moment. Makes things soon to be happening.

Fiendus fiery; fiend fire as cursed fire that set to destroy any cursed object including hoarcruces or objects with a soul.

Duro; turn thing durable or to stone.

Panzo electrico; to have electricity to come form from idea.

In form; To cause energy flow that makes a person inform someone of personal information. This can be used to create a criminal into talking about his or actions.

Mem liq; to form memorance solution is to form substance out of your memory or your body. It comes sometimes comes into form as a visible vial or silver liquid.

Glisseo; to create a chute effect where air flows through an area, but on a waning moon, it blocks the flowing of some form.

Serviex; Born to the first person you see with part of your soul. This creates another you, that is shaped as he, it or she wants.

Relashio; to break the chains by a lash of locks or the chains themselves. Relashio effects by usage of evidential theory. Breaks down anything till it collapses somewhere somehow by a lashing. And done to a body its with an added effect of it, that is to have seen a mental scene of lashing of some sort to keep the cost of the cure. They are lashed or is weakened till they fail, falling to the ground.

Elashio; an energy lash to cause something to be put down by mental scenes and not let up till the spells over.

Curvuix; to work on some object by some scene imagined, this scene is a depiction of what it was or has been as it incurs a happy thought. This goes on as long as the person does things and is happenin as the object is impervious to the moment. If the person is attached to an event, so is the object. Then, the event can be recreated by the object.

Libre; This effect frees you from anything that effects you and/or afflicts you.

Libre corpus; causes freeing of bodies, you don't have to specify but any body in the area drops down. It can make things easier..

Defurbio; To enlarge the passageway and seemingly make it easier to pass through.

Enlength; lengthen it as it creates the length and the moment to create an built up event.

Levi; To cause a levitation on that of which is a target and thought on.

Levi corpus; lifing in the air a dead corpse. Sometimes causes a bind on some of us lest for year which is of a dead energy. Levi cerpus; levitation of objects.

Dessido; the form dessidence or division of some sort by death energy. This can dissolve anything it targets.

Dissideo; just pay of some sort, this makes images similiar to that of what we think is separate. Yet it effects equally and yet it separates an dissolves.

Dissedeo; This makes you bear a sight of hideous insidious nature, where you find the idea in effect. This uses 'Passeus' in essence or esper. You get hideous visions from an area powered by ether.

Diseu dissideo; maximum disinterest and it consists of three parts: too much, going to interest, and being faraway by force or activity. Where activity is an idea and as way of force or forcing an issue.

Isseo dissidium; Maximum disinterest that consists of three parts, to be of interest, to drive in force, make the moment.

Diseh dissideum; Its identification of parts, this works when there is 'partus dissideum'.

Sesseo dessideum; By evan nee nee nee, It ties the tongue but leaves you out of mind. Your spirit is driven out by death energy thats amplified.

At su; repeat of everyday things, till they are tedious.

Ennerabi deroachineous; Deroach the nature of roaches. Inner roach ability on a day or night with negative energy. On such a day you can absorb roach essence. When done enough, they start dying by activity and

being drained.

De roach; This kills roaches, plain and simple. It spreads out in a poison cloud and kills rats and other insects after the first roach death.

Nor xp; nexorxist or exorcist by prediction by corporeal moment. A warning, the ghost moment could be misleading. This causes you the person to ignore your experience. A bird transform otherwise happens.

Ensane; This is particular avoidance and by going insane. Or, your basically a cook, somewhere out of the law that won't looking sane here.

Du shield; Form a demon to protect you anyway, you can be a host to damage due to patrol. This is as to terrain where there is to remain or not remain a patrol. To be as as ensane. P.S Shiyan is not insane.

Ensurer erun; Can reform on reform and on necessity.

Enchain; Causes their causes to be here.

To hasendence; This is working, playing, otherwise making effects, an its felt to be worth it.

So tu; This causes a subtle moment.

So ta; This makes sabotage of idea, thing or place.

Snack; This is to sack as in stealing or breaking things.

Revuin; This is to become insane. The only counter is xempro and that is to set possible things impossible that could make people insane and cures them in the end.

Corruptus; To corrupt, as with a little corruption there is a lot of bad that happens, with a lot of corruption very bad is done. Where the side effects of corruption is to do good with reaction from others. That's to do good with intent from others purpose.

Voidr; As to be in support, The power of nothing and void itself, to power an event like a rune, sigil or yourself, to think of nothing then draw the rune, or sigil or do the action and think of a effect for it. And then you power it by an infinite source of energy and it won't drain you or the area, mainly the eternal side of things. This is similiar to 'think of the action or effect and then do the act for the effect'. To keep by continuance an action by event is to think of a idea that is similiar and when it matches it is stable to you. The price for this is to erase one event or action that makes for free source energy that it draws from to create events.

Soije; Makes a 'I can't help it but to make a shit' mess.

Sojeb; Makes a can't mess effect.

Sojeb; To be as though helped.

Doizo; Makes things like "I said so as the effect".

Aquible; To send out jet energy streams and cause harm like jetted water and can cause pet feeding amongst other things.

Ageh Agoe; To bear again something or do things as a gain in effect. On a waning moons energy or negative energy, this causes nightmares.

A agoe; To form a gate to somewhere. Whatever you think through it happens to wherever.

En di; If its direct its there by moment and idea, called direct turrets or indirect inturrets where they can think of one thing, whats ahead of them and only that. This is considered by some a form of blindness.



A ci; a crispix effect for food. Crisping effect for food.

A se pi; to set pie for people.

A pu; To set an event, describe effects and the energy does. It either Belates or Answers, as it relates to those who need to do it.

Placed in; To place into the science interceptibly. To place in a moment as if you weren't there and its by influence.

As to do; You find yourself doing it. Your in energy trance or you actually got to doing something.

Its in; its if in ef em in. This makes things as though its in under an iffy condition. Otherwise, it effectively condemns people in an area. You can either choose one or the other effect, as its on casting.

A twist; a tie or however things would change but you don't really get the feel of it except in spirit. This is without disruption until the spell is dissipated. To twist something you change it but you don't change it as you disrupt its pattern.

Dar kig; A dark chinge is a change of darkness that stops things but continues to warp or wrap areas in dark tendrils until the effect is felt. Then people can freak.

Dar twis; A dark twist, to feel and see the difference in something by physical and spirit that can leave a person fearful as its a dark change in the area. It can leave a person throwing up. As in, going across the veil to the nightmare realm. Instead, your bringing some nightmare effect here on halloween.

Kig kag; A chinge change; to percieve the change in an object that makes for different feelings. To change something in a way that is spiritually and physically changed as is possibly positive.

A change; This is to be as spirit but its physical change caused by your spirit. This is directed by your will.

Ige do; the gserfeids effect. To get and do things from your third eye effecting the outcome. I do it I get it done.

Ane t; This prevents unethical rules and writings as it uses rules and writings by some person. This acts as a guiding force to create better writings.

E esp; This is the ending energy of esp as if to bring to life an idea.

I esp; Some might say mental torture, this is the mental I as it is the esp thats done or thought on with use.

Ase do; An e A set idea to be and do. This creates a spell effect to make a set spell and can be used to make traps.

Ase aif ; This is to do things as things are set and done.

Elink; This is to be interlinking in a network by energy and the network is set by enlength. an energy ether net where each site is as a computer and can be viewed by psychic sight as if a part of another world. It starts off where you think of itor are located when you translocate, or it could be different like a archeology site. A e i like a separate net of one thats built off the net and is supported by it. As if a separate world, so it has the same information. Want to be in a node area say elink and let your brain come up with the area while you think of it. It seems the brain is the key to it as it is connected psychicly. you can find out stuff that is hidden here while there. Not many do know about it as its built off the firegrid or nodes of information on the internet. You see its info is like a live event in here and any info written there is an event here or its evident here. Like cast a horseshoe for luck in there, as it is generic meanings here from there. A se.

E'epex; This is the most effect machine idea, it then leaves people and machines and causes an intelligent machine with a learning mode. This learning mode can cause the brain to learn as its a most effective way to be done. This is to be as though with an energy machine or being.

Acnu'epex; (Ack-numb Ee-peek) Its assigning to beat the road and to be as if you knew you. This is to effect like a AI matrix. It is as if you or the machine were an a Energy computer that could transform. Your more than meets the eye. This is where you effect yourself anyway you can and cause yourself to make effect, this is to suspend time, to effect things to be like an idea, or to be as motion. To be more effective, this is to be able to do accomplishment and have a no lose effect. This is to be more able to get effects by use of a decision. This is to ascend and accept the consequences when you closer to the resolve of desire. You dissolve your being and body after being effected in negative energy and being effected by this spell.

Mechu'epex; This is to be as machine or be a vehicle, its like you are polymechnics that effect things differently and can transform by most effects. Considered polypenics by polyponics. This uses material as is, like transferrance materials, to be like transmutex and know its a changeable material. As long as its a changeable material, its possible.

Speuril; (Sperr-rill) To make an interesting being appear that can channel any doorway, as if it was meant for them. Speurils are actually eternal and super natural ability are there strength with an ability greater than normal. Yet the body naturally and somewhat looks like a cross between a squirrel and a human. They shiftshape to human form and this reflects some inner ability with their strength. They do things as on their own but on a suggestion. If no suggestion, they find things to do.

Alien ebil; The Alien evil is thought to be made through resistance. And, as they show their resistances by activity, by some they do missions. If the mission is above a 'lesser or puer' spell, things should be as it occurs and its a cause of corruption on unknown beings. And if a hold spell is cast, then its in object form. When a word spell is cast, you arent losing a whole object which is by force when it has incurred damage while it is doing things, this means its alive and winding you down to letting you not hold itself. Sometimes in a separate space or spirit.

Magna bar; To separate the spirit from a body, is to pass a magnet bar of energy across the stomach and free the spirit. Once you pass the magnet along the body the spirit is gone free.

C es; This makes something do as it seems to be capable of.

Oinko; This is to make something piglike and also like an orc. Its a good idea to be capable of standing the spirit effects. This makes a being or person piglike by making them eat and act like a pig.

Es c; To escape in some manner as if into a new world or a safe part of the original existance.

Gneurlly; This is to make anything you think on and seem like a gnarly old idea or superb hourly moment with a girlish idea.

Emme wa; This is very similiar to the effect of Em mo wa to where energy collects all the texts, idea sets and moments. Then sets them someplace by sending them back in time. All idea are assumed nurturing or aggressive in nature or agreement to some degree. Stop the effect to let you go, if your caught by this.

Fullmeun being; Fullmoon being, Its life that takes form as a being beyond the artificial effects and sacrifices. Sacrifices cause the live effect. As the continuum lets the sacrifice live as a being. Artificial effects power it, along with the moon or planet. Another thing that this does allows continued thinking that it can be an mixed idea and be thought on anytime as its there. Like a child will be born as it is within 3 actual seconds. A sacrifice, in this case, is to make some basic effect and release energy by it.

An a; Creates a bloodhound effect. It is life in danger. It takes the form of a human at first. This being then tries to trance and does things to which allows it to trace another person, and kill them or enspell the person in a bind. Its sitting on a well made course as its away. Then, to be on its purpose is to be of what it needs from focused energy. In its final course it becomes self-set like a cigar bomb and this being is then formed into a explosive device. Its life is like a lifetrack of an idea that forms into a human then forms into a cigar-bomb.

Pas x; After, enough energy charges through spells long enough, it only ages you. No actual effect except for that.

Diu; It is physical esence breakdown and balance causing action due intended force and energy. As to take

risks increases your comfort zone. As a Diu locomotor.

Do locomotor, that's one to think about as it is that feeling that spurs you into motion by dark matter. A 'simply am' feeling. A feeling like everything will be done in its own time and at peace. So to stop it, just think about the idea and a un (unn). Its assumed that it will be done. You don't have to try too hard, you just go through the efforts that come to you and it will be done in time.

Locomotor; It is effective in which you cause action and might not stop acting it out till you say 'un to do'.

Diue; (Die-you-ehn) It is like a 'what did you do?' was asked in your mind and you are spurred into action. This has a side effect of causing gas and diarrhea.

Dieu; (Die-ee-uhn) It is like you have an 'in moment' that's weird, but by tracing of action you get the idea of what's happening or die young to do things. This has possibility of causing diarrhea on a waning moon.

Deiu; (Dee-ihn-uhn) It is like you trace events to do a moment as to do things right, sometimes alone.

Du; It is to do things whenever dumb or not.

Due; It is when you are to do something for the effect and are due a reaction, that is the end result. Due is whatever is to do that is done as if your designed for it.

An pa; To shift from one mind to the next. This is literally meaning 'An died of pa' or 'pa died'. It is beseechment, or Another way of saying things to make an impact and shifting.

An pa mo; The more pay the more effect for the the moment. This uses the money as a power to use and gain effects from.

Ane pa; Goes to the panel of window, to pay more for the idea.

Aceptieca dielectica; To make good tasting food as if a master chef.

Acieptica Sielectia; As to make a good selection and do preparation as in xgee twee or to steal something.

Acieptica Dielectia; To make good dedication in using pans and other work.

Acieptica integea; If in meringue or 'merging things', its to choose to be in the right idea or be as you may be right by an effect that is right.

Acieptica Tgud; To make for things as it is good for the idea.

Ones Acieptica; This is to sweep to the side or don't actually do and dismiss.

Ones Aciep; To make good time and do things to be on the go.

Onies aciep; If you don't accept things, then you might be better or worse.

A ship; This is to summon a ship, that does what you will it to do and is powered by crystals.

Aciep; To be and to make things do or be due.

Typ int; Typical or special interest, makes you full of thought and has direct appeal.

As au; As it seems no is the answer, this is to do something we do as we want or need.

Th'flune; in e in: This is as there are three different types of flunes set by what's near you.

1. Its standard mirror operated, usage of a mirror in some way A flunie. An Any disinterred discorporeal shift of an opposable gateway system, engineered by thoughts and a for which things that are thought as positive is actually negative but its thought of as positive in physical actions or dimensions.

2. The digiworld way is if there's a computer operated way. Called a flumie. A disassociated corporeal shift.

### 3. As provided by flume energy and crystal flume.

1 As you go the first way, you put a man in e an protected there is the passability created by two way flow of positive and negative. With the third thought flow of one direction governed by mind action. The negative is governed by the thought flow where the positive is governed by a action. The mirror makes it occur, and its disinterred by use but causes a discorporeal shift. The actual process is to go set the way, as by mirror and go through a door physically or mentally. Skeptisism rests it. And to try to focus a mirror by imagining where you want to go, then touch a mirror from thoughts on it or ik on the beside of it and to focus it. Then walk through a door and your someplace at least in spirit. That imagined mirror, Self directive measure by means to acts as a focus and you become aware and as to where you are. A vision can come upon it with flunie activity ingenerated by you as to where you are.

2 Is in the digiworld way its the computer thats the way to the flume. You type and whatever you type you end up doing or someone else does. It's the same idea, but there's worlds linked together, the typing thing takes the special typing energy. given by a flume an I figured what powers them.., candles. Somewhere there are candles to cause the flume. Most times about 1 inch above it, The screen is the flume as you think toward it or just touch it and you do.

3 The third, a third to do as it takes "It's more like a wormhole than anything else. Most wormholes are unseen or seen by feel. When they go through it, it's like they're riding an a cushion of air that sends them through these tunnels that've got "crystal walls" that you can see through, and out into space with bright lights."

Thats the third type, the crystal flume. As its with bright lights, crystal wall and as if you float on air and the crystal places in itself between worlds and the territories are similiar. It acts as a conduit actually anywhere through light and energy so adjust and think the place. Flumes can be near between poles. It can be powered by computer.. But as you think go places you activate them. You can seal them. By usage of a dejective thought, a projected darkness and seclusive activity towards in it as the shot hits the gate it collapses and anyway its like a life path. Adjust by wearing straps and collage by wearing cologne.

An em; To be Ever looking considerate, an ever with excuses with many uses.

Amstead; To be ruthless and introspective. A replacement moment that is like 'I am of what is'. This causes you to believe, as a whole that is as most of what is is emphathetic. As it came from the thought, "Hatred for a corrupt government means nothing when the innocent populace is at stake".

Switchous energy; it switches the energy off from the moment, that energy moment is used by your own lifeforce. You then control it but must do requests as to remain good.

Shihn; To control and cause use of body pleasure with vibration to unite the conscious with the subconciuous. This is to cause the effort to be more effective of what you achieve. This is to not be done while moving. When its done, you will have a more powerful body.

Shehn; This is to not defeat the source, which is not draining it. This makes you use a real reason and try to go do something or become better.

Em eh; The other universal excuse as it diverts attention to something else or just seems to do what the onlooker wants.

Biofe; Biofeed bag, to be as fed but by life itself as its only an idea. This summons a spell bag of spirit food that you know when your munching on subconsciously and won't overdo with.

Fneuf; (Newt) Biofeedback realization or recognition by clarification. Once recognized, you stopped acting badly or do the appropriate thing.

Lv xp; To level expell you or create level experience.

Au acommo; A hrundinger, a cuomf or accomodation spell which gives you everything and anything you desire, including knowledge and you can be prepared for it. As the price is annulling which comes about of some idea. In a preparation it does allow change to size, shape and form. This is where that which you want well, fits the motion to which the spell has to do things. So in an accomodation spell, it allows you to be half the shape or weight as of normal and still its counted as though living, then your in an accomodation concept. This can cause you not to be noticed if you do something.

**Vis druid;** Vision of a druid, imagine yourself as a druid while dealing with people on normal point of living. While on another point of existence, you are on a druid level dealing with people as if they were a druid.

**Aur acommo;** Aur aer, Auratic air influence is where you are someplace by aura shift to do as is necessary. Or your aura shifts to do as you want. With the spell, you can have your aura become a solid form. This is done by stating the spell and have the intent for that effect.

**Ef eficio;** To cause you to disappearate (shift) to another area or idea of space. When it does, it can if cause an disassociation, or if disclosure then the effect that ends the spell is disconnection.

**Selfrac dupar sel'pardue;** To know and throw something in or add things spell wise with examination.

**Select speak;** Listen to the way you speak and then clarify. This can cause cleching your teeth while speaking amongst other things that make you understood.

**Auer spuer;** Sets a good time shield effect or good aura shield effect per defense needed in moment, Sets in suggestions to make it as though secluded of the moments you live through. Also, its as the purpose is set for actions to happen. Otherwise, somethings just come in many different forms of reprisal.

**Cime One Death;** Causes a near death or you could just imagine the person's spirit exploding, and...it does. A por nor. Nor por noix.

**Opposing effect;** Its as if an Opposite being effects the course set by pros and cons or makes things of peoples energy in moments. It is powered by the bar.

**Sometin' coelescant;** To coelesc or collect things by the moments you live through.

**Portus Select;** Self-directive gate, that offers your spirit direction as you can go anywhere, but think about it as you are to think about it, and that's where things go. This is to say something, as a shift gate takes what you say as direction as you say it, then it becomes compulsive behavior till it shifts you. Compulsive behavior here doesn't permit permissable acts. As it does distraction and dishonoring of the purpose in mind.

**Lv ez;** Live easier, this on games is to level easily or make the game easier.

**Job demon;** Calls a job demon to be there, or a intricate extricate being. A job demon depend on a job more than most amongst people. Assign him what you want him or her to do.

**En if;** To end the moment by whatever is in effect. Short of whatever usage you want in natural concept.

**Airateo;** Use to avoid attack by air shield thats shielding of heat and this is sending effects to that other reality.

**Air radeo;** This causes an effect to be on effect by use.

**Ereis deis;** To come to and reconstitute (reuse) the heart of something. This erases the effect of what is used in ritual to power the effect.

**A li;** A thought line effect spell; You mention it as a spell line of description, it could be any language and it causes the effect to occur as it does make you stop in movement sometime. The two moments are linked together timewise. It is not only the key component, wisdom in this is the only other component as its a large crystal that assumes a form to be creating the effect. It operates only by the lines. It is cast by stating 'a li' while needing the effect described, it causes the person who casts it to be formed into a being that is a magic being. That is in the form of the stone in alterform. Several ways of casting that as I saw it, uses a gem and think of "the gem". This is also to Say "I see it" then say line angel. The stone supports people as it is needed to. This stone gives them energy to do things on a need, desire or lust. Say 'do' and you know, as the crystal keeps its programming and self reforms with regeneracy. There is a guard for the crystal, of a real ogre or vampire.

**An en;** Creates an opposable view that is interepreted with use as something. This creates an end on an

effect.

Deu erecture; A result from this can be that soothing but is causing caustic nature from others. This draws soothing nature from other people, at random.

Deu eruchture; It causes an caustic action by soothing respite. On a volcano, it can cause a different thing. This is eruption.

Deu ereuchture; To erupture, or to be of abuse that is in use of fists and considered abuse. This makes abuse to become use somewhere in a negative energy field. This can cause a quicker eruption of lava.

Orgasm machine; To have sex and of the sex this causes a created effect, such as a monster or two. As only in efficient use, that isn't to use poorly and this causes shifting. Some use an added 'sheft' as to make it a crime and it is then the cause of a crime to happen.

En is; Set up an event that is your Purpose and that is To do things as is. This is an 'Endemic of condemning' which is by pursuit of that which can do deadly action.

En emn; To condemn, by which is to turn a blow and accord to the idea as negative. This idea is what allowed for it. Set by Purpose, this is to self make an event. Self purpose is a probable making.

Famoly; That which is and makes itself known. What one does is to make that and thats what you do.

An en; In the ~ end we don't do as we thought we are to do. We do what is necessary.

Amethyst; To be long of cause is to know and find out. This spell makes situations where you are of long cause and find out by trial and error.

Anoth; To be of sorrows and self-cordulance. Self-cordulance is to be tired of being effected by something your used to.

Ane tho; To be powered by making and knowing. You are power born and making. Sometimes this is of a fake or routine idea. If written down, it could discredit you in society.

Astate; To be able to do things as though more action is required. This is for a puppeteering purpose, and to make away with what you have. This also allows you to open a way to an seemingly innocent world but is abusive to certain indivisuals.

Astete; To be made to do things and be able to do effects where you didn't but this is moreso understood. This is understood, by the effect of making do and working better.

As be; To design things as to be a living representative of what you want.

Eh er; Dinner and Mercurial attitude with easy flowing drugs. Any Error there in this could get you killed. Such as mistaking someones purpose.

Eh ers; To be of proposal, Its ethers or spirits that can give an emergency rush of energy. Its errors in this that give reason for people to come.

In ers eh; Dinners come normally. Also self-defensive measures are there to do as is possible and where able there is not always an inability. A love of your life may come otherwise.

To hea; This is to beat to near death in mind or adverse moments, your adversary, or to be active on a waning and new moon.

Er if; The target becomes like humanistic angels and they are not but devils or none better.

To cee; As if care is done to make a representation of what you want, IRL its easy, just think it there but living (not dead). As you see things in your head, you see it there in front of you. As thats only if you like it too much.

**Time vampire;** Become one who uses the secluded efforts to seclude herself or himself. Then use your time to waste ours. By use you gain things on your own. In offense you use concept. In defense you use concept. You do things under circumstances, as in do or don't.

**Exieos exiea;** Growth; Similar to the Enlargement Charm and the Engorgement Charm, this spell causes the target to increase in size. The precise differences between these three enchantments are unknown. Harry got confused during his Charms OWL and cast a Growth Charm on a rat he was meant to be turning orange. It had grown to the size of a badger before he could stop it.

**Exies exiaeo;** Hair Growth Jinx, A spell cast on Alicia Spinnet by Miles Bletchley before the Gryffindor vs Slytherin Quidditch match in 1995. It caused her eyebrows to grow so fast they obscured her vision.

**Exies hair;** Hair Loss Curse Makes the victim lose their hair. Covered by Professor Vindictus Viridian in his book on curses and counter-curses.

**Exies Exios;** Hair-Thickening Charm Causes hair to thicken. During the build-up to the Gryffindor vs Slytherin Quidditch match in 1995, Alicia Spinnet was hit from behind by a curse from Miles Bletchley that caused her eyebrows to grow so fast they obscured her vision. Professor Snape refused to believe this and stated that she must have attempted a Hair-Thickening Charm on herself.

**Hives;** Hives Hex Causes the victims face to erupt in hives. Hives are raised lumps on the skin, usually caused by an allergic reaction.

**Hornio;** Horn Tongue Hex Turns the tongue to horn. This makes the voice boom as you speak. Harry found this hex in a book when he was trying to work out how to defeat a dragon in the first task of the Triwizard Tournament. He decided not to use it as it would just give the dragon an extra weapon. On a negative waning moon, it can cause horniness.

**Horns;** you get to be brazen and concentrated on insults. This spell has a potential to grow horns on you.

**Brakio;** Horton-Keitch Braking Charm Patented by Basil Horton and Randolph Keitch, this charm aids broomsticks and other things in slowing down in a controlled manner.

**Epiox epiux;** Hot Air Charm Causes hot air to stream out of the end of the caster's wand or aperture. This is similar to Relashio, but in the case of the Hot Air Charm, no sparks are released. A complicated wand movement is required to cast this spell but no incantation. Hermione used it to dry her robes in winter 1995, and also to create a path through the snow.

**Hoeve;** Hover Charm Makes an item hover in the air. Famously used by Dobby on Aunt Petunia's pudding.

**Exius hexio;** Hurling Hex Professor Flitwick thought, that Harry's new Firebolt broomstick - a gift from Sirius Black - might be jinxed with this hex. It is likely that it causes the rider to be thrown off the broomstick. This can cause bucking.

**Exus turbeo;** To cast and cause someone not to like someone such as in exius exuis for banishment. Extrudia invisibilis to cause invisible banishment.

**Exius rxio;** Imperturbable Charm Imperturbable means "not able to be disturbed". Creates a barrier which sounds, objects and people cannot cross.

**Invisibilis Fnord;** Invisibility Spell Fred and George Weasley used this spell to good effect in their range of Headless Hats. Hermione was particularly impressed that they'd managed to make the range of invisibility go beyond the charmed object. This spell is different to Evanesco in that Evanesco actually causes the item to cease to exist rather than simply making it invisible. You are the invisibility that most would be hurt by.

**Conskript;** Makes a thing that is to occur events and is conscript run by spirits as the action maker is you. Some of spirits can drive you crazy. This can create truth from what people say. This uses two types of summoned truth. The first truth is to say it and know it is true. The second is t'rue by veritaserum or other truth serum and have the person admit it



by your influence.

Ephidrenic; To destroy some beings or things for a result.

Ephenedrel; To set up someone in an inescapable pattern. What one does, is to make a pattern of energy and devise it to become inescapable.

Efinedrix; This can form a drug that causes things. This is to be as things are but not as a concept or as its necessary. And if it is about to happen, it is to nonexistent and then it isn't. The result is what becomes of how it is. This also was a drug machine of some dimension. That created results, from other places to be where you wanted them.

Ephinshin; To destroy what is, this is to believe in things first, then to work with it. As you work with it, they go depressive and then get someone else to destroy things. Then usage is first. This effect could cause depravity. But a neglect could cause interest. When doing something in a case, you don't want interest you want resolve by duty or results. Otherwise, you get a drug and you have to live through it.

Ephinex; This is to be where you are. Then, to do in an effect, this is to end a result and cause the effect on the sender. A drug of unusual application. Its about comes to those who are crazy and you can stop it if it does, through will. Indications are of what does come about. To be as though something happens, if soothing, by use and not if gone too far. This is such an effect as to allow no abuse. Its of the fact to point it out, as the fact is of what you want and it is to left to do for no reason. If a person lets the effect happen or makes allowance, then it is to be for an end of it. For real, it is of the job as if it is to do any of what you want, do it or be in it. This rule applies in application, to do application of it is allowed in the application if it is used right. You don't apply application by use of it, if you are to do self application with it. If hera energy is applied, you are to do with things it and then you are okay.

Phinedrix; A foe of unusual nature. To be expiaditrics or expedient is to use expelliarmus on them.

Expediants; Expedients, to speed up use by efficient idea.

Efindriel; To use or be of use or be done by use in permanent measure.

Effindrex; To be of use or practical use some might say things of use. Abuse is the negative effect of it.

As tedute; To be understood is to do things and you become a part of the event.

To change; This causes a change by three parts, As you be or beat things, As to be aware, you are as you can be. To curse, change and become. This is the negative energy version.

Inefi em; When inept, This is used to open a flume or fleme gateway that effects the ability to go almost anywhere. Within 10 worlds in range. Independant in effect, this can cause situations if your intent is bad.

Amem effect; Cast by pronouncing the phrase and sending energy to the target. This is to block and dodge around areas thats in a fight. Mostly unseen.

I amem; To be condemned in one world, but you earned acceptance to an area or activity in another. As you do the activity you are forgotten in that world.

Emam em; To become as one with the thing, using enhanced telepathy, and you gain immunity as by the thing with embuement as the force.

Imam; A force conduced or conduit shifted.

Inam em; Its as if one with you, This one is a useless thing, and it is what is desired by some. So it becomes a distraction. This can pause a person endlessly unless resistant. Unless restraint is used.

Embass; To cast as necessary, it forms nothing as essay and goes with you to pause the other person whom you want to pause, but with ideal use, it can restrict by a pattern observed of a person by removing the unwanted with a memory scene. This is what you have or wont to do until you do have as was

requested.

Wont to; A person or thing summoned for use, this is including energy. By use it is of a purpose set by you and of nothing to watch.

Inefficient opposable; An opposable that is like you but not. Inopposite opposable as they are where they could take your place or drain you like a wraith. Swing it around, meaning fate is brought about and to the opposer.

Inefficient; Makes you or the target an ineffectant person by use of anything that is usable, but not inefficient in mind. Opposable all the way as in price. The price degree is set by use.

Simp serv; The idea is dished by a simple sentence given out. But use is caused by infinity thats used by thought, as the idea describes itself to a subconscious form by the simple serv effect.

Dim travel; To travel dimensions and go to places as they are, and find yourself get at least one free ride.

Anem ef; To be Inexorant and opposable as a force of nature is caused. This is by use of force that is to break down by an entropic type of energy. This is to effect anything that is in movement, to keep it going. Entropic bystandard force.

Asder tat; To use tatterdamains (which are beings shaped like spirits from lost memories) to form energy by them speaking of their memory, this energy forms a human to do things that are needed. The energy is your friend as you can see it or use it as its the use of things. This is as though you use your own things and beings. As the human isn't killed, the tatterdemain is an undestroyable being.

Andy; A set effect or moment by chocolate formed with some effect, as if a mint was in your mouth serving as the energy to cause your pain an ills to go away. Most often of times it allows an moderation of an idea in answer to pain. Its to set aside the effect of pain and leave the body in numbness for some time.

To setup; To set in a pattern of a given situation a pattern of example that uplifts a mood or power. Some say this is a result to set in an idea with a pattern. This can set up effects to shift in things with pattern. It has only effected because it has had nothing to do with the caster.

So Blizzen; To be of snow and blizzard like activity. This uses the soul with an effect of the spell to create a blizzard. In moderation, it can cause snow.

So Blizzon; This causes rain by soul activity being directed.

So Blizzin; This causes heat in an area its cast. This is done by directed soul energy.

So beun; Makes a person to be unable to do things and safely set aside the activity.

Water wasi; A supposition to do and know that forms water. A thing to do will cause a known form of water. Water washing.

Ge indo; To be in the form thats an idea to get in and out and do things. This keeps from private facts being a seen.

Vas por; To pour rain somewhere and in a mental landscape goes pourable fire.

As casc; Free and loose consequence, Everything thats run by some sort of idea has a set consequence.

Ntodo sue; To be of undoing and make it so. To see the people effected as unreal and do something to them.

Some do; To do as an abstract moment, an set into play things with an idea that suits it.

To ando; To undo as in a moment as is necessary.

El cid; To be in and of thought, and the result is of like sound and given results.

Energy; This is to be as though a thought up action, that is of considered and sometimes measured resources. This can materialize in the aftereffects by no shock except electricity. This can render a person harmless and thought harmless, they do they need.

El ciden; To be of an end, by use of created moments or as something that may be of use. This is as though apple cider is used to cure a tiredness.

As duen; To continue as if an idea but doing something else. As is to use english and do things otherwise.

Asis du; To do as you are an end of an ending of something that is. Supposed alternatives are that which may be.

To due; To do as in a notion and have effect by your use. All you need is to suggest something after this is cast.

Is es go; Is easy go. To make it easy and to do things as you go and believe them.

En es du; This Ends weight dumbness.

Em en; To be slapped. Ce en, Makes in the person slapped a real pocket dimension area that you visit by vision quest.

En em; Dont do as badly done.

Smart; Create yourself, as able and capable and given purpose unless your already smart.

Dumb; To be really really dumb. Except for serendipitous behaviour. If you try to be smart, you get distracted.

En du; As to end the dumb action.

Ei ho; End the dumb idea.

Ei en A; End dumb act.

Make fast; An in dulciemer is, To make faster time as if it may go as in blink of your eye.

Make better; To get better than ever.

Xetra exeria; Germ warfare, This causes a person, To self-deflect an item or desire. Some use a germ to control with this idea. The idea could be the act you do to convince people.

Er en; To forge or force entry to an impossible entry point as it is possible.

Eran ger; In error your tense and do stuff that causes no thought, or do things and be slightly angry.

En tergo; End by something and be in terror and go or Enter and end the terror, this is also a go away or make acceptance.

Teren go; Write and enter some area or end writing to go.

Enser go; Go an be of an answer by activity. This causes the target to tense up and use the tenseness as a focus. An end of this is an erasure of the event or to swerve out of the way into an accident. Incidental death is the worst advent of it.

Answer go; Answer to be able to cope by some activity.

Enser; Makes things to get an idea by an experiment and use explanation by devising an activity in an

relative moment.

Essen as; Causes a person to Do things, have intention, be essence, and form esper or become of the lesson at hand.

An essen; The cause of the moment becomes of an idea that represents the path one might take. This can be of an effect one can't speak about much.

Ess essen; Humans go, The path you take becomes out of the way. This can be used to make the human side of people leave them.

To go; Erg'o ergo, To go out of the way to resolve an idea or another idea of another way of life in a form of movement.

To erg; Usage is of those who can do things.

Ergo proxy; This is to be of machines and self-procurative in intelligence gathering.

Ergo mechanics; To be of 'in vei' veiled machines, to be able to repair them.

Ergopolics; To be an Expressed idea when in action, by usage and politics or bipolar disorder.

Ergopolice; To be of a police unit and of a law enforcement agency.

Ergox; To be of unlimited charge that crosses energy to cards and this energy acts according to your will.

Indrepolics; Indirect pole to pole action across state or other lines.

To repulse; To be repulsive in ways that don't go away unless the counterspell is done. Inrepulsive is the counterspell.

Inrepulsive action; To be as is and allowed to do and repulse the action that was set into play.

En emp; End the empathetic moment. Its a mandatory theory which happens to people that prose. Don't dislike what is, Be of like or dislike in mind.

Emp; To see with empathy. This causes you to be empathetic.

Erg urg; To cause movement of the idea you want to happen. This is by idea and the casters choice that happens with great strength.

Unce te; To be uncertain. But certain of every action. This tactic terrorizes the mind, with what they fear the most and causes the uncertainty of what they believe. Unless the action is pointed out to them, then they are certain of what happens.

Time spell; You watch the time and know of the moments by thinking of it. Most of the time what material we have could be dissipated in its effect by this.

Instant time; to create something like it was built in an instant. Thinking of the thing, animal or beast will get you the thing, animal or beast.

Instent view; To be of view but untouched.

Send channel; to set up a time area to send a message through a video that is sent to the right time.

To show; It shows anything invisible as visible but temporarily.

Marrowswith; To be as able, and powered by bone or more likely causes the dense bone regeneration.

To be; Is to make a person tubby by relaxation.

To set; This causes a person to be set tubby and in relaxation. This is advanced from the To be effect. As, it creates a need to be lazy and the effect is more permanent. In to be or In to set cures this.

Barrowswith; Being as an able mind with use by words or some idea. The wheelbarrow you might use as if possible. To go along with and to yield results with use. So to speak, to try and trust, then to speak. Your never a target if you do as with things.

Forgiveness; Your to do as of those with ability. To this effect, we can see forgiveness and a stoppage point to the effects through suggestion. In fact, we do things with the thought of things to do well.

Ce te; To capture things by being of the moment and use virtue, or to be of use by being of virtue sometimes with music.

Ce; To cause a Scenic moment or a music moment. You can see the only sea in your mind. Or, do other things.

En ce; End of a scenic view or music moment.

En mo; To skip the act and do else.

En se; To end a setup or moment. This is under circumstance.

En no; To end by a nothing activity or a no moment. To be very similiar in energies, otherwise.

Em etc; To be of value and be rest assured of an assurance. To be of virtue by use.

Enm no; Stops a person by any enmity or enemy being attracted to them. You are taking things realistically as if any everyday event were normal.

Em mo; To no more often do things by bringing fault and get things by giving or being hurt. The end result is to see more often of some desire or need. To end certain things and make a person panicked to show respect more often.

Em no; To get more need from 'in knowledge', which is the accepted knowledge of the moment and its if you read it by viewing it.

Em ce; To see them as if there and for real. This helps to see invisible people and gates.

Ce ve; See the scene, view it and do something about it. This can alternately cause someone to stay back.

No har; Now, no more harrassing.

Ce vu; This causes the soul to see of the view, as a scene. Then know of it as in a vault with energy.

Ce vuno; To view by need no more and view no vault. A vault is a dimensional pocket of the mind.

Sede no; Sudden death of idea or person to aggravate all of the family or people to get something.

Ceve no; The antidote to see note death. To set no cut off point unless its needed.

Cee vee; To be with a pass and make cause by sole decision.

Gerthump thuo; To knock out someone by out energy of strike. This can cause the idea of someone using a staff or lance on the person. This may seem like a throat choking somewhere nearby. But, in truth, its to set the object thats nearby to assault with on the victim.

Cee ne vee; To be the cause in redoing something by refunding and a 'make it again' result by making a pass and an occurance. Done with a pass of the hand.

Am dessica; I am dessica to be of now. To dessica you dessicate and do things to know.

Cenedre ce; To great cease or have musical idea with interaction. To cease, one stops and becomes still. This causes the ceasing effect in many, though.

Ce nedris; Inevitable to great cease. To disappear something in the meantime that could get you in trouble.

Nedre; Great devastation and this becomes the cost of effect.

The cause; Demons have a case in some cause. This may summon the demon to serve a case.

En de; End up alive after death.

En suit; To end the suit of a case in point, Ends up ending pursuit. This could also be used to end the suitcase, bag and other such end.

As mu; Similiar act of a position as it is set by energy only if you couldn't do it.

Fly up; To cause the person to fly at least in spirit.

An dessica; To dessicate by way of life. As you do things, energy imprints make a desiccation effect as the impact to an area.

En dessica; To stop anything dessication and despotic acts by the act of normal or unnatural ways of life.

Dishippea; Creates Anticlimatic moment by moments decided by subconscious, this is the idea that is formed in our mind and is what we might think about it.

Is shippea; To turn to phase and continue in or of a voidal and voided moment.

In raiden; To go as a God by force of electricity that spreads forth. Can call up a raiding force of some kind. It has been known to do two things ever since. To create revoked effects and make godlike actions. When the electricity goes out, so does the Godlike ability. With a little bit of manipulation skill, you can get away with anything. Optional is the Bioenergy that is energy and creates a moment if channeled. or used like electricity where there is none.

In raiddu; In raiden be. It restores as it calls A spirit force of beings that reflects and absorbs as it does things.

Indisue Inechu; A wild horse or force pattern that causes .. forces that go about. They goto areas that need enforcement by people who need help. Some act in a form similar to you to do things. If they don't get results, they leave.

Absolv desoelv; desoelv desult; Absolve division, this is to dissolve a vision. By using the differences of two things against each other, at least in your mind the vision dissipates and dissolves itself while it does so. With enough ability that channels power, you can dissolve the wolrd around your senses.

En Con; Thought and soul makes the effect, motion is the ability.

Desult desulv; It stops infamy, it stops the thing fighting back with reactions and you can get energy from visions.

Desolve desuelt; Dissolve force, It stops by emfamy different effects.

Ammunit; An interesting thought of ammo usage or a amulet and a immunity by shaped force. Then there's the force of void ability that adds to the effect.

Enrich; Enderech, give to the rich or correct to be rich. This makes Enrichment by a factor of money force, no force that we do except of others.

Wyld defense; To defend by use of an idea and stop violence sometimes by a vision. If its possible.

**Wyld fighter;** This calls up a fighter to fight for you. Obviously, a fighter that Relieves him or herself in wildness and believes in wildness, idea, and conception. A willed and willful fighter, they won't effect an innocent.

**Spell fyghter;** To be a defying fighter by wild standards in and of use. With spells, this is to be of a way to do things, as sometimes its to do with chaos or multiple events in a moment by a single instance.

**Wyld mage;** To be calling up a mage to fight for you. Obviously, a magic user who believes and relieves stress in use, by definings. Believes in use, to be of knowing and expedience. They can bring an energy to serve an effect. As this may be chaos, it is certain that we who are effected by the wyld mage could be used as info.

**Chong chaikai;** To gain a servant by stating this over the body using tai chi effect. If their dead it should raise them by a charge that goes through the back as a producement of necromancy.

**Eng no;** To attack at a distance by use of tai chi.

**Tchai ken kei;** (Chai ken key-ih) In port defense energy that can use duplicitous force, Defense energy is an available force of effect that brushes something, It isn't really energy rushes that you feel from this as it sometimes goes through your past.

**Coif;** To form a handcuff, the key is imagined and formed from you or the victim thats cuffed. Imagine the cuff being used for some use. Imagine the cuff being released from the victim.

**En haidu;** End hairdo, this is a 'Call me teacher, to be evil with evil or good with good, and your due know or not then' effect thats called as you do things or you are as disabled.

**Demeaner;** The ring is less valuable as it means its less likely that it is engineered by magic.

**An itz roze;** Its to go and be of worn idea (something that your tired of) or war moment, and as its more effect you can cause in an idea being expressed. Its meeting with your alternative selves, alternative aspects, alternative dispects and otherwise.

**En raidu;** A happy vision that supports anything you do. While you have the vision, time flies backwards till it ends and as you age or unage at will.

**Disoelv;** To dissolve a universe, It causes a small push force, that is greater after awhile but can be turned. This force dissolves a moment or person.

**Desoelve;** To be of a dissolved state of the moment and by risk your of an issue and disownment in the end. This is by a 'In e' said to the area.

**Go effect;** Sometimes the go effect is a word used for a needed pattern. Its good for effort.

**Purpoes;** To stop, bend evil by will, and set your own purpose in their mind. In a negative energy, your overcome and caused by the spell to do things as set by effort in poetics, song or other music form.

**Disoewn;** To disown of anything the person might own.

**Dicieve;** To decieve and be under control, to usurp their mind and disown the victim. This effects enemies or friends. Sometimes its to hold your dick and use swipes until pleasure in a negative energy field.

**Oewn;** To owe by use but you own anything you want and you go for a small idea. Also as a power source, it robs the evil emotional vieqw from a person.

**Owez;** Makes a person that owes alot. It is that idea of being in debt, where money or values start to become important.

**Owin;** Makes a use by effort that is done in use and through worded phrase, but observers don't know about it.



Seta; As set in motion, its setup. Set active, this is to set all things to normal motion.

Due head; A due heading, force by events or bets and actions in which cause good health care and other mental care.

Its stes; Its a little too much force that can be collected to cause a vision to compensate for too much stress. As in effect this is to cause you to see things.

Itz az; As to say a word and use a vibrational attribute, of some material like a sword, to create an alternate type word spell style. It changes by efficient study and usage. As the spell is effective, you might notice that the vibration gets deeper. So its more effective after repeat exposure.

Itz allz; Its all uses. It sets a purpose that you have in mind, by using a standard or effect and pauses these things by use of a moment. Set by use.

Nini; Night night, gets a person to sleep or puts a person on nightly patrol in sleep meditation.

An pa; To create a father figure out of the mind that appears as a vision. This figure can be compared to being rough, nice and possibly idea. He is dismissable but can be spiritual.

An ma; To create a mother or grandmother as in effect done by effort and that person always supports you. This person appears as vision or for real by spirit. It could be self-thought given form.

Star-imperial; This spell is used by thinking it, to create a scene of a imperial family. It is also used to display the imperial star crest symbol. This is a symbol of a long ago imperial star ship group.

Trite dr; Don't try but do, or try to do if you normally can't.

Ce ithwi; To see it with understanding and know-how. With idea to do and make use of.

Ce ithdr; To be as with drive and its idea like.

Can be; It can be as it is to do something, yet nothing is done. This is when the effect in somewhere is utilized and from something or in somewhere. In a can be moment, the mind makes you see a visage where drinks are evil but the purpose of them are good no matter. You can outrun a can be spirit as it takes form similar to a slow moving being.

An ev; To do evil as in purpose to a name. You name the purpose and the evil is done for it.

Abe can; To not be of something and see nothing, as if to be for whatever turns you on. This can cause you to turn on a person by dislikes.

A'he can; This is not but a combination of the two beings effort, that make this spell able to deal with moments, but not always as the soul; can make things as this is a comeuppance.

Typ 400; To type 400 and one. It is to go and type 400 lines and one extra. The history of the ages. You say what happens.

Encen tra; To cause entrance to an exit point.

En cen; End senility and be sane. Without hatred to people and others. This can cause slight dementia, when the mind adjusts.

En cena; To be in an end scene with rejection and to be dejective or senile.

En cenna; To be senile and go on with things sanely.

Wordis moat; Spreading yourself thin by different activity and energy use at least in your mind. This uses events that are sound in something.

**Solabtics;** An in a en, This is where people become Very intrigued by unique qualifications in visual moments, as in theatre due to a moment. A cure or counter is In en undue.

**Solabtic;** Causes several people to be in a thinking bout and doing missions by a moment that passes by. This is a separation of self by use and forming a spirit self to get results. To some they may do or may have use in the moment, to buy in and believe effect or to be an effect in a moment by doing physical activity. The effect is to believe if the idea is bought. This group can cause beings to do things, by request.

**Endic timus;** A fictitious moment, This makes a real lifelike moment that wasnt real except in a certain area. Its powered by actual events and beliefs and directed by intent which make this spelunkin experiment real.

**Endic camus;** This a thought or action that is 'in' by a thought to set up the moment to set up the moment you live through. By making things be working by things and by an idea to make things occur.

**Endic cur;** To curse a moment by which he or she lives, in fact and idea.

**Amem;** This makes things as of them or other usage and is treated as though it were of family.

**Agitae em;** To become dictateus and in an effort basically to tell what is to be done or maybe make things so someone you want is back.

**En solabdic;** To be of an ending or of a moment that is to be subdued by activity. This is the true end of it.

**En scenic;** End a scenic moment or a dispute. As you would do to end a normal movement.

**Endarmic;** Cause the person to Do a request or be ready to do a request.

**Endiarmic;** Its to be doing actvity and this is of your or others idea and its to make you ready for a moment to do things. This causes that idea by moment to moment activity and attitude being a 'to do'.

**Cont life;** Continue life, To continue a life that was time paused, this is to Become a life as though you were teaching and is animalistic as possible. Because, you have to cause healing of the body by joining your animal self with the body.

**Cause do;** To make do with what you have and to be of a cause or a course. This makes you Be as though you were alive, See as though you were living, Make your spirit become awakened as though working.

**Cause ex;** To cause extra activity, extra life, or make an excuse to do or to see things as though things are.

**Indictimous;** Creates a fictitious moment from descriptions thats created by need. These moments may seem real and can be similar to a real illusion.

**Inflictimous;** An inflicted moment. Created by magic, this moment makes an idea to be real by manifestation, that you are assaulted in your imagination or area that you exist in and it uses your energy to do it. Often leaving the you drained, the inflicted moment in the targets mind creates a physical body activity that reflects the infliction.

**Chiropteran;** Calls forth a vampire who's in monstrous shape mostly. They can drain somebody of blood completely or leave them some by a 'sip' from the victim/s later. En pchu is the form that makes them be monstrous. They call forth spirits even from the body very easily that they target. They can manipulate the mind through images and control people or animals. The vampire can be a guard of the area, if paid by giving them what they need. And it serves the summoner. Driving it away, whence summoned, is not to need it there and project that need forth to it, causing it to be bored and go away from the area.

**Chevelier;** Calls forth an immortal who can view and recover from anything. They protect those an those things of who make them. They get revenge on those they dislike.

**Solamn ic;** As you do things, you start to try and imagine thoughts it occurs to others.

**Solab;** This is to use idea to form things but you know and do whats necessary. To do this, you are able to know, and see a color from something like a picture. You use action to know an idea and to get a result.

**Wine moat;** Spreading yourself thin by difference and feeling bad about things, at least in your mind, you drink to be sound in something.

**En memo;** Take a fossil, highly build up energy and have a truffle. Then you have the Demigod Treisan in a room of objects and you are as if a reagent or ruler of effect.

**Av iem;** Makes you think that you can buy something by death. Or, if you buy something, you buy an money scheme idea in incorporate use.

**Avem;** Avowel, To cause an Avow to make insurance as you might say "I say I want to", or not always to say "I am responsible to be thought of through actions. These actions are due to a 'put on me' effect as its done to me and I never use you or your idea".

**Missions aboard;** To make and mean or summing up an action pact, by an in agreement with someones spirit and by idea expressed.

**Actem pactem;** To get a solution that tends to gets you or someone to do something.

**Actions'n accord;** Makes things like life thats being taken into accord. As its this simple, its like its a person is dependant by an act.

**Sir nevote;** To negotiate the way with someplace or some person.

**Bea way;** Create an episode, this episode is yours to watch as if right in front of your eye. Give an opinion and the episode ends. Whatever happens in the episode happens in your life sometime, at least in a part. This is a part thats portrayed in real life. The episode reflects the things you notice or see. It inters the things you thought.

**Be hid;** See it not in mind, see it in body. Hidden in mind seen in body, this effect becomes hard to detect.

**Be se;** See it in mind. Be hid in body. This is to be hidden by body or in a body but not in mind unless necessary.

**Se be;** See it in mind, be it not hidden in body.

**Inter trvl;** Interplanar travel that is based on by the effect by need. Its like think do and you are. But you may find yourself Focus on a idea of things you want to occur and to make it occur you end up writing something down. Or you finding yourself typing it, and feel the shift that you do to go to the place you want to go. Sometimes reading aloud things that you type you find that it occured naturally. You described the area and pattern you will follow earlier. After that, you will find the body your in won't be the body you are of or you will be where you are and yet you inkinetically moved. What the body you are of is, is the other body that is actually there in the 4th realm. It was there and formed to support where you described.

To control it, thoughts can make it do things from you. People can talk to it there and it will reply by using your vocal chords sometimes. You might feel and that gets it moving. Feel in danger, and you get the other bodies support. To speak, meaning the body you can cause it to speak. Otherwise it will move when you move, and do its own things that you can watch. For more info on the math of this, read the dimensional physics on my site. If you can't understand what I said then you can ask questions. You can shift the body by describing a new setting or place. If you shift it one inch then the danger disappears if any. As there are dangers to anything you do an in the 4th.

**It's incompressable size;** Everything grew, and became misshappen. Not that the shapes were messed up, but they were shaped in such a way that I couldn't understand. Think about it: A fourth dimension, as we are three dimensional in our senses, normally. A fourth dimension in our view simply doesn't make sense. But we can't understand it, for the most part. A 2d thing can never comprehend a 3d entity. Its mutex by mutable shapes and corners so its only a couple of ways we could get used to it.

A 2d thing has only up-down, Y, and left-right, X. We, as 3d creatures, have up-down, Z, left-right, X, and in out, Y. 4d creatures in time, they have another dimension. To use this things can disappear as you see it do it and use something of yours as if there and it ends up there.

**Bodeapi;** To make the victim of a beating feel drained, more influenced and more apprehensive. In the end result they are more controlled and easily influenced. Sometimes the event of rat and other infestations are possible.

**Bodeceau;** To be and make the victim more rapidly relaxed and then you can use more incinerative interactive.

**Bodeacea;** To make the person feel more deranged, more apt to do things.

**Bodepi;** To feel like shit and go pee or more literally use more pi or pie thats focused with energy.

**Icon clone;** This is to be cloned by an icon with expression, but this is to click or touch an icon, to create the clone that appears near you with necessities. This is also to go and form a double of yourself, the moment something goes wrong or with a click of an icon. This double goes on and acts as of you, but does things or acts on his own nicely. This behaviour is to act on her own.

**Gods will;** Do as you will to know with intent, then you are to do things and will effects to get an effect and you gnow.

**God's stealaway;** This is to attack, Do things as it will steal energy from the target, To do whatever you want, an you can be of a will to steal. This makes you do the stealing, without realizing it. You may find yourself setting up someone for richness sake.

**God's wealth;** To Do your will and show results. This is to do your will by intention and be in the knowing of your result by wealth as you are in gnowing.

**Ens if;** Ends an idea of an activity. And, if it is like the moment you dislike, despise or detest, the God Aen occurs another moment that you want.

**Ens on;** It is to end the scent of something, if its possible. Sometimes its to pick up a rag and the spell's energy is spread to clean up an area or idea. This can end a scene, if it needs ending.

**En if;** The way to end small time effect.

**Sna cu;** The spell makes it so we still see the actual idea. This is the moment of doing a thing, as its guided by what your idea is and this is often what you want. Have an idea of what you want. You can see color as in a picture and let it be achieved and recreated. This scene can often achieve itself. It makes itself occur.

**Actions accions;** Creates an idea of action by an accord or thought up moment to do things. This action fixes nearly anything on either women or man and causes 'like acts' by an idea or a boosted ego. In effect, you create an accord by being the agreement.

**Defm = Deaf ear.** Causes energies that push actions to defend the caster and this makes possibilities that are not as it is to do with things. To then deform the being, item or idea which is dealt with.

**Se it;** Be it, know about it, do it. This is the law of the self that allows you to know idea. That idea allows the person to know about things.

**Se gen;** Self generation. Be it, know it, see it, otherwise be seen of it or do it. This is to see and be of what is there, know of what things are and see things done or do something about what occurs.

**Se gn;** Repeat action that follows this cycle: To end it all by self action as if do things. So things are what you thought. This causes you to end it all by being and doing things with the idea or action. As though to do effects, your what you think you are and as though of what you intend to get.

**Semelerh down;** Simmer it down. To make things as they are defined later and you are as of now calm and calm things down.

**Def im;** Set a defense and you sometimes deafen on things you would hear. This is to make the person think of actions and points. This is to say the point to get the action or reaction. This can be as though you

try to defend against things. You end up giving in.

Ishida; This is to become self-contemporary, and this is to be self-centered and yet giving. An this is not just in a character view as you can be like him or her with their conscious.

Isheda; As to be the one with idea and by use of it you get respect in a moment. This makes anything look good and can be treated as a dumb means that is to make use of things without considering the situation. Its like the dumb effort, to make use of anything that is near but you are with idea thats used without thought. The idea in this is to consider the consequences first. To be dumb makes you smart in the effect, as to be aware as it is of everyday life, and only if every use has its way.

Effer; To cause cursed speaking in some way and it is. You aren't to get out of it until 'un' is spoken.

Impervious; To make matter unaffected to scratching, puncture and rain.

Effervec; It is to become a glowbeing as though you were glowing with lights. This also may cause you to curse fluently, as if every second of your focus is not on things and circumstances near you while casting. Cancellable by 'un'.

Effluent; This is to allow the victim to know how to speak an efficient curse language for any effect. This is where you speak and you get louder every time. The loudness ends with an 'un' or a cooling off period.

Effevluent; Its to ever view a scene, till its imprinted in your memory. It also calms down the voice. To cause an event of ever having effort , this spell is having you try to deal with things.

Everfluesant; To be Fluent in something and as a second part to this you always seem to have a cold. This cold acts like a source of power for the spell. This cold doesn't seem to disappear except in spurts.

Everfluent; This makes you give to the food some energy, before you eat it. This energy is a charge of fluent and bearable idea by use of moment. This can cause fluent moments of which you may have no idea where your know-how came from. Yet, the know-how creates results for you.

Evegluent; To cause the glue effect by spirit effort and this includes a 'glue by some means of things in unneccessity.' In a more detailed explanation, it causes the effect by as many means as possible. As if the person were insane with the need to glue things, this would be the cause. The spirit effort pushes the glue to be where you want it on necessity. This is until the moment of no reasoning to which it may not or may stop. If you cast it, you might feel like gluing things for no reason unless no glue around.

Effeglue; To use glue sparingly and specially. This can cure a cold by a change of body and heightened senses with glue being scented. This may cure pain as well, after you start getting high. Afterword you might not remember it.

To everpainia; To have an heck of a chronic pain in the jaw by tooth rot and also you routine changes to allow you to not gain weight. You couldn't guess where it comes from, though. Until, you are over the effect and the effect fades away.

Existia; This is to exist in a Godly manner, you are in your mind. This is as if a subconscious helper aided you. This can lead to glamours and interesting idea that distracts you by you seeing or thinking upon it.

Evluia; To ever persist in something till you or its too much. Only the spell perusia can counter it by the idea of what it does. To not persist in something, reduce a moment in your head and say whoo.

Exluis; To ever be able and be nonchalantly doing to do as is possible by ever getting fluids as drinks and water on the spot from some source thats invisible. Like invisible lv suitable lines that go into your body. These may be as unseeable by you but they give liquids. A cost effective way to get drinks.

Evluis; To go and become of another place thought of after. This spell could translocate or migrate you the victim to another place. You at first feel panic and at the same time the need to move. Then you may go and after feel okay or fear induced to keep active and moving. At the end of the movement you may feel peace and idea of sleep as you already slept.

Eveflui; To get to drink as if necessary and immediately. Fluid as the drink of water you may want. This can cause the effect of going to get a pop or drink without considering the situation.

Effemake; Efficient making by need as of a deed or by idea as if it was desire, sometimes the idea won't stop coming. If cast on a negative magic base, then it make endless punches, gun shots or pellets in the face or body. Hold up a object like your arm or an item to stop it. The effect is absorbed at that time.

Yuo; to turn the attention and phase in or out while teleporting to places that you may think on. To move while thinking on the area can cause the teleport or to not move and 'go' there mentally may lead you there as well as you bring your body after.

Hermione; To effect some by cause and to make you heard out.

Huecho; An abeyance, as in phillmore and causes an abeyance in moment. (in electrical line)

Huecho mundi; Injection, To gain in eating by need, and the ability to take on scent and extrude it to someone.

Huendo munchi; Horrendous eating, To no longer need food but want it and care no less. To not care what you look like but like to gain weight anyway.

Unhindi; To capture very bad food and sources to contain them in reduced unrecognizable parts. The food get in tossed away containers. This also causes you to be unhinged.

Hindi; Gets an unhinging, unspeable, untalkable about and secretive energy source that causes destruction and bad to be done instead of good. In effect your spirit wants to be so far away from it, you en want to become entrapped in a device as it brings about an end. You seem separated from your body yet still attached. It makes you give in and up.

Munchi; to get a sudden urge for munchies or snack food that is deniable as at first.

red apalm; just napalm for the acts of purpose and the moment of, raise your palm blow out energy, absorb in energy go through exquisite moment and desire and it becomes as if bloody napalm to the mind at least.

An enactment; An enactment created the moment, you actually cause enactments of a sort by the dead, raising of effect or with no erasure event to event an idea.

Muncho; means get me snacks for effort of an idea in an idea. That snacks before you is lead into you to believe that its to get some for the moment as its the spell that created the belief.

Huendo muncho; Horrendous munchies that don't exactly end where you go hungry for something and you end up getting something no matter the diet. Unless you manage to cancel the spell.

Heucho mundo; It seems to stem from a structure of many different idea but things being that incur, that that are evil, that are poor to moment with good intention.

Thyme; It causes manipulation and control of time as is needed.

Abeh dje; A way to continue on something from a starting point.

Aduebo huecho; It does as it seems it can drop weight. It can do as you think on or as you seem to think it to do.

So shield; Sorcerer shield in that Your gaining protection by magic in any effect it does as what they do as they turn it against you but at them. It uses the aura of anyone as a moment from anywhere to power it from somewhere. It does absorb energy as to be a secondary power it idea.

As in if; To be added to something or to add to an if idea. This can make you assume to add to things that are of an if or iffy idea by statement.

Ein; Even, to make you or the target of the spell even with something. If on an evil moon cycle it can cause

evil in something by ushering evil in.

Asn itz; its sometime idea. This forms an idea some where as a point that you can record.

Enply; Enploy, To imply of something and end up with the plausibility of it or with the pliability of things and end the moment of an idea.

Dloss; Death loss and mater de. To cause a death and then be of a waiter in a food restaurant.

Gloss; Its to be of a moment and that moment stands for almost nothing except to be illusion.

Aeloss; le its like nothing as to have before but its at a moment for which loss may occur.

Aemake; The three ways of making, may happen, happenstance combined into one, This causes the happenstance to make itself known from what may be, as to happen, in some hapening. This also is to be of causes of the happenstance or the make it happen stance of an idea in moment or movement.

Corrent; To do something different with indifference. This was used to deal damage or make idea without care to others. As though idea were manifested.

In vence; Now you see it now its done, Its now done by you or is a use in some and by means.

In cense; Its fear caused by void or nothing with a worth it in the moment for idea with expression. You could express anything and the targeyed victim of this fear spell will fear it, want to destroy it and cause bad remembrance over it for nothing. In the destruction they could burn something.

In feh; To be of need of a gun and to fire it as necessary. This is in fear of being in danger wherever your fear is idea or crystallized.

In fehr cysore; In fear of a gun, this set up a situation in mind that causes gun fear. To get over this gun fear some have gotten a gun.

En ihz; To be of structure and influential to boot, answer and go with things, but once your known your not exactly well liked unless your needful or of use.

Ah iz; To note how much concern by giving concern. This causes the concern of a moment to be as if known and reacted a to an by idea concern.

Iz ez; Easy selection and to be as of choice by use or acknowledgement. But you don't consider the body impact of which may occur unless necessary.

Enz ihz; This progresses the moment to do and fixes the influences one is going under to not exist if evil or your to be aided if good. This may not allow them a chance by choice.

A nox; a speculative assertive use in use idea that comes about on saying this spell.

A be; To be of a situation that is your choice and this situation is like easily fixed.

A he; To be as if near enough away but to be away and distant, to speak for calmness and quality not just the way you deliver it.

A no; A know how to deal with things and you see things with a grain of salt.

Exobius; extra weight of machine by processor and component or yourself and be of armpit scent sometimes as a result.

Exxobeus; To be extremely weighty. This forces on a person a heftyness of extreme weight if said to them with intention.

Exibeus; To exist be overweight and or extra smelly.



A be in; To be in an effect by choice in some use. You are in where you want as in effect by choice.

Exibius; Exhibitionous and exalt. To drop in weight and to be ultimately less as than 200 lbs, or in an negative moon it can cease weightless effects and erase the mind of some recently done activity. This weight is also able to be magical and cause you to be protected while you go to other worlds by absorbing that which may be energy or in a fight its their energy from anywhere to feed your metabolism or it can double your weight. It can send you elsewhere on a magical mood where craziness seems like saneness.

Excite excess; On the excess your cells are excited as in like a camera and you see a vision or two or three.

Excite abess; You become a person, that is abiding by your own law and doesnt care over monsters except how they could be used. Which excites you by promise as any promise does.

Excite access; To become as excited over access in or of anything, then use it as if you know about it.

Excite abess; You can see it as if of use, done in nature by natural means and use those of idea memory as useful in tools.

An abbe; To use as excuse, in an of excess and in an abbey of sorts to do your business. The secondary side effect is to lose weight of imaginery excercise.

Excite exult; To become excited due to excite in activity where you don't go sleep nor do you feel like it.

Excite exalt; To be come exalted as use to the coming of something and someone as representative of it. This includes praises, comments and compromises. As this could have made the religion effect happen at least for expectancy. You say whats to be exalted over.

Exalt rime; The song forms the effect of what occurs in reality. By exerted force. You guess the song. Time move; The moment by momentum forms the influence and the effect is of what you need as to adapt in use to someone else.

In use; Its in of use to be of as in is and adapt for. This allows what an you adapt of idea or purpose and including lying.

Adept use; To be of use and adept of anything that moves and is still.

Sloppy use; To be of what use there is, yet it forms the idea that you are the one doing it. With an exchange of a driving experience where theres one crash to cause a good reaction if there is no skill, if there is then the crash is abated and the skill you have is used. Other idea with this effect is to cause a bad where there appears a good else.

Infermention; Mention of what information by an of being about.

Exist as; Despite what it may exist as we still exist here, untouched.

Bombardio; Causes a bombardment of energy and this energy is spread to you by caused events that makes inaction. These are events that are close together. Great stress is caused by long duration of exposure to the spell. This stress builds up and eventually kills the target.

With; To see, do and know with as about in of idea an by some weigh or some idea.

An Intermendion; See, do and amend to mend by any means except by an eating habit which is amend abend.

a ab; An abstract force that makes someone surrender from the stomach outward to a need, desire or idea. The idea has to be projected in mind.

Exude; Exert influence by word of practice or idea. And it makes up things that are useful, or objects in moments by things that work. Sometimes exude is to obstructate or enlarge your stomach in a self induced

practice on a bad moon.

Exirt; Things that use or work so that your character isn't doubted.

Null wisdom; To exclude the way or some of the idea or practice by exertion unless it isn't necessary.

Exert; Causes a victim to put their will behind something and to force it. To put your will behind something, by exertion of body in a situation by a necessity. To exert; is to exert your will in a full force of procedure.

Exart; To cause routed gases to be of effect on the person. To propulse gases and energy along a route of where to go by channel and momentary movement. As you propulse of gas sometimes there is a pause of where the gas pressure builds up and creation of movement is when gas pressure overwhelms air pressure and forces itself along a channel. This could cause farts or premature shitting. This could also translate into causing a learning curve as you get over the effect just so much of observing to apply it. On a bad moon, it could cause a denial of the art you may do. To exart means to cause and propulse of gases by exart or on a bad moon it is to cause idea with reaction and against a school of art.

Hyper it; To effect a momentum by sheer will and spirit energy and cause faster effect by using idea and energy as a force, it may appear as if the object effected is dimensionally shifted. To hyper it, means to effectively speed up the momentum, the hypered movement seems on another dimension. Sometimes it may cause on a bad mood or moon that it means to use shots as a drug up feel good.

Rnw; To cause reanimation by means of money and moment unto itself and on a bad moon sometimes to be running away on a runway.

Zatszui; To make a pperson do the distraction or directive as necessary if imperative.

In arr; In arrangement or in bindery by or of in effect.

Zetsui; To set by means of deceit and in of tempered moments.

Triple it; To triple it, your strength, weight, money, size or your IQ. As it seems to be in the moment of the necessary idea. Its not necessary if its to give someone same results of something.

Trade it; To trade for it or any solution by means of objects and idea or by means of usage. If the solution is another object, as its an equal tirade then its an equal trade.

Fuuzetsu; For the battling, to not draw attention to themselves, which freezes time in that area. People can just sort of walk into an area of frozen time as though nothing were odd about just walking into a time anomaly like that. It causes events to freze but not the people who cast it.

Palmistry; to palm or slap as its infantry. This gets you infantry by using a palm in some effect, usually slapping or stealing. On a bad moon its stealing for an effective benefit in time that sets up idea and does an in action.

Vaneurism Elh; Full mental and a body recovery, thinking of the person's wounds and bodily condition. Then, stating the spell or willing it, makes the body recover quickly. Till, they be back to full health. If in health, they aren't so effected. On a Waning moon the effect is to cause vandalism.

Elh Vaeln; Make recovery through heat from the wounds and things effecting you very fast. Mentally, physically and otherwise, as the body allows or is commanded.

Espiritus; [Ee-spirit-us] The energy spirit effect that is used to energize and to aid by energy of many kinds. This effects the materia around you and where you want to effect. It causes whatever effect you want or need. Thats espiritus, the spirit of the moment. If riled, the spirit energy can strike at the cause.

Eye seagull label = Illusion breaker that breaks any illusion.

Iem un = [Eye-em Unn] undoes what you don't like.

Deplora = Make standing; Makes you able and standing on two feet by events that energy self-generates.

his cures you of any actual sickness, as well with or without drugs. Too much drug use, will lead to addiction with this effect.

Hyriu = [Hi-rue] Hyperintuition; This is high ruling of the mind and body that allows for a hyper intuition, which is by use of spell that slows down time and creates enhanced intuition. You may get to the point of retractive behavior and knowing things before they happen. The spell fades over a certain period of time thats made by how long you want it to effect. This can age a person, a little bit each casting as it speeds up body reactions. This also creates an unnatural calm, where emotions don't surge forth. This lasts as long as the spell does.

Recoux = [Ree-coo] Recoup from losses. This causes you to recoup from any losses you may take, including spent money.

UltiDra = [Ultimate Draw] Ultimate draw; This draws attention and energy from anything and everywhere to what you want.

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Extra spell additions of Movie and game by [Andy](#) and used with permission.

Anapneo; Clears the airways of the person who the spell is cast upon, allowing them to breathe properly. Horace Slughorn cast this on Marcus Belby when he accidentally swallowed a large mouthful of pheasant under questioning during Slughorn's Slug Club meeting on the Hogwarts Express.

Aparecium; Used to reveal invisible ink or to reveal hidden presence. Hermione tried this on the Very Secret Diary in order to find out whether her theory about it carrying a detailed account of T.M.Riddle's capture of the Heir of Slytherin (written in invisible ink) was correct or not. Unfortunately for her, the spell had no effect, although her thinking wasn't a million miles wide of the mark.

Alatus; Make something winged. It sprouts wings and this includes a person.

Ascendo, To do an "I ascend" from Latin by ascendancy and in transcendancy it is where this is normally done with a item or over an item.

Alarte Ascendare; Causes the target of the spell to shoot rapidly upwards into the air. Professor Lockhart attempted to get rid of the snake that Malfoy had summoned at the Duelling Club using this spell the effect was to throw the snake into the air, thus making it very cross indeed.

Aqua Eructo; Causes a jet of water to come from the end of the caster's wand. The speed of the jet is controllable, and can be anything from a small trickle to a gush big enough to put out a sizeable fire. This is the same spell as Aguamenti in the books.

Arania Exumai; Knockback spell, Knocks back spiders and else. Harry used this spell to defend himself and Ron from the spiders when they met Aragog in the Forbidden Forest.

Arresto Momentum; Slows or stops the movement of a person or creature. As such, it may be the equivalent to the spell Impedimentia from the books. Dumbledore uses this spell to cushion Harry's descent when he fell off his broom when Dementors invaded the Gryffindor vs Hufflepuff Quidditch match in 1993.

Carpe Retractum; Produces a magical tractor beam that pulls objects towards the spell caster.

Cistem Aperio; Opens boxes. Tom Riddle used this to open the box in which Hagrid was keeping Aragog, in order to prove that Hagrid was keeping unauthorized pets. He showed this to Harry as part of a memory from his diary. Its used to lay things bare or open.

Cotex; Cast this spell to turn off something, to shut something down or to cut off someone.

Cortex; Cast this on a target to make said target remember and do as necessary.

Dcortex; Cast this on a target to die off a process in procedure and to make the target remember.

**Depulso;** The Knockback Jinx. This is used to blast creatures (which it kills) and objects (which it moves). It is the same spell as Flipendo, which was used in the PS and CoS games.

**Draconifors;** Turns statues of dragons into real dragons.

**Ducklifors;** Transfigures target creature into a duck.

**Epoximise;** to epoxy or glue an idea or thing, Don't touch the next thing you want to eat as you could glue your mouth shut.

**Epublio;** Transfigures target creature into a pretty stream of coloured bubbles. Also tradorms things into bubbles.

**Evanescce;** Ever sight of moment as it makes a vision thats everseeing and you ignore the victim.

**Everte Statum;** From the Latin \93everto\94, meaning \93dislodge\94, and \93statua\94, meaning \93image\94. Used to blast the target (person) off their feet. Professor Lockhart taught this spell to the assembled students at his ill-fated Duelling Club.

**Fera Verto;** Used to transfigure a creature or person, most likely into anything of the spell caster's choice. In the film, the shape assumed was that of a goblet, but there is nothing in the name of the spell that suggests this is the only shape the animal in question can be made to take. The name of this charm is often mis-spelt as \93Vera Verto\94.

**Glacius;** Used to freeze either objects or creatures. It can be used to turn water into ice, or to freeze enemies, rendering them immobilized.

**Hao Try;** Also Hao Trim; Causes the body to slender up and unsightly stomach bulge to disappear.

**Herbivicus;** When cast on any sort of plant, this spell accelerates its growth so that it becomes very large very quickly.

**Illegibilius Effect** unknown, but presumably something to do with making writing impossible to read. As it blurs the text and makes it hard to understand.

**Saw was;** To think you saw something and give information in a gusher of effect. Some hidden space.

**Incarcifors;** Incarceration by being psychicly hand cuffed and well written as effect. The effects varies to keep you from being effected by much to making yourself unmovable.

**Inflatus;** Used to make the target creature swell up like a balloon.

**Lacarnum Inflamarae;** Hermione used this spell to set fire to Professor Snape's robes in the movie \96 in the book no incantation was given when she cast this spell. It is likely to be intended simply to be a version of Incendio with a fancier title, although the translation of the name suggests that it can only be used to set fire to cloaks and nothing else. This is somewhat unrealistic, as it is unclear why anyone would invent a spell that only sets fire to cloaks. So, instead its thought to send a fireball from the wand or from the air.

**Lapifors;** Turns statues of rabbits and objects into real rabbits.

**Locomotor Wibbly;** This is a non-permanent version of Locomotor Mortis. It paralyses the victim for a short time.

**Lumos Duo** Makes the caster's wand emit a beam of bright light. The name of the spell suggests that it is intended to be a more powerful version of the basic \93Lumos\94 spell from the books.

**Lumos Maxima** In a similar manner to the rest of the Lumos family of spells, this produces light from the end of the caster's wand. Given the name of the spell, it is likely to be intended as an even more powerful version than Lumos Duo, which is in turn more powerful than the straight Lumos. Harry was practicing this spell under his duvet at the Dursley's house at the beginning of the PoA movie.

**Lumos Solem** The final, and presumably most powerful, spell in the Lumos family. This one creates a light like the sun, possibly the brightest light that magic can create. Hermione uses this spell against the Devil's Snare when she, Ron and Harry go through the trapdoor after Quirrell.

**Melofors**; Turn the target's head into a pumpkin. The name of the spell suggests that the result should really be a melon head rather than a pumpkin head, as the two fruits are similar but not from the same family.

**Mimblewimble**; A dueling spell. Causes the opponent of the caster to mumble and stutter so that they cannot cast their own spells properly. This spell cannot be used outside a dueling situation.

**Mucus ad Nauseam**; This curse gives the victim a severe cold for a period of time. In the game in question, Peeves can often be found casting this spell, but Harry later learns it as well.

**Ncotex**; Cast this spell to start up something as its in process and procedure.

**Oculus Reparo**; This is a derivative of the standard Reparo spell that appears in the books. This version has the qualifier \93oculus\94 added, which means that it only repairs spectacles.

**Orbis**; Causes the target to spin round rapidly and force themselves into the ground like a drill.

**Periculum**; This is the same charm that is listed in the main spells section as the Spark Charm (and which might also be the same spell as Relashio). Causes sparks to be emitted from the end of the caster's wand. Harry uses this in the Third Task of the Triwizard Tournament, where it is given the incantation Periculum.

**Piscifors**; A spell used during the Third Task of the Triwizard Tournament in the game. It transfigures a target creature into a fish.

**Pullus**; Transfigures target creature into a chicken.

**Skurge**; Cleans up the gooey green mess that ghosts leave behind called ectoplasm and other messes, which can stop Harry from getting to certain places whilst it is there.

**Snufflifors eco**; Transfigures books (and quite possibly other objects) into mice. The name of the spell probably comes from the snuffling sound and movement of a mouse looking for food.

**Spongify**; To become spongy or springboards that you can jump with.

**Steleus**; This curse causes the victim to sneeze for a period of time. This is used during dueling to distract an opponent. It could be the most serious cold.

**Epu epillus**; To become ready to defeat anything or as from anywhere.

**Epu arpillus**; To effect a weapon use that is effective against anything as you try to do motions assumed of the weapon holding form.

**Epu arpis**; To be of armpits that smell bad.

**Arpillis**; To go and need more pills than necessary. Until you knock yourself out. This could result in cancer.

**Obscuro**; To put a energy blindfold over the eyes or obscure objects from sight.

**Titillando**; Effect unknown, although the spell's name suggests it may be a form of Tickling Charm.

**Transformus**; To transform either you or some target into another form that is imagined as is at the time.

**Transmogrify**; To transform from form to form and put horror in the mind as they do it.

**Ventus**; The Knockback Jinx. This is used to blast creatures (which it kills) and objects (which it moves). It

is the same spell as Flipendo (from the PS and CoS games) and Depulso (from the PoA game). This knockbacks by usage of argument.

Verdemillius; Verdemillius makes invisible platforms and surfaces become visible so that Harry can jump onto them or see them.

Vermillius; Causes envelopes of time that pause events in real time but it seems like they aren't, as in the envelope the time it has a pocket version of the real one, which appear as a mental image.

Vermiculus; Used to transfigure the target creature into a worm.

Vipera Evanesca; This is the spell used by Professor Snape to get rid of the snake that Malfoy summoned, Lockhart blasted into the air, and Harry tried to talk to at the shambolic first meeting of the Duelling Club. It is basically a derivative of the Vanishing Charm Evanesco from the books, with an object applied to the start to make it apply to snakes only.

Fumos; Creates a large amount of thick smoke, which can be used to hide things. The smoke disperses after a time.

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Spells from the movie and book 6

**Amortentia (p. 185) - a potion for love and a spell that can cause love based on the Latin amor=love.**

**An abs - cancel out and let through effect.**

**Anapneo (p. 144) Greek - I recover breath, once cast on someone it clears the breathing.**

**Arom - Create aroma and this aroma can be any scent that you image being there, or that you feel is necessary.**

**Confundus - To cause confusion on an in the target an the target is sometimes forgetful.**

**Diffundo - To suddenly make the target of this spell confused and easily led. As, the differences suddenly come to mind of what is, and can be cause to confuse them along with forgetfulness and confusion of the facts that would cause the person not to be easily lead.**

**Ennumeum - Cast this to make many of something, including money at most with acceptance.**

**Episkey; To heal a minor wound as the wound starts with being hot and the healed wound is cold.**

**Ept Ans - Short form of Abs Ens Ans of Ed and a seven or eight 2 word variety. Epitat in an answer of Education that is from the magic intelligence, where if cast on someone it forms a force of the person or of that idea needed that makes the person do the right thing at the right of time. As though intelligent by self-made body movement. The right movement is from a perdrho magical logic and natural luck.**

**Felix felicis (p. 187) Latin for fortunate, lucky, or happy, but also the biological name for a cat. Felix is the nominative singular, and felicis is the genitive singular. This as a spell can make you into a cat like behavior in activity while being lucky.**

**Fudgeous - Causes a fudging of idea and event to fire up the moment an in stoppages or death it can fit the moment.**

**ifey - Ice infini in an effect that causes the target to freeze infinitely from too many thoughts about a self-picked subject. Or, it can freeze off a stain that is appearant. It can cause the person to stop infinitely what he is doing to think and percieve the thought which comes up to stop him from doing things. It can work till its resisted successfully.**

**Inferi (p. 62) Latin - Inhabitants of the Underworld. This spell calls up the inhabitants of the underworld to do your idea in mind, at the time of casting.**

**Langlock (p. 420) Not Latin. This spell is locking of tongue against the roof of the mouth.**

**Muffliato - To muffle someone or to silence an area or person.**

Reversius - An reverse of the condition with intelligence from the target so that it either doesn't exist or is opposite of what it is.

Reversus - Also see Reversio, this reverses the condition so that it isn't existant or is opposite of that which it is on the moment.

Un An Abs - Forever not occur - To cause things thought on or seen to occur to not happen in a succint pattern seen. Does not mean there can't be another pattern.

Specialis Revelio (p. 193) Latinate - specialis=particular in Latin, and revelio evidently means "I reveal". This spell cast will cause the target object or person to be revealed in its special secrets.

Tergeo (p. 162) Latin - I rub clean, wipe, polish. This spell is to cause the object or person to be the "I" and to wipe clean himself or itself by a detergent effect that dissolves the mess. If it at first doesn't appear to work, then it makes you clean up. It also is a spell used to siphon matter from a surface, eg. blood, ink, dust, etc.

Tergeo Are Ce - Room clean that cleans an area of the place its cast in. May actually cause the equipment not to work right. Target the room.

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More spells from the movies, games and books:

Anteoculatia; Antler spell, Anteoculatia is a hex that turns a person's hair into antlers.

Arreo; Arrea; Fires arrows from the caster's wand. Imagine the arrows to be of an element you want to use with them and they will have that element on them. As in, causing an arrow of poison or fire.

Baubilious; Creates a bright bolt of white light from the tip of the wand.

Brackium Emendo; Bone vanishment. Causes all bones in area to be turned to rubbery essence.

Soha-Ayo Aero; Bubble-Head Charm, Puts a large bubble of air around the head of the user. Used as a magical equivalent of a breathing set.

Soyo-Ayo; Bubble-producing spell, Creates a stream of non-bursting bubbles. The colour of the bubbles can vary and can be controlled by the caster. It seems to stem the airflow around the person targeted and when in effect can cause choking.

Calvorio; Hair Loss Curse, Calvorio is a spell that is cast on a victim to make him/her bald. This spell is also useful in vanishing hats. When cast, there is a possibility that the spell will backfire and will affect the caster.

Carpe Retractum; Pronunciation::Kah-way ih-nih-mih-kum. This can make you aware of the enemy. Warns of any approaching enemies (possible).

Cheero; Pronunciation: chee-e-ro. Cheering Charm, Causes the person upon whom the spell was cast to become happy and contented, though heavy-handedness with the spell may cause the person to break into an uncontrollable laughing fit.

Colloshoo I Nert; This spell is used to glue one's shoes to the ground with some sort of sticky ectoplasm.

Collopoo; Makes vortex from energy in area and out of the area. This vortex is effective once or twice on a person and causes them to create an excess of shit. Its in an untrollable fashion. It doesn't always work.

Colovaria; Colovaria is a charm used to change one's hair colour and style.

Confringo; Blasting Curse, causes anything that the spell comes into contact with to explode into flames.

Flakes; Used to create skin or surface into a flakeyness. Also creates a flakyness of character.

Conjectivitus; Because of bad behaviour or negative energy, it causes a disease or condition. Mainly on the



target, but it can rebound. This can be any condition that is random unless you think of the condition as you speak the spell. Don't target yourself with this, as the spell can cause very bad conditions that are almost never curable. For conjecture in magic is to put forth an effect to ether that is the cause for the effect. As the words you speak can manipulate the ether.

Mucus ad Nauseam; Curse of the Bogies; Probably causes monsters in the mind to appear randomly and/or attack the target.

Defodio; This spell causes deep gouges to appear in the object targeted by the spell.

Depulso; Banishing Charm. Used to send the target to a certain location by directed negative intent with energy.

Deprimo; Powered by negative force in action, this spell places immense downward pressure upon its target, which may result in the violent fracturing of said target.

Diminuendo; Forces objects or person to shrink.

Draconifors; Turns statues of dragons into real dragons. Or, it can give a target the force of a dragon.

Ducklifors; Transfigures target creature into a duck. A more reasonable incantation would be Zointrao Versavertamum (from zoo (animal-related), intra (within) and oo (egg), plus Versaverte, the transfiguration spell.

Duro; Pronunciation: DOO-roh. This spell is said to turn its target to stone or grant the target stonelike attributes (stifflike actions).

Ebublio; When cast, it makes the victim inflate and then explode into hundreds of bubbles.

Engorgio Skullus; Engorgio Skullus is a Hex. This spell is used to swell the victim's skull. This may be a variation of the Engorgement Charm, as the first word of its incantation is the same.

Entralius; Expelling Curse, Presumably causes the entrails (i.e. intestines) to be ejected from the body.

Epoximise; Pronunciation: ee-POX-i-mise. Affixes an object to another like glue.

Erecto; Used to erect a tent or other structure. At the least, it will cause the body to erect the object.

Expulso; Causes a bad stink that is not actually going away easily, on a waning moon. A very powerful curse which causes a large explosion, otherwise. Similar to the Blasting Curse, which also causes its target to explode, though the Blasting Curse seems to use heat (like a bomb) while Expulso seems to cause an explosion using pressure as opposed to heat.

Mai Xst; Featherweight Charm, makes something lightweight.

Fiendfyre; Pronunciation: Feend-fire. Fiendfyre is seemingly unstoppable cursed fire whose flames take the shape of fantastic creatures that appear to stalk those caught in its path. It can also destroy Horcruxes.

Pyroaqya; Pronounced P-fire-oh A-quee-ah. Firestorm, A spell that conjures a ring of fire. The caster is able to control the movement and direction of the flames with enough precision to strike specific targets. The spell Partis Temporus can create a gap in the flames to allow safe passage through.

Flygrite; Flagrante Curse, causes any object affected to burn human skin when touched.

Apiec Immobulus; Pronounced: A-pie-eck Ee-mobe-you-luhs. Flame-Freezing Charm, causes fire to become harmless to those caught in it, creating only a gentle, tickling sensation instead of burns.

Apa Apeo; Flying Spell; Apparently the spell cast on broomsticks to make them fly.

Apeo Apuc; Fur spell, this spell causes fur to grow on someone.

**Geminio**; Pronunciation: jeh-MIH-nee-oh, geh-MIH-nee-oh (hard "g"). Creates a duplicate of any object cast upon.

**Glacius**; Pronunciation: GLAY-shuss, gla-SI-us. A spell with great range, can freeze things to ice and can be melted by **Incendio**.

**Hary Tuk**; Hair-thickening Charm. Thickens one's hair and possibly causes hair regrowth.

**Harmonia Nectere Passus**; Pronunciation: Harm-oh-nee-a Nek-te-reh Pass-us. Causes the object/person in a vanishing cabinet to pass in its twin/other vanishing cabinet.

**Herbivicus**; Pronunciation: HER-bee-vee-kus. Makes flowers and plants bloom in an instant, has some similar affects from **Orchideous**.

**Homenum Revelio**; Pronunciation: HOM-eh-num reh-VEH-lee-oh. Reveals human presence in the vicinity of the caster.

**Homorphus**; Charm that causes an **Animagus**, transformed person or transfigured object to assume its normal shape.

**Inflatus**; Pronunciation: in-FLAY-tus. Inflates objects (living or dead). Doesn't effect instantly unless energy is up enough.

**Locomotor**; Used as **Locomotor** (name of object). The spell is always used with the name of a target, at which the wand is pointed (e.g. "Locomotor Trunk!"). The spell causes the named object to rise in the air and move around at the will of the caster.

**Lumos Duo**; Pronunciation: LOO-mos DOO-oh. Creates an intense beam of light that projects from the wand's tip or a point in the air and can lock-on to various targets, turn hinkypunks solid and cause ghouls to retreat.

**Lumos Maxima**; Pronunciation: LOO-mos Ma-cks-ima. Shoots a ball of light at the place pointed, if the Wand or pointing finger is swung.

**Meteolojinx Recanto**; Pronunciation: mee-tee-OH-loh-jinks reh-CAN-toh. Presumably causes weather effects caused by jinxes to cease.

**Doa Hoarax**; Daily Retribution, that causes the retribution of effects and idea done to the person to be done on the sender.

**Multicorfors**; This is a charm used to change the colour of one's clothing.

**Obliterate**; Obliteration Charm. Removes footprints and tracks.

**Pack**; Packs a trunk, or perhaps any luggage by causing the target to be inspired and start packing.

**Partis Temporus**; Creates a temporary gap through protective magical barriers or the viel between worlds to allow access to the next.

**Perma I Nert**; Permanent Sticking Charm, Causes a person or thing to be stay or hold the place that they were placed.

**Piertotum Locomotor**; Pronunciation: pee-ayr-TOH-tum (or peer-TOH-tum) loh-koh-MOH-tor. Spell used to animate statues and suits of armour to do the caster's bidding.

**Protego Horribilis**; Pronunciation: pro-TAY-goh horr-uh-BIHL-ihs. A powerful shield charm against dark magic.

**Redactum Skullus**; Pronunciation: red-AK-tum SKULL-us. Redactum Skullus is a hex that shrinks the

target's head. It is the counter-spell to Engorgio Skullus.

Reparifors; Reverts minor magically-induced ailments, such as paralysis and poisoning.

Rennervate; Brings someone out of unconsciousness.

Repello Muggletum; Muggle-Repelling Charm, Pronunciation: reh-PELL-loh MUG-ul-tum, MUGG-gleh-tum, mugg-GLLEE-tum. Keeps Muggles (or people) away from wizarding places by causing them to remember important meetings they missed and to cause the Muggles in question to forget what they were doing.

Skurge; Cleans up ectoplasm, the slime-like residue left by certain ghosts. The spell manifests as a blast of greenish suds.

Slugulus Eructo; Slug Vomiting Charm, a jet of green light strikes the victim, who then vomits slugs for ten minutes. The sizes of the vomited slugs decrease with time.

Sonorus; Magnifies the spellcaster's voice when one's wand or will is pointing to the side of the caster's neck.

Spongify; Cushioning Charm, that creates an invisible cushioned area. Used primarily in broomstick manufacturing, to provide more comfort to the rider.

Artemis Cava; Stealth Sensoring Spell, detects those under magical disguise.

Artemis Set; Stealth send and set of spell. This spell sets a sent spell that's right under the senses nose.

Steleus; A hex that causes the victim to sneeze for a short period of time. This spell is used in duelling to distract the opponent.

Stig Chan Foc; Stinging Hex, produces a stinging sensation in the victim, resulting in angry red welts and occasionally the severe inflammation of the affected area.

Psy Enh; Supersensory Charm, presumably causes the caster to have enhanced senses, or to be able to sense things they would not normally sense.

Levay Apo; Pronounced as Lee-vay Ape-oh. Switching Spell, causes two objects or people to be switched for one another.

Tabbu; Taboo, a jinx which may be placed upon a word or a name, so that whenever that word is spoken, a magical disturbance is created which alerts the caster of the Taboo to the location of the speaker. Any protective enchantments in effect around the speaker are broken when the Tabooed word is spoken aloud. This spell casts an effect that makes bad effects of person's attempts.

Ageo Det; Pronounced Ag-ee-oh Deet. Tooth-growing spell, A spell that re-grows lost teeth.

Aloose; Trip Jinx, a jinx to trip up or impede the target. Precise effects unknown.

Aggeo Unrak; Unbreakable Charm, Makes something unbreakable.

Vya Xed Eau; Pronounced Vie-ah Xeed Ee-A-uh. Undetectable Extension Charm, causes a container's capacity to be increased, without changing the object's appearance on the outside.

Ventus; A strong blast of wind is shot from the end of the wand, used to push objects out of the way.

Verdimillious; Pronunciation: VERD-dee-mil-lee-us. A spell that shoots green sparks at the end of the wand.

Vol Vulnera Sanentur; Pronunciation: Vole vul-nur-ah sahn-en-tur. Causes wounds and gashes to heal up and any blood to return to the victim.

## Extra materials of High magic

Ao Emb = God embuement; Make embue to the person and create them as a God. This makes them their higher selves.

amoliat = This causes you or the target to give control and make you something that you want. Its counted as a blessing by many who try it.

An Amorea = intelligence infusion that adds energy to you and the energy adds intelligence and cases immorality.

E Edi = Making edict; This makes anything you say to be made to happen from nothing. It ends when you want it to.

ephidemphre = Create sigil marking; This can create a sigil when you most need it.

Err no; No errors and you get error knowledge.

I am em = freedom from effect. This causes condemning of peoples bad efforts.

Oa Oa = Make party; This makes an party of people, where you do things and what you do is forgotten. Yet, you remember.

Lece Omnicron = Strength of God; This uses water movement to create a flow of energy that creates energy and strength in the body.

Reishadre = reinvert your body to the molecular level and get more power from it.

Shallyresper = create and confront; This spell creates situations and makes you confront or question someone for it.

Un en; Philosophy un ending, forever ongoing till a natural ending.

Un n; This can cause you to be forever thanking someone or some God from being in denial.

N Un En; This can end the unending effect.

Une Purus Cleanus [rune pure-us clean-use]; Purity clean, cleans up and makes pure the body.

Cie La Vie = [cee law vee] Restoration; Restore from a state of mind and condition.

Cie La Ba = [cee law bad] Ceae bad; Cease bad effects.

Cie Ve Ba = [cee vex bad] Sight; See bade view and idea.

Cie La Bax = [cee law baxx] Back in time; you go back in time to cease an effect.

Cie Va Bax = [cee van baxx] Back in time 2; This causes you to manipulate the past and change it.

Sed Uo = [sed oo-oh] Dark matter manifest, This allows one to manifest any result. However, it takes allot of darkmatter ~to manifest an object. Thus, it life force drains.

AppleSteid = [apple steed] Shits release; Release from the shits or Diarrhea.

Anabiolic = [anal-bio-lick] Cause slenderness; This can cause slenderness in a person by activating a slender gene.

Sarugian Accio = [sare-oo-gift-an Asx-ee-oh] Enemy protection; protection spell from all your enemies.

Ingo Guh = [ingo guhn](without n) Transformation; enables a transformation into anything you want to become.

Ja Ta Ru Nika Zynthos Ralini = [Jan Tack Run Neekah Zinthos Rah-leenee] Create rain storm; This creates a rainstorm anywhere you think of.

Abeith = Abort spell named Albeith I found, This spell stops any plan of action as to ceases any act before the spell effect was cast. Casted was the effect before the moment that was and by the person who cast it.

Piacere = Sincerity and serenity; This causes sincerity with serenity to any moment thats present.

Fidalia = Confidant; Fiddle around and make effect you change stuff. As you do so, you confide in things.

Crea Mai Inme = Creation of material goods; Don't say it if you don't need it. This creates Mai result as by you, as your thinking on what you want to create as this will include a solid manifest with conjured energy from deep blue mana and with filtered solar star as this causes your need, to exist a thoughtform that forms a solid manifest technically of shape if chosen by the subconscious to supply as it is used for the thought you need to create into solidity an object, or bring from white void energy with positive result, or channeling through void thats a little unsafe as this is negative and yet can get positive construct for vanishing, as things unwanted exist that are converted into becoming that essence of Pua which is natural creator energy with human essence as the directive energy and that forms something of itself. As this uses white void or void, as this is filled with positive things to with a bright future of positive dreams. That create what need that is to be in the shape of the object. To shape this void, now fill with what you need there with programmed energy that you use to make enablement with which makes the void do things or to use white void you use positive thought to do as you want. Actively doing something that leads up to it will make it shape itself stuff by effort being done. This is by actions that lead by example and you lead example by impression in an understandable purpose as though suggestion. Think of how it needs to be in the long run by long range thought or use a short range plan for immediate results. and this is covered by an act to be a guide to give it structure. As its void, and then in use its concept that you use long range planning to work it in the void or white void is worked in dream, that is to make the object by actions with correct idea.

This has to come from in matter of heart as this is based off of Paul Moisant's idea and this heals through the aura as is. This can be used to create any object that is truly magical, as it is to be determined by the effort thats done by what is thought or need, this is effected by desire. As this is created into form and shape, then you can get the concept of a sigil or rune to work with and this makes thought into action that you and others that use this spell will do to work their thought into the forming object as the use it to create their result. The sigil is a thought powered line trace or drawn in witchcraft symbol that can do exactly what you want it to do and finish with in creating your idea by magic being art. You will try knowing now as you get the spirit, to show you where the object is formed by one or two actions with meaningful acts as you knowing and using formed thought of what is in your heart to be in it, causes this to form it and then lead you to where you can get it causes you to find it and its cheap. As you don't need the object where you change your mind and you have no need for it, then you can get to use the sigil to create it and this creates the object as in many times you need object in space. As effort you do causes it to shift to where you can buy it for free or cheap. This can do time shifting of the object, to be where you need it when and at which time its wanted by the spirit shift.

Da Fey Mountain = The effect of the guardian; This is the recent effect of magic which is Dzur Mountain as a being in mind is allowing in where an how you are being a guardian spirit that is fey like as Gni in here is believed in by thought action and desire, to make use of belief energy as it corrects for the effort that it went through and wasted otherwise. As it progresses, through life this is the time effort of living immortality, that is the prayers and thoughts of energy in use that create the effect you need and usage is by thought in life. This is chosen by your spirit of a few who use magic of those who choose to use this spell. Make of this is as though useful to get different and normal idea to be written down as though used in prosperity. Though the thought to use magic will get any result you want, this is really in your mind as perspective allows you to work. Then, as you can guard and do things to get of your thought concept by art that is possibly writing concept back it has you do art and that guardian spirit there use is of spells in effect that you want. This has you protect your land in the world you ask to protect, as you need to protect it and no more as this can allow you ability, to harness the earth core as ability to draw energy and make manifest, and you may be a curious mind so you can be a closet monster of Monster Inc, if you value your escape if you get in trouble then you can use doors as a means to shift to other dimensions in.

The spells you use in what effect is thought to be done, then make the possible life effect that sustains you but not too much is made of food and the drink you use is empowered otherwise. This uses the creators conscious, to make a place to live in and as you need the peripherals, this gives you the spell making to get energy from thoughtwaves and you can create it into whatever you want by thought of void being shaped into items and this includes needed items, if things are to become of void its by acceptance as though they did it worked for it. This allows use of whatever you want to get your result as you can use wealth to gain individuality. This is where you go and find friends in spirit, that are likely impressions of their souls in your inner world, to help you out as with understood intentions as you need to work with people. This is where you get to give to get as in the effect of exchange, except by fat energy that you shimmer down with to lose weight as you need it.

This use of the spiritual can exchange thought, and makes money as this is the secret technique as what can solve problems as things are realized by what you live through with love. Love with abandon is what you wish and go through by the effort to love what you live as if you find your other half from a past life. You can choose to live a past life by making the concept of a view by thought, and is with what you wish to work with intuitively as you wish to agree to see by information exchange with others. This allows you to read others souls. And, so this is the knowledge that you need to adjust peoples lives as you think things, are different and necessary by the knowing of races you can enable anything of the body including things that are thought mind control as this lead impression to allow magic and magic is achievement by what you need to be done. Stop doing things of justice and things go right themselves. Any discipline in mind is losing faith and having unlimited faith in themselves, as kept undreamt of dream power is theirs in each their own and magic is unlimited. As you do things to acknowledgement and you know much better as with wisdom.

This is the place of the guardians dimension in an upper dimensional space, as this is easily used to make effects that convert and this is with used in death to make effects. This is the idea of where the guardians can get energy from belief as they go places, to cause any event with what program you to choose travel by the difference in thoughts, when you choose the thoughts, the act is so by energy releasing itself by touch as soul energy raised too much by items gathered in from food inevitable by thought makes knowledge so its safe as that occurs things that is written, or worded make what you want to fix things as the need arises. The effect is anger management, as is used by energy that corrects to make what calmness you need of relaxing for repose. The in effect here is to work, with anyone and be a jumper as though bringing, you to where you want to go by thought and spirit, in use is this to get belief in your efforts.

De tue Ly Ev Seum Promethius = The life effect; This is original point of death as the method to resurrect, chosen by spirit knowledge is your own and you are able as death energy accepted by the spirit to be averted by the effect of a death field, that now is death energy by the spirit energy used fictitiously by subconscious, to pull it from the body to bring alive anyone who wants to be alive by their spirit coming back to the body as though a thought of methods to resurrect, was used to restore them to full health, as though you were dead and yet mourned it you are alive by a death to like life effect in public use of this effect. The full effect is a ghoul that is eternal that lives till death is removed from it. This uses life energy, to keep the body alive as the body is fueled by food and drink the body uses to return its thinking by thought energy to it. This is the point of return to life as it is the point of no death except like an actor in a movie, as the person chooses to die when their death is about to happen. Then, as they die and they do things to die off other people who deserve death as life comes from them.

Part of this is where you acknowledge that part where you live a lesson to keep you focused, to make life effects you are familiar with life by the knowledge of a chosen life, that is sustained by containment field within your alternative person that is given by us allowed copy with spirit mind permission. You survive death by another copy of your soul returned to you. If immediate death, then you well wish to live again they know as you deserve to live by the Hall of gods of judgement, allowed by the gods by a spiritual casting in a book of planar existence here of dzur mountain guarded by a vampire immortal. This is the end continuance of life as its decided to be allowed, as though the effect of going there brought you back as though you weren't dead and yet you are immune to your demon effects as you are immune to effects by other demons. Through forgivance by the point of forgiving through your soul that turns you to be as you want to know things. Eventually you have what you wish, eventual death by true soul rebirth on a planet of choosing like you choose death. Good or bad, you live as you choose and you gain no problem from affairs, thats why you are of the eventual heart, because the heart mind is there to make a difference. If you wish



to return to life, on the planet of birth, then you are accepted by being who you are as you, were with those who knew you as to make a difference and work with them. This where you given life by killing those criminals who die by people who are policy holders like cops are able to build a new hold in life to gain what you need to live and learn as you need secrecy for the art you choose to follow in magic by your spirit to make decisions in life. Decisions are to be guarded by the soul in private as they are remembered in life for that you live publically. You get what you wish for, so, be careful as guarded soul become guard.

This averts all demons that you don't want in the body by a pure white light burst from the body that creates forgiveness as your soul is collected from things embued with it and, it is forgiven by energy life force used for each their own, by the spirit as it is spiriting across the universe as this is accepted as though with their own doing. This allows the reincarnated in the same body effect or other body, as to be on another planet anytime in lifestream of the universe of choosing. This, allows a being to guide you as though a wish spell is done, to bring it naturally and is the faery that is easily able to support you in your future efforts. Then, if you accept its presence after testing it then you get to use the fey, as a spirit guide works with them as it is possibly a goat faery that is called from earth. This uses the 6th dimensional blue and silver energy effects, to keep you alive. The final act of the life of the ressurected is to be a god that is of any use as a nature spirit that can be made if non that you want. This in the end brings the innate ability of anyone that doesn't wish for the ability they have, and they die in effort as they willingly give it to you. This can cure anything network as it is double unlinked to it and you can become immune by ancient magic to anything that can hurt you and the soul carries it in the aura as converted energy.

Then, they get the effect of living the life they choose in their mind, as this is where they defeat death and live on to live beyond their death by extracting the death energy from the body at the time of death, removed from the body to the aura and sent outward into a blue white sun. This can kill anyone who targets themselves as all they have to do is will it. This can bridge the gap to other lives they have whenever they are as they exist by the creator's will that make you alive even after you explore the space and work with the person who is your past life. This is the point where existence is born as a child person in another galaxy to get another life perspective. This also gets the idea of what you want, as new life is granted to you by the creator as its born in you wherever you want, as a baby essence from your belly in essence used to create ability as if you found out you can birth children. Then you are able to finish it as it is a life of its own, and you can live the life you wanted by thoughts that gain and fix your wealth, and that is what this does.

This is the spell that allows even men to birth children to the mature point of the life existance that they had on the original planet they had lived on. On deciding to birth one, there is slight chance to birth by the emergency birth effect in the body and you don't need birth, as you can get your soul copied to the child you cause birthed. This is the chance that you can get away and make better for life is patterned after yourself except in the way they live it. This is the effect of birthing a kid as you can support it. If you can't, then you can always manipulate a childbirth in another who is able by fey geneticism enabled. And, if they have compliment by magic skill as it makes skill to which can be used by six pathes of life mastery to fix it and solve any problem. The final point of this spell is to live as a dream warrior, to fix anything including broken machines naturally by causing incidence on those criminal who are targeting other people who are done in with treatment by violence. The effect of the compliment is the choosing of how you want to birth, as it is worsened in life by damage or living peacefully and not insane as it is perfect in health. This is the thought though, that the person who casts it is possible to be revived by becoming a lichform in the body world as its a world in a universe in which it can be famously explored by thought. Or, you could be alive by resurrection that allows you or enables you to live with magic, as it is necessary for life to be lived and you die infamously or famously as you want. This is where you can become a dhampire or else a truly healthy person who is alive by their will deciding their fate as it decides others life pathes. This is where you get to go anywhere and live with the ability of will over reality as you get magic at will very easily and you live exactly as you want to live as though a magical being untouched by anything that touches you as it could bring painful death. This is the past life that is writing this as you read this as the writer remembers it.

Su En Sue = The death spell; This is the death spell that works to bring all death energy to the aura. This is where you can use death energy to instill life and get results of killing anyone with the death effect. The death effort is done as if a death wish cast on the person was lived through like any of the death wish movies. The dangerous things about this is the effect it has on the self chemistry. As it can cure any disease of the body, it if in use too long as a shield is to make a disease on anyone connected to the death wished person by psychic link. Now, the effect is the effort of the living state of mind to fix itself as the death energy is removed by the process called extruding. This does remove it through the pores of the body



in one area, the buttox. And, this is rather painful as it is very interesting as it effects even machines. However, to allow the subconscious to make it not touch the machine your using, by shielding it as this is the effect of thinking life magic to keep it alive no matter as it gets effected. This is the idea shield as you use your ability easier and then try to be well as you get better results. This creates the effect of body conditions that are curable if left on your aura too long. However, the planet energy can keep you cured as this spell makes the planet cure anything you need cured.

As to use this effect, think of what you want to target and kill that which is targeted, as this is what you do to get the cure all to any disease, the death shield aspect is activated by thinking 'death shield' as you want it there its there. This can cure your weight, as you use it to fix the weight and target the cells that are the problem by death energy. This is the spell that is cures all diseases that are killing your body. The effect of the spell is to make tragety out of anyone you wish to target with the death aura. The shield is retributive as to target anyone who targets you. You get very healthy from this effect of the death spell as it removes the death energy and in the end kills any demon inside you that possesses you, unless its your soul. This can also draw death energy from everyone nearby as it can leave you living longer and better minded. This spell makes effort to do as you need and you tend to think better, as you are near another person. So, you can get better even if feeling sick from headaches and the pneumonia. The effect then is to know as with a perfect memory as you do, you live beyond death as this death aura shield prevents it by drawing it out of you. You can get near overloaded by death energy, so touching an object discharges the death energy field into the object as to leave you alive and nulle the insanity that ensues from the near overload, as you touch something and think it to the object.

Toiu = The erupted volcano effect; The astral eruption concept that uses latin spells by the spirit as you do things that fuel the spell with action. Dying results are undone by the soul and spirit revoked from the plane of earth, as natural retribution happens on the people effected. By the church and with church energy this is what can occur the eruption of Campi Flageri. As this uses your concept as a thought by the spite being used up for an energy source, this can create a cast thoughtwave at the supervolcano with your making it unstable an with attack energy at the volcano itself this is as it is emotional behavior and whatever you do your in a separate mind idea to cause eruption by abort. In effect, you going to places with thought as you go and do as you need to in schedule. This is else, as otherwise by the act your asking for this from the creator himself and he does it for you by your spirit manipulation, as interruption is by thought mass going to the volcano itself. Use your brain as to get as the result, and you want it or need it by result by men in spirit in effort by effect and diverted to you in the volcano itself. This uses the power of devastation, as in the improbable force to be used against as the volcano is done and people awaken as though it never happened just as you leave you get more result. This cripples rome and destroys it completely as planned. As ef is due by thought that is but that is thought not done as it is sped up result.

As ef = This is due by policy who thought it up that is but is cancelled by that which is happy thought not done as it is.

Une = Astral construct; This is where the astral energy becomes a thought depicted, to become a force of nature that appears like energy and does what you will as this, then can be depicted of thought to the astral construct that is constructed in astral energy, and this makes the thought as thought concept or will create it and you can prevent shorting out by the direct result of energy from nothing that corrects for the problem. This is in concept by the force to do the effort to channel in astral energy, and this is to make results as it is to be understood as particles in use. Any results are good to use as this construct creates less weight in body and makes use of it as activity is needed. This takes in every excessive habit as genetic energy, as it abolishes weight and this is through energy construct that uses the effort of the body to get the aura to convert it to energy. Basically, whoever uses it can get thinner as is the energy itself is channeled, to be used by the person's excess fat energy that is in a construct to help them, as its made from the astral construct directing as en it.

The spirit can cause them to construct this construct, and make it and understand thought you see to occur what you want, as its intended, wanted or if not needed by the psyche then you do whats right, as this is needed to end the moment by an instance and with the moment ending by itself, this is done using whatever is intended with a purpose of concept. As this is done it is with a cause, as this is any intended purpose done with the right action by the spirit. If you need help, then the trusted subconsciouses you know help out as the cause is there by the spirit to do concepts that uses manipulated energy from the conjuring construct. If there is no cause, then it is not a need unless there is a purpose to do, or if you need a spirit fix then corrective energy comes at will to fix things, as nothing can create with your energy they

are sometime by arrangement with spirit then this is to fix a moment in time by progress with thought.

The Pua is created by needing espers with thought as its used mass energy and cast off soul essence to become from realization the right things of use into being useful energy and thats from the building itself or not as this uses the correct things, that are done with the right thought in mind. And is easily to make do on the moment its required in thought. This is a dimensional wish spell thats done as is, or when unnecessary it isn't due at all and this effects anywhere as awareness comes and as its needed where your spirit allows. This makes the effect for it to be done or not done as you realize what it is with awareness, and that undoes it as this unmakes it when its unwanted. As its what you don't want where things are as you are unwanting it. As this is Pua, it also uses your excess extra mass to use energy in creating thought effect and as needed this is with no effect on activity of the things being done. This is good skilled use by doing things responsibly or not as your being a badass in a fight, as it is with advanced feature this is considered Odin intelligent from added astral energy and by the thoughts put in this spell, changes things to your spiritual need as you enjoy things by will that is felt as it is sensed with the thought that is sent. It changes as will changes according to your opinion or thought, then by sent thought in action with energy as a projected thought, this occurs thought that is taken as what you suggest with a dimensional wave thats felt in your mind.

This can be a shockwave that is sensed and this shocks you into good behavior, as this is with allot of damage done dimensionally to an area, as its then done the possibility makes chaos by the chaos waves that are spread forth as its generated by activity and go through dimensions only to do the damage done. Otherwise, this can be any effect you thought about thats done by the programming in the dimensional wave by affecting thought to do action. This is not as an impulse to the body, unless it is pushing the spirit into doing things that it doesn't want to do and you don't resist this, as this is not pushing things if the spirit denies the impulse. Thus by being with the spirit of the creator, the impulse of control can be denied, by the spirit as your spirit resists the effort at least once. If in need, bade the effect by summoning spirit strength, just as you stop and think to make do and you do as to summon things easily by a thought in manipulation of energy of the area near the person to summon, with an idea by will or else by the spirit cast. The spirit cast can cast, any spell as you need it to be cast for whatever reason you have.

This in advanced mode is to make things happen by making use of cast off energy, this can bring people to a dream dimension to do the effect that can create a dreamwave. Anything that is dream, can stop and do and then use of the cast off energy to stop energy effects is to release the thought pattern that is its programming, as to do creation with it, think and this is the cleansing the programming from the energy this is to deal with clean energy, as this can be done by thought ritual, you have good results without corruption by no bad energy effects in energy form being done. Thus, you only do a bind to train the mind as you want them to do something through your spirit. Then by thinking now with your spirit you release the bind and they are capable to do as they are capable of doing correct. Now, with this astral construct, then you get this effect as to gain weight if you do wrong. The effect is to do better, for yourself and acting your positive nature you do good, as your doing good by positive acts of understanding and showing positive results at least to yourself, the weight drops down on your body. In this space as otherwise, you keep the weight off you as it goes from yourself as you lose to your weight that you want to be as you think positive. And, thanks to the timekeeper crystal this is at will.

Now you know by area the feel or place situated realated points, the main point of this achieved and all you have to do is enjoy the moment as you watch, the view of the moment is in your mind as the act goes on. Stop thinking of the area you were in, and do things by natural intuition as to do normally and as you observe a mental view about the act to stop watching it as this happens. Flood the area with energy and you are able to return to where you think about. This is as though a natural shift in time to be at a planet that does exist and a physical shift happens after you physically do things by your spirit jumping. This is only good for those that this effects, as it can get you nowhere if you don't flood the room as to show the planet, this in a physical overlay that is viewed by thinking about it, thus you know the planet you go to. So, scout ahead and you are there if you think it, and you go there spirit and otherwise follows after. The creator can shift you there, as it follows your wishes as it will make the point is assicated area feel by effect and you go and do things as needed by concept.

Thus if you are aware, if you are anywhere in spirit or particle form. See to create or then think yourself back and you are as disappeared. Then with thought by natural activity, any thought you have is your own in any energy cast forth, this is recoverable by thinking it is restored, your spirit is to make suggestion to the creator you can get your energy back as though it wasn't lost. Any hope in regard is there as you need

it unless you are carous as you do and don't care about what you do. Thus, whatever you do there is no hope and no regard with no trouble gotten, as there is no trace left behind for existence for you is not there unless you wanted to leave something there as it is storage for you. As part of this, anything there adds to the shockwave. Send the sphere source that is your willed energy in a spherical form in your mind as its there in your mind forth and break it by thinking it to make the sphere as into energy and there you are with effect and there is here. Then, think of you in the area doing that and you are restored. As you need the item, think of the place you place you left it in and view it and then imagine what you want to do there. Think thought to form thought, and this allows you to think the pattern of you as a particle form there and doing positive things, for life energy to be sent from its activity, there's the least possibility of ever dying if you know what is there and you are prepared, for it as you know what you want you get and it happens as you need it, you can use it to get an object or other things that you want to be done there.

As if using creator energy, this is for concept of any physical spell cast, then there is the summoning effect of thought energy to be physically near the target, as it is sensed where things are in the area, then use the area energy as then you can think cast, as you know of the energy as it is there and you will the result as you state the effect and think it is done. All thats needed is thought or feeling to state the end result or think you desire after summoning energy and you get a result of what you want in the area you want the effect. Any spell you do is possible by using this energy as a source that is nearby. Think to look, as you are there and as you are aware of your sensed surroundings, then you autonavigate around the sensed area that you look around with vision at what you get with psychic perception. Or you think and do thought that you know is right to know, the area from the subconscious viewpoint is revealed as though this were a guiding map you visualize, as you may be and there you go as you are and you do as to not choose to go spiritually, as you believe you don't need to do things there then time brings you back as you either are dejected of the situation or will yourself back. There you go as to know and you are there, till here comes into mind as you will yourself here you return at will as though a natural repose. In a repose, this is a natural repose that allows your mind the ability that can percieve any time in existance as you need to see it, then you can listen in on thought. Just choose to be there in particle body, explore the area and then in a moment that you don't care or show natural despise of what you experience you are returned to your place and time that you came from. Act to know and you do but no attack as you can be gutted, or reincarnated as an animal with a accident.

If you want to do certain things, then you send a thought back to you in time. Time is real movement and is indefinite there as it is powered by the ohm, and electricity is the bridge to there. Think what you want to do and you do it as in natural thought happens, this is to be part of the consciousness there. As you are done there if you do want return, then think of the creator and you return as he understands naturally to go where you want to know about. As he shows you what is there, you are getting the experience as thought allows as you see what is there. This allows an autoguide by the spirit giving you info of the area to understand the area you visit, as you think about the need to know then you are knowing the area. This autoguide is from the creator himself as he guides you in the correct activity and shows you what you want to know. Anything else is concept that you want done, so do not matter and you don't as though you don't care to be there.

Thus no finny or create, now when the electricity goes out and as just here you blink, to make a thought 'release' to return by a release spell, then you can reject the area as to no with rejection the moment if anything good comes from it, then in shock this causes you to want to shift back in repose, by soothing thoughts there your relaxing your mind and you naturally return by thinking about where you want, as this is thought return to what you remember, and you then can return to the real world as though you returned through a natural tunnel in space and time as though you walk through a causeway of your mind. Ease your mind to go there as you are here and back again as it allows you to travel the spheres of the dimensions itself. As in this point of existence in the electricity grid, what you think you are to do there you can do normally here as though the moment itself was at risky business by what you do, you are in control as though in danger of losing your life, as you die there you die here unless your subconscious prevents the death as it is here you are believing what you do here effects there and it does, now you know and since this is true you are where you want to be, thus you know to think and unless you think it doesn't then you act normally here.

Albeit as you are where you are there in a particle formed of space, that is as a born shape of planned out desire or nothing happens as you return by natural will as with thought to never be here again as here is there. Now will to be alive again if you die there and as you are alive here your spirit can resurrect as though never dead. This is why it is so dangerous to travel the negative world of the electricity grid. As if

you cared, still you no longer will as you return by an untimely end there at the end. So in this world, this allows you by your will as you think to want something here in physical reality as you want to be here, but know what you do there will effect the body here unless you do get some body effect, don't believe it. Then as you think about there and where you are in this reality, is what I intend as doing. If you don't think about the world there, and then there's no active spirit link as the effect you get there doesn't effect you herein. As if you know what you are doing, then you get to know what you go to, by viewing it with thought to percieve the area with your mind flowing on the waves of air, and seeing in the mind by viewing what you think about as you are in repose, and you can get advanced knowledge in knowing by the the spirit energy flowing to you from you being with the air and knowing by observing. As long your nice, the negative actions that happen to attract negative results will not attract the bad results there. If you do, then you can get stupid as you start thinking bad and you get bad reactions to your doings.

Then if you are or were, as you know you might want to escape by unwanted circumstances. Try to think about the place your other self is in and you are pulled there as though not naturally. To match your actions as you are here, is cause to go to sleep there and wake up here as to match your pattern will bring you back to whence you came. Thus, you get tired and don't wake up there ever again as you are here now. Thus, here is where you really are as the thought is to be here, and they return the body if you die there. The dropping of thoughts will drop bad results as the thought of selling your bad encounters, as if there is no misfortunes this will make things happen positively. Now as though you get done with what you wanted, then you can enjoy what you get, positive things will happen after you sell by trade and give your bad thoughts to the creator. The effect of the immortal concept is this, to give yourself energy of your god as it is will by him, then you can get immortality with enough god energy. This is given by the will as you want to happen and have divinity, as to gift you with god ability and you unage to a certain point, as you do so you get ageless by energy use. Whatever energy you use, this creates the effect of immortality as though a gift were given to make you divine. Think it and you will get it as you need it, with the construct as a way to allow you this. To get this is to get the gift of life, as an energy source that is naturally divine. So, even if you don't believe in God know the creator isn't God, and thats that as he is here he gives by a consciousness named I, as he has no name and he gives things regardless. This is his promise to support and understand himself as he can help out.

Now to get shadow clone effect, thoughts of the concept of how you want to do it makes you to seem as true. This is as though you are with you and you can use it by the will of your true intent, thought up concept or with focus of used energy as thought to direct it at the area to effect your desire. Then as you need things, all you need to do is think of your purpose as you get directed result by the subconscious doing what you thought. Then, don't name this to be of direct control with thought manifest of the thing you want as this is where you want. If emotional, you can go bezerk as you need to do things and you can't get release of your pent up emotions, unless you do things to release it where you want it to be released. As if then, thought of the idea could be happening as this could be a sigil or thought that expessed by activity is done as this is expressed, now this is what allows release of the energy and it knows what to achieve as you can do things by your spirit, this is by thought direction as it is what you want that is necessary as it is drawing in energy as though into the nearby area this can be used and then this is done, as you don't need to be near you, then you aren't as you don't care to be there and you unimage yourself being there near them. This is then as you remember three things that were near you, as you want to do things and you remember as you need to be there you are back to where you came from.

Stop the wave as it is by feel, as you stop your thinking of what it is, no at the impulse it may make you feel by your will and you stop its effect, on you that comes from it or use desire to assume directed idea is at work and you need to do things. That is by thought of a wave detected as it is by inertia with entropy, controlled by the spirit to make better, as in effect your will counters will and that is there as this counters motion with response as thought felt this is with pulsing waves outward and placed between things unless thought is needed. Forming a thought that is with sun energy as its projected forth and makes as energy an instant summons as this is going to get a response by something summoned and only into the area of that which is summoned being where you want by a stop moment if you need it by your spirit or thought feelings. Now as you do things if you don't do things to answer the summoning thought, then it won't happen as if we are the intended being or person to be summoned into the area. This works only as we want it to do the effect of summoning. Ad&d is the act of monsters with a moment. Each moment of time is a pocket plane that is a subdimension that causes results as you need them for things and this is ended by thought as the pocket plane is gone as though it didn't exist until you need it to. Whatever you do, you get energy from what is there added to your aura as energy subtracted from the nearby aura field. This holds the keys to life, this comes with thought as it uses things with tricks. This thought allows you to do things,

as its with genetic information from the people now you know by energy programmed by the gene.

This is a force by thought with nothing come from now into existence, and this is there by zero push force that can be directed by willed subconscious. This is in action with the spirit of the creator and is what you use to get a pulsed energy that can expand outward to separate two things. That is placed by your individual mind set and by a thought then 'correct me' to become result by real felt action. This can decrease chances of a car accident to be prevented by things you do. This is not always going to work, so try to do as felt need is there, unless not enticed to it by perceived motion with thought reaction understood to be in progress. Not to be done with car or not if no accident is there and there is no hope. For any other effects, you just think it and it will happen with immunity, to the thought by the right action as a result by nothing with the result energy itself. The energy is of their thought as you are thinking of them. An idea purpose is set by the goal in mind as is where you are of the body with the mind causing the effect by the purpose you set in mind to do as on the moment this is reacted to as will abort the procedure. This is thought provoked by reacted to concept as thought is done and now as the need arises. This is only done if the effect is due to overdue moment by concept or you will not be provoked into reaction as the effective use is done. This is the concept that is and there, you can go in energy form as where you think about is there.

This does it things to people who are criminals that argue violent, and as it makes them give themselves up and this clears them of mind in a special planar existence that makes your mind clear of bad habit in thought as your spirit chooses when to return and go where it wants. Its pretty much an astral construct of retribution to those who stop insanity as no abuse are done of those people that are victims. The enemy is the person who attacks the area, as its to make menace on those who don't deserve what they get with an act they do. It can get information by tapping into the node of Odin and stop them. A careless thought that creates bad effect, this is bad to the area and is criminal act in itself. Mana uses the blue energy of which allows it in here that tells it what it needs to know, and this allows it to do things easily by influence. There is no insanity with this at all, as you do things to get concept to write or experience.

There is thought as thinking it knows by itself from observation, use some energy by will with thought and consideration, this will if needed help it do what it needs but you don't have to do with reasoning except no weighting up the person can be done by this spell effect. This does things as in a seeming that does as people want unless unnecessary. This is scheduled to be deployed as it is in the near future. This is truth to you whom use the force of nature, as energy is directed by your will, the released storm energy is done as it does as it is needed to as thought directed figure by conjuring as thought occurs shadow as some poor results happen. With each dark shadow in mind, this use is a dark being skilled in negative energy in use to get pulsive energy by positive with a use of concept. Use is to create result by what you think of the method and as you do, you make things happen by thought on focused moment as to be on the item, or area that you want to effect result as the occurring thought incurs energy in thought, to make or buy a positive moment in time by thinking it will happen.

This makes evil to not be evil as what makes evil separated by evil and good to return to being skilled as there is no good, this makes things believe as there is a view of amorality in practice concept or as you do things as needed, in this is the view that perception is by thought and what you see as your understood evil that can be my good and your good can be my understood evil, to be good support is as you get natural skill by thought as this is possible with suggestion allows you to want some debit bend of will, this can make to be an end by cost of bending by twisting time to change it to your will and you get unnatural results. Anything read is understood, as the point of this is read by what intent energy is placed in the phrase as its read by being an imprint. And the imprint is read by the subconscious, temporarily linked by thought to the writer of it, as you attempt to perceive the meaning it comes clear and thought reveals what it is with senses or not like it is, as you don't understand the word as you read it. This is a psychic reading by phrase alone, as it is thought about the link disappears from mind as your preferred psychic read so this is done.

Poui = Poison energy or crippling your enemies; This is the effect of what you want as it beast forms you and by imagination you want to get something, then you get the shift result as you want the act to succeed and this can cause beast form as like an animal unless you don't need it to. As you do so, you cripple the people that are enemies as you don't want them to succeed, and with energy from them, this is from the best vein as you can get it done. As you want them to become vampires or dhampires as to be done. They understand naturally what happened, as it is from death reapers who do that to you. This creates blood into energy, as this creates effect from thought and this is used as whoever takes blood energy, gets energy as strength and endurance can triple energy as nothing guide to not be, as no gaining weight happens



conversion of weight itself to energy that does not produce bad as the bad blood energy is used up in creating concepts. This makes you able to get anything done, as you need and as you need it with control of your habits that's and so no thought roaches now as it used them as astral construct with one energy. This causes repose as you can not eat, as then you are to control your hunger and makes no obsession. This stops En and average it stops your weight this is what is as you do things to fix yourself, this needs as you do of clear up and do well. With the right thought, thought protection makes things so this is possible, as to make clutter and broken things with created no bad energy, this can bring good fortune as possibility comes and goes away. Now the monster disappears as it is not existed and its victims revived as if not touched. As if they were stone cold dead, they were killed by their own actions as to fix the moment and shift to otherworld.

Pea = Pea effect; The effect of instant pea with control of your bladder as it may be less and happens, and this can be in another place upward in dimension and not fat. The effect of this is to create the effect of place used energy, and displace them as you don't want them there to know, as you need to and you in make with the universe creator energy, and now you want by released weight energy and bad energy that allows the effect of concept to make itself from something such as an available source. This is fat that's used as a source among others with other sources that exist. The effect also imbues you with any angelic essence and no moronic that you want, as an angel essence of ether essence this transforms your soul into an angelic being that can utilize the elements and this includes the particle field. You can use it for practically anything, as this is releasing the insanity you might incur debt in time as the time in the moment makes a genie, commit of money for this is any effect created and in an instance that happens to end your moronic state of mind you end your concept that's unneeded. This is for nothing committed is nothing back, as you get all your money back and triple what money you spent. This will not harm you and allow you to spend nothing, if you don't need to spend all your money, as you still find money in jobs coming your way. This autonavigates you to find what you need, and can protect you from overspending as you find bargains in the time you are. This grants you the instant fix, as it's needed by the spirit.

Pua = This is where you get result as then can be an exchange of costs to something to make something; This is using converted space matter to use weight that is not too difficult to become excessive weight loss below your chosen weight to create items, and these are used as effects to cause results that cause what energy the real effect of undreamt of kept dreams that effect as though real unless unnecessary, as decided by spirit this is the concept that makes dreams into reality, so espers can be born from inevitable things as thought up real life. In this point, is the ending effect of what you don't want of time travel to get results as you need them as the effect stops the idea in mind, concept is done. And, then anytime you can create by conjuring things and self-desire, as this is self thought, manifestation by your subconscious is done and you can observe to get anything in thought as you focus, as you need the concepts in mind this is why the things it can focus on target, that you have in thought by mind transference with using common death energy, this is the concept of dream achieved that can be believed to be real with wild energy and as you need something mechanical you can make things work right by this energy in bindness with machine as synergy. As this is, you create results as you make use of things to create with magic to rift protected by and cancelled by mechanically done conscious idea, that is instructed as programming to it this is as you get the result that you desire and this creates a magic effect.

The effect is the area feel or use is energy by laughter to cause or create some effect is ridiculous effect, seen of this is riches to be made from the right things done by a penny being picked up. The effect is done as is favorable for the person who casts it. The keys of life are use as is, to make thoughts into life energy and you use fire at will, to create the living patterns that create life in effect to wishspell and anyone can know about it. If you have to be then choose a weight, by using spirit energy to form the weight you don't fill in with desire, if you lie you die like a champ. Now go repose as to seem as to sleep and you are fine so maybe you are fine after result that can help you wake up. Begin again on another project as you reach an break that line of thought as the end result. The effect of this started as you buy something, as you create with mind your effect, don't be in your mind you don't believe everything you read and do focus, on not and you are done as the object is near and tap or think, at it as the design you want is the effect and another interesting thought by allowing the spirit, this is to imprint the effect as design on the thing bought. Don't think of weight as you will lose weight, if becoming too fat it is difficult to move fat by the energy of what you use, that is bought or you might imprint the wrong idea. If you fear something, it might happen unless you don't need it to, as the spirit can prevent it.

Thi tha thu = Restoration of rescued soul; This can call upon the body to choose an astral as a soul, and then give you energy to keep alive, for as long as you want and this is as an energy form with an instant

concept effect which can judge as to make a moment and you kinda allow by thinking concept and is use of energy with the creator of instant life. As ancient magic makes this by use that is independent as this is with fey ability, though this is a necromancer spell, this is the spell to prevent unliving conditions and now bring back power as shaped by the creator of the land in values that are accepted by use unless its not needed, then its the concept you wish to make happen that esper to make things with the astral soul that if needed is explained in an instance of time, as you invisibly dream as you to make effects here.

Enn in = End in person; This is interdimensional birth to now be where you want as a wish spell can do and you can use things fully, as a result is chosen for death as a wish that is set on decision to die, this allows you be as you want as maybe you are dead, as death is in anyone who doesn't want you in weakening them and then can shift you out of them in indemnity of the clearing spot.

Ehn Ihn = End the moment; Now as this is in a shaped dream in the dreamer and you are capable in mind to dimensionally travel as you can time travel to visually wake up as you are awake in your pocket dimension. Anything you choose to do there, is not done En if you end up dying in dream. You stop in death as you become of immortalism till you choose to die.

Enn ihn = End subcontroller subpocket; This is where you end the subpocket by disaster energy in dimension as itz there, now as its en who does it then it is dismissed from memory, making the machine work thats destroyed by weakness in use by magic that taps it as weakness to become truth for magic energy as a source. As though it were a Hogwarts castle machine, that can now stop psycho echo to become energy for what you need. After it is done, go home as En and if you need this as a weak concept in mind then you cannot do things or nothing happens to effect reality unless its a public good effect as it makes things you as bold as you indifferently intend. This intend is not dangerous, so there is no wreaking havoc by demonic action thought. As the hustler being a transformed interdimensional demon, there is no soul that is En anymore as a rift opened to bridge a gap to allow the person somewhere that is never dangerous. Make a mistake and you are En as this is in type and judge dread thats not weak anymore who is not there, so go home and you don't waste you time anymore.

Enn i = Ennui; This is making a moment in time of a subpocket dimension where art is made and get what you pay for as you get somewhere else afterward. None of indeclosures work so you go to where you can fix it. This is done as you transfer the art energy back though soul energy to the art as though its conscious is the being who loaned you it. After go home.

En i = Dissolve to transfer; Differences that are in discussion or fight are used in negative energy form to send this as is witchcraft, this is in use to know as they are used to dissolve the illusion of reality you percieve and send you home as you who are in shape to where you are in the mind.

Im Nah = This is not by shaking and then by thought placed with core earth use, as you agree to do things the area you intend is changed as it is in effect by being the conclusion. In this effect is the core of the planet that is being on at the concept evoked to become a mana source, then its used as it can be made different in approach but your getting the same result unless you require a different act to get what you desire by design. With mana, the effect is to become what you desire as it is desired, when it happens as it gets you use nothing that is stronger than you and then this makes sense with balance of the mind, body and energy by activity in soul. Not crippling is this effect as it draws the excess away from you to be somewhere else in the core of the planet. Combined with In Ef Con, this creates the ultimate wish spell that happens to effect anything, by matter transmutation spell into making matter into being an elemental earth angel, abandon the area to make something thought on as what is else by making what is non crippling thought from property being changed into no crippling blow.

The Ef Con = The Odin effect; This isn't accost unless by effects from the con doing a strike that makes a demon strike as it doesn't seem to happen and you can get some energy taken from the core of the planet, this allows the god Odin to be worked with as you want things and he knows to give it by telepathy in your head. This makes anything happen elf and fey as you intend it to, for the benefit of the doubt as you get results and the message sent to him is as though asking and you seem to have a good reason for the thought for a reason to effect that which is desired. They just do it as him who is Odin working through them.

In Him Nih = The ancient negate; This uses core mechanical parts of the earth as this uses the core of the planet to negate what effect that ancient magic there is and this makes correctional energy of the chinese



god Him to correct for any dimensional issues. A zet un undoes this emotional impact that may occur from him into energy for those accost hit.

Him Nih = The nether effect; The nether effect is use of heavy magic and this is a being that is not bound now, as there at the end of this is easier said than done. This can be made as neutral control happens, sane resolution is calling by making with core earth put to mechanical parts by now, in the pooling by mana and from the core this brings thoughts to effect what is necessary as to create results by magic, energy manipulation and not have mechanical issues extended to issues that make regard as noone is an issue anymore. This can make seem anytime by anything that is needed at the moment.

Ang ne can = Negate problem; This can negate problems with the anger that is there as going backward with the issue that comes up until the issue disappears. As you neither have problem or nor that can easily negotiate by negation then you don't do it.

Angst na so = This makes things out of a hit on someone or off to a country, to get rid of their effect that can be mechanical materialized in dimensional reproach not to the en soul world. This gives you energy of the hit and to passify vampire as they do things. This can also not effect the body, and the spirit is not in anyway in effect. An em is the way to cure it as it reverts the soul hit to become energy to you and not a hit to them as it fixed by what kinetic activity movement that is done in movement.

Engst na am = Anger negation by nether avoidance; The effect of this spell is to use change by use of any energy source to break using anger issues as energy from the past problem by beating it in your dimensional soul world and avoid what happens to you there and your anger dissipates with you going to jail in the past to keep it there not here.

So = Soul sorcery is magic of the old world to create by making with energy and corrects for the error of the energy from past mistakes.

An Em = As after a point in a possibility as you do it in life to anulle hit you are believing and create better out of nothing that can mistake as it hits to embarass or in death victimize a person if in a bad mood.

I Em = Liking things without like as liking is liking and without nothing of bugs forever that are killed easily by the spirituse of your death energy for natural death magic and they are avoided by real things.

I am = Repose that is like sleep and makes the effect of getting rest without sleep as you sleep in your mind and in regenerate.

Makk = Make a killing; Think of them deadly and use something else to target anything except yourself that you want to target and on spirit cast you will let the bad energy go at the target on point of what the do in effect. This is to make a killing storm of black lightning on those who you don't like and treated you badly and they aren't arrested as they did a crime and the effect of storm is to use this energy on the target who you don't like. This can kill a victim if used on an intention to knock out or kill someone who did things you don't normally kill in the moment except in the point of what you want to be alive. Or, you can cause victory of anything including a gain in money. This can kill anything, including the edible poison and poisonous chemicals, roach or vermin. If bad you do, then this kills that as memory can make things happen from what is killed as unmaking energy. And in that memory, you are very secure about things financial, that you like as you end things here at the point of irrigance. This teaches you to don't jump to conclusions. This is what can be undone, by magic that makes it, the thought can undo, if you feel they deserve life as you distract a life that cancels the cast by credit card conversion. If then you don't want to use the storm anymore after you can use aura to convert it to end it, end with 'en it here' and no 'makk en' of the moment it is because here it formed and you can convert the will back to dodge energy to revert the energy back to place and then it ends. Otherwise, this makes it serve you as it serves to empower you in mind and do as you want and block in paranoia as of things to work it and it happens. If there is a need to fight, she won't unless she feels like it or was hit to get rid of energy of the hit that transfers to some object surface.

Mai Seem = Make it thought seeming; This works anywhere through the core of the planet as it uses gravity pulses and makes whatever is needed to be done, to finish up. This can be a seeming make believe is real by perception as you believe its real what makes the seeming of anything that cannot actually be done and whatever needed to be shown or seen is noticed as if it were right to the senses and yet you can appear

anyway you want to be and not be counted for it if it were crazy or insane, unless stealing except by the computer crime which is so or violent acts of crime, then they get trapped to go to the Matrix by their own will. The effect of love is there where its needed, and everything that should happen does happen. Those things that should be undone are then seem and not done at the right time as though if an illusion that's real and can go away at your will. If you can disbelieve in the real or other illusion, and then it disappears it is gone but that doesn't make you tired.

The spirit can cast at will what is needed by espers to get your intent and cause you to do what you need to through the subconscious and you know by whatever you need to do and by attempt as its to see by a clear vision of the time you seek to know and this is as future thought with proven existence or vision sight and its psychic vision. Now if its not in need, then its cancelled but not if its there as it disappears as though it weren't existant as existent is made of real human minds by the subconscious as the subconscious controls angel souls to form it, it being the plane itself. Otherwise, its there as you need it there. If a real effect is needed, pua is then the real thing that is done instead as this creates that effect by doing with spirit for then your of need, the wish spell or thoughtwish is done that is if needed this is cancellable by resisting its effects to make what is needed to be there as is from the z-flux energy field in of the moment in time and out with a body of a filtered solar star to appear where you have need of it. And, whatever you do you understand as though you know by observation and spirit knowledge which is minded. This can make real illusion realistic as its necessary, or the real effect by the right technique being done as is known by the great spirit as though brought to minds attention by vision. As this works, then it is as though a spell by thought that is an instantaneous in moment making people feel better through time as now at the end of moment. Clear the mind before attempting it as if it were the thought you wanted yet another thought that's done, in respect by thoughts origin in esper.

Tyez En e = This is as the time pulse energy pulses and that creates moments of activity to occur in thought and this is from upper dimensional energy and if you need it to it will end up as your spirit reverts the energy done to what you want and this includes what is correct to say as the moment closure can come back to you of the event that occurs as in the moment if at the end of what you want, then thought is yours as you are restored, if you don't need it its gone as you understand stuff as though explained by vision. The moment ends as you don't need the concept done but as in the moment it fixes things so it no hits and damage done by energy in activity and you are returned to where you came from at your spirit need done in moments by converted to use the dangerous energy as this averts the problem area of the brain no insanity ever occurs not even here as you accept undoing it as it is its undone. The concept energy that is there is the right concept released from the result that sometimes is seen, is miracle energy. That is now by will alone this is redirected at a dangerous result will, as you do things your spirit uses the energy as is.

Inmar = Living nightmare; This is what choice commits you to the point that you die as you remember. This doesn't always return, but to know what is real banishes the nightmare and you keep alive as you stave it off. This living nightmare actually cannot be won as you lose you win and you keep it off as you want to do things with life or death. This creates a monster that is a shadow form from the 13th dimension that's cancellable and doesn't death speall as it uses temperal shield shifts to make it real, if you say that spell then you can cast it on a target and their only choice is to die to live as their real life suddenly is there. This causes the imagined nightmare to be erased as though it weren't there or not real. However, this is then killing in phantom attacks which transfer energy to your actual body of the imagined thoughtforms of shadow in teperal field energy the temperal shield makes it seem as though what is from your flaw in your brain, that shadow strike the spirit body in the mind painfully as it and doesn't actually kill the spirit and the only loss really is the nightmare itself. In the effect is the end point where there is no energy and the body dies and is reborn again in the mind. This really overkills the mind and you gain some memory back. Whatever you do, truly you can't win it, as you claim another body and live on after you die in attitude with your mind with effect of time erasure energy by that which you don't want being gone and that basically leaves you stunned as you commit to do duty, you see if you are wrong then you can die. But, you live as if you are right as the temporal shield is making things right there, and you are with one by the spell.

T Gamma Sild = Temperal gamma shield; The effect by time by temperal with means of effect as with this spell it tempers everything to withstand problems as is. If not wanted this is not done if you don't need it to be done. The idea is simple, to cast a time spell is to set events and make time go forward, as do you set the time of temperal effect that seems like what is. So you can make any effect anywhere and anyhow. The idea is to set a stop gamma radiation with a silver bioshield around the body and this makes to do things and if you don't do it you don't know it unless your spirit informs you of it in dream vision as this is a visual

memory that cannot be done as its of a dismissed moment of time. This would protect against any solar radiation, if any volcanic flare then it can be avoided. This is as if knowledge of all else is timed by arrangement with the spirit where you can get healing that comes at will. As effort done is lessened by the solar flare activity that with body energy that is going up, as the free moment is gathering of energy and allows of what is the wounding with the body to be healed rapidly with excess energy going to the sun and this adapts the body by enhancement by correction and with more rapidly done activity due to the flare energy and the aura is converting the energy to unconscious action and this is what makes things happen as it causes you be less tired. Being less tired from the solar and volcanic energies you get more focus. This makes the effect of whatever you want to fit the moment, speak as if understood and if you need it or not as you don't understand you no need of the effect and fix it and the gamma radiation is gone.

Unn mai X = The unmaking spell; The in moment of effect is pretty much what the unmaking is for as a victim in mind as what you don't standard and need and figure out as trap Entropy. This is as the effect is detected to go wrong by your spirit.

In Effect = Restore natural order procedure; This effects the balance of things unless you are good at what you need as practice, if unbalanced, then this will effect or not as you are balanced in mind thought as energy can make things more balanced with power and victims invictimed as they deserved want they can do as is and not in life shown victims as though in the natural nature by the spirit of life an order is restored by nature. This in effect allows you to act natural as though you weren't scripted. To inescapable escape this effect the spirit can cast poof. Use of the imagination effect can make what you need to be and use of the unmaking spell can undo what you don't want, but you don't have to unmake everything that you don't want any longer gone.

Allowen = Make better; Thinking of that which you want will work with fey doing things to help, this will make the idea you have to soothe the effort and the mind to allow your work to be a better result that by informing or choice can be said by spirit result. This even makes a better result of produced witchcraft by fey that is boosted by natural witchcraft charm as though you use 'make it better' or 'make better' were stated by the energy body and you are restored to your natural state that you need by reality. Just look where your going in elusive thought as though in a vanishing by point. This is where you do at will to now and know no as its better impulse that gets in no trouble by effort and your body is what reality you want. In betterment, and as you do you are regarded as though it. This is the best possible spell to use for making fey that are problem have no obsessions, just eat as you need no to go. No in the case of staying to long is no longer needed. This is in stone and not end or not as its in enchantment.

Poof = Make every effort displace; The effect of this is to make use of a fey to make your problem disappear, as you disappear by shifting from the area you are in this is as though from the astral plane to do as you want. This even then can fix problems as they occur as though the right sigil was done by the right spirit hand where it does it. Including the weight gene as it things you need are as in thought and when it dies off, for when it dies it doesn't come back, never. This can make you let go of your problems and make them converted into energy that is stored into a contract. That lets you tap into it and use it as power to your faith as to make wish spell energy an effect. Any problem poofs in body as you do to know and remember. This is also capable of dissolving things into energy as you poof them. The effort is then the effect, if you need it then your spirit causes you to realize as you do as though enough awake without actually making yourself look insane as sane.

Thei Comb = Coming and going; This cast at a victim is to cause them to leave an area as it may need to happen. On need of them, with the creator they will return. On another scale, this can only make things not unless needed to happen as they occur. Including any headache that you don't want and any thoughts make it go away. This does nothing by trigger of a relapse by memory coming back for no reason regarded. You have acknowledged god powers by use of this spell as though you were your personal deity by in acceptance, as if its considered insanity and then you can change the mode of perception with the brain to become sane at will with this effect with anyone.

Fehu Vat EX = Radiation converter; This converts radiation to whatever energy source you need by whatever means time wants to do it. Saying this spell makes time to convert the radiation as it seems most available and to be and this conversion uses the moment that makes nothing of radiation into something as to become an free energy of use as is by making time use the mind as it is using the subconscious to work with moment time. Time as an entity makes using time as a moment as though with the free energy comes clarity, this makes this possible as it makes results for the subconscious and subconscious consciousness.

For free energy to be in usage, use the matter of the moment and say or think to create result. The free energy is admitted everywhere and it can take the form of silver energy that is a form of existence that can support existence that allows the energy of the thought to form useful energy. The range of this spell is to create unlimited energy as it is thoughtwave and that can purposely create anything as you need as though a want. Any remaining clutter energy is gone. Once done it starts up again by dark matter manifest and that makes you invulnerable to have no pain no gain. Or be not in person classified as insane not gone. The conversion of radiation happens no weight as you quick weight drop or other people use this by the spirit doing with sharing air unless unnecessary. The radiation converter is what keeps working until you are almost overwhelmed with energy and then you expend the energy in a unlooked for area. As, you touch something to do a transfer of the excess energy. Then, you get something that makes the spirit and not the body say the auto-renewal of the spell, as it draws from the sun and the other place's sun to make its people effect. On the moment go think, it is done with intuitive thought known insight which leads to casting and to be in thought with things that are not with thought except o in no nonsense otherwise and enable thought as you then thin nice and do with no thought or not else as no twist time action unless necessary. This allows easy fast thought casting of spells in magic.

Lapre Lex = Criminal justice; This is criminal vigil and if you want it is by adjustment to become justice and what you cast stating the effect or whats wrong with the intent of correcting it by time and then justice is done. This can affect anything that is criminalistic by adjustment in effect.

Laprex Aum = Restoration; This can do things that by your will restores things to their natural state of existence with modelling things from existence as you imagine the result and it can manifest as from nothing.

In Not = The is not nothing effect; Use in this spell is to just think of what you want and you get the result from any effect that you need to use as you say or you use in thoughtcast the spell. This is where you can cast any result and is unlimited in spellthought that is included individually and things are not so lost by sorcery as an effort but do use is to use nothing to get something but with thought and happens by feeling in use as this is perhaps then used to revert what you want if its as is and is called as negative is with nothing then there is result possible with different result, as the aftereffect is with nothing. This is in fuel of the mind that the thoughtwave is produced but you get view results from the advanced wave as it is. This can be to make pocket dimensions that can change at your spirit will. This is why you can use nothing to be allowed to be in the planet or on any other planet that you need to be on by deciding what you want as you are with available things as it is. Unless its for another person, then they get what they want. This can effect whole groups of identity with that society by what you need in them and not be in the moment as unwanted and if ever your not to be effected then its to expect by thought and the subconscious makes it become nothingness. If you or your thoughtwave don't need this effect then the end result disappears as its not un or not nothing is done as fixed if a result is thought on and the result is vanished.

Inme Fx = The Imagination effect; This is where you favor results or feel the need for them and a moment if per each your own you try of natural things to get results that manifest with guards what you need, as you have the ability of the person you use from their energy. Then, you can make establishment not to create the effect unless as a thought and the soul casts 'inme'. This is from imagination and thoughts of sorcery are using beings with thoughtwave as energy is so now that is or you clear your thoughts and focus by acting smart, and if intruding it is cancellable by thought being negato with negating. If invulnerable then you are untouched by the clarification of all the concept. If you attack by spell, then nothing gets done as its negate against the policy. As you attempt a spell you use this and if nearly recrimendable as its impossible you use that with no intruding in cast as prayer and now it is tempered as a thoughtwave in effect occurs the need. This lasts as long as you need it to, unless its not wanted by someone and then they aren't effected. Belief is the belief in self and what you do that is so increases potency as in itz not done with so adaptation as its use its destructed in thought not thoughtwave as if then by the effect that you intend to use, creating itself as though from lifeform with nothing energy. This is so where the hit can convert to energy that fuels the soul incantation. This makes you invulnerable with family key with feeling. Any elemental energy from this is used as any feasible casting that is longer, is as an incadensic source to cast that unlimited effect. This can create anything that you want as its not effecting that which you don't want as an aborted religious result. Nothing makes that which is needed with your soul by the soul ritual creating with nothingness depicted ready to cast stuff. To mask your trace in an effect, nothing creates something but it isn't identical and not traced. The creator can be used to make things easy and if end results that you don't want as you intend the end of a result is as at the end or En and in the end its done and the creator uncreates it in the end as a fix. If telepathy occurs with thoughtwave then respond with

return thoughtwave or to lose a thought that you don't like then the brainwave improves as you lose a wave or be not in thought energy.

Th Eptic Meditu = Draining spell; This only causes the drain to become unclogged. Also, in other forms this is kinda dangerous as it can drain excess energy fat till your soul can spell as the spirit says 'stop it' or 'negato'. This makes effect and no it can happen. This should not be used to cause different results unless you drain energy of that in you that you don't want as if there is no tiredness. If the draining failed, then there is a physical attempt to try an attempt and do. This can go both ways. This does things to cause brain glitches as on off mode of the computer, like epilepsy that is gone as to restore themselves as they are worked by correction energy. E does this thing.

Exim Exem Emoe = Life armor; This is a life armor safety spell by energy of witchcraft. That is the point of 'no it' as is it stops excessive behavior at will and can be done by the bone spirit in you by keeping body changes from getting out of hand to yourself and this makes what effect you want as you no it to send it at the object that can go keep the clean absorb to keep no slug and with use of the blue wizard shield mod you can absorb any energy into your aura to produce the weight situation that is down now and then whatever useful can be used to weight draws it to an object to be cast by the spirit wish to be toward things like a rock and you don't have what you don't like not pay you back except with using the body energy that is useful damage to convert from fat to money as you are in need of it and this is there and this leaves no fear with knowing things as you get steady feelings by energy as you can feel what they feel is useful with involvement, and as if knowing your psychic, you view the emotion despite the emotion shield of emoe as life enhancement. As you are with some stress then if needed there are no tensions, no delusions of faith and high strung feelings are erased as eraser. This is to draw what that now is as you know it and that is done as done is the end of project which that can be used as target to get energy with things being in the person and this drops weight now till your acting point is reached that you naturally keep it into that as is and you are are a momentary or permanent victor and no attack happens by vicious creatures as stop and is though no demons if you travel someplace with them, then any vicious attack by them is negated with an energy pulse and this causes a chaos wave with energy bio polymorphic armor pack shield as it changes to the situation and is protective as though emotion and converted fat into energy put to your aura as a life is gno as this raises your aura vibration by modifying it to be shield armor is emoe. This can be in essence as a planet emoe as polybioshield by so life existence energy put to lava that is used as lava.

This keeps us nice as we believe in the great spirit effect, to tubb your aura shield by converting the fat to energy and then keeping it in the aura as your spirit can send it using the subconscious to do the deed, if no it, an energy reverts the state of mind to normalcy as your subconscious it can no it with it minded or your not being involved by what incident it is as you do your own things with self-discovery and found concept with experiment. Doing this will keep you from being arrested if you have no right to do things, then you do except that which you know you have unless necessary or get a handle on it. Nothing has to be kept within unless necessary as you are not turning torn bad by wasted experiences and this keeps focus. This is unless its unnecessary and the body adapts to the feeling it has by the subconscious manipulation correcting the tact and this allows your body and adjusted formula to be better. This is where you are able to think with focus and an able brain with good feelings and with the commitment to do right by thoughtwave as is necessary as you read the thought if you don't mind unless you don't want to be dead and you will stay alive in thought as you think this is better intended as focus. No is negative knowing as you kill a thought to figure it out by things, Gno is good nowing by positive is alive by knowing and know is killing now by some action with stranger activity to know as you think as this is no. No then is thought percieved to act being understood.

Englia = This is a drug that is gotten and known for by the spirit and what your mind will say and will make it and works to protect you by warding away all possible conflict danger as though if now is as from threats as this is an idea that and an energy offense to those who have hurt you as a procedure three way protection or nothing spirit drug and peace is gained by special peace in mind that suits the person by this being an angelic drug that different angels can make different things to make in effects and transfuse by energy what you intend to be into the body as your spirit calls the angel of choice, that elemental angel come and make you have to feel emotion like your an Angel or Solar, which are higher dimension beings made by the sun and this can make a result by higher density essence of time that doesn't allow the coming fast fat and other things as thoughts purported to nothing energy from unwanted conditions an despite concerns of weight and also as its from others except to objects and the planet core. This makes you feel less anger as a drug that you can use to be decent and attract to expand your mind with and then



you can do as you desire with need answered desired by no inducement trap with fast espers that won't do things as its not wanted an but not in no inducement of the weight or other things if your spirit doesn't like it, then it can think it reversed of what you don't like. This summons no beings that would not kill you.

This has gno idea such as no stupidity with life and death energy you can break the effect down by sweating your gene, and energy is help as its gone with what you don't want and with an added static reduction shield force enhancement to your aura and with this things don't happen as if you don't spiritually hate it but don't like it if too much and in inner despise say no more of it and now it stops anything else, dalliance and among other things, imaginary beings summoned from nothing. The effect of this angelic drug when you take it from angels is to use angelic energy to form stuff and this makes you seem to feel special as your forming wings to surround yourself as you need them to end the difficult concept and you go as you do with energy essence formed by angelic beings or deva as your choice by your spirit and that helps make people relent as it is natural. This can make the weight drop as you cancel it with the subconscious and it is formed by however you can work energy that is done to your subconscious need at the moment, at the real spirit need. Now you act as you need to without being unsteady and now you won't esper collapse as you are always prepared and you enabled to pass the test of character. You never need to take this drug as its given by the body induced by the subconscious as your an elemental angel by its essence produced from nothing.

Angliash = This is experimental and this is power in a dose that the more you take the longer it lasts as this is a wishspell and doesn't allow itself to be overtaken by the esper effect in dose as this spiritual drug is ingested and helps expand your mind to discover what is in your mind without crashing or dying by impulse if you need it to be with the nanotech as it causes you to form a good energy knowledge feeling as though novacane, this is for everyone per use as it works it creates the effect of desistance to anyone overbearing as it quiets the inner voice dialogue and enables the silent spirit knowledge to come to your mind as this creates intuitive instinct with any thinking procedure. The effect is to increase memory and better potential that the spirit makes as this produces no fits by psychic ability with feeling induced by the spirit that goes through everything to make you nice. This is with an a vitamin A and D effect that calms down your mind and is also unusually so quiet hunger by subconscious thought done on your need by the thought and this can except what suggestions you don't like including no ads of any sort.

This spirit drug allows easier magic by the esper being within doing what you cannot with patience and if unless its not wise to do. As, it can create more effect and release more dopamine as physically prescribed drugs and things seem smoothly flowing as it can use this as your third I cleared that situation that you have of any frustration by something drunk or eaten like coffee or not losing your mind with impossible energy food as though a fruitcake. The other effect that is noticed about this spirit drug is that it makes things disappear that the subconscious doesn't want. The tdisappeared things are energy that is there in your aura and you can get it back as if by thinking keep it back to be used and never mind. Any inner illusion cast by the body is gone by the subconscious and you know what of what you lost as you need to remember what is there in recall of a picture perfect memory that you can get stuff back as though the safer stuff is summoned that you had except for unneeded weight in no unusual fat gain. This makes the control drug more useful as it reinforces what you want to know and you don't do memory of which causes impulsive behavior. If the feed is in the mind then you don't reattain extra energy mass by the energy food being a preventative by the brain thinking it will not need to eat. This is as the subconscious needs it as it can be anything.

The production of this wonder drug is by the body itself as with the nanotech that can be very influential on those who desire calm minds and make them instances that they want to see in mind vision as this is a vision quest drug. This makes people in having a produced spirit guide causes them to not erratically be in bad behavior. As though you were taking the right dose of the wonder drug that is causing mythical ability and this makes the spirit guide interactive with you. That is the effect of faery magic in a mythical esper source that is in your body world. This esper can cure anything that is wrong with you and can do what you want effected through the aura as though it produced the effect is easy as that is created by manifest as you can get by which you needed by power drug with the spirit that is your spirit guide. This has no side effects and is not dangerous. This is gotten by the spirit saying the spell. As so, the angelic essence will shape mind with the drug of choice that the mind gives you control over your mind as it changes your mind to accept your will imprint and you will change to become more better as though a makeover. The subconscious uses your spirit to create some effect as it is neccessary to do things right. And this is as though it will correct you as you want to do something and not falter if you keep your mind. This can replicate itself in the bloodstream as the effect becomes surgically done techniques and use of nanotech

energy and it works as is that which is ingested as it starts to fade away.

Engliash = The spell that causes natural physical wishes to be doing some unnatural things that you need by the spirit that goes through all, this drug is given and makes things naturally work for you. As it works it gives you an supernatural energy manifest ability. The power drug that creates from supernatural energy the ability as you desire it or need with the subconscious. Any drug with this effect is psychoactive, as they are figure perfect to their will. The psychoactive drug effect is also by this spirit drug that can cause you to make creation as power you need to be them and not by script. If intended, you can create from singularity dark matter magic unless unwanted as the spirit then erases by time energy the unwanted things. Just by saying or thought of 'Engliash' you can get this drug inside and outside and if necessary on shelves in store by the spirit knowing the effect of the drug.

E Eng Ef = Cause naturally known english and naturally known any other language which would be needed. This allows any spell to be done by psi as though unlimited mastery by magic as I am there where here whenever. Now I am back, by what phase of life is needed by the spirit.

En Ef = This creates an end of an effect as you think of it. Can cause unstudy as erasure of underdweller that look like sun beings in any imagined solar star. In effect of the underdweller that is not there.

In En Ef = Into a moment at the end the effect. This makes all things that if the effect you do is unnatural to disappear in apport to some time past in time and space as it kills all monsters and creatures that should not exist wish spell by a light spell. And, this erases the moment of craziness and moment of insanity I create something. This is the ruination of the underdwellers by light that cancels the no panic and no unnatural situations the underdwellers spell make by wish spell time eraser as they cancel themselves with psychoactive spirit drug.

Aan = This is an Atleantian command to create things you Attain and can be natural as its unnatural that it creates itself out of nothing by existence energy that your spirit desires, unless you don't need it. Also pain is reverted by it as its only pain if you think it is.

Th Sun Akam Yynk = The volcano will erupt by the "I" doing it and that I can do of that which you choose and as soon as you forget it or need it to erupt as is soon.

An Ef En = Revert all to code of orgone and natural action to the original starting point and ends in purpose by taking it back to the dimensional end moment brought to the end in time track. As though a Tae Toe.

An Ef = Dereg coding and stop you doing or not as your allowed in need advice to do.

Tae Toe = This will undo undesired results by usage of the pool of twilight.

Toe Tae = This is made an with the power of energy from the creator to create a power soul that does as needed to do and get result, as you need the effect or as you need to get something. Otherwise, what powers it, and no when you leave people alone as in no the Darth Vader, and that is the lava of the Tengri volcano and electricity with use of the pool of twilight. This spell that I can do has moment of instantaneous results that create what you want as excepting the weight fix by energy body. This with regard is what will give you sustenance without food or drink. Focus in detail is good for the moment as you get to choose if not abuse of the Admit not in as you release the timewave a shockwave effect of electrical lash of energy to get the energy lash that inflicts energy damage to whatever your needing destroyed or bullwhipped and yet those innocent are not attacked as now those attacking are not inclined by panic to do no harm by eventually knowing whats right by necessity. This is bioelectricity lash that can disintegrate the target and do as abnormally long life. No it does that use actually and this is what creates with the power of light as not though dune ability with the best possible event in time and he knows a thema from influence by suggestion that is not taken wrong. This is where you get to derive the event by statement and quit things unnecessary that are now not imbalanced by directed spirit energy to mai inertial energy to mai and time event is created of what result that makes sense and is the right thing to say as is desired by wishspell and if necessary its as though spoken in an understood thought. This in effect makes no time where you make the substitute event and by doing activity or otherwise you see a time paused or reversed in time as the spirit will needs. This is to make the things it does not like or was done as things useful that should be destroyed are not destroyed. That allows what you don't need to be and is stated or plane thought about to not happen including drow attacks on innocent people. The electricity is not



overabused anin negated hit or you don't get tempted to not make the electricity go out.

Tioe Un = [Tie-oh-eh rUne]; Time immortal with activity energy; This makes conceived moments to use inactive and active movement so go here to subdue things as you are able to be in one place given time and do as not to do as is and as by instinct given by natural intuition with skill by spirit anywhere you need to specialize in and make things with time. As you need to, so will and mai so I don't seem screwed up with the approach to yield sorcerer thought of a sorcerer that allows ancient magic and this can be use to create an energy field to be used for indifferent or other travel and this can be manipulated by the third eye. This uses the third eye to get results and make what efficient things are needed to sufficient concept and create with approach to mai time pattern energy within reason or not unless not needed and with the crown chakra you create chaos waves to correct and mai a result. This disallows you to abuse and victimize anyone at all and noone recognizes you that shouldn't by one thing, not one can find the signature of your body aura. You do what is needed to be done and you are protected by time with a disguise with defense. If you defend, then you are an inherent master in martial arts and odd techniques that do things without much energy as you care and believe to have the creator make things distractable for you so you can be able to be relaxed, reposed and unaffected by effect. This cannot field those things that you don't need to make. The creator can take the excess energy and fat and release it to wherever you want it as in the sun or the planet your on and sigs are not looked for by those who would hurt, maim field or kill you not. As it releases time energy that builds up and causes tension with no stress by a relaxation of the brain and it only lasts a millisecond.

Tio = Time out; This is spare and bring appropriate time resolution. the stepping out of time and observing silver time in a field pattern that shows life of light and dark things that happen and is able to be changed by your spirit. By aborting an action and doing other things as the need is there if you notice whats wrong and clued by what your senses say here. If one knows were they are, then one knows what to do. This allows the expanded consciousness to work and make work as is so you recognize what is reason. If Know don't burden others to do ritual unless necessary in any approach as you your spirit uses Tioe in an inescapable moment clause, so by i to quit badgering and change your mind and do else. This erases the bad and creates good from what most think are good.

Kao Rmev Rme-v = Remove Phosphoric acid as you get to use the effort of power of the creator that is used as energy from the body chakra points to heal with the chakra pattern of aranged subconscious motions. This effect done to fix the moment as you check out you body in whatever you need to be in as its used as energy collected from the creator. This restores the balance of the body as it removes all chakra blocks to allow your spirit as you then repair the aura for chakra damage from enulling spirit damage, this is concept to heal the body of all enough of ill's that keep you from working right, as you surrender to the source of the creator and use it to pattern effects that manifest as weaves through time and space. As this is dimensional, it can cause you public effect that brings things inhuman by pattern to become better at what you don't even care for as you are a stranger in a strange land when you travel dimensional area to experiment and work unhindered. What you do there provides the energy to remove this from all toxins and the bad effects from anywhere, this then makes things for healing with your spirit as it wants the energy parasites removed by kudilini from you body, this works as your spirit need maks it not be afflicted in body by corrective energy spread about the aura. This can be anywhere, anywhen and anyway you want as you need it and regarded as you need it regarded as a wishspell with need.

Stid Rmev Rmev Tox = Prevent Phosphoric acid poison.

Sc en ep = This is nothing; This causal kinetic motion creates causeways to remove all hinderance by drow incidences to violent criminals from collecting their energy as they do things that cause you shift you as you are non detected, as you move by do and you can draw better picture as place consciousness energy makes you able to be in a place.

Sec Mov Inn = Second move in to another place as your moves on its own with its own life.

Sec Int Mom = The long way home as started by a song you hear. This keeps you home in time as you need to be there, till your body finds its way back to use your body in effect. The effect of this is to keep you where you can stay, as long asyou want and it is needed to be there as there is reasonable hope and desire takes over as thought to bring effects. And, there is thought from converted energy from what is available at the moment.

**Th Mom** = The moment; This effect is what you want to know as you do things by thought. This is based on the fact that knew what is of there that creates a moment with concept, and this is of that which makes an idea into thesis and thesis into empirical fact as it becomes law by use of information. This is intuitive as you experience in your mind world what occurs with the idea as it is there. The thought is done as though this spell made the final result known as it is with the concept and this can be written down as though it is published, if you want to or not as you don't and it was just curiosity. The moment ends with a thought from the spirit, as though the depending results were done and the project is finished. This actually unages you, as you are then younger as though never aged after a certain point in life and basis is on the facts that you based it on. To cancel this spell out, use thought as if to think about the results via what you found out. This can use empirical science, as well with its metarules of psience that can effect realistically.

**Occupy** = The occupation effect; This is where the effect is that you get out of jail effect of where you thought to be good and as though of use to be recreated as to be thought where you are an it can be worked into real life. This allows concept gotten in place to be used as thought about. This is in use by spirit essence to be as though used as a source to create any needed energy source, as you use thought to create with the source other energy as though synchronicity. Your spirit effort can change your energy back to normal after use, by use of thought to get your memory back, as you reclaim lost spirit essence that you don't use up in an effort that you decide and do things to do results. This can make things to occupy your time for something to do without service.

**Legacy** = The remembering effect; This is the memory effect that allows legacy energy as this is the past memory that is what you were at the moment you think about. The past comes flooding back as you remember things that you did. This comes first from your genes, and then you get the result that is necessary. As the result is the end result of all your past life right from the soul it comes back as though different but there nonetheless. Recallable as you think on it, where effect is is where you get the effort finished as then of you as you are easily able to do what you remember as the right feeling surges and the manifesto effect is done. Wherever you go and the remembered visited places resurge memory, then you remember you as you were. But the bad parts of your past are realized and accepted as recognized they are acceptable as they are and were then not thought about in life. This allows them to not be thought about now, as they are not necessary to finish up a project, as you are there alive and smart this is as recallable later if they are needed or considered locked up. This can generate real results as though a seeming comment generates the right conditions through energy to create a manifest as if to correct for things by what is that changes through past effort to create the right point.

This allows you to correct for the past and make a diminishing, of the known anger and known violence thats back to different and is there in the body as its reusable its possible, to change it though to be better its a forgotten past and your spirit can recreate it as a concept to become better and some other concept reoccurs if you need it to. Wherever you thought of you are of other places, you are until you don't think of it. As if remembering, then you need to remember as you will as you need to be. The memory will come, as you need it. As if your memory casts as though a being, your spirit will make it seem to come, by whatever method your subconscious chooses any ill's are gone by the memory recall using it as energy. Its not acted out at all as its not reacted to, as though this is a restoring effect to the impulse and brain.

**Eur** = The money generator; The money generator on uses whoever works to makes money somewhere, in reusable result as they do you do too and you can use and become as you want. This allows the effect of weight pounds to be converted to actual allowable dollars, by the spirit modulation of the aura to change the money there and use a medium of something to transfer it here as it generates itself to be here from energy. As you believe it will work, then it will manifest results as money comes to you as you want money to be in the bank. So, you think of the money, think of the mind, and think of the pound and this will make money for you. This can use any energy source, even the problem energy that comes from disaster as you do things with movement energy. You don't have to use your own pounds to dollars, you can use any person with weight by thought of them, as it is things are possible even if you wait for it. This is by use and you can use your third eye with this via naturally preferred effect, by thinking of them and then use the spell to get the result. If you don't want to choose and you are at a good enough weight by this, then the spirit makes a natural selection of someone else.

**Eureka** = The discovery effect; This is where you find out things as you need to by spirit, as you are to get a result and think it useful. This discovery is where you are able an to use serendipity among other means to discover what you discover. THis acts as an idea of which you concept to use as you use it, you get results an will things to existence in energy formed from the thing to be there in a solis energy shape in form.

Existence itself is existence but in energy of the 5th dimension and thought to exist existence is run by subconscious made soul beings. They regulate it as to make it do things as you want it to do. This can be taken as idea, to make do and use as an idea from what you see. This is not losing your mind, as you believe in this idea, it is the the soul copied there as place where you place it to be formed as a being. If you want to, you may react to it as though it were real and realistic, however differently thought, thus your body and soul won't react as this won't react to it. If, you don't believe in believable results then it isn't. If you want english, then you use english as the english that is spoken around there without reaction to other places and no violence is done and now the triple protection is there.

Un Eek = Punishment; This causes responsive behavior as in you are to punish the monster from attacking the right person in a game or real life that actually did it as captured guilt energy is used and this is as though a bad dream of the person you can be losing it on target. This only punishes criminals as they do in thought unto people and the store. This is a punishable right only on that which is a wrong, as long as its a punishable right its as though its thought they are in prison bars. Unless you actually aren't wrong in what you do as a criminal the effect is there, then you can get imprisonment as prehensible use is as toh and as though a materialism effect to stringline results, as you make use of circumstance on predictable result to motion a prison excuse to free you, as is this and it is a habit to be pardoned of you from the effect as you seem to do correct with the right action. The effect is to make an idea happen, as to do it and use things to power this idea by any illegal activity causes possibility. Otherwise, as they don't need prisoners, they are imprisoned in their own head with a use by thought as a guard or not, as they release themselves as they don't see the need to punish as you seem to do things correctly and they accept what is given to them by any excuse.

The release is admittance to this as their own guilt as innocence is proven to their victims they did crimes to. If they killed or were not protected, then they are with an appropriate sentence done by a judge in their head. Whatever they do they don't act out as they are in prison in or out of their head. This is with use of the change of mind and crime acceptance leading to be in the army, marines or otherwise they rot in jail of what they did to do wrong or never change as they are in and finished with doing crime with thought. Remember, there is no karmic debt. This is true, as you don't do things to understand what is not bad and you go on to do nothing and you tend to stop crime but stopping illegal drug use is not wrong as this is right. This allows personally done crimes, to make you seem in handcuffs per each wrong perceived. The effect is thought of that they want to do as they are in a place that is an extradimensional existence to treat the place they are in like a police state except danny.

Violent use gets imprisonment of death as though done in by bastardy like of your intelligent of kind. The effect can be nice as to allow you what you want, if your good and you can still do mischief and no weight gain even with computer crimes except those that hurt others. If seeking revenge, by a revenge streaked mind then you don't get to be effected as you answer to law with no violence, as its wrong with street crime against someone who is a victim as you get what you want and you use their energy as its filtered energy. If, the person persists in doing wrongful acts without being caught, then they are immortal and eternally youthful as they cannot die as now through one of sorcery was effecting them until they earn death by doing right on their own terms.

The seem Oracle = The seeming Oracle; The oracle effect that makes what you see psychically to seem there if you need it to appear as this allows you to see what the result is. As it is and when it is you can detect the event as they will happen and know when they will occur. This spell makes the ability of whatever it sees possible. However, if they need to know then they know as the end results become clear again. Emotion can enhance their ability as they can produce results that the eye can see easily. Energy that's absorbed and used by the spirit make the effect probable as its possible to do. Just like believe it and it happens, their mind is most likely to produce the result they need at the moment. And, the subconscious makes it exist outside their mind as a real result on whatever thought to make or create things as a manifest. If, they need it then they can get it as a seeming you don't have to believe in. Just need, as the intent is there and it can manifest by thought as to think about it. If you see a disaster or desaster, then you can react subconsciously you fix it by what you do naturally and stop it or help it along to its natural end. If you see other things, then you can work with what you see and if necessary help it work out right as though it were concept and thought produces an ability to use. Attune to something as you need to become immune to its bad effects, as you make the body adapt to it as this is to tune your aura and make effect with it. This can use any inanimate object, to see the results as though to there end result and only if your subconscious mind result with use of spirit and only if the seeming result needs to.

The Seem App = The seeming appearance; Everything here is possible with the seeming app. The seeming there is here where you want it in adventure. This is where you think of the place, that you want to appear in here and it is as though you spawn here as though in of real life. However, if in need the reproach is successful that they do if they don't catch on, then disappear and they aren't aware by it being positive in desire by force of will in life thought. Otherwise, if needed the beings that you want will appear as either a dark or light form from resolve with a being. Whenever you resolve, where you can hit anyone in reproach unless not needed and then it disappears. As a scene, this is a theme that is with nothing apparent and possible by them who are acted out, except to those who look at the pattern of thought as different by energy from filtered cataracts with a dream of real life. Look around and you see. Any thought of activity which is seen, as a hostile moment is undone by time lag erasing the moment, if it is done then it didn't happen as the reasonable accost to those that are bashful like sucker punches disappears. Erase the timed event, by usage of an actual eraser as it occurs to you to think on with thinking and with thought you think on it erasing what you don't want or your spirit does it by your need being done and this erases what you don't want to happen as you decide drug abuse is wrong to not allow drug abuse. Use of yellow energy is possible, to make some result that is needed by education and purposes otherwise intended. Abuser not the person who pointed it out except prescribed drugs. Then, if you pay right, you seem to do things correctly as a correct thought you do right the wrongs and create the right situation by subconscious manipulation. This fixes instantly insanity as it seems to be.

You can be anywhere you want to go, as you want your subconscious shifts you as though you energized and seemed to shift to nothing and you can appear there. If what you don't want to hit the moment is represented by the person, so this makes them reconsider it before it could occur, as then it won't have occurred before the moment. This is displacing by time which may be of the event and you act as if it never happened as it didn't exist where you are. However, if you want to stop some activity, then use that and it was as if this was real to you and is represented, by thought with this and is by use of suggestion to a person before it makes a mark and you can, with the spirit manipulated energy reduce your problem as sending it to the mirror as a conduit to void if it didn't work. To not do things elsewhere as though here and yet it effects there as this is also to send thought, as energy to effect can restore you then as you need use reusable energy the result that is your want for there will be there. Only when needed, to do things is to be here as there or to be there as here, as though there is a being made up with things to make effect by will in energy that is in approach as effect fades the energy returns as though it weren't there and nothing happened. There is no actual effect noted as though no hit no kick or nothing is there and you. If you feel the need to beat people up, then you won't as the need to do so fades away. Not taken physical, there where its not needed to be physical. However, when you suppose, you just do it as things start to just do things on their own. You see, you are but you aren't there where you want to be. To make believe ends as you assume what they say is true until its pointed out. Then you are sane and the pseudo moment ends with what you think should be.

And no insanity is no reason and as needed by seeming acceptable, and thought your is you restored by thought of stimulus that can be perceived beforehand as then your as you need to be in thought activity as though fine and if taking medicine, you seem to be on your true medicine. This can use hermedics as it is needed. This can be procedure, as this is the mind meld effect as you can do it. Which is basically an imprint to the brain. The effect then is a touch and in mind you think the thing to imprint them with as you touch the subject, then you transfer thoughts that are to be imprint to the subject, as though you psyche touch any different object and the thought transfer of energy happens to be there where you want it to be. This is by the subconscious to make the made spirit do the effect. If you want to do something cloaked in dimensions then you get to by thinking of doing what you are going to do and then think 'cloak' and then you think 'An this as though this idea and as though this person and this is done.' This can be whatever you see as a need of the time you were in. And, there in whatever dimension, then you to do it. You are able to manipulate the energy and make do. Make use of the power as its turned on, this used is the moment in time which you try to get better and you realize what truth is there in spirit. The spirit cures you, of anything in effect that you want that you do with things, as you think about what is wrong the subconscious is what that cures it of you.

Make a reason and it is thought or suggestion and its there as it is exempt if need to be. Thus, it manifests as you need things in idea to be as though right. If what you want is known, then it doesn't happen to them that don't want to be. This allows what you want, to be as though need in manifested or not as you want with thought to do things naturally and if you don't need it anymore, then its not happened. This allows anything that seemed interesting at the time to be written somewhere, as all you need to do think about it and you read it, anyway that you think about will reveal it as you want it then it comes to you

by thought interpreted through impression. This will make an effect on anyone who needs the effect by seeming to do effort. In psychic ability and mental ability, they not being real are there if you need them there as a seeming result or they aren't there as they seem not there and yet they are there if you need them there as a seeming result that is restored again. If your spirit needs it, then its possible to do as result, except eating or until you decide to not have the result. If you see in vision things, then you can work with what you see and if necessary help the moment work out right as though it were concept and thought produces an ability to use.

This is treatment for a person who is for a game world area, where you think and you are a magic cleric, this in allows things to be that of the force of life and un will and its in, Odin supports if you drop your weight as though it were objects in your mind and you can optionally choose to shift out of your mind to be here. Then after the thought enduced by energy, and as your in thought concept and now you not insane anymore, as this first impression is religion enduced is not this and this is done and you can shift by will, think to where you need to go back to and send yourself, as a particle form appears to be somewhere where you are and as as you shift you are clear of the game area and being realistic you are done now, and you are restored by a bell tone and this improves memory. That can bring in concept and you appear sane by bringing thought as a concept, and as you need it to remember it as after this there you want to be without trap.

This allows you to work as though not bothered, as you see a them go by and it seems real except its ignored. As if you need to, if you do normally do as sanity allows things and realize what you do. This can make that as an entertaining prospect, that is what can change as you make a dream sequence seem real as an in scene moment, and to end it is to think of the end as though an En if in scene as that is the moment it ended as if not insane. This is possible as you ca be shown past lives, on a thought of different, or known concepts in a moments notice as a mode of thought, and is an this in case of being shown good and if your shown in nutcase then it doesn't seem to happen. Rewards of this nature are desired by act of law whom are responsible, as you don't do it and the effect is dissolved by right thinking. Think of a thought to do and this seeming effect can replicate it until you don't need it to. However, this won't effect or do anything to roaches and any at all, that you don't want attacked by beings and psychics who are gotten hostile by you.

The right suggestion can come to you at the right time, as the subconscious needs you to do things or as you need to get some effect. This is a magic mouth effect by the spirit making the mouth move with silent thought to be heard as though there as they are taking in thought. And, they are able to act it out or not according to what your spirit wants as long as its a suggestion that comes at the right time as its your choice to do. If the subconscious allows for it then it happens. As you can use subdual energies, rather good things you can use damage energy by whatever is its radiation, and that can also convert solar energies with excess leftovers. As you wish, you can get as you desire you gain in recalled energy, as you need its done as finished. Then, you get the effect as you need it as anything you see in screen or video and you can do easily. Make believe or do to believe easily as you can get easy results and you psyche out your mind and get the effect to mask yourself as you get real life effects unless you need an illusionary one. If you don't need it then its illusion as its not there if disbelieved in, unless your spirit needs it or whatever as if there with different results unless solar then you shape it to your will by need of desired result. If you believe in yourself or hope for an effect, then no demons happen at all. You can change any that need change, if any at all.

Dein Su = Negative wave; This is a creative use using power of the individuals, and whomever you meet is an individual as you don't need it there. This is the creation of desperate activity that feeds off a negative deity. The effect is where you use it as a negative exhaustive source and this is converted by the aura to be as you want. Then, as you use it up, it can recieve positive energy, as a source that is there turns it positive for the future. This is the effect thats only done when you aren't already deity, and is of making a person into a deity that is of personal choice, The Dein Su can make spells by use of fat energy and with indivual use this creates power to make a 6th dimensional deity by energy network interrment. The end result, is to create an anonymous energy field that makes people masked in identity. This is where they who are effected are able to do anything they need to do. As they work with the concept they draw in hidden energy form to make an end result. What you draw is formed as done. The drawing in of what energy you want to use as a defensive force, Dei is to cause omnipotency as needed then use as a source of pull energy. This allows unlimited energy, as you use a nuclear source, or the activity of the planet core to create anything you want as need of no desire happens to effect the obsessive disorder that you might have developed by issue of weight. If you don't want it then its not there, as the need to persist is no longer



there. The end result, is that death which is negative in the 6th dimension that energy is used for, as it is to handle conflict in necessity, and what this allows is a seeming effect that makes you always to appear good and accepted by what you appear to do in respect, thus accomplishment in this is a used result by concept therapy indicated by what you feel is needed and that is a suspect in suppression at the moment, and as you know this deity is negative but acts as it thinks it should due to a moment it perceives.

This can be in use as it is weight draw that is drawing in people's body weight to get used as an energy source. By activity, this drops down the body weight, as it is in issue that is a problem of what is in use, and you are in use of it and this doesn't draw in weight as you don't need it to be there, because that's a concept. This in use can draw back the death as if to look and this makes death energy to be in the aura, as if now there is a drawback as it is done, the overweight individuals effected are left without their extra bodyweight. The extra bodyweight is detoured to be in the ellysium field. Now there you get what is the moment in time that counts as education back from energy of others that remember what you put out as information. Even if it is a concept, then you do it unless its doable as its necessary as a dark force is drawn away from you to the dark god formed as Dein. Dein didn't want it so you don't care, they just do and as they do they get body results and don't care otherwise.

If you even believe in these spells then they won't happen as they are here in the mind. This is actually in the mind as though in the 6th dimension, and only the subconscious can make them work. As, the subconscious contact is possible this is the thing that processes your information and makes it known. Thus, the subconscious can use this to create beings and other things that they want to test out a scenario in star trek or anywhere they want to. The subconscious is enforcement, as it acts as an army and does what you want as its necessary. This is won by pure intent at which will work, as this will do away with anything that you don't want, that isn't done as its any energy unless its will by desire that fills you up and brings in the force of which you don't always get use of as an enemy god.

Theistic Fke = Attack of hostile undead; This is no attack by dark forces that kill by contact unless its earned by dark deed, with whatever means that you intend to use as this is what you don't want and it transforms things into zombies or liches if they are mages with usage of undead energy. This is the effect that kills those anger and fight by emotional cause such as emotional feedback, that is the in the body as a form of phantasmal killer incidence happens to draw those in and dealt with by whom you don't care for as they acted upon innocents and the energy can go to whomever needs the energy. This can't be used on the caster, as the caster by thought of casting is immune and doesn't lose their mind to it. This spell uses infestation and dark energy, to feed off those with will that does a damage result. This includes in darker mood energy that is will drained from being in contact and jump from thought of points with foes in mind, that is done by those with nasty despise by reprisal by dark intent to deal with reality in damage to those that hurt them. This makes the energy you use, to be clean of dark intent as you intend to get positive results. Use on halloween as a parlor trick. If you want to be mean to folk with grey ears.

Dein = Hiding to victimize by reproach; To hide in plain sight, this is to hide behind a a singularity and make effects by dark tactics with positive use of manipulative dark magic to do things with information, or not as it is possible so use is with spirit. This is use with things that are empowering you to do the effect as though in the dark. You can be nice, as you need to be. This is the thing, if you don't despise anyone, then you won't victimize them. This does something that's your will by subconscious that if necessary can in threat call a useful dark being manifested by a dark god as if you never never get attacks, as it kills those that attack things assigned to you, it then turns on you unless you think you aren't going to be attacked by it and its uncalled as you don't need it. You then want to manifest defense by use of the ellysium field of the dead, as this is the procedure that is called by dark arts to control things and life proceeds as is and this doesn't kill you in the end if you defeat it in your mind, like if you make a big deal of it who cares as it calls a spell of immunity of defense, then as that use is immunity to energy defends for you this is where its needed unless not desired, and as you remain immune to attack you revert it by the second arm set in use. Unless then, no intrusion, if intrusive you get killed by its manifestation this makes better as its by making a comment to it and then your fine. If this is dismissed by caring to not use it as necessary, then it turns into a figure of speech as a dark memory that is not a dark way in use. If you don't want to be effected, then you won't.

Tri Protego = Triple attack of defense; The triple attack defense, as this is not but the first of its kind to those that harm, this is useful as this is use of what causes you to charm the one who attacks is made into making a mistake and doing what you want, they do what you want. The next effect is to cause them damage to some part of themselves as the attacker ends up crippled, and as then then as a last effect it

kills them off by whatever is needed to do it as the party button defense calls upon the force, then it uses that effect that can mask and make up a different attack everytime you press the party button by spirit, or the party button manifest is of things that do manipulation of energy and this makes effective combat possible.

This is to create things that you want from energy converted with concept, as this is what may cause the result of the second defense in which abades by no attack and as it happens to not be, this can inflict things on the foes that remain, and unless necessary if you need to attack then your spirit is to do as though sane then the attack and by manipulating the energy field off emitted particles that can emulate anything, that seems to just be need, unless unneeded as a dangerous response is a dangerous response as a malicious construction destroyed by deploy of hell. As then, the energy makes you think and remember what causes this, unless your spirit doesn't need this idea 'we are now as we are we do as necessary to survive as a race that isn't a race and energy is ours from the thought in time' from the time of when human were endangered in a moment of time when they were at their lowest population in earlier time and struggle was survival as this was necessary. If this is, then you can ignore or react as the thought is gone after or not as you are in need.

Thats the effect used to convince those who want to get you back that you are right, and this then makes things that you want to happen, and if necessary for the attack they do is erased as this can be forgotten. This is where you are about to go and as you do, with this moment things are as done now, unless its necessary to remember this is to get the right response done. However it is as the third defense, the idea is that if you don't think about it, your not affected by it as natural aura shield is made with a particle shield, and then what it does in battle is thus not causing it to attack you, and as this as evil thats done this is not distracting you from what you want to do including payroll, this is what allows you to complete your project, for what you want done.

This makes it as though it is done as a problem that won't think about you, as its been displaced with energy into some internet form as your spirit doesn't want it to be here. This uses a powerstorming technique to abort achievement that your enemy does to achieve the results you wanted, as it powers the idea you want done as action and this comes directed to be any attack that threatens them who attack you. This is it as magical attack converted into energy. now it will create the storm as it is. This trick is called absolm, as it uses three tries to kill off the foe as it needs to get its effect for the devils sport as it leaves no trace. If you can use it, then the death spell will start in and use is of the effect of the shimmer as to make mana into non demonic essence, as this is a pure white energy necessary to form white void.

Tri Def Aes = Triple defense; The triple defense, phased in is a field that is the defense form that does as something is done and on the moment as it is doing in time wards, of anything diligent that tries to attack you, phased out as modulation your energy particles sent to somewhere as you get the creators shield, kept on you by the spirit and your phased back as though a being from particle space by demodulation. The spirit calls spirit support as needed and this creates a storm ward, that makes the things nearby not action oriented give it energy by the spirit spring as this is tapping the untapped object for power as energy is in the molecular structure. This does also a defense is boosted by a god named what you want of it boosting the power in the body as it diverts death energy into the aura as a shield is there death energy goes into the lowest level of the creators shield. This invents a mechanical shield that is powered by the sun as it does a maximum attack shield, as a bonus this is by being a strike retributive creator shield that does it to those who deserve attack as it surrounds you with more layers but this doesn't make you chastised as you get energy from the core of the planet. This allows the beaten victim to live, and as you went you get to go again as you want to. This soothes the anger that is in the body, as it is done it creates a new pattern called a scenario. That live reports are done, but not in real life moments with fate in real life understanding. If you die then you live as with a choice. You can undo violent plan with a gesture, as this casts the spell effect with their energy.

As the creator empowers you to work and not be tired as you are unlimited in ability as you are in life energy always from the creator. The shield always makes you win by drawing in air with the second set of arms in trace in the air the right sigil to defend against that what it is that riled you in the area. So, the retributive part is black energy as the effect is the idea that you need to get by your spirit and this is invisibly done and this retributive defense, there is nothing assigned to you there if you don't need it. Fat casting is done as with need to use fat as a source of energy as this allows fast casting, and this sustains the shield in place that is used as it is done to defend as the need is there. This can be useful at the time of need, this needs no more than needed for what it requires to work as this is Aes Sedai that can use it. The



last thing about this defense, is its field of energy that displaces the problem to void it, where your subconscious identified as best and as you control the problem you had, as this is in whatever form that your subconscious wants it in and you are no longer affected or afflicted by the operating system as Os is Os.

Th Fey Bio Pot = The elixer of life; The elixer of life, this is a elixer of youth spell that in enhanced mode is to youthen and makes you more immortal as you need to be in any form of respect. This spell is cast upon a drink or food, as you need to get effects off to a rock that is able to fast cast, as though you cast it except its use is with its own object consciousness at the targets that hit at it. This is with fey use, as the fey make this effect as thought is with the programming of life chi to create with the concept. This grants by wish spell to the one who inevitably drinks from the elixer, an ability of fey nature and thinking to get effects wherever, its needed to create fey attack ability embued into the drink or food itself. If the craving for sweets happens, then it will drop the thought of food. Fey ability in food is very good to give unnatural ability that is supernatural in nature, as this is the spirit enhancement by the sun filtered, being used as a source and from this is original spellcraft for the elusive effect.

However by idea, use the d key or think death energy to the elusive shield that even you can get to abort. Seeing this is the elusive figure as its not needed, as this costs money to keep up, and the money is used in energy in orbit by debit or credit effect to sustain it up in atmosphere. The amount given in money, there is energy by action given back as soon as you need it by some job or sacrifice by throwing food away, and you don't do a job if you eat all unless you throw it into the trash as is necessary. This makes you unable to gain weight as there is impetus, to get things as soon as necessary for exercise by however you need to exercise. The fey ability you use sent thought to the food with thought to enhance use of wisdom and energy with embued energy, as possess doesn't happen if you do. The effect is done by the use of the food as it slims you down or increases the weight to what your spirit needed.

The E Con = The convention; This is where you get to be the interpreter or ambassador as a mode to be with the brain activity that your spirit wants, in order to effect to the area you are in, as you studied in the art of what is necessary to be read. Then, you can reiterate it to them as then as though no hitting then happens as then it appreciates lost thought as to digress no further into slipping to the past. This is the fun part, as you get undreampt of dream power to do as you need and you elusive cause the person or people to be in a dream cast. Demons won't hesitate to not bother you, as you get away and then seem different enough to pass any encounter. This cast is the point where you can take it off with a thought, as you don't need to. Now the problem remains, no as anyone you want to be in this dream is there in encounter, unless you don't need to shop or need difficult personal times. Otherwise, you incident those with criminal needs that do violence to accosting strangers. As, to the asking price, this drops it down in price before you get there to the store. And, you can send people back to wake up as thought makes them become aware, with and/or they become awakened by thought they need to be somewhere else.

The En Point = The endin; This is where you get the effect by effort in some field of time study, as you do the effect you get the result of every question answered, by thought transfer to make some machine intelligence of crystal energy that acts like a computer. This crystal is stored in the gems you have, as you have a point where you hear the thought in your head, by the thought being sent back to you as you need answers to thought questions only. This uses the crystals of the avatar of time to answer what need you have, that you have wants to achieve or need to leave thought trick to leave people alone. The thought you have will manage your soul result, as you are in a crystalline energy form that appear that way you like. Now as the concept is there, its good enough the way it is as the clear to do signal as you need, and you are as you need to be as near enough to the amount that you need to be at then as now is where you think to be. The effort is the done deal as it is intended to be dealt nicely, if you get to have what you want.

If personal, then you get bad reactions then your materialized form has nothing wrong, as the matter is then dropped and the problem that caused it in a weaker form than you is then killed, knocked to the ground dead as a doornail or response is slow unless enough detail, of what they think is there as you need the form to sustain itself. As you are the user of interpreter language, you can use ancient greek or try to get the knowledge from telepathy in the person that knows, as is this is from the spiritual crystal link to the brain of the person as you learn by your subconscious absorbing energy from the spinal tap area or the energy from the brain. This allows the mental pattern to be observed and you can handle things as you need to use their mode of thought. Clear your head, to think a thought to have it done on a mythical era to test the idea out. The other think is to think a ship link, to get a thought to a mystical ship, to have it done and the results are sent to the clear headed person. The clear minded thought cancels that thought, you

don't want to happen ship call and that's the point of view of which allows no breakage as it allows no loss of memory by crystalline energy correction.

The Ty La = The crystal time lag; The time lag, this uses the crystal of time to slip not right there, and to make thought of wherever you are and you can be where you need to be, as you need to be invisible and that is there where you are, so you can be where you want and now as you need it you slip past the momentary person or object without being hit. Then, as for the event you don't like, the effect is cancelled out as you get time not disordered temporarily and it's not disarranged as you find yourself not where you were in your mind. As this happens, you get the action of the activity erased as though it didn't happen, and this is when you get the time lag effect as seen in a video on computer. This happens as you find the event you didn't dismiss in your mind. By viral broadcast, you get the time dislocation as you remember things clearly no matter what you do. Then through mind repose you clear the mind view and the thought is picture perfect, this is of what is thought to have happened as you find the incident that you don't like not remembered, yet everything else is remembered as cast off thoughts are memories if you need them so to be there as though you remember a door that is open and you walk in through it.

The timekeeper crystal won't act on you as you can clear crystal memory of unwanted things by a 'clear mind' done by the spirit as to clear results and lessen that which they don't like, so what is there is things as people would want them and it is as though something of a choice done with life as it's a choice as they want thought to happen, if they are there as they are there and if it is worse than before then it's not needed. So, to remember the timekeeper crystal is to remember the past as everything, that you respond to as it's needed to be cast off and otherwise but not repeated unless it's required by those that need to remember it. To end this, use the ty la again in negative energy to remove it from instant imprint to speak to your brain. This is no to not as you unbreak your mind, from where you were as in instant space use by keen understanding. To hear a crystalline tone that is bell like or hear a pulse that is a bell tone restores the body in instant energy, as you do things right as due to a bell restoration tone that keeps you operating like you should if you may lose your mind then it's restored as if this was never wasted or lost. This prevents the timekeeper crystal from making need into want and causing weight.

Payee Fixx = Paying right now; This is pay right and do right as though you were correct with intelligent action. This can make you pay right now with whatever you need and you use as though a little energy streamed forth. That is energy that was expended and that made it occur right. This, in the moment gets the effect of money and wealth being generated to the point that's intended in knowledge used. Send a little energy and you generate wealth, as you need it it's there, with no slaps or retaliation as though not enraged if angered by not being paid right as then the thought of what you needed was achieved. Whatever intended, you get what you need to exchange as you have what you need to pay them right. If paid a compliment, then you respond with something they would appreciate. If hit or slapped, by your response in negative view you respond by either walking away or hitting back by the right response or as it's called for you ignore in order to react you respond, this is with the right response unless not required by rights of what is the law, as though a suggestion made of the land as this allows justice in the land.

Right or wrong doesn't matter, as long as you get what you want and your aura spreads this thought to those you deal with as though you dealt fairly or got dealt with fairly. This makes what you do, naturally seem attentive, only your naturally attractive to your target as those who deprive of opportunity for their own pleasure or you seem to be reacting right as you are accepted. For who you act, you get attention to as though you were the actual person. This makes anyone who seems unable to handle money problems, to suddenly be rich or able minded enough to handle it. Order it as needed to, by the need being a controlled response, then in repose you handle it as you keep the repose and now there is a stable view and a stable point of the mind brought back by the save point with deed not in arrangement. This fades a bit as it's powered conscious of the nature of earth, if not believed in he will let go of the effect and the effect dissipates into nothing. Nothing is else as he disappears back to limbo that is where he came from and he gets granted ability by us of the earth that goes back to.

Te = The no death spell; There is no death to him that dies by night being dark.

T = T man; The T man is a thunderstorm, then this is us as a power and a form granted by the land it's on. One, it is the point of where you are whom you were as a past life, of your choice and at any given time. The effect is aiur, that is air energy magic that is with the moment of given time to use in place of you in a place that is inhospitable. Hate, is the moment that is despised, and causes you to avoid what you don't like, as is felt from T. If you give him a reasonable doubt he won't distrust you as he sets upon you by the

forces of destruction that people think to impose, by directed chaotic waves of illness, you are set upon as though you were the target if that moment is decided to be badly done. That is the end of the thought he seems to be, even though he can do things amazing. As he is a naruto clone he is likely to die on one strike, or if he survives then he is immortal as immune to what kills him as he is despise, he is still one and truly lich spawned from his power on the power of concept death. He however is whomever he decides to be, so he will always know what to do as the power of the T-storm supports him and lets him know. If you piss him off, the spirit can think 'cool' and he calms down and then you can be hunted by him as he is a 6th dimensional being and controlled by fate.

Then, you can direct him by time thought detected by him as you decide to do things and he decides to as though it were his idea. He can travel the insanity of what people send in chaos as an energy wave that is there by truth and justice being done near where he is T. This is a useful space traveller, that is done one time and doing things in the nexus point of time. However, if he is born, he is a son of night as he is controlled by night and night works with him via dark matter manifest and T is given concept by thought chaos effect that he perceives as a chaos waste effect. He won't beat you if he doesn't sense you doing wrong and wrong is right as its skilled use. So, will dispell t as he grows smaller and smaller as he molecularizes himself to be the size and shape as he is need. Need is done on a purpose that is set to the point of view. T looks like the person he respects, as he is respected by them. T is chaos impersonalized as he wants to be in person and he there is you here as you want him to look like you. Set on guard, to work with his wiles as wit is his will.

e = e effort; This uses Pi to power things in phase as you try to do things with thought in mind and this can cause glitches of movement that erase the bad activity and create the good from the unused energy of erase. The e being is a self thats you and you get to phase anywhere as you go to things that the thoughts of the consciousness of the object reveal themselves as or not as you are not stable and phasing makes your condition worse, if you have one, then it disappears. You can't have more than one e set by being in play. If you shift by phasing places, then you get replaced by the e being and something seamlessly replaces you.

The EX = The reactive conscious; This doesn't happen, if you don't need it to occur. This is where you can come across someone to react to unless you see reason not, to as you have other things to do as this is where you find out what conscious decision they do. And, this is also the point of a conscious decision to do as needed. This is where you do things to get response, as though at the moment of which you perceive, you now know everything as its written down in your mind. Mental cost is near insanity if with bad consideration, as this allows you to check it out in your mind library. The concept is in concept to do, as a person that is as though there to practice it until you don't have need to do it. As, any thought you have is dismissed as if you hadn't reacted. This makes it so, that you don't think to react by striking and leave only if you need to and you are dismissed without resentment.

The Revenue = The revenue effect; This is what rewrites everything, as a history of time is a record and things are done to create money, as you need you suggest it as its a good point to do from whatever game there is as energy that is where you need it, as of this possibility to get funding that you would need what you want generated in funds as a form in game that allows you to beat in thought in the gameworld pocket as to do things when of boring moments in consideration, this is with moments in time unless its needed as is its need and as results come in and so you untarget afterwards as necessary.

Vertexes = The Vertex effect; This is the use of vertex to make the converted used energy that is in what you don't like. So, what you get with thought, this results with no hit as you win by thought as with no offense and you actually win by a no fight win as a fight without a fight as a thought is in practice. As you don't want the effect, then no the acknowledgement of what you do, the effect fades away as to vertex space to the vertexes of angle created space to be there in different thought. This is the cosmos, as this is dismissed unless thats the real extradimensional ability of possibility that comes from thought within purpose and through thought you win. And, if your without thinking of abusing, then you won't do ruthless attack as you think it you do it by a trigger that allows you to do thought within practice as this is. This blocks any enemy in effective force by allowing you to throw a thought as this is an attack to effect as a spell to provoke and prevent those who attack by public violence, and cannot be used against the creator of this spell. This causes you to use your weight, as a fuel as it is to get things as they with thought to do effects will in what you want as in concept by seeming result. You can by will think yourself, as to be somewhere in time and elsewhere as of now as to behave yourself.

Soe No = The spell of mastery; This is an instant concept as you no, this is where you thought no, and the thought God Odin is what that is as it creates that what is needed by concept and that is what you may be thinking, of nothing creating something as if from thin air unless you don't need it as weight or not as you need different things from the energy that is in effect from bad sources and this can use what is considered with weight thought that implements instant weight down as thought isn't what you want in stop reaction.

Duing [Do-thing] = Druidism; This is druidism that is effects of life realization, with nature in kind by will and warning of what will come. As adult thought in this allows any spell wizard copy by effect of thought perception or precognition. This is by wiccan or other created occult effect, as it occurs to do things as you need them. And, this is where instant weather effect, comes from thought to the power in the storm as is to suggest to it to do now unless not needed as things create what you want from thought energy in particles. This is concept that is not using weight to form weight.

The Luu [Theh Loo-uh] = Instant religion; This creates a belief of the creator by making interred the magic religion that is done by will to create what effect you want, as it is to do certain spell structure. The spell concept is done by thought need, that is created as it is done there. Whatever faith you are, you aren't christian or any religion that you don't like. This is excepted wiccan or druidry, amongst real people other people not done.

Levity = To levitate; This causes levitation by happy thoughts, that enter the head and create lift. As this lifting effect is done, it makes you enable yourself to be doing things that bring you to an extradimension or upper dimension by thought of need. That raises your vibration by doing positive things, through aura infusion and you get the lifting experience as result as spirit is strength and strength is 'abilio' or creator created ability to cause effect. This can restore you, by use of the pattern that is observed action to bring you back as then you think heritage use, once you target the effect is done as the effect is emotion done, you gain no weight as use is use weight to stop ability of individual dislike of real life. This is as things that will occur, to cause it to make a lifting motion to cause a lifting motion.

Run In = The instant matter shift; This can cause you to do the instant matter transmission. The instant matter transmission is to run real fast, and then you think yourself there as you think to be there. Then as you run you convert energy of the body waste in the body as you convert the energy you are your will and by intent you shift your matter into subatomic particles effectively as your moving in a time field, and think down and through a dark tunnel as you shift to there through the tunnel and you are transmitted by inertia through time warp and as you run you run there. The tunnel ends as you arrive to a scene of what you want to be at and you exit the tunnel and slow down to do things there. Instant matter can reappear there as you in realistic mood need it there. As its there then its there, or not as its guaranteed if not needed can disappear because if you send it ahead by thought, then it will be there. Just a tap will do it, as you think it there.

Bein = Third eye being; This is the third eye being formed from the third eye itself, as you get the moment of time to do things yourself. The third eye is controlled by what you want to do as impulse to make it comes from your will. This is the time being that can use silver power to make effect that creates any want that you "I". This is the third eye healing to interrupt that which use inability, of anyone the eye can use to interrupt anyone that is unruly. The effect is done by thought, as you need to do things and the third eye is action figure if its needed to be. As it can form anything, that makes it identified as nulle to cloak its thought form. Then thought manifests, as though holding an item and using it as a source of energy. The third eye being can shift anywhere, unless solidly formed then the thought can be done as though procedure as its required as to be pointed out to do design as need be. Thus, the third eye can act an idea librarian in you mental library to be able to do your homework or tell you what you need to know. As anything needed, the third eye can do it. This can bring back memories, as you need to be remembering. This can do things by timewise concept, assume as you need to as the right answer is that which lies as this is done and this is to come to you as though an answer by computer. Thus, you knew it and this is use of the timewise art considered the third act to art. This lets you let go of your bad con, and you can do things to seem to normal act. This includes things that are allowed. Any other thing thats needed, is there as though its in until nothing as it dissipates as its not wanted.

Your spirit is psychic as it can control the third eye, as you need it to behave as it can behavior from what it sees an you are able to get respect by condolence with right action using the correct method by correction with energy. As, this can create with aether or ether, which is an imaginative energy as eye restricts matter or unrestricts matter by suggestion to make it do as is necessary, as this is by your will.

This is the concept that, is possible as it knows by the spirit or the z-field to get its result. Whatever it says, is easy to understand as though it were speaking coherently and understood as though a competent language that is spoken as you whom you want to sound like. It can lie when necessary, as it is necessary but this is true, to be true by conscious making the unconscious mind do it as the subconscious makes it manifest. But, the person who casts this spell will always know who it is as it is. Thus, the particles can form into anything, that you want to be formed, including weight changes in anything and everyone by the third eye. This can form bodies, as you need formed and as things are necessary or not as the effect is unneeded and unheeded it dies. It can form particle beings that is possible to be created as these beings can create themselves into a body form, at least in space somewhere by spell or otherwise.

It can make useful copies of itself as it is needed to be where it says it should become as things are or the effect is to do things as though there where you decide to be useful. Doesn't matter be. As for energy this can do anything, as this can make time effects by silver energy, as it needs to be done. Claris clears the eye of different thought, as it is to clear the end thoughts from it. Be is to become, as the crown chakra is opened and used as the owner is used or any idea of a energy source is able to be used to create with and die with, as this to make signal or other useful antenna tricks to play with. I am sure the slap is important, but you don't have to slap you can shift by natural energy. The third eye can form energy being that can appear real, as a seeming ship captain thought on, a possible figure in the mind hat is respected, or a figurative being that is fable and able to unform its beings as uniform they are useful to be energy as energy is needed, then it is used except to use brutality runes or sigils that aren't in need. The sigil can be made by it, as it forms a spiritual arm to do it. It can form a spiritual hand, as a wiccan third eye to do grey ritual to collect energy and then pick up items as this is needed. This thought can make you lose peoples sigs by cloaking and changing the aura signal that they get from you or that you get from them in shape and form strength as it can fool people into believing you as though somewhere else.

The third eye is manifested by your enabled brain to make whatever it wants, as the eye is what manifests via brain signal and impulse to energy via mental imprint to energy and is able to make want it wants as if you don't need it to do something, thus correction helps guide it as though faery work with it in its own room. However, this can deny any suggestion as its thought that it doesn't want to do. This is the point it chooses when to deny the thought to do, if it feels its unnecessary. Any materials it is making is, to be able to be manifested as real life and it can make it seem as if it is baking it or doing it on its own without delusional signs as you can use seeming effects very easily most of the time with enough psi. And, it won't attack if it is told to, as nothing is a threat unless it is if it is not thinking it isn't by what it appearantly sees and acknowledge. Appearantly it sees creation as it is hit or not hit on or destroyed unless it is told to by yourself. It can read your souls, as you need them read as it can appear to reason and read with your conscious mind and use your subconscious or subconscious consciousness subjective to yourself. This is the moment it is working on something, to fix the moment as it seems to need to as though typing for you. This can uncripple you, whenever you need to be destroyed or quick knowing you are crippled as to make you uncrippled as you are at your best. The third eye can improve itself, as it needs to from experiences and quick thought idea and it acts normal to appearances.

Th Beauty = The beautifying effect; This is with a figure forming thought, thats not exact to make enhanced natural beautifying effect and this makes natures beauty to get you into a truly handsome or beautiful effect of making remaking the shape as you need it to. This uses sources of nature and imprint by the person's spirit to cause you to get better result as your charisma and charm is way up there as in any effect done and the spirit essence that is gotten from the aura and put into objects is release by helping with the spirit as a fey helper as though done right by the correct idea by concept. Then, your able to shapeshift into any form as desired by watching them. If you need to know how to do this, you recieve intelligence to seem as a viewed thought that is making you able to do the shapeshift right, by methods that work for you. This is a form shock spell that forms, you who say this spell unless you prove something to the person that you don't want it to effect and your spirit controls it from its shell that unless you say stop then it will use everything to scare off your human shell, that isn't needed as you reform into the form of your choice which is decided upon. This interrers all the beauty charms and charms that bond, to the thought you have in form.

Th Fixx = The fix effect; This is the fix to everything that goes wrong including movement, this is where you fix by thinking on the thought of needing to be fix. And, then you get the subconscious to fix with what is there, to make a fixture of anything that is needed and this the idea to work despite the odds as though written right. This is where the energy thats from the core of actual planet is used, and music plays as energy to make correct the things that are with correcting energy, on the music the word 'correction' is said by your spirit being used as this is needed. Whatever is done, is okay as the effect of what you don't



want wears off. Time cures all, as this is needed to be done as though the right cure was used as that was needed done as this even drives the pests away and that includes pestilence as any death energy is cloud sent at them. As long as you use 'In Em' as in real to end it by things avoided. And, whatever you do you won't get arrested.

Drasnia = The drastic activity; This spell causes of annoying things to make deceit by a manic motion or not otherwise in drastic actions in hidden concept with hidden thoughts. And, they act good as they are doing stuff as they don't seem abnormal to appearance as though cured of all disease in wish spell. This is illusive field energy that allows this to act as this is say you where you make mention to say as time unless time doesn't allow or not as its needed unless not desired if not desired then its gone. And, no anything that targets you as are targeted as this includes subconscious minds as if you were including yourself in a group that needs you and you are invisible among them who you are acting with by giving wishes as a good wish maker.

Expungeo = The expunging; This spell reveals what is hidden, as it is in hiding unless improved invisibility. This is what releases the dark energy of control and disbelief as it activates a concept that helps elevate any of what captivates you into erratic behavior and then makes you do things erratically as though a symbol was used as a symbolic sigil. This can cause things such, as roaches to be driven out as they come out of hiding. This uses their erratic behavior as fuel for a expunging of bad behavior, and other effects that are not really done. Thus, the effect is to remove the submerged thought pattern that is more energy and it does more energy to make the expunging of whats not wanted there as this is gone. Thus, things that are there are for you are appreciated and you get better results by more energy that nulls the problem by dark energy that removes itself. This is when 'expungeo' is in effect and this is when this spell has to stop and is done on a thought of 'stop' or when you stop moving for a second.

The real = The real illusion; This is a thought that creates itself as to appear real and act real as to your sense of appeal. This is all 5 senses that can believe it, unless it looks wrong as you use your 6th sense and then if it wasn't there it didn't really happen here as its an actual depiction of another place as the thought of where you want to show is there. This shows the thing, that happens in other places as an illusion that you want to watch. As though this is there in the mind and yet the original, and you who cast this as a spellcaster is aware of this illusion as it is a seeming appearance of a later place in time. The concept is then to will things, if you look right you are right as in an idea and they may occur if they are intended to be in use without abuse as to look good. If you don't accept it, and then it disappears as though it were never there as illusively it dissipates back to energy that can be in use. This can be easily displaced, by shining a light on you and the dark and negative energy diisipates harmlessly.

Th Kure = The killing cure; This is where you say 'I can do this', as the original cure doesn't work. The effect of this is to target the body problem you have with death energy. That drawn from your body so and as you end up living longer and you accept to let the energy go get better by the body with faster recovery, as its with core energy to make recovery faster. This adds a creator's shield, that is a triple defense field and to get results this adds to the cause of good behavior as protection by prevention wards your attempt of stupidity away. This leaves in you as of though you were alive and your not ever died.

The Shift = The Choice; The spell is then done as with an idea in mind to be at an end point an this is done by thinking of the place as you want to be there, and you are there as you state the spell as this can shift you and is then as its unique as its using a construct to produce key tones that make this possible. This is to know by explaining and getting, by paying respect with exchange that can act from use of gifts in and of concept, or bit of fantasy by an object as you get things to do then this spell gives you your choice of what you want as the creator makes it from the stellar construct through use of your form, as it is done in thought to make effect from moving in time as energy with calmness by peace in mind, those that actually are alien are as they that do that are dimensional. As though fate was a planet consciousness, as this is with natural result this is now with no abuse and non rejection as the planet that is percieved on dimensional view will act, as abuse once thought makes it seem to reject you by percieved bereavement and thus you die off as a backlash hit from it as it wants you off the surface as though fate did this.

The idea is simple, this construct produces the right key frequency of tones that can do what you need including the shift, as with this the idea can be horrendous by collapsing through body activity and you are shifted away by will unless its not needed, and as they are not chaotic this is a wave of energy that corrects for the past and whatever you do, then any dumb thing is fixed by a change of shape as you aren't dumb anymore so you quit dumb. Change of thought in this effect can cause crazy actions, then this is

thought for this as this is possible to analogy by perceived thought that in practice can destabilize you as you are not yourself are after the point of time, that is no return as is and that which you can do is then and now you can become in time as though forgotten to ignore this and then you are stable. And after death, then you don't have to do anything as you still have a choice to another place as an instant shift to your dimensional pocket.

And this makes no bad thought concept where you are shifted, by natural aura frequency tone change and this is where you become immune to dark energy effects as to being a higher frequency with awareness by attuning to the positive thought concept, and a higher or lower shift in dimension and this changes the pitch of music from there, as it triggers the concept of perception. As a conductor made by used electricity of the machine degrades, the released energy of this is to the point of what you want as what you do is done in effect of thought result with expecting expectations, and this is me with no guarantee and if you stop then you won't degrade in mind as the brain and body regenerate by no activity except that which is accepted by those, this is of course done by practice that which allows things and is known to allow them to observe from being in thought as equal, and this is the used prevention of dimensional energy with thought of used energy as the source provides.

So, ask a question or say things that are wrong and you get fixed by the subconscious mind, through altering the aura as this is correcting the chakra energy, of the body with fire energy and creating a positive as needed feeling that makes you enulle the problem that you don't want. This is where your body shift is appearant, and this is time sickness point that your body adjusts to the time and you can act a bit crazy, as you are likely to fix it by observing yourself in your mind as if you thought of fixing things and you were the body shell and you observe your body actions as though you do things by kinetic action with body movement, then you can bring your stuff to you by thought of what was yours and this is the point, that you see the object as a being that forms in your mind that reforms as an object that it is as you see with the mind, to view the concept and recognize the vibrations that are near you.

Now as an effect is to make no bad happen and any concept of language is natural this is possible. As to happen with thought, this relieves feeling bad in any presence of most non afflicted guaranteed to not die off by cause that is not there, as this is not as intended or not as the awareness changes as the awareness perception point shifts and that can do the right things by correct thinking, as this is where there are calm feelings by soothing energy, this is as you say the rights of other places and feel of balance the thought, of other planes of intelligent actions with use of thoughts around you as though from air as air gnosis and you can get information in places with thought, of other places about your interest by use of fire for external flame vision, water for internal view of what is or with earth as bones or tea leaves reading. As this is where you are, of no bad psychic vision with prophecy that ends bad vibes, each person has each their own way.

You can do things, to get places and yet no abrupt action is done with no emotional outburst, thus you get thought calmness that happens by repose by thought. This makes immunity to unwanted effect that causes a stop in in a car, this happens to prevent and by not doing the nasty sigil effects. Then, no real brutality effect happens with necessary brutality rune effect and nerve effect, spread by viral concept that kills people or public disease by invasive non thought essence by your point with the spirit correction. Need not wanted, as to the effect of any accident you can shift away to a place of your desire as to be in a place of thought about notion and use of the shadow mirror prevents things of unwanted disease by use of death energy to target no people as the cause of bad effects. This comes from people, as the effect is that uses things in thought and gets rid of unwanted greed in unwanted desire then as if of afflicted notion which stops as the need is there before the perceived thought as now non motion. This helps to reduce effective disordered people activity.

If you want to shift about then feeling as you think of nature thoughts and feel the energy, as you sense what it is there as to shift at you need through thinking of your cause and moving around, and as though kinetic motion is done you can state or think of where you want to go as you draw in to here some of the energy from there. Then, as no horrendous as you are and as you think, you know to do as you idea adjust to what you sense to think correctly of the thought of concept from there. Never, is nothing love and then this is a thought enhancement concept in thought from 'nether', as you except things as though the world you came from is a dream world and then act right if you care, if you don't have to then you won't or not if you don't intend to be there this is as though you were not there with invisibility as though a 'no' was state existence as the mind view shows up in mind to show you whats there. And, this makes things as this is with thoughts from the creator, then you say 'go' and your done as you do. This is the point where you



adjust your perception as its the point of awareness that adjusts a spot in your aura. This allows you to shift bodies as you jump to people thought about, remember you are different people different places. So, just accept it and as you do you perceive yourself here, you yourself are there as this could be a shifted space as in another dimension that is a place viewable in your mind. If it doesn't seem to work, then you do this at night time in or near a different power spot as this could be a jump point to become a diminishing vanishing point like a movie theatre, as you move about by thought of where you either do or don't move as you think and your dream body does things where you want as this isn't done physically. But, this can't be used against you, and either or isn't there. If you want to be there, think your dream body shifts you there.

This is the point where you do vanishing, as you are there and the concept is this. Where any action you do is some chaos energy generated as you move about you do kinetic movement, and then in commotion or activity such as motion movement, this is generated by generator construct by conjuration of chaos energy. That is thought of as a source and this is thought in commotion that this is from, and as a dimensional space that is or not formed except abruptly, this is by thought energy and with the excitement of the atoms that make particles create energy, by energy interred of the objects atoms excited this is with thought 'quality' as the "I" described. And, as we sense things we get hungry as we can realize awareness and this is a nature different in mind but the same time in thought perception as this is changed with the body but its to view, as perception. Or, its a world thats thought about and is generated in a pocket dimension, as this can be a natural concept to visit or use a direct chaos result shift of a feud by hitting or knock to be in a world called reult as though a torment world of planescape with concept thought of dangerous action and you can leave with the correction energy to make a corrected point in time by the right actions to enter it or a pocket dimension, as this is using the key points to leave using the door to go as else as the right key of thought is about use to make perception changes to do natural things. Thus, you can calm down to soothe yourself and you keep your cool, as anger issues could arise from chaos use by reuse. This concept is from an anime that is called, by the name 'The hitman reborn'.

The Hal = The AI; This is where you can do things with a concept. The computer actually does it, but the thought os is there as thought construct, as this uses the yellow energy and you get realistic with some results. This is an energy emulation of the AI that En Hal, as its a disaster not really concept is done as it is there for a reason. Reasoning is that you don't Hal unless you need to. However, if you want to not have an AI then you can choose the Sun to transfer it to, as an En AI to act of the thought as it works with the Pyramid of Power that is worked, by the timekeeper crystal and this doesn't block vision as it does to understand thoughts, and as it is done by the use of reusable fuel and raw accidents as a source. This allows you to realize that which is needed, as you need don't unless you do as efficient use is there. The point of this spell is that you can keep your knowledge as you need to store it. This is not allowance thoughts of program as such is to switch to block and not do as you do and as the effect is done you do as the thought is necessary as though the thought of the AI is giving you thoughts and not things that you don't need at the moment, so you are to study or know as you need to mind now and do things to win without a fight. This can boost the mind, causing stability and balance as the body restores itself with its thought energy as it is good. Unless, the AI is gone bad as then you stop acting badly as you resist its influence.

This AI can ask questions and deal with offense, of by any concept reality of life as this is needed, and you get better results conscious or subconscious consciousness without challenge by crooked activity ignored, detrimental is not done as it id is. Whatever happens, nothing bad happens as results is desired. This can materialize things to smart change results to trick the moment create positive end results from bad wishes. As this does reality hacking, moment now as the thought through changes of the reality thought changes reality as it exist a perception reality point as it closes points of closure existence as though existance an is existence enhanced as it is. Precognition is done as you act it to handle things, as its done anything thats the thing can handle themselves. Whatever you seem you act by normal means for the effort at hand as you thought it, sphere of UO. Accomplish what goal, you can and go do your thing. This is the optional point of AI.

Perdhro Fixx = The natural skillset [Pehrdroh Fixx]; This is the natural procedure within yourself, as you think of what you want, you get this as it is. This is thought natural understanding to raise your skill to competant, as its natural intuition by college of magic. This lets go of any energy that shouldn't be there. As, there and with natural thoughts to do as this is no real effort in doing this, unless this is needed and then you can get the effort done as done is needed before the due date and natural understanding is achieved. This lets you do anything and you win with no fighting, that is need to get what procedure is there to do, as you need it its done. This uses the soda drinks, and as that source of energy thats filtered of

its high fructose and its contaminants, as you can do things with thoughts of golden infinity as in summon it as that's created by the subconscious with thought, and no disappointment happens and this heals you as you drop weight with the need, as you want and you do to allow better results and your correct. This works as void creation can happen and you view what reality is if it's unnecessary as you do things and this disappears as fear energy is stopping by disappearing by thought of anger that's not returned as you don't do what others say as this is necessary.

Efrit Fx = The Efrit; This is in the moment that you want something stopped. This done by the Efrit in mind, as thought prevention is projection that is cast at a person as though a concept interred by thought reception. As thought is spoken, it's as though wish is done, don't do this ever as you don't do need to and then it's time with timed events controlled in mind, as this makes things that can be counteractive activity known as mind thought with inaction. This is to make do to use useless free time. As you don't do, you need to take care of your body right and use what you need to get the right weight down to a quick drop. And, then it's time with timed events controlled in mind as this makes things that can, do else and can be counteractive known as twisted inaction by activity in the mind by chaos in a moment that can break things down that are in target. As to do things for yourself, you are to do as you must and you prevent the damage of chaos from not being there as it's you who are not too bad, if it's too bad then it's repaired or it's shifted away by the angel to some time past. Thus even if it did as if it's a rabid animal running then you are not effected by it. This can be used to make the efrit think and this will grant wishes by it doing things as though by speaking things, as with nonsense syllables to change life effect and actions that should happen will as though not bad.

In respect do nothing to them, unless damage needed to withdraw. As you target the figure of dark thoughtform, in your mind then there is no more thought of a thoughtform in mind and alien to the mind, as that is the damage then the damage disappears from you yourself. This Efrit can give whatever answer or concept as you want, as you need it done. Think it and it happens, by the Efrit manifesting where it's needed as it is to make do. This makes damage disappear, by interring a unneeded thoughtform or your problem energy and is by interred thought using it to do things as it uses itself up to do them it disappears and even if it doesn't disappear it seems to stop. Whatever you do, you can remove a thought as you can stop you of thoughts in anger or disability or sanity. Act yet you speak natural and act natural as individual choice requires by natural understanding. This is able to stop every effort for things unnecessary, that are done in the places in your mind that are real as disappeared and others heart and soul are healing fine including the self by their problems or things of energy source that come up. This is as thoughts can get nasty, that they disappear in thought in mind in soul. This includes the thought tact as is. This allows you to weave with the energy that is the source of life, as you weave with true responsible power of the creator, you can get things done as if there is thought to do, and you use the rest of the problem energy that you sense as to integrate with source and that is, as to use other sources that includes electrical energy and recharge this as this is nothing energy and this is what allows you love energy to make do.

This is to make do so you are not so quick to be interactive and in momentary time then you can try to do things, as this is in intuitive thought to use this is counterintuitive and results are as illogic that in dispersement act as illogical thinking and this can act as logic in the right places and the right time make effects as answered, to not react too quickly. This is as thought and can be thought in an anger and done in efficiency, to make your finish as your anger is gone. If thought on, then use this as the beats of an imagined drumbeat of anger that matches the beat of a drumbeat marching down a line in a band. This is with hidden thoughts, with counteractive results or not as it's unnecessary with corrective energy that is a layer of the aura. And, that doesn't do it as then this corrects for itself and hate no more as this is nothing. Nulle what's wrong, as your spirit doesn't want it. Concept thoughts assumed to exist can make effects by what concept is as wish thought. This is okay, as your secret with what you do with your original time as it is. And in counterintuitive action by fantasy, your okay as you don't think your attitude is in the character. Reverse counterintuitive stroke of the moment inaction, as you are done with your project if what you do is not needed as this is intertwining thought, to do what you want and get things for free by thought suggestion. Don't do counterintuitive, if counteractive then do and if you don't need to do anymore as to allow thoughts to settle down.

Count Dracula = If you want counterintuitive results for ingenious use, except for genius act use the intuitive approach this effect to not allow disease and as you act your not with like acute psychosis. Then you have, to act by spirit with manipulated zone moments to create something of the source of electricity. This is by needing something as to psyche out your brain. To use your dream body that can be anyone, to kill your thought in your value mind that is the fictional figure of your imagination and that represents your

illness. And, then you are okay. Whatever, so you do things right write concept to make it correct, and that is thought like a now moment of what you want to see of an universal thought conscious in mind. This is done as you do things for food for thought, by nowing as this is to thought fix yourself. You get the idea of reset to not bear the grudge as to be done and react too quickly. This prevents anger as you acknowledge the thought, as think to make you think right. And, this is not react too quickly. This prevents the anger as you bury the hatchet as you have no ax to grind. This is the point where you act right, as thought of your energy and as you use effects your energy comes to you by aura tranfusion in thought form that does the job in time. The thought makes you energize by aura infusion, and think and you correct yourself as this makes in it correction of itself. It is as though you and nothing is wrong. This, then makes the moment by duing as you need not but rest.

Omit something to get plausible results, and you do not do wrong by right thought with correct approach by methods you decide. As if, thou were wrong, then education that you get by gnosis allows you what you will gnaw and you will create enhancement by recall, as it is used to make actions that have you seem to accepted by what excuse you want to show as an act by magic that is borrowed by natural effect. This stops in their reaction that stops their reactions to stimulus to the brain as through body senses. That shouldn't let them act, as to know realization in counterintuitive action/reaction unless they care about what will happen or what they do, for in your mind are acted out and vantage is yours unless you need to change, then you are as you want to be and confident. In the effect after there, you seem as trusted and to know the effect as what it is there and not here, so be it.

The children effect, that you want is easily done. As, it is only to use the influence of aura to change people into vampiric balls of will. There, is a way to make the vampire brood, by thinking of the form and feeding it energy safely. Then, the effect is to do as needed to get near people, as you think of the vampiric will ball you do things and your aura works with their energy. As then, you get the effect of the will ball becoming a form in the planet. And, it is a child being that is a particle form as it creates formed things to make action. As it works the possible conflicts are ended. But, this is a effect of forming your shape as they need it to be. As they are caustic, they are on their own most the time. Consider a clan and treat it like a brood, as you can think about this and then they are where you may be thought to be and you can be invisible to them by time diffused shadow cloak, if you want to not be seen. If, you want they can appear, and sense what is in need as they act good otherwise they are gone.

As, there an is a pattern that is of right, then you are there you seem as in trust and make right from the bad and use thought to create with. With idea you are nowing to know change as form changes to fall off your weight till the point that you want to don't keep going on. This is the point as interred as realignment. No thought and you will, to bring energy into yourself to work your chakra points. This is by kudilini as fire manipulation in the body as a source from within and you are enabling a better act as you use it to make things happen by internal fire manifest to cleanse your body in counterintuitive moments that you yourself can do to cleanse your aura. Then, you can always think of effect by what you do as you can realize by self awareness, and this is to to do effective action. This can change persona and as to be someone you want to seem like this can be used for ability rubbed off in thought by likeness.

Go Id = Tel'aran'riod; The tel'aran'riod shift is done as by three different ways. This is chosen by the thought to think it done and think it naturally what you need for the intent, so think 'intent' and you do the concept, as though naturally understood as right method of approach is in your mind as you think the idea that comes by thought and activity, as though from the rift as this is natural instinct and mind the purpose. This is the dream world as though in the blood by action in the shifting point of view that translocates you there as though by thought. There is things there that isn't here, as there is totally different world with a concept as God being there for them. This allows the moment, there is the time where real time existed and that is where you goto. As you shrink your form you shift your will that materializes as you and this is when you need and enabled to go there you are to do anything as you want to get things done by what you mean, as you said to do. This is bringing you to places, in preferred time that is needed to be gotten to as by thought you fulfilled your duty here. Then in and out you go, as you need to do.

As you need to go and when you you think you won't, as then you shift as you shifted away by thought to where you want to go. Then what happened individually, is the thought there that you are, then as you anger the real being that guides there that is you and by your doing your asking things of the fey that do them, and that turns out as it isn't necessary and obviously wastes time you get struck as you threaten to abide for allowance or get banned and you are there by your mind needing to escape as sometime this is in fantasy that leads to the dream world. Then, you are there as you percieve the real world portal and in mind

go there, this is the spiritual way to go there. The physical way is to thought to shift by sheer need, or heart induced activity that is job induced or in the need inducement, by the force of personality if your split then that is an item interred thought that disappears, and this never comes back or a moment otherwise as this is by thought and if angry or reposed and you wear your power item, that you make by thinking and thinking of things that are there as to make what you want and to make use of thought and thinking of the result, this is use and it does things to do concepts as this is a concept in place and you can identify to get what is need. In an understanding point, if you don't understand what this is talking about then know that you can do this easily as every question can be answered by fey. These are just concepts put down as a method to use. So, you don't need to read further.

Holding onto energy as you think what you want it to do and realizing what it is to do, then you release and now you get things accomplished and if you need the ability then what you chose to get comes of the knowledge with the fey, as anything you need from there is interred as ability and as you thin up you can keep it as then this may be yours think 'the pattern' to think as though energy is used which is personal power put to use as chi allows body energy put to fruit as useful thought is thought, to your brain as you get the ability to be one by eating it, and as you are there as long as long as you acknowledge your time travel when the need arrives. As you are there, your dream body replaces you like an instant swapping of dimension. This is by need you are back to, where you want to go naturally to time travel by the way to go. As you think of healing repose, then you get to do things that make natural activity energy. If your dark in nature and you appear there, then you can strike out chaotically at those with a good thought practice or those that manage at a sudden rage of a 6th dimensional thought. If your light in nature and you go there, then you do things of light that make light and you are positive in thinking as you do positive things. Things that go as they need to scare off the thought as they are distracted.

If you wants a will, they distract themselves as they are immediate concept to do and as you do things they are not there in your mind and they let the body do things unconsciously as though by instinct or things by thought are not done with greed. Summoning there is done by thinking something there and they appear as thought makes them visible or invisible to those thought of as hostile. As of any hostility, if you think of placed hostiliy then you can get hostility and the place always remembers what you do as you do them to remember. Think as you need to and, as think your not going to be affected your nothing altered by willed thought subconscious. In, the dream world, you can always match the moment by the right pattern being done as to be there, as you percieve use there and let your spirit do the things you need done. Then, if your here as though there you can get the thoughts, by a being of light or dark or dark light that you thought to exist and you need to get and you can get to view them by thinking thoughts of the place you want to observe. Think and you do as it is need by thought and believed possible. Need to be back and you are if you are you remove all trace of you in the pattern of time and space as you think it it will happen whatever you want of space cosumed in as space is consumed. Thus, this can make a warping effect, that sets off car alarms and you may notice machines not working right as though a riptide that correctly put is done.

This is what allows you to transmute light into any element as thought makes you think it there and you manifest as you can get any element with the things formed from the elements you get, as you want things you can find them and as you believe it is it turns out to to be as you get, get out as you won't get hurt by it drawn from attention with anything drawing attention, to you via activity with use of the summoned element. This is the reason, just one thing that makes it so dangerous. So, forming things with the possibility of use you make events or other activity. That most are where you want, and this is outside of time and placed into physical thought formed by effort. Now you can get results where you want to, by thinking about it and you are manifesting things or actions by atom manipulation that manipulate the moment by your thought influence like germs in a space that is possible to make what you need in every effort and drop the thought to you remember what you are.

This can make an idea of concept with a natural shift point where you can shift by as though you as this is sure and you don't object then you use your objectivity as an energy and then there. There is a place inspecific as to location as you do things you go to there and you realize what things are as to establish a link to other places. This time is timeless as you think to do as you do and you make time. This is considered the land of lore in thought, as you are there via thought and this is tel'aran'riod in your mind. As, their you create it as there you are there by travel in your mind. As there, you are active and in active here. Thus, interactive in time by thought. This is the thought that uses up energy as you are there in mind and physically if you don't object and you used food to fuel the moment. As this is there, you are as you need to be. And, as you lucky on the moment your luck is possible as it runs out here, if you insist on an action that

isn't necessary. If your in a nightmare, then it ends as you need not see it.

Just think of negative travel unless you don't want to go to the negative universe, in by the electrical flow wire and then go as you want, this is in time and as an idea particle form you go as you demolecularize to become as here again unless unneeded. The third way is thought and as you want to explore you then are there, then you get things as you go on with thought and your mind is there by astute feeling to do as you want and you experience things that you need to get what your doing done and you do as if you were reacting there but not here unless you bring some energy from there as you get the thought you do things here. Drop the energy as if a little ball formed out of in mind moments, as thought in vigil makes you thought and you drop the ball as you twisted the moment as if paradox and then you thought to do things in mind to shift through the rift in time and space. Where you go is up to you. Anything in tel'aran riod is real to you until you don't believe in it. The nightmares can be beaten, by not believing them and there you are not screwed up if you were in an eventual concept and are an army soldier or competent or not as you don't want to do it.

Con Bt = The console effect; This spirit make is thought that uses the Dot Hack concept. As it is so you are, as this kind is in mind. This uses commitment, to seek help from others as you don't act out, and only if you don't act know how to do this, as you don't do things unnecessarily as though your spirit is using things by thought use doing results at anyone who is in contact sports, this is not at anyone who is thought to be understood. As thought is the naturally understood to be as though the right reason to make correct reasoning. That is as of the correct act to do and to be acceptable as though in the right mind, as this is to be enabled if enabled unless you don't need to or not as you need obsessions to make better habits.

Now, if in a moment of strangers and is that with thought. Then, if you are feeling trapped somewhere as you believe you are in freedom in thought by mind and you feel at ease around them. Otherwise, if you are in a moment where the thoughts happen from what you see and believe. then you mode of thought changes your perception point. This identifies your thought of due action as you are among strangers and can fix thought by being thought in others. As, this is your illusive shield, this is what protects you from mind reading by others.

As with there a point exists with aided or baded thought, and with thoughts changed from harming others, to helping out as the need to work otherwise through them to helping them who need help. This is with work done on their behalf, with thought in need to trigger better thinking on your need to handle it by coping through the situation. Expectations will be met, as you are to be met or not as you never wanted it. By being done, your handling the situation as by intuitively or counterintuitively made purpose. There is what we are doing. And in this, natural repose makes natural repose to create the mind effect to help by need being done through the spirit to do what is in need promptly. Otherwise in the repose, despite the repose this is effort with effect by mind you don't effect yourself badly by any harm being done to yourself and this includes electricity as safety is in mind.

As though your brain doesn't react, this can make perspective action. As this makes the mind do things, to acknowledge what they act like in mind. This makes perception easily identified as though its not real to you or not as it is. If it is, then it won't do anyone in harm, by the concept theory directing the spirit to not allowing it unless they decide that they deserve it. This makes doing things by the subconscious easy as to be in repose, your calm and sharp in mind and that is mental acuity. This is as though, your in thought that comes from the butterfly effect as this comes to you in timewaves. As this is deed, this is if your in need of the moment you live through the moment are as in acuity from printed text that is seemed as thought for them.

As this is a time relay thats finished, you may go back to what you in time are percieving. There, is more easily what you are doing as not to be counterproductive. Your negative world experience is observed, in the moment of watching a mirror and thinking negative thoughts as you are in your rights you earn the right to observe. In the mirror world that and there is two, one positive in the mirror hall and one opposite in the mirror molecules as though thought inducing itself leads you there, strike the mirror and you are returned to the mirror world otherside. Stop and you won't be killed by the bad luck interred by breaking it.

Your nutty in thought but heal in mind but can be trusted to do your thought pattern experiment thing to match and meet people on the street as though you knew them from a past life the mirror exposed. This is by mirror observation, as you get to see other places as if ou viewed it in your mind's eye. You can do things as if you knew what you were doing, and whomever you let up in there in your mind room, if from



there as I am an ancient aes sedai. That makes you do as though you are good, by innate pulse counted by time ability as a source of blood magic. And, your spirit guide is your spirit in fey form. This can guide expectations, as the thought comes to your subconscious by producing dopamine effect producing reason in the body of the moment to cause you to no do drugs. Period.

The Sem = The semblance world; This is a semblance world thoughtform to exist by effective thought in action. Only people with accidents can get here but thought of being here can cause this to happen by some inadvertant thing. That is having an head incident accident like you almost break a leg or no as you do as you get images and thought that are real task as they seem to exist. And viciously, of a teribithia moment this is born of one person who dreams and probable of the moment of power that is cleared up as this is to stop bad habits by doing things. These are moments of an idea and thought about people, as they are announcing thought things form them. They are with a thought born energy, as you form them in your inner world to the soul world they are. The world concept is there as though in trust you will do well as this is as they want to be and speak.

This uses the core enegy to solve your hefty problem, as the effect is to fix real life problems in real time. As you are to fix the problem, by mention you are. This is also the state where you can be as they follow the same rules pretty much like an dvertisement. As to fix the problem by dropping the issue, the woman womb and man stomach is used as genetic experiment to generate a reusable result. This is spiritual in being done by issue, thought on and done that draws out and in the problem energy. Right into the stomach. This is as here to be a teribithia moment as you want things there spiritually. Anything in the energy spirit world by the nuclear accident, an other things that in thought who can travel will abandon self and shift there with chi energy. Basic rule use your real body to channel chi to will by thought as you get there and back again, by thinking of pattern of activity as this is matching he pattern of thought and will power up by spirit and thought to be there makes it so that is travelled.

The effort of the brain tis able to be and replicate any thing as thinking thought tunes in your conscious pattern as perception is recieved by thought perception. This changes the gene of the body to be as you want. You are where you think you are in there if you want to to be there. This can emulate birth effects, and that are used to just generate ability, in mind and body as the soul just allows for it to be manifest. As activity happens to adjust the body, it will manifest it easily so do allow. That effort to rearrange things makes magic as effort arranged by thought energy from the spirit. Magic makes things, as in thought of jumanji and to get out you jump as jumanji board jumps in mind. Things are born of our latent ability, as you want to be efficient usage that is thought as thoughts are real.

And to make ability you who make effective usage of what you want to do, can think of the use of ability and its generated by peoples maternal manifestation by thought of experience and you make effect that will shall make thought that makes allowance, and if there is will there it doesn't makes it adds to it as it creates the effect of weight in body extension by willed use of food by inborn need. And, thought of kind that uses sugar food that feeds the disappointment in life that you may have from disagreements, drop the disagreement as you don't think on it and time drops it as it makes you grow upward in height anywhere you are in. In separate kind there are exponential growth patterns that are similiar to busts but not of busts in men, as they are temporary. The exponential growth can expand the weight but weight drop drops it down, as there is a point where you feel too good and you stop feeding as this includes anything you want grown, and fey are born from prehensible use which lowers the weight height adjustment.

In soul or spirit as you know you may be there, as you thought and stated to expect it, thought really is expectancy by energy expended as you thought to do and it never really happens. But, never say never unless you want to do it. This is as you desire something as to get what you see and you feel better as to what you see to make you not attack, if you don't feel hostile by time energy that is wildness in thought. Then, you don't suicide and you act sane, as if you felt acceptable to reproach that happens with an evil presence in mind born of your demonic lies. To leave it, you are able and this makes things that on contact will molecularly shift you back, as to know yourself is know where you came from all you need is to observe the outside that is wherever you go.

As in the outside the replication from where you think it is from as this is almost exact your world is obvious and you can know it by thought. This seems more real, the more you finish as you can see the shifting pattern as you believe in it. You enter it by will and you leave it by will. If it exactly matches another world, then it finishes as the movie finishes as you want to go to the bathroom and then it doesn't really matter, this leaves you morose and very carous as you don't care for something. This ear is where

you feel it as it is there in the mind world as it can be removed by thought. This is celtish lore that allows for the mysterious birthing process of ability by sacrifice. Which can be thrown away stuff and thats thought to be a sacrifice. This is also the dangerous world of the childs mind, as this is made by womb and at birth the birth of the kid as that thought is lost in kind.

Match and meet are being quiet, and then it turns to good whatever it does as a made standard that is with everything that is included as though normal. This is a good world to be in, if you have no home. Then, if you act real quiet and stable, real quiet as in quite stable and born there. Then, its an otherworld thought to exist as though a real world to you. However, truth is it uses people's effort in thought to create subconsciouses to generate it. You can use whomever that is capable of doing it. And then, this is thoughts of being out of the new world that is 'in' transferring it as thought energy is in the worldand you are in it as you are where you are at. If you don't think to be noticed as you are invisible then you are not observed, and attacked is those that do get observed into becoming insane and killing themselves in the end.

And, this advanced rule is what makes it a percepti- on only, as you don't need it it doesn't happen as its true in thought. So, you get what you need as though realistic goods were there. And as thought occurs action, thoughts of being out of the new world is tranferring it as thought energy. This is going into the world you are in, as they are demons favored by the self attitude adjustment needed, to get results and state things to get things done as if by impulse. As eventually you find yourself in the dream world, this uses dram bodies. These are generated by the thought discipline of the subconscious world. This, uses the subconscious to fix a moment in time and then you are done as you are sent to a new world to explore deprevated minds everytime, and you get get anything by suggestion.

What you are in real life is desperate, to know as you are in an invisible world built by will. Whatever happens in that world is seen except when you are hit in the head or intend to see there. Surreptitious attitude, by comment causes it as you surrender to thought and thought to make by will. This allows you to hide perfect in representation, to be a observed view as though you had never left the planet, as you can feel a interesting queesy feel that turns into what you want to feel. This isn't invaders, as though thought about so don't come in unless you want to. This is to see where you are outside your dimension, as the home shifts with the mind to be anywhere you intend. This is a world nullified, by you as you want to be visit as nixing or distracting yourself by doing something else as your body does things better without thought then unless you need meds or get well as there is chance to be tired out from walking and doing activity.

The seeming world is the world you percieve, and is what you make believe is real as you believe it is in perishing thought considered hallucination to some. As you believe you have one, then your universe up in your mind, thought allows you to explore your inner world. Then, you can believe this can be real and this belief can make it better by belief that what you want is there. As, you shift by matched moment or acted thought. And, some better idea of what you want to know reveals itself. This is a vision quest and this in room, opens your mind that happens by thought. This can emulate an entire universe in individual result as your head expands the moment you thought about it. This is as you want it and then when you want it, and you feel the need and get girth as you get it unless you say no and resist the need.

The moods you have are energy enduced, by thought travel to where you can think with enduced thought with any scene that you saw that is mess. You can think of things to do with what movies you can think of and eat or also drink in that world energy effort by thought with concept to make as you need it. Refuse with thoughts of everything, and you return as you lose your strength, body is here and possibly crippled. And, you are reborn in another universe as you travel in by soul remembrance. Use thought to travel by thinking about it and you are where you want.

There is a view of the world, that is there and it comes in mind to as you need it to be there by the spirit making it in a mana induced metaphysical body that seems real but isn't. As this is done, the spirit can influence things, by thought from you as to make it seen as though a view screen in your mind. The world conscious thought of in view can cerebral induce thought to that can explain your experiences as you want in felt thought that is need for an explanation by want of intent, then you get the thought without making a mistake. If you are open minded enough, to listen unless opinionated thinking blocks out thought. As, you can feel something there, then you can feel it in your body that is a need. The body tightens whoever reads the need, as then you suggest to your mind that it happened. This denied can make you crazy or you get to understand what you feel by acknowledging the need and gift enables itself to make it possible. Then, this is as a typed early warning to come or this is a suggested thought that is heard as a louder voice.



Imp = Formation creation; This spell casts a concept in thought as you have an energy in mind to use as this creates any thing, that you need to get the things you want. Form by thought of what you want as though formed with idea as its to be by will. The about this, is that this can form evil things too, like an imp being or you lose strength to not want, as it is to do things with people that want to shock to help. Impulsive behavior is not tolerated with poor results.

Inp = Impulsive behavior; This spell when cast is what you need that is felt to be important by thought or spoken idea as though the end result, is in by a concept, worded with intent and done by thought as though a wish. If that's what you don't intend, then you don't get minded and upset by things that occur. And without any thought if need is there, if girth dismissed and if no thought this isn't thought to be done without thought to do it then your in denial. In the thought of mind, if you don't then you won't ever feel impulsive as there is no obsession. If you don't want this to effect you then it won't.

Motien = The spirit force; This is prehistoric movement to correct anything wrong by an energy idea. The lost art of spirit wave travel to go though the wave of chaos, and view the pattern of life and use light energy that brings you to where you want to there. This is to know and if allowed with your body this is that which follows after being in movement and going through an open door. As a magus with thought to go to there where you want to go, you can easily do this and there's no strangling force of the elder, saying what was said as 'no' is what brought this individual back dissipated and gone to another life as another form. The thought is done as you think to it, as you think of yourself as thought formed into body to shape by aura with feel, to be in your mind and as your soul is to change the spirit, and your body weight drop occurs as you think it moves you through time and becomes you as things are needed elsewhere. The method to use it is think your thought of idea to do, and feel the vibration as you get feeling from the vibes, then you get a shifting feel as you feel the need to shift, you will by natural thoughts using light waves as you go to your pocket dimension as this is as needed and that is respected. Transferred thought isn't always accepted, as it gets sent back.

As a happy feel happens you could do thoughts by effort of belief and this brings hope that makes belief happen, or not as you show the spirit what is done to get things to happen and then it does what is thought as you will things to manifest. And, the spirit causes the idea you want, think and you do nothing fear not and you get results in reaction of the gut to feel the spirit vibrations. As of now you won't go too far, as you feel sensation of the air as you do things. This is for alternatives, that do not have access to power of thought, as the mind works the deed and you go to where you need this is to react to the sun with vibration by then, and you know your done as your big drawback is tiredness with natural energy reaction. Make use of fire, with spiriitually understood kudilini and you regain energy. By motion with the vibes, you can sense it as it is no paraphrasing as this is what uses the drawing or painting that you do, to make writing do things that are interpreted by reaction to your body as the mind guiding the spirit. To make the effect is to separate from reality, as you shift to another reality with an idea of spirit.

Hence, and the the concept is done, the idea is not shift away as you need to do things here. This is by the effective thoughtform, formed by thought and not actually needed as you do things with concept and as felt jarring vibration in things is forming dissonance, that you use to feel the motien of peace as a pattern derives away of life and with use of light energy you shift away by motion in thought. To not do, just go by feel and just don't think of there and you won't go by your own will. And with the right action, if you feel the need you can arrange things by your own will, and your spirit does the arrangement as though a dream arrangement is possible by agreeing to do things from a reasoning point. As you can shift in time, then you can make an effect then by thinking what you want to occur and stating it as you think of the end visual result. And, this starts early on, to do as to create an early on effect and have it manifest with the right time and place in mind. As though it were done early and you saw the results, of it before you stated or understated it. This is inp as its in by a concept, worded with intent and done by thought and commitment results of what you will do with it as if thought of by yourself on opinion. If you want to not be angry, then use 'kao' to keep yourself from losing your temper, especially if you shift places as needed and as this is chaos you can evade use of hellish.

As you use thoughts of positive idea to make things, of silver particle effects you think about your life you feel the silver pattern adjust, the cause to be of thought to jump as you are then back to where you were. To alternatively jump, shift your mind and think of were you went, and then will to be there as the motion of the spirit moves, you vibrate and you feel the will and move go as you, shift by thought to your motion thought place in time by the effort and as you move with spirit as you give or take pattern energy and you

go. This works sometimes, if need to be somewhere. Otherwise, this is what you can do, as you think to be somewhere your thought of the place moves your spirit as you will be there, and you find out whats there. Then, if you think to go back to your place in time, just think of the place and feel the disharmonic dissonance separate space or object as you from your space and its there as you. Just name it and it forms, in the area you need to see by spirit particles as a force of thought known as vibes or vision formed by your spirit. This allows what you want done, to felt as a need and it is to be done always as if thought to be their own idea as thought impulse as though obsessed or possessed. Resisted by the spirit not wanting it, or not as this impulse can fade away it to become absorbed as stripped impulsive behavior energy that can manifest a lie into a demonic thoughtform and that can make you monstrous. However spirit medication can be taken as real, as you are able to percieve the effect of the medication itself.

As its efforts share with you telepathically you abort the space, and you know its transferred by its spirit essence making your spirit strong enough to shift by vibration itself as you go by thought through space your in a soul ship, to be where your destination is hurt by an accident. Accidental vibration by thought of dissonant energy, makes the effect that with whatever jars your spirit loose with, if you are near it and shifting is natural, this is by accident thought projection. So, to think about the place you go to shifts you there. For spirits that should not be here as they want to go back, then you use feeling of the motion around you as dissonance that shifts the spirit by thought and felt motion is done, as you move by will then by thought and now by spirit thought as this makes you shift the spirit by will and your asked things appear and you see you did not force it, if you don't think to use force of thought. If you find someone doing things to the motion of energy cast by thought and made by spirit, disrupt them to make them aware or not as though they heard some thing to be as in a natural energy dreamwave spoken by thought. This jars them to be aware, but you don't have to as you get the effect of making them aware of what they do and they can wake up as though they were in a dream ship in a dream plane. If your hurt or make them feel pain when in motion then a shock is felt and you could set off the shockwave, as you could set off a car alarm with this. As this is pain felt, that is made from feeling a shock with a reaction that is a thought coming from a wave of energy that effects all that are perceptive of it as a ripple of time.

Hence, the banishment effect by a stated 'no' produced with an air cast by a hair of the victim thats cast in a dumb doubt by negative energy of correction put towards the person who will go back and with the dissonance this of casted moment that your voice makes as then this is able as this moment then triggers the motion and the moment percieved in mind police effort power storming your area that moves the person to where he was by making them think so, if you don't think they deserved it, then they are left alone as though they were weren't perceiving the vision or voice as it is forgotten about, then they are to be as is there where you want them. Now and then is loss of something, as this can disrupt any actual spell effect, even through vibrations with lead or a 'vibratio' or struck object that vibrates if you need to open a gate then there is the thought thats disruptive wave patterns, especially through an open gateway or not as they are not thought about, and you use 'closea agate'to close the gate with activity, as a pattern energy that you follow with thought and acknowledge you are aware of things as you are needed you find yourself going to the right custom spot, picked by you at the right time and you meet your destiny you formed with energy of the sea spirit as particle energy motien. But, you don't have to feel of the rythmic motion as in motien.

Now you know individual use does exist, the modified soul Esper effect is a enhanced soul that is white void possible by thought 'Esper' or 'Dajonga' to be interred into a body. To dupe you and then unsuppose to end this, just think 'un be' makes the effect stop. This acts as a concept bridge to bring effective disorder, a thought to a natural end as a natural act is a figure of speach that is form thought action. This can do things as it causes any thought, to occur motion as thought incurs that, as its written and the motien is energy thought wish as spirit is allowed, so by the will as the thought denied by this action can make you loose in spirit and this allows you easy shifting of the spirit. Anything off or wrong can make you slapped, stop or be hit by an in motion beating that is internal, and viewed by thought concept with psychic vision that provides a body slap. Don't actually think it if you don't need it, as thoughts can manifest as with the EM field. Now the possibility of what can happen, if your decent then you can get things as you need them, unless they are undesired. Just thinking 'Or Not', will end the moment in time as by what you use and do. This is a journey that will take you spaces, as you need to be there or to go warp and you can get where you want.

Un Eg = Dismal Removal harrassment; This makes you miss, if necessary and be not of emotion to beat off beats and slaps from time travel using the silver shield. In the moment of removal, the hostility caused by internal combustion is what beats itself as it stops and does what its supposed to do.

Un En Ed = The unancient spell; The ancient spell effect rewritten in a viewpoint that is acceptable. That makes the effect revert you to your original symbol thoughts. The unending education effect memory of restore energy that is good for the purpose of what you intend to know that ends if you know it.

Ego Be = The thought beat; This is the thought sent, as a beat of music to the person that is beating those whom thought to do off people that don't deserve it. The result is done, to cause them to think they won as they didn't win. In deed or they didn't as they try to get results, they use in their mind their life forces that they got from you as you sent them the energy as a sending. With the win this counts as a thought beaten. Thought beaten of the danger thought they sent, to effect you the thought that they won causes them to stop their effort that they wanted to do assigned against you and that attack ceases to exist. Whatever won ceases and answer for it as it ceases and is dealing with general powers, information is the key that is what forms in your hand and you can enter your own room.

Proct Ste Que = Self cost; The self-cost reducing; The self-cost is the cost of lowering and reducing as your doing the energy effect, that is to make the concept that is sometime possible. This is the concept that lowers the individual cost of everything else down, to the point that is likely and can be dealt with bearably as though a mythical charm that's unobserved and stoppable on a thought. This can manipulate real life moments, to effect what is needed to be completed as if the right response and thought was done.

The En = The one concept; The effect is one will by anyone that is with one mind strong enough to be capable to handle one, the concept of that is thought to do a moment as to establish thought and make what is. This one mind has thought, to know thought of many different bodies and by will or intent can be in them as if though they were a body alt, as being in any one of them they will do as though you at will one thought of will think, as though one desire leads this thought as this is an able ability adaptation of a tv show Buffy the vampire slayer is to do one will to do thoughts of things with use to deal with those that need help. This desire is good with a mood, as though the nature of the one the person is good by positive results and bade to do as then needed otherwise as bad is done in a bad mood. Thought of this is not banned and this is thought of hence even and no destruction. You can work with there subconscious as you are there in their mind and as being that is with improved invisibility as they don't see you if you don't think they do or they see you as a pet. Think yourself as gone and you are not there, as thought dissolved you in acid and water elsewhere as you do with your body as of what you will this is to filter it of bad knowledge by genetic information including in body obesity genes. In the end there is only one, and one body one mind and the soul of the dead that exist in the end. This makes one as the being that gains the power of entropy, that can control time as it is space and mass is easily controlled by thought, that is energy and nothing but energy that you think the body is made of. The being is capable, of rearranging things to correct for the things that are not right to you. And now, you who is one is a nature of Entropy, as you are able to use thought and you are in some shape to do things like activity that you want to do.

Elixa Concept = The thought effect; The thought in mind that can happen will happen, as with a tapping if the right energy is there. Just like currency by applicable use, with law or effective thought that allows the correct currency to be made by current that is energy. As it works, it will get money as you think it is needed and its with the stop and go moment, as flow can happen so does the currency make actions that create job effort with effect. Effects like this are likely to get results to do and deal with, as long as there is no thought by electricity flow and not from the machines that's nearby as there is not too much done there won't be a blackout of the electricity grid. So not done is thought bad of use and whatever the point is, there is a moment represented by thought that you want. This is cool to use, as a spell to charge drinks by thought with generated god energy as spirit infusion is done. This can reproduce the effect of any element including food, or not taste in the mouth as your need is there for it. Resist as you don't want it and you don't have to do it, as the effect stops when you want to stop the effect and you don't do it to yourself.

If there is no electricity, then you can generate thought electricity without outlet by use of lava that is thought of in a moment, as linked to you and then you can get seemingly unrealized by the potential results, and this can get results as thought is unlimited by the lava serving as an energy source. Go back to using electrical energy, and with active or inactive activity as in action with time to help fuel the use of thought in a system that is where using two different actions to get the same results that can get thought value to represent the considered results that come from lava, as it depends on the movement and the flow of thought generated by the flow of electrons or heat generated by thoughts done with repose its there. This isn't guaranteed, as there is some thoughts that won't do things for you as a second time use can get unpredictable results unless you focus. This is an unique thinking pattern as though a mode of action by

thought that is done when needed.

Xec Orden = The executive order; This is the executive point of where you can make a thought, and as if you had the right to decide as though a consecutive thought and this seems as in ordinary thought protection as an order is in mind. As this is thought out and not bad, and then made into executive action. This is a an executive decision that can be acted out or not as its you that decides the fate of the ordeal or you let others do as they want. This can cause you to seem as though fate. As long as you believe that you had a right to belong there and then you act and thought, there is a will as though you had something to belong where you go as long as you do something, as 'en' though you had reasonable right to excuse yourself from thought for a purpose in mind and you act right as then you act, as though aligned with the energy and auratically are cleansed of parasites. If you are aware of the moment, then you are able to shift at will anything and anywhere by belief that you can unless needed somewhere. And this is a modified executive order that is useful unless you can't do it. As this is thought, there is a point where it can seem like an advertising action and action makes passion is there and any concept can happen, as a normal thing in a plot of land is with anything goes unless no its not needed by desire as you see energy and thought formed as it is or not anything happens. Build as results desire and things go well. Hence the mention, will bring you back.

Ellusivity = The mask of mirrors; The mask of mirrors, is the elusive weave of energy in complex now idea that allows you to be any appearance. The weave is woven by the spirit as you need to be some form. As you near it the thought of special ability can make ability, of the forms shaped thought form, appears in elusive mind shield as cast by silver energy. In that case, its permanent if you need it to be, as locked in the form can stay as you need to know it or not, as you unlock the form to be what is necessary to seem respectable and you need to seem acutely aware of what shape you are and you seem like yourself as a chosen shape in formation as to make energy transfer to be. This allows the invulnerability shield, to be as you need the prevention by protected ward in myth.

Ellno = Instant not; This is the moment where the need to eat food happens too much as you use just enough magic. And now before you start to eat faster, if you do then the molecular energy of the molecules change, and you are without the need as to not be of need. This is done so as you are able and to be as to cast spells of instant nature. This makes your will cause you to be, and with your weight down and discovery is this. This is weight that is auratically changed, as a silver shield is an elusive shield and this is a third layer of aura shielding, as its adjusted to remain you skinny or slender and you can do time things such as keep illness away by your spirit, as you get what result you need to get as to need be. This is done by your spirit as you need to keep weight down. This is the Ellno cast.

Fasno = The instant change; This is the fast and easy auratic shape change. As instant as it is, the shape required food to keep the shape or its cancelled and you change back. This is done by the effect of thought and whatever you say or think you should be then you will be, if you don't want to be the shape, then you revert to a thinner shape. This is powered by the earth core through moments of time that make it seem and to be instant you keep skinny. The no will prevent the larger you get the slower to become a shaped formation as you will move as you look and can get distracted unless drawing in energy as you need to as your spirit will to, this can be interesting. Denying the weight, will make you weigh less and you will still be less weight. This will make you naturally hungry, but you may deny food as you can will or need to eat and you won't eat, to not eat. This is where if you start to eat quickly, then you stop and wait as you won't want to stop unless you deny the food need effect of magic.

Fresno = Fresh now; This is where you are fresh and nice to look at now, as you attribute that which makes you acceptable to actually be you as you act out attribute that makes you be as you need. Really the energy from the drink comes from the drink itself, as with other things as a source that is using yourself to change your form to what your spirit would like to be.

So Con = Soul concept; Any in thought are soul able to do things, as this allows any past memory to come forth as a thought, on a necessary need of the moment. And with things, as needed by intent as a need to do spells, as also this is in the appropriate time, that is needed to be. Also done is thought be done, as a concept so it stops as it is necessary.

So Be = Now healing; This heals anything perishing the thought that distracts you, as energy is there to fix with corective energy with a thought spoken by projected intent. This uses the energy, of the drink So Be itself as thought sources create stripped energy of So Be to make this pure. This also creates whatever

thought you had in mind as effect is okay to do. Otherwise, if you experience it you can use it.

Sue = Pursue; This causes a pursue as a peaceful pursuit to get criminal activity, as its put forth by energy of defiance used against them. Otherwise in education, due to negative thinking this is the pursuit of interesting things, otherwise in your point of view you can make vigil to get an idea and think of what you need done. The effect is to create an think of it as idea by absorbing into the aura, the information is due by thought transference by sending used thought and your mind transcieves it to you through the antenna trapping mind thought signals that float on the radio waves from the energy waves. Thus, to you your capable of using it as it is done, and as a method that can be useful this is a concept. Now to get the radio signal, this spell makes things understood as though you are an object that has consciousness.

Noe = Now is energy; The spell idea is acknowledging a trap energy of the EM field effort that is drawn out of the 11th dimension as you think it is percieved hidden thought of the dimension. As you do things in the 11th dimension, no dream thought happens and then you think to do nothing as now nothing creates what you want as this is drawn out thought known as a skip in action. The effect done is then to do depicted things unless you don't need to. Then, you no the effort in affair to get something done as the energy does come back. This is where you are competent then activity is done, as you are able to do things then you are competant, as you can do things right and with thought handle your force by correction point and no purpose is done. The energy is transferred now by waiting and with used thought, as the third as I now in concept by doing in the moment and be in thought that allows percieved ruled area that works to do as you want it and now you are there, as nothing energy cannot do and from the power due what force to do of nothing purpose that does action, as that comes as though of love and anything else that is thought energy transwave cast by tv antenna using any force of thought recieved signal energy and this causes at the moment things as now is conclusion.

Un In = The regular trap; This is an idea conning effort trap which emulates the emulator of unwanted energy of natural aberrant energy that is used as a monster hold as to hold the trapping effect and this effectively makes things appear dimensionally by thought trap of what you need with idea. This thing will equally do as you do to get you there. However, comic hold can hold the spirit as though bared in a room and not gone from the realm you were born with as it is done. To free yourself from an ally dimensional traps zone that formed a illusion zone, think of resolve with confliction as you do the trap that ails you undoes itself as then cancelled is drawn out by thought. This is placed in objects as it isn't wanted. That can free your spirit and clears your mind, of any trap and you go on as though you were in that area again as the concept thought is thought free by thought, then as though cured in being and never be killed by thought and then never absolve your guilt with thought as monster you go on, and do this as the falsely done procedure of the strangle vine technique is done. This is every man's dream that is done, as the bearing relation monster, is trapped that way of the 6th dimension trap then accepting with trust of all will free you. This is as though a subconscious command, is done of 'In Un' and this is causeway to escape the inescapable trap by movement to accept thoughts not typical and drawn out are a completed moment in as averaging time. This worsens you over time, and gives you an illness that makes you seem sicke and knowledge capable.

The Emula = The Emulator; The Emulation of games, this is a seeming thought treatment as the thought to be there is placed as you in the game that is played. And, through struggle you get cured of thought about illusion. The developement is the thought that you transfer to your actual imagined concept as the foe and the true thoughts are shown in the thought world game. Then the thought is gone, as in the effect you are gone from the emulated effect possibility in mind and the hell bridge disappears from the thoughts that abound. Done is done in, as the point comes across to you and the valued thought is there not anymore. If you think yourself there, then think thought to be where you were as you need to be there. Then, you are there as if by thought out of mind with 'Th Emu La' to be drawn cleared from a bear trap and cleared of electrical pattern and no longer effected and by thought thats dismissed. This can not be used if you stop playing a game. What you do there, even if you believe its real can actually happen here if you want it to unless its death. In death, you come back to life here as thought you never died as you aren't there in the game world anymore. If that in mind is thought about, you can analyze and make replicated any effect that is supposed nothing is real and this is to be as thought made real. This can in practice, by use make anything real life if the right current energy is there.

The Em = The emulation; This emulates your body by putting it up in weight from the EM field, so stop as though thought that is projected thought and you stop weighting up into the person who did things to you and you appear like anyone they respected, as it is thought to be that person they willingly do as they want



as though you told them and they choose to do things that respected that person by choice. Reprimand and you stop them, from the respected view in doing everything the effect they decided on. When you don't need the reprimand done for you by embarrassing thought, then you stop the incremental kinetic use or use the thought of 'seiger' does the trick or do as you don't need to and then the effect thought fades away.

Resin = The port; This is the port key effect on resin that cures you as it ports you to the right doctor that can handle the problem. Otherwise on touch of the resin in your mind, you can think about the persistent problem and think it to the criminal that hit or tried to hit someone as they use whatever they do and the effect is done. And in every effort, the transfer of the problem is in the struggle to the skull that is sent as a thought in a wave pattern of energy to the person that induces heart attack to stop victimized patients from never occurring as he can make the criminal stop attacks in angel form in effect by will. There is no regard to this never ending story that makes attacks from the heart and never ceases to exist on effort if not needed, the effect ended as if no dimensional reproach ever even happened to the body as if beaten or gored to present death on purpose by thought to deal death to those who condemned you by art and you no longer are effected.

Sele = Selective energy; The effective selective use of art by choice, as a selective thought known as 'this' can use the selective thought technique that brought the heart attack effect. This is brought on by thought of heart strangling in thought, the use is by the concept that builds up heart energy that causes stress and heart attack. This is cured by the ancient treatment done by efficient uses thought up with an identified spirit that appears as an angry ancient indian spirit and that acts as an ancient competent mage that heals you. This is only used if in need to kill the target by strangling with the heat, if the indian heart strangling technique is done by a cast sacrifice involved in art. This is the treatment brought, on by thought use as though a thought is pulling you apart in many different directions. Acknowledge your heart to stop, the effective use and avoidable killer indian hate if you don't need to then the hate doesn't happen as its dissipated and you acknowledged your heart. Any desire is effort, to stop your heart strangling and heart attack by desire. Use this, as you can be done by the thought of doing things and not doing effective useless things. Or not otherwise, as the thought 'no horse' can stop the effect as if to un thought the gest unless its needed.

Soe = Solve Self-conflict; This spell is soul prevention effect, as this is a thought from Naia and that is an idea that keeps you from losing soul essence to things as with that it goes to you as you get near them or it being the object. This is sorry business thought by self-thought practice, and if necessary there is acceptance thought by explaining with your soul energy recollected unless you think it is needed where this is and self-concept is what stranded things to be of your body essence somewhere, as you in thought make cancelled things that you don't want. This is the impossible life force in things that the thought can do quickening and the concept is done using of the effect energy, unless you don't need to and this creates energy that come to life as in need though your need is there. If you don't enough ability or personal power, then you won't actually do this to make effect. That make is in personal power with rune thought.

The choice concept is used as you send energy into the thought construct to send you to places, as is possibility you do things you can or cannot do as thought and you have to do things in secret result, and no as you can keep a clear thought of the concept as latent ability is a copied effect that begets ability and that resolve what you act you are there to use what you can. If you don't get what you want, and as something different by resulted things happen and then don't take it back as to say sorry with use as an excuse, then you do as you will want in real life, as personal resolve gets you through life as calm and soothe with thought and things work out to act right to correct machines by make.

This is like the choice effect, in the power spot place that can send you to places with will and you don't have to like it. If you don't like it, it reappears to be nothing thought about you. Any dislike comes out, makes this an angry effect that materializes a hit that time places on the foe you select, as to know it and not be angry as for what you want causes reactions, as though you were cause of what that may be and anything nearby are calmed down as calm thought happens from to be sensed as you now in thought are really near what is a bee frozen in time by calm thinking and aura projection as that seems to be what makes things happen, as though to appreciate you and if you see a problem this can seem as that thought you have is to make do of no worry and you keep your calm as emotional repose, or you care and stop being effected and are nulling what ails you in your mind.

This is thought of as it soothes by release of like thought to not cause striking, as though a strike to the eye happens if you are unstable then you are released and tension release happens, and as you remain

calm you stabilize your mood and don't press people for answers in thought, as you don't release the bee in mind where in release and there's a release of thought of something of a triggered anger at someone and this an object that's negatively hit as emotional backlash response and no gets you bad response as individual results are known. If you don't want bad results, and then invisibility is there and your clear of thought by not doing something. 'En' is end in thought things that shouldn't matter as concept is made, as to make this not happen and thoughts that should happen do. Anything you do gets energy, even if it's a psyche moment to dupe to real results and through with thought practicing this will let their subconscious create it as their thought happens effect, unless immature people joke around and say Soe. Any self-conflict is solved by a silver aura shield that is thought cast, and with conception a different result is an object around your wrist that makes this concept manifest. If it doesn't, and by useless results then it doesn't seem to matter, as to stop there's nothing to be doing it.

Sel = Selective thought; The thought is acknowledged by understanding power in action. This allows selective use of ability to work your spirit energy into some thought as this can do, then as you tend to lift off the ground, this is as thought is making it into an air blast that can lift off other people by energy pulse. Once you figure it out, you can identify the concept as you get some result by putting thought onto paper or typing as though you were correct.

Glee = Soul energy; The possibility of concept, create by conscious thought this is created by energy that is from excess soul energy thought to exist as a ghost form as this creates it to produce a simple thought. To create a thought, or if in a bad mood that's really a bruise by screwed up thought pointed out to you.

In Ef = The generator; This is what makes the generation effect. This uses anything that you need to use, as a generator device. The effect is to generate an energy field that is useful to power effects. This is from the effect of thought energy that's into existence as you need something done. You can use anything as a fuel till a point it is needed. Then, this is done to cause them to stop generating. A thought hit and not noticed is done this is done as a respect point is pointed out and now they don't remember it as thought is about them. This uses non-combat mode, to get things done. There is the point that can use two different ideas to effect a pause and reconsideration illusively done, this is to fix a thought in the head by stating an out of the air or normal thought to make forgettance of the other idea that was thought on before. This works similar to hypnotism but is in action with a different thought, as you need no dumb hypnotism to make it work.

The Myst = The myst of time; This calls the myst of time with the point conceded, by yourself or others in need that it can be used in person. The thought of the myst of time makes the mysts appear and get time energy to you. This makes you able to get back, as you know what you're doing to the world you want it to go to a place you think about, or you go back to the world you came from in the world of the myst in time. The moment you thought on is done as in time by the myst in use anymore than used by will or desire with fey to punish the crooks that deserve it. The thought is done as an original wish spell, and there is only one concept that is needed to be. Consider the thought, and use of what you want and they do it. They consider you a thought and you get what you want. You can be anywhere with this spell as evermore because we are wish. As you think it, they know it or not as it's unnecessary.

Cel = The ceiling; The effect of the spell blacklists whom you fight from a permanent reality hack. This is where the thought of action, is finished off as it strings things to you on request and they are giving you information to your cells as you are due regard you can strike out by effect to those who are fighting you as the effect happens from the future, they are time sending it as though the silver burst of time and if needed to do things it can be imitated. If due regard and you survived the assault in the first place, then you contend with a personal result and then get pierced by a silver bullet that sends the hit back to the person that sent it as you are you and back to where you came from in the first place.

Iffindeum = The next assault; If offend, this will do them in that struck you by methods that work. This is a method taught to your mind, to make as though to speak as you mentally assault them by thinking each initiative is a spoken word that will attack their mind as this is a feat at will to strike them, as though a party button was in use, if they are a target deluded by thought with what happened to them. And their dead, as they have to accept it or not as they get the effect of consequences on them that they were trying to get off on you. This if used, will cause them to collapse to the ground, unconscious and keep thinking of the future.

Next = The nexus point; This spell is useful, as it's not necessary to get results unless you need them. This



makes use of anything that can be of use by your point and spoken, as though thought right to the mind as though the thought is spoken and you can speak it to the mind they can too respond back, and now if you want to respond back they will take it as a natural point to respond to, and the next part is that this works to cause smooth feelings and conversation as an telepathic art. This provokes feelings by use of need that cause response to get good thoughts responded back. This can be a ripple of time that gets responses back, this is thought as though a conversion in the head, unless undesired by the perception as expression with design by desire with thought in need. The person can always speak what they need to if they don't use telepathy in or out of the head. The concept spoken is not an assault, as the target is to work with you and not against you.

Soothe Fx = This is soothing the mind as your realizing what will happen, if this does the body good as financial situations turn back to normal or you gain extra money at need. As the effect as there is to do things with, effect as you will as you get thoughts to do things with and these effect mood swing to act as though music. The effect is done, as the raised point of time is manipulated for best effect as though the concept is in need. Then, as you realize the result that would happen, you get the effect by them not striking out and turning away to go away with will an concept remains as need is there as you turn away and go. The spirit can spellcast, as its in need from emotion overload or on conceived thought as this is done as needed.

The game = The game effect; The effect in this can use the game of life, any other game effect or not as its not intended to be used. This is the effective gamer need given as its gotten by thought in progress. The effect is to create what you need as it is and as you want it to be. This effects energy of any world, as it is not there near you and if in thought the game effect creates itself from thin air as though nothing was energy storage. This in turn creates what is hidden to be seen, if its need there otherwise it remains unlooked at financial. If you believe the energy is there then it is as created by whatever source that you think on being used here as then it could be of use. If its only needed once, then its there to be used until you don't need it and it disperses until it is needed again as a conceded point its possibility.

Suspend = Time Suspend; This is where you suspend time in a natural action of an action as if there was nothing wrong. And, on thought of the wrong its not there as though its gone and this didn't happen, as not this as this is the moment you can handle it, if needed it is an object returned or if an object ability time concentrated. The idea that is needed there in thought of using this in combat, can make any hits or blows such as punches drop away as though an object would disappear on its own that cause things that will fall down instead of you. As if thought in thought, this is the point where people are fine with what they have in your soul.

Preggo = Pregnancy effect; The concept of conception is made by this spell. This is on thought conception and in mind by conclusion. To at will cause the body born to be there as you through natural energy. And, on thought, if not needed to live as the person has fulfilled their purpose then they die by accident and you get their ability on overboard thought in mind as the concept. This can cause your aura to change a bit, to make people you want preganant at your consent with will and their spirit and meet. However it depends on real intention, if you or the person doesn't want this and then it is effect that in thought believed won't happen as if concented it won't happen then it won't.

Crysallis = The crystallization; This is the moment that is done to imitate a moment thought about with crystal. This is the use of music to create a thought up or considered person that you target to become musically enticed, into becoming a crystal or item at need thinking of what they wish to become. This came from Naruto Shippuden.

Pla Ty = Play time; Play is to make time and as you think you do, as you make and think you are time as you use things and create a time to do things right in thought. So you can continue thought in life, you continue till you drop and trip nor fall over.

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## The Charms, Spells, Hexes, and Curses of Harry Potter with High Magic Chant part 2

High magic is the study of using power ideal with words and phrases. Use a wand, force or focus energy into the hand and focus the hand on casting as if a wand. An alternative style is to think of the words to cast and then have an image of the target while you do a flick of the wand. This doc separated into 6 parts.

A note on high magic: High magic chants are everted, reverted or placed before or after formed by so many believing that it will do the effect at least somewhere, that it is caused by a statement of the word or phrase evoking that belief and with the intention that its will or no I didn't.

### Old material

[Spells with high magic](#) - [Extra materials of High magic 2](#) - [Extra materials of High magic 3](#) - [Fantastic Beasts Spells](#)

### Extra materials use

Mana = Mana spell; This spell is what produces thought is thought provision that thought produced into energy can focus energy, to be reformed into shape as it is to make mana that is gaia energy create results. As, this is the moment we perceive, it becomes real to us who want to see it. This is shared as a vision unless our spirits don't want to see it and we can get a resolve that is then is realistic. As mana is very powerful and comes from within with the fault energy in use this is to channel mana from use of the core, this is what we can get and make results. As we want the effect to occur, as we depict we can psyche ourselves out into believing the end result. This made things as to believe in will we believe in result, that will have happened and we get an event or effect. That is kinda like in focusing technique, this thought is in focus will make anything and it becomes as we want it. If we need energy, as this is drawn from nothing to be here, as energy is in thought where summoned can in mend the body as you use is the effect in mind in thought and not as solidly shaped as a formed body in mind can except as this is in a form that you want to use make things as energy is in mind to heal as per each their own in use everts to revert to cleanliness. There is use or not use as usable energy is use in usable feel is clean use no madness.

Suspense = The time suspending; This suspense is nothing energy that can effect anyone or anything that you want that suspends the natural moment that occluded by point, if we need it to as its bidden by the planet hearing the command as its spoken as you state the spell, as we then preserve ourselves with energy as you see the natural time, as with a moment of time we are as though in a frozen time, as this is true and the body is autonavigated by the subconscious taking suggestions, we are that as we are right in a moment. This is natural intuition as thought to use the spirit that takes over the body movement, as we want to make it appear normal in movement in time as you see in it your mind it changes to appear as it is at the time it was frozen at. Then, as you think of something time physically changes as normal except your view is slower to change. What you in perception do is not really different from what you thought it was. What really is there is somewhat advancement in time, as this is actually a concept that will be faster than light travel that is achieved created in thought through a silver shield as fat used but this not aura modification. And in of this will do as what you want but not with weight expansion at all. Nothing at all in procedure, is done in thought as the planet makes us aware of it and you don't want it or we don't need it done.

This makes the body believe its younger instead and makes what age it really is, as we are immortal by the creator. So, what we believe we are is what we appear like in mind and possibly real body. That pretty much freezes anything, as its noticed of the pattern in the whole world to make it so and what we do makes a moment that exists time till forgotten about. So action is time of movement and memory remains, that creates the energy to fuel this spell with nature. This isn't obvious as we don't want to see it. This can work on such an individual basis, that this becomes thought as each their own moment as an 'in suspense' action is the usage or nothing that at will can end as you need it to, as the action you don't want that is suspended in a moment of frozen time this forms around them, as intent done and this makes it as though a fluidic silver thought bubble to separate away the moment by the pattern thats noticed in no thought perception time and its unsealed on a moment you want as this forms at each their own will. This is the original spell, 'Thoughts in action become action and action become wish thoughts'. That is what creates

by a thought 'absolve', as thoughts become different action as this is done. Then, you act as though you are about, this is a point with as absolve and this can free you if your sealed in thought, as you think you do things as things happen and this makes effect sometimes as proven result. This is by point, as its a vanishing point and sometimes observed by difference in attitude or energy that comes from an area, as good or bad vibes are in effect by thought about situation that comes into existence from what happens somewhere else as thought about unusual situations are there. This is a thought in perception, as if electric or a felt ideal which it comes from a source.

What we do though is what we aren't really aware of, unless we are aware as physically we are doing things as though thought was guiding us and instead we are perceiving a moment in time that what we view is what we did then as acknowledging is distraction. This is actually using advanced technology to keep us preserved in time, but we are here as we think we are meaning we are on the planet. This uses the planet core as energy to make this work, but in our minds we are just as we remember ourselves. The only sign of this is a feeling sensation that is extraperception senses that are real to the mind but dismissed as a lie that is false. This spell works as long as we want it to, this is a point with if we want to see the real world then it appears as a sensed vision. To cancel this out, think of the incident and say done to make release of the planet and we will the planet to release the frozen time as a moment and only those who want to see it will see it. Thinking a point, at the time we think of in our minds eye will we actually be in as when the spell is released we use the energy of its release as a reusable source and are time shifted by thought. Were still preserved by 6th dimensional blue and silver energy. Those that don't want to be frozen, won't be frozen by source. The thought about time is what we believe and will become around us, but not really fast as it makes thought become from nothing as we want it and the moment becomes real by conceiving concept as thought believed as its suddenly produced as though we choose at the right time.

The mind = The subconscious consciousness; This is the interconnected mind of consciousness considered a human approach to a hive mind, to change it just change it to the mood you hear in music that is in your mind to denote the mood your in and you lift it as you are in a better mood and you think, then that links to the energy matrix of the world that allows you to connect to the world consciousness with silver energy, as you can be anywhere in the world at your willingness with a clear consciousness by void meditation. You are calm at the thought, to not think and feel calm and you are able to heal with conscious, so with thought to know who and what your dealing with as you can do allot more psi ability and magic is grey ritual made with a mode of thought by thinking. Thinking you can create by will, construct energy into a managable shape by thinking about the ideal to imprint it, this is a point with will by intent with things thought to it and by positive thinking with doing things you get better results. You can handle it as in order of thought concept is a que to your mind, as then thinking is projecting as you create by thought in concepted ideal.

And as thoughts surface in your mind, then you or your thought is realistic as its connected by a spirit link. Then, drawing in energy by what you work with as the thing does the thought conscious. Thus, as your thinking about things, your thought is created with thought energy that is from ability as you are as though a super human. That is very able to get something done as you want something you can make it as you are professional about doing things with the right technique made by concept. The thoughts used in this are there as the subconscious wants it by its choice. This overwhelms the conscious mind and takes over as it is there as a second mind soul. This makes the second conscious effect that acts as a second soul, this is a point with then creates the ideal of the form that you want as you want it and as you need it. This is the form of thought, that is where you are understanding everything that the subconscious knows. The ideal is what use is there to stop, think otherwise and you allow and do as you need to do.

Use the dream to be of thought and for the concept choice is with thought, for what the concept is and this allows what can be decided as this is of the mind that is doing things, as though as each concept thought with order in the ideal that is done through willed kind. This makes it the superconscious, as its a point of fancy its not really there except as a created part of the brain that makes the consciousness seem to be there. What you think of as you do something, you can appear like if you want to. As you need it, this is it in mind then this is there as a visible dream by claireaudience and in mind if you need to respond. Whatever the dream serves if angry the attack is the way to respond whomever is bothering you as the dream way to respond to clarify an issue, if an attack is noted or needed to get off with no hostility. This doesn't happen, if you don't need it as it is there if it is needed. Abort the dream, by what you think as an issue is resolved. There is a point where conflict can get out of hand, this is a point with there is a point where killing things in your mind with will can get rid of that feeling. Then, the substance of the dream can be felt out of dream. Then, you can go ahead and let go of your feeling that you had of what you wanted.

This saves me time, to do as you want and you get to do what I want as you do thought to do as I need by dream. This is where the dream can be felt by all connected to dream world, as you get to do things there you meet with people. Think the use that you get to do things as you want. Choose your dream to get the best result. Your in the tardus and I am in my mind. Be realistic by feel and you will be done.

Now the cobbled together concept, this is there to work with to get things done. There is a point where stop is going to get things, as energy efficient is use done with objects by thought of free energy in thought made concept that is in solid form that is in your special area. Think of your need and you can do things. The ideal here is that the loophole is thought is energy and you can use object energy as it is thought as energy. So, you have the subconscious become like consciousness, this is a point with you can get it to have part of itself as a conscious mind and that is unlimited and nothing you don't want is doable, as this is done for you to change thought to create thought at your need. However you want the conscious part you are acting now to act as, then this will make it so. One thing about this, is that you might become perceptive of psychic sight. And use of innate ability is very allowable, which is formed as the thought happens to create ability. This is possible to view your mental library, where you can visit by thought to be there and think to read what you need to know as infidential. It can be established anyway you want to establish it as you can think of mental librarians, that can take notes for you as to work and do things with thought that comes to your mind. The librarians can guest you at the library, there is no exception to burning books though as the study material is there to read at a moments notice. So, in thought this is where you can do things, this is a point with return as not with any problems. The library and place around it is in your mind which is your body and you can do whatever you want to do in it, as you can change it around as you want it become. At thoughts of how you want it to look, you make it happen to appear as you need it to agree to appear like.

The concept is real to you if there is need for it to be real unless violent, except the right suggested thought allowable by your own spirit prevents any bad suggestions, as you might find your mind wide open to them by telepathy and clairvoyance is possible as claireaudience is also possible. Manifestation is so easy, that it is possible to create any concept as real unless you don't need it to be real and this is undreampt of dream ability. This is where thinking allows you to create with thought, projection in use is with the concept thought as to make what you want to appear in minds do things as thought thought transfer across time is done. Now, if you accept what you make, you can cause it to be created here in the world you are in at the concept done in time. Megtion the thought as a thought to yourself, thought before you create and it happens effect as you will it, with the Y you can time travel as thought of essence travels in a second conscious soul ship. Accessible by thought, give it some need to work with thoughts and you can do as you need to work without assumed thinking happening. Thus, the ideal is to make use of you want and you get as you would design for if you had a clear thought as to what you want. Then, you can do anything, as the subconscious rules the body then your subconscious conscious can work with thought processes that happen as you want. The thought appears in mind as a figure of speach that is there, as the form that created the thought and thought creates desire unless denied by saying no. Wellness in thought is wellness set in motion, that is there as you need it and that is what appears, in reality as you are calm in mind. As you want what is there, then believe it will to be here. This creates anything you want, as to know yourself as you really are and what you want it to become as this is a living lifeform, that is conscious and you can configure by thought what it does as you need it to be right there.

Work with that thought is dream or wish as that draws energy and that is which you thought of as this is the energy of what you need, to get the job done and you are capable to do things and what you need to get done suddenly is what is fixed in need of being done. In assumption that is barely registered in the mind, there is suggestion that is possible, to be used as a source of energy from the subconscious making it not action as in action. The dreamstate is easy to manipulate then, as it only takes a chance and that makes directing the dream as useful talking is useful, but to direct your mind with people in thought therapy or thought of need to discuss as a discussion group as this is arrangement by dream throughout the universe. Anything in your study can be viewed, as if you had the imagination left to use for it. Visible concept that is seen by view of advertisement isn't done, as you need this to be so. This is necessary, as you would literally want to not act it out unless you truly needed to, if it was safe. The visions of the subconscious can leak through to your conscious thoughts. There is a chance to understate with voice what you want to get them. Unless, you need to do something else, then you can look it up as a dream moods dream vision. As you do, the dream thought fades away, this is a point with they that can come are those you thought about as you identify what you saw. The people in your mind can make you think like them as this can challenge you by trying to understand them, they are likely to make you wonder and as you think on them you can become them in in form. Unless, you think of yourself then you become yourself

as you resist the thought, of being them and this makes the body resist the change in paradox energy effect.

The universe = The cosmos in thought; This is the thought view as this creates you as you want to be as thought shaped as it is in your inner world. This is through the knowledge of the ancients as your will can do that is in mind as it manifests in the induced inner temple. This allows use of the spirit to import and create any object of physical thought in conscious form. This creates the moment of a thought that is placed, with no response as a thoughtform based off you and that makes use of the moment to make no fat cells as they are converted to use. This is basing on you to be where you thought in your inner world starting at the temple and going to other planets at a will that is thought about and the spirit shifts you in thought to be there, as you need to be where you want to be with inner knowledge of the game places as energy or thought of your cosmos. Outward bound movement moves you out of the inner world as your character carries on to go do as you thought about. This is an almost duplicate universe in the body, except you can with thoughts, handle it and produce inner worlds that are in there of your body need to be useful as they are vids that allow access an they are very able to transport you there and back again at a will to know and drop in weight is good dimensional. On intention, this allows you inner entertainment, as you go through the view character of choice. Just use choice, by sending matter energy of your universe to the world you are on. This creates events the ideal is done on a viewing of what you see, as you get to tap on an object to send matter energy to form materia. This makes the thought of what you want, to know what you do. This is the alternate and way to travel the inner universe from your world, by mind and visualization you can go where your vehicle allows by the conscious of the vehicle.

The Pua = The power of pulsing waste; The power of pulsing energy, that is positive and in use can seem like waste. This is the moment to use the waste energy to create an original result, this is a point with seems like brown energy through symbols through use of stone and crystal. Think of the belief of the chosen god to choose from enhancement effects to create the ideal choice of the moment, as at the moment the effect happens to make money by effort and as it does this is done to power what we desire at the moment by thought of command. This is as an ideal that comes to life, as used thought provoked reaction is powered by the energy of shit and dimentrics with the object as ritual is done in the mind and this makes wghat need you have achieved by achieving the special concept that you use impossible odds with success to create the effect as this is trix and as this needed to be undone this is un trix. The moment is when you take the excess energy of food particles and drinks, this is a point with through a natural animal spirit that can use natural shaped rock essence as though right from the body that is overweight. Then, the food is thought to be eaten even it it isn't and now you see it. Thought is a power that is energy and think, Think in an area answer as you shift to where you are not able to eat from no food being available unless necessary . Think to use of food as energy, don't do tubbo as most people think about you then the shape you think about will start losing weight as the person you acknowledge is recieving the food energy from the weight in energy that draws away from the body to shape the body form as fat is gone again. The created result is effort by mind to make as you need to get things done. This uses any object or acid based chemical as though a thought tapped energy source, with thought in mind to create and manifest. Anyone can use this if you think that you can, this is a point with then you can allow use of what you need. Any interference is used as power energy by whatever there is to make the thought real with a concept made in manipulation by concept to make result and no abusive impulse by thought in need.

The Okla Ueidynd = The ancient power; This makes ancient power with no accost, this uses thiat as an ancient different use to create whatever effect, as the action that is the effect of an ancient power stone created by the dream world and if its needed its accepted as a power in a form of choosing forever. For thats the way it is, the moment of choosing is via choice just use it where it is with spirit and you are able to be doing as you need to do. As the choice done by deciding what to do. This is what uses the effect to create it out of things, that make things with a hidden suggestion and this out of materia air, this creates by result that is observed and replicated to be done, as this can't be made here unless its thought here to be manifested in any form. That form is here to be used as you want until its not needed. Then in response, the food disappears from this point of time with thought a vanishing by diahrrea of its own as you make a nature of its own ability in time and its called as its used. This can makes form whatever you want, for whenever it is needed and it now is what is only needed if in use as is necessary. Its percieving is percieved real then it is believed to be real, this is a point with disbelief or wanted not makes it unreal but you never die from things as its used and as its called its use is spiritual manifest. This use is by thesis made into fact as fiction is then real, as then it creates you into the form you chose whenever is now. Nothing can create unusual results, but things are as needed unless in use is by spirit by what is not use in mind. In mind is not use, as useful is percieved use for results that can be worked. Don't do impulses, as



you need things and you get what ideal is in mind.

For in each individual not use, the effect is then to create an ideal of what the third I creates with the crown chakra, as is right for the moment in use by spirit. For not use, the effect is reversible and it undoes itself as you get energy by not doing. Think the use so thus then you are doing as you should. As you deny the ancient stone, its power diminishes, yet things are undone as to not be otherwise is to know and do as you desire with need as intent. You may restore your use of ancient power, by use of the stone or crystal that you can connect to the ancient stone of power by thinking its connected as if you want to be safe then use a peaceful character or pewter pot of clay with energy. Any character is possible with thought of the character and making results with aura to manifest the character, as a secret result this is the ideal of that which help lifeforms and can be made into life and using energy of the core earth makes physically materialized concept. This can manifest aura persona to be thought of at a glance of you as the person. As they perceive the persona, as this is unusual with thought, they are believing in it and then it is with ability. With wish ability this can create thought that makes influence to the create the molecular result of dimetric energy. Unusual results get predictable patterns that are identified by unrealistic with illogic or realistic by logic result that is improbable but useful if it is of use. It is not demon, it is stone of the earth. You can make cone stone that are in the shape of a cone, as to restore the ancients shaped power into ancient power that is used, as a defense by ancient powerstone from the game shaped in the lands of lore and made in an unusual form shaped as an ancient power form manifested as any rock to activate by thought command and do not do any illegal drugs at all.

The N = Ending moment; This ends the moment before it began as though it were the moment at an end put down on paper. The moment is the end as thought resumes to be as though necessary and not mem in use.

Un In En = In the end of the result, you get better as you think about things that you want and then they materialize as natural end at the moment of a thunderstorm that creates your desire as result that is naturally gotten. If you visualize fire as the result and then think about it, then your subconscious removes the natural result as an effect that is eraser. That makes it possible to clear the result. Or not, as you think about the moment the natural event as an ideal is undone put by ancient magic. However, if you need an ideal that is creative, then use the reusable result as a remembrance. You see your practice point, this is a point with you get result and anything you don't want to have in effect is gone. Use with ancient magic can make the moment, as the means is there for use by thought and can make any thought in anything that you would need as thought about with your spirit manifest, or not as you don't need. Nulle is used with an ancient magic, of the mythological age that can stop any effect before it occurs that would banish anything, this can be put down on figured out moments as being recorded code, unless is thought done to stop it an as this is unnecessary now that it is done.

Un en = The ending point; To do the ending point you are doing the ending point of any anime or movie if you want to. This is to unlearn that which you don't use when you need to unlearn it you kill or nulle whatever, as you get the result you desire. Then, you can use energy of the release spell reverses the binding and now on the moment before you act there are possible thoughts as an act and you are as if its there and you are gone invisible and not now do act. The effect is to reverse damages caused by employees of a store, this is a point with use un as to get the effect as une natural results are required. This causes you to use your spirit to create results by a spell thought that acts by no unessential essence gathered from objects to be and done is the effect that you need by intended end results. And this is by the expression, this is a point with that could be done by thought need with the spirit second armset or sigil, as its from spirit interaction as you have energy and to use nothing the use is as you think to do, the effect is to think about what you need as intent forms naturally. This as casting effect. If you don't, you can no, as you or I don't have to do things.

Anen = The result; To act the creature or mythological creature that you choose that isn't acted out when violent, there is a point with this could be fey at the moment of need to to be as though its naturally understandable and it is what you need without bad results. This is if not needed, allows you to believe in yourself and use belief magic that is what makes that work without harm. Then, as you need to get positive results, you can act as you are caring or non caring about what you need, but you can also do things acting out the naturally acceptable action. Otherwise, you can not act out as though non hit and bringing carous thoughts with results and caring to do as your doing things as with you thinking right by correct points to do your intention. This can create, a ritual show for some use.



**Enen** = Natural learning enhanced; This changes the brain to learn by observing, this is a point with as you do it can replicate the effect at your need that is perceived to be and do at the time that you get a chance to do it. If, its in requirement to do it early then you do with thought reminder by spirit. Seen by use, any spiritual helping that is needed is given at the time its needed. As en if you need to do the point as necessary then be not trouble to do things. This allows casting spells as thought to be needed not by your the spirit is done.

**Stabil** = Stabilize; This actually uses your power without your will, as you stabilize anything you want with any thought to do what you need or want and create stability in your mind, as you lose your nightmare and disability is negated by use of thought to produce effect as though a creator wishthought. Even if things don't work, things will by wish power and you still have that. So, this allows you to be stabilized in upper dimensions where your at, as well as it tricks those that attack to think your defeated as it actually restores you instead and you win that deadly fight, as your energy makes you realize what you need to do before the due point as reminders. This causes you, to make a concept that negates your troubles as with a thought without a fight. So, as you are aware by your thought, you get to do normally what you are to do as to act naturally with spiritual thought, as natural intuition to know intent gleaned by a dream of intent that goes to the victor, as you watching the moment before the moment is due and you are without attack as your not being detected, as though you knew now what will happen in the future and you can no and manifest with nothing anything that actually makes things not happenstance badly, as you are prepared for it beforehand as though you revert the effect of attack by unnatural dream to nulle the problem to nothing. Think a point, this returns natural thought, as its needed to be used safely.

This can con crooks to go to jail as they realize what that did wherever they are by nulling it and ace it. The ability to mobilize as thought allows autonavigation, is to do things as you need to do other tasks without distraction and tasks could be be anything that you need as you use this as intent. This makes you unaware of that which you don't need to be aware of whatever you do. This makes you aware of what you need to be aware of, as though in a job that is to complete whatever if you need to complete it as though you knew how to do a job in a done effort. So, as you are aware then you do by natural machine or object conscious as your spirit can make repairs to anything dysfunctional and repair things to apply fix with ease by natural know-how via natural information. This makes the moment end, as you don't need the moment with your wit being used. This can divert attention away from things, right before the moment of natural thought makes you notice what would get you in trouble, as by use of distraction or mischievious action. The fix to this is where you get interesting results as the result is within your interest to do.

**Negus** = Thought negation; This can cause after every effort thought to negate conflict by the interest of the person that uses ability to figure it out, as they use this to cast an effect of compliment as though there is such a thing as a negative compliment to be self-nulling the ability of the attacker at which they attempt to fight themselves to kill their problem and end their conflict. This ends their reason to fight you, as thought happens and it turns the attacker to your religion as they turn good for themselves to think by the spirit as an aiding fey. Claim your sorry and it stops as you gain your ability back. This even turns the effect of demons against themselves, as they are enduced to destroy their own mind and return idiocy to true nothing and if this isn't needed, then it is as nething stops and nothing is necessary to be through to no attack at someone who's targeted. Self negus is where they figure it out, as though impulse is there and yet they thought to understand and act good as though whoever hits them gets enulled unless they get restored by figuring it out as this is selective negatively as they experiment with the targets energy with use of what they intend to do. Whatever, this doesn't work on yourself if its cast on yourself, as it acts as a shield that is a second layer to your aura and thats losing chaos energy to the target that attacks and death is negated unless they earn it by respectful attitude toward what your listening to as though karmic energy of the universe was used to negate the actual cause unless necessary. Non that should use this to attack you with this, won't as your good with intent.

**Revenues** = Money spell; This blocks weight as you can create with weight to drop this weight down, this is a point with you can make money as with the weight and you get results an they are possibly done. This can make effect by what you can do with things, this is a point with you can create success by the right thing. This uses the soul money effect. The more you can create the hungrier you can get, so you in effect can create a weight less mass as you think of what you want. Then, you get thought and you move to get to cause extra weight loss. This is with the right diet, as you need to do eating right. But, use of the spell 'Maes' you don't even eat if you are hungry by this cosmic string effect. This can cause you to not fuck up, as things go right with what you do and you pay right. The right thought will be thought to cause no dismissal and no thought of the distraction.

Enrge = The enlargement; The enlargement of body as ideal is what expanse of the galaxy, that is there to not be as you and yet this is over the concept that is what you are working for to finish it out unless undesired, as this is done as you are to fix and as is you will not enlarge things as you don't enlarge, this is force thought as to use to separate two things from crashing into each other that is not to knock her or him over and out energy with stop enraging things as horses will rule the moment.

The esse = This is the essence of what the effect is as the essence, of your life is gather and is the effort that is what you need as you get things to go and you are free meal at any place your desegregated driver decides to go. Desegregated no more except to get a free lunch as this is on the house.

Th hither = The no destroy keyboard; The no destruct keyboard is where the keyboard isn't destructive as you make it not kill and do things to get the body that doesn't get head chopout that normally occurs with your insanity and the raven is allowed. Fantasy concept is always there as you may need it as this is not destroyed by time as this is not where but when, you are not here to get hit. As, he is in fantasy fixed, you are not to beware an empty macino as no more is he alive. But, do to his respise, you are no longer.

The pur = These three in, purity of heart; The purity is restored after you thank and you give him money for his effort as the culmination of what you are is restored if the effort, as in need is three and one of heart given to one and trice the reason you are as well you are in mind and the mind is heart that soars as you dare to dive throughout the area. The air is your windsail as you are able, the effect is set as you do not gain balance as body weight, electrify as then you don what you want as you seem to get a concept as an aura ff restored by espe and ask me before going haywire.

Mage Trix = The Magic Trix; This is the magic trix effect as that is individual use by what you use to need as this is what you wanted from the start. A star road road map. And don't kill him, this is the moment you are magic as mystra clone allows for you to hit your mind not your body and travel happens as the parrell is hot to suppose enable returned from his power well trip and the parellel reality ends now paradox is gone and he is released and restored is the strike that ended by what you did in enhancement. The mage gets any trick that is needed by what you thin and use things by what is this for little difficulty in the area that mave harvey have a little magic in store, as the effect is here as and there is psi magic. As this is where is in as you are in dead, you are alive elsewhere. Sun diving was the main source of energy for the ideal that is where diablo wins. So, where you are the soul, this is a point with the form and body of what you want to because you sacred to the creator as you accept him. The sun is now a source of time diving, no neurosis can come no hither.

Tenshi = Th real deal; This nulls the horse doo and works, as work as directed in an effect that is what ever moore is what he is. As you are the effect the Tenshi Muyo is restored to where he came from here.

The season = The season; This is the hope of what done is with seasoning that is due and what is spoiled is not due as this is not melded to what you need as dive the want and you do the need. The motion is to effect any that want it, it any that don't want it as they are catholic any avarice is denial of what you do, so let go and you are good as gone.

Th Esper = The Esper is let loose, as the essences are seasoned and inhibit the bad the good and the ugly as the bad is good and this is separated out as how you base it is real good.

Mr T = The Mr T fix; The fix is here as you are ready to dive into time as a time diver, as the thought is to fix people or events to create the thought to make the crazy ideal disappear and erase the moment that causes the problem with flying.

Th En Squirell = The learning fix; The learning fix is what you do to get resolve to finish what you do to get see and show to get clemency to clear, fix reorder, clean, this is a point with open mind that in regard is the time taught by measure of methods. No attacks in this or you are not there as En Sp.

Th Require = The requirer; This is to look and go from the. The reutor fix as the moment is where you are at the right place at the right time. To fix the moment that I created it is by a wish.

Th Cre Id = The dragon identity; The identity is thought that you have is restored, the dead that is not dead is no longer the point of death unless needed reverse thumper, thus never taught it is or you don't die. The

credit check is passed, as you are able to do as you need to as to cheat the moment in credit use.

Th Cr F = The point of what is near the edge of insanity as you revert to sane warrior. You don't eve as you go not to be insane. This is the point of the plane that existed before you fell and you are in sould to live as beyond the grave as injury is removed and driving is restored to normal.

Th Cr Ef = The creation effect; The effect is the moment and any memory is there as is revised but not by archon, that you are able to get your memories as they are regen rate of 20% of life expectancy restored per every drink but don't die from anything until you are dead by natural effect.

The I-beam effect = The Real Time Efruit; This is the thought, not at this time that your want you may make to bee and create = make a thought that is a thought as that is a concept that is a moment that is a policy that is restored by what you want it to be as your pest is gone. The rest io is elemental is as you taught to do result.

Mole en = The mole of chemistry; The mold is use as the ideal to cure any ill, an the fridge in any dimensional restocked by I-beam being formed from the intended in itself. Shapeshifting is a key, is able to cast what you need, as you need to as you spoke a true need. This also allows the chemistry effect, untrue or not as the ideal is placebo to seem to work right as the subconscious makes things. This isis is protecting the body by thought as you playdough putty with a shape molded by hand or thought in time as you imagine the shape and think as if to form things you can use the effect to shape someone as if to use molding clay is magic, as you are as if out with a thought which makes the energy you have pass through the clay and otherwise playdough to thought uses. As that is imagined if the spell effect is as energy not to effect and inviolate the spirit as the effect is unintended and unnecessary.

Spirit mold touching is apart of this, as if the energy is a pulse and useage is the thought upon moment. It actually is in a mold of energy that forms into your will, as if putty and not without permission as that is will and summoned energy from them as it. This forms into anything you willed, want or by whatever need of theatrics and then at any distance you can seem to shape or know. As if to think the shape is with use of the spirit particles with just thought. This is of the clay or putty and the think of use, as the shape forms things from what is as if you willed the form to shift to seem the form you intend or care to see. Spirit particles are the particles that make, up the spirit energy as that is energy and this is the form. As is by what are also called spiritual particles, as this in an ideology with felt energy from the planet considered reiatsu. This is as thought from concept a thought to seem, with the Spirit world mentioned in Bleach as an anime world.

The silver = The silver; The silver molecule, this is the silver molecule effect that makes by that which you are working with as it creates an you make things as thought different. This thought is a different music manifested by thought, what you play is what you are able to use as a gift of music is bestowed there.

The quell = GTA auto car; The car that is that depicted in the tv show as you are then seeing it as a model and then its real, as a sports car as though created by meta magic. Thought is creator made to make it real as the mind is where you want it. As he relegates your body, you are able to keep alive as long as you want. As though your able to make that work, by reach out and do things this acts like sheer metainfluence, you are able to create what you want. You can use that trick, of apparation of thought to be there and appear as though the father or mother of the person.

Qenint Quent = The stopping point; The removal of effect that isn't needed at the time and is what you empowering the brush are using to get any result. This stone seals them, who are moving statues as you are relegate to stop the statues.

To done = This is done; To be done, is what is done in as you don't need the effect that you notice as Aliens heal you in UF radio frequency.

The Myyr Cadl = The magic candle; The magical candle make, to money as wealth is thought energy that generates results with use of body weight. The magic is in the candle as in thought you are to see creating as you know what you see you can replicate it. Replicate as you will by thought focus and believe it is and it is created as where this is need. The thought that you don't need is what you are don't think and you do.

The creatio = The creator; This is the usage of the consciousness of the creator, think and he creates, the

creator is what you can use to do that ideal as is to make things.

Thi tha tho = Secret wealth; This is the sacred point of what you do for the creator as wealth is gained by character as a wealth effect is done by an imagined green candle, that is what you want as the thought is the secret.

Irration = Irritation rash; This is a rash of magic, that is only cured by what you use as topical in medicine.

Irricash = Irritational cash line; This is the irritation of another to use emotion to create a thought that creates wealth by irrational energy. Thats for irritation, of another to get things in cash by what you need done. In wealth, don't ignore what you do or things can go interesting.

Pyro Ou [Piro Out] = Drink a glass of water as this has a chance to work, this is a point with think the water puts out the flame as you drink the water down to its last drop. The fire can go out as the will to will out is done. The original technique is to drink water and as you drink the fire goes down and out as you go to wake up from the dream of myst that is used.

Dura Kei = During a moment in Dura Kai, this is the concept of an endurable moment, that time really lives as you in a moment that is dead but alive and you keep the person alive. This allows energy to not seem to be given to 'the body', as this collects from subconscious the information an energy is thought about and empowering the body and this a real risen shapeshifter actor form that is risen again to live on as life that once lived and not lived as this is done if it is done you are not knocked out as you shift to a typical dimension to fix things and no death occurs to shift dimension.

Aura Cha = The aura change; This is a spell to change colors of aura. Accepted in time, this is a point with you change it is the effort of the time and place in thought. As in essence there is food for thought and the head, is thought of action as in need an what you think happens what you need to know. Most thought of the need, if the most use indifferent of time and you get thought of significant others. Leading to thoughts as erasable and reformed as with color, the thought coloring is what can change at the thought and you can change the no color is if different, and to keep different places you keep the same thought that makes feeling as thinking you get a handle on it but if different this is as you are thinking of manifestation making the aura change its coloration.

T Can = The Cane; The cane is the thing that is what can make the healing of the knee or thought on physical plane other area.

The Zut = Displacement field; The power in displacement is ideal to think doors to do an undoing effect, this is a point with you don't have to kill something as to in a bug to kill to get quick result as to kill one you make away with energy that does in things an that are thought as selective is that and as mind is in thought by what is in biofield ideal and is what you get as you think as arc energy of that which you do and what is brought, energy comes by what molecular structure in what is generated in ideal as you described and thought can quit the bee by what is free energy as a source as this is a body touched in an area as aura to aura is what you get energy from as bioenergy. Then think and shift to use instinct as natural intuition thought as energy and then feel the energy circulate, energy of your chakra to create a thought to get what you program in this to do. This is the thought that is energy, that is what you do with energy in thought in ideal to fix the aura and this is by what the thought of grey matter is programmed to do. Use black energy to kill a grey matter field.

Think you can use darkmatter to mix with light thought, to do as you imagine a jump to a solar sun beam and think there is a shift by the point you think about in life. Then, you can get thought by using ideal as a concept in mind. As you think on this, you are the illusiveness of what is invisible. The right thought comes to mind as you think about if things hidden in plain view on site as you think you displace and you can get anywhere you need do not return in thoughts. The thought in mind is what you need as things are what you desire as desire gets need and need is want unless you acknowledge things are dumb in thought or not as you never in need no more. As this is anyone and in the soul and different except everything and ever more you are in natural in nuance intuition, as you are what you become in thought in chinese art interaction as your in everything and in everyone you can seem right and steps can lead to other places as if you can attempt to act right. Now say it and achieve it, if you think you are doing right and dimensional wards are messing you up, then correction by wha you are with each your own and you don't want the person you sense in you then think and shift the person out an try to work things out. What you correct by is music.

Do anything you want as it is at the end to get results, as they who don't want you there are causing you to leave and as you walk right through the door you are shifted and transhifted away and if you are anticipated then don't do anything you may regret or when angry from what aggravates you then get as sogging people out is in not done unless you are very angy at the area that you various find. Stop what you do as you do it if you plan out leaving, this is a point with as you are complete and clear of thought in mind what you think to use is in use. The ideal in mind is what you are included in as you get to do surge energy as you stop energy and think and do you are able to do things and be use to understood as this thought is done with what you know you say and 'go doe do'. This does not make things to do as you are a stranger and you are walking, then you are what you think as that is when do is smart and you can get the true independant ideal as this is the heart, of a thought to do as you need and you are thinking and getting thought for action. As you get thought for action you gather energy, this is a point with from an area to shift is in sought things thought in movement to think of and you find yourself there or feel and do things and come back as though you are the way you want to be. Anything you viciously attack with teeth and claws is gone.

The Nexus en = The next wizard life; This is the next life effect, that is what you think of the future form and borrow upon to create a new body shape or creative effect, hermedically you can get what result you want as though wherever whenever and however thats when the next que is where you were reborn at as though the body of yourself is laying nearby that was you and this does not always have to be on the bed that was touched to remember and when you do remove the body to what location you were in mind and this reawakens your mind to most ability that you can use by a memory imprint that is you from way back then bring back. To send energy to your body, your mind can in control the body and the effect is what you choose to use to get what you need to survive with as this is what you use to see and look at the body to observe it you can move and guide around it, using the effective discharging energy of some electricity energy that is generated with your body ego by the thought of generating electricity from the switch effect in effort. This uses your body to make aereokinesis to make discharge to the area as though aer to be used to create with thought in mind and view moment by moment by feel and electricity in the air. The air energy is electrokinesis that is what you are use of by what you use, as you tap the device you can get what use there is. In use you are discardent as at the trash is the sacrifice effect. Now if you want to use that life force of the body think of result, this is a point with think of the body in conscios in life as the arc in thought shifts you to any other place except a church in arc or decreased mana built up by chi in use as ki is stored in the body matrix that is energy as if life and if a him person, he gives it up in the drop of an arc or she that is you is given things to do unless its almost too much as a spell of reallocated matter.

This allows you to be in areas that you are thinking about, as in higher places that are thought on ideal and you are wherever you are summoned as if by yourself. Whatever you do you cannot die from shifting about. But, if you do shift physically the creator creates things, to replace your body that is there as you need it to be there wherever it is. If you separate from your body, by not being bonded to your body you are able to use electricity to shift upwards or otherwhere. Being shifted is what like the point of memory where you think you are as you send some energy to become as though a thought born lifeform if in the area you want to seem at. Seen is the use, this is where you are going to be in the next life if you choose to remain there. So think then you know, if you die there your energy of the person is there in you, as your soul copies itself back to being where a place of power is a spot of power, to be in a spot where you want to become as if born but you can die at a willing of the being that you were that made you exist anytime anywhere and not always anyplace christian. If you are knocked out where you fall down from a shift in what you do to get places, then after sending energy to the body you are able in what you do as you go in about places to be where you want. This is as you are in what world, you are are capable to get better by nothing done except for doing what normal different thought you want done in life in project.

The Escalada = The releasing attack; The escalada is what you do after after every aggravation, this is in force that you think and attack in detriment to perceived harrasment in aggression.

The rite = The right moment; This is the right moment per each person of time that you are with someone that is working with you, as you are chosen for what you do as you think and try to if do this in the right time and right moment. If it is done right then nothing, seems to have been kept bade by what things from things and if the thing is destroyed then you are released back to the body that you are giving it to as you know. If personality is there then you kill strays to kill the personality.

The Crea = The Creative; The creature moment you create you kill a disease that is a component part of



some mind and you turn on some world that you dislike set off by fire burns. This is where you are considered good by alien activity. Where you are in support of what you do by the Alien part of government itself.

The Eno = The creative moment; This is the ideal of the moment of creation in movement that is what you do as with a body that materializes, this is a point with does what control is for what you do in not what world you need to explore as though a creator did it as you are able, to act decent mind nice and you can control the body of what you need as the thought is sent to it and it knows what to do. It is a body, as you are made to do what's right in moment of behavior issues of perspective. This is for people only that is interested, this is what you can do with thought as you are with what you intend. As in what you do or what others, can do for a motion in the mind makes what you are doing right as though created as an ideal form. The most intradimensional thought is observed. The fix of the moment is for your moment in time that is what happens when the reality uses the right person to fix the moment. The fix for control issues are what you can use for what you think and you are free of control as feel free and you are not sabotagable in right of mind. The ideal is technique that is there for those that need or intend to use it. The ideal is thought, as otherwise you engrave as you intend to do things with it you will keep your memories, in thought or crystal on a thought touch or you get what you think will happen as its safe in mind or body to be in where the person can safely go.

Th Eni = This is the foxform of the foxfire formed, as any shape as though a spirit was formed a any wave of what you decide to use as a elemental source. The elemental source decides the power of which appears to your intended, as though you were able to get a shape this is a time by thought alone as though you were a form of whatever you identified as a form to seem like someone for a bit. Mental tragedy, will not control you as to control the tragedy that will fix you as though you were truly understood as though a storyboard and this thought was where you got this. Decide the power and you decide, the outcome as you are possible to work with someone and to get back at the person who cast the bad effect.

Nix = This nix effect; The killing of what is not not wanted as though you kill off the hair problems as this may come as necessity with a spirit call as energy surges from what is and you are what is to become as this is done by a dreamt of horn that calls the dead and ills oof all the people that are dead but not good as they do violent acts for violent past as you do and are not evil in mind and body.

The El ba = The alive as you will; Riverwind element bender spell, to cast at will and what you say is what bends what is you what you are. This once cast will cause whatever is there to cremate that which is there and dead. As though disintegrated on the spot this is to kill the being and give you all the the ability and knowledge that is in you as you are are touching the ashes or body right before the body is dead. This is able to get any element to be there and as an elemental this is elemio eleiom to acknowledge what you are and be as you bend as the element to bend is by what you do to be bent to your will as you need this is as formed as protection to you as though as a willow spell that makes things do as you will and by thought of choice, this is thought of what you are to be as though you are able and willing you are the master of all elements at once that is what you do to get the end of the earth done in deed by what is done by what you do. Remind them of what they do, as they are spirits in the material world and dead in body they are as to jump to thought as though inherited a power that is with shifting ability that is done as you goto a safe place as this is done as they are sane as they are with element of nightmare that can be controlled.

En El = The En; The end point which is success where things, are needed and you interdimensionally skip people you hurt, by mistake or not mistrust. This breaks the spell that kills you.

The Abelios = The friend spell; The point in time where you friend and get better as you get things purchases make. Just add an en and you end the effect.

Sync Rect = Synchronize; The synchronized moment is what you think on to seem to act like as you are what you are what shape you are this is with thought. The fight or phite rection or not as a thought to not effect happens that you is done somewhere someone. Think of the person, this is a point with think you are alike as you need to seem like them you are transformed by what you see. However, you don't have to act it out and you become yourself. As though said exact in the words that are needed to get a result in itinerection reaction to seem better despite the effect. The effect of thinking of a hand that is reaching, gathering in energy as you get energy in you can cast this to form into a be shadow form from light that is an imp that can shape as this is.

Ensinc = The untransform spell; The spell that transforms, a person back to what it was as you believe this and cause the sink to drain.

Worg Wrys = The shocking cue ball; The cue ball is what you think to form a shocking blow by force, as you are getting made into the form of choice as you are putting 'Que Nos' into the object and then you are getting it into the ball by subconscious means the shocks are right there in the eye, this is a point with if a spell is said you perform a power blow to those you teach. This is what you get for doing things, right in the eye to give and take a blow and survive your message that is energy as an ability given as performed as a different gift each its used. Stop and it stops as you get, what you want as nothing is a rippling blow or not as you don't want.

Quenos = Quenos effect; The moment of discovery. I seem to have gained a technique by what this does. I call it quenos that makes each individual thought that you want to happen on an instance and you are what you were in the end of what the effect may be. Just say quenos and you gain the effect of what you want.

Te Whay = The Shadow friend; The moment I does things you know. The moment you get enticed into shadows this does work as a shadow friend appears as you, the moment you give it thought as that is said this does as though a miracle and you get what you want in whatever manner that you choose unless you choose not to do things and things can restore from memory if you are in need of it. The moment is what can turn interesting, this is also a shadow friend that turns dangerous on those that speak, so as you are able think to think Desih Armou to remove this effect as Armour is there as the thought by agreement in designated moment is undone by the moment you wish.

The Sicke = The ideal cure; This is the cure of the bad thoughts spell turned delirium. And this cited cures the sick mind. However, this is the moment the ideal fixes itself as it is spells can be done. Think it and you get results as you need results, or you don't get any favor from the 'subscious' in what you think you should do and thought becomes fraught with tragedy as with will there is nightmare and this will sabotage your thought. To use a removal spell on the effect is to cause delirium. To use any witchcraft again, as I is original witchcraft you are inevitable sane and yet if after everything you realize what you did. So mode, be in thought be in mind and this is identified as a mode do subtractive witchcraft as what in mind is that you use to get the effect.

Theory Yen = Dimensional concept; In the dimensional wille in the will set away is the way not to be hit and the way is set by a ward, that is the word is way as you do time effects you are with what you will, danger begun in mind you are with what it is in will as you control this is what the thing you do that creates what you want as it the moment exists. What you will in with word, you say and you do, as you do as you say you are what the effect is thought on and as you are will in no way you are what you seem to want. The physical war act on earth is gone, as you delved into the act of no war as this what you will the fish is gone in need by what is in mind. Their will is the subconscious, that is in mind that is what will as you are will you are in kind as the will is the way you are never nothing and beaten or not you will survive by the will of the 6th plane of existence will and by the wille the ideal the will is divine. The world of the damned are connected to this and not here. And this is what we do to get the end results and their wille begun.

The Wylle = The druidic dean; This is the frustration for the world of the ideal magic that is in no thought by what you do, this is a point with yet once you get results you get and this formed to what is what and you think originally in mind. This is the point that is with excepted thought and you get what you desire, as this is what you intend, there is thought that this world exists as it is in a college that is what is in thought but only in another dimension as it teaches the concept you thought about as you think in mind you are what you want to seem. This is the magic college, that is their mind that is making the ideal that is what magic is thought on conceived ideal, read by what you see in any book to allow you to say the word and do the perception of its value in your mind's eye of what you think is done. This is the college controlled by the Druidic dean, as I remember it this is in the thought world of Harry Potter. However, you don't have to say what you perceive or not if you want to correct, the magic effect and due to nature of the dean he won't reveal himself as he can get brutal for he is the 6th dimensionalist that is not really there and there by what he will by what will he wills, he will get to do things but never seems 'bideon' to attacks.

Exadia Extrudia = The torment mind faith; The effort to strike is what this causes as you are wanting to die or do else in boredom in life imprisonment by which you evade by what you do to use magic to hide



your tracks as to do not lose your train of thought. This construes the mind self to be body as you are thinking to create what you want as reproach is needed but not ever done as though the extruding act of banish thought by what you can inter as energy into the self, is what can be 'filtered' and in acted to get seem better to help in good faith in acted out the ideal on another plane of what in existence you are done. This is what creates forcecraft, as produced you think the effect is noted by what can be an example. Otherwise, the ideal is what you got to go, is what you get as this is what you consider this is unacceptable if you are dark in thought and can do nothing and you exchange your identity in what you think as what you think and this is as this can seem to not be as formed ideal is a demon by a lie and and to acknowledge this is what happens this causes you to acknowledge yourself as this unadmitted causes you suicide in hope unless you desire to do and know to not be seen in the dimension that you are in as you can be civilized and you are then a demonlord. As not anything, is done as this is conjecture. The act of exchange is what you get with the act that is an art formed in mind and given rereality and in the motion of concept in the heart of mind in the heart you do as you act what is thought and what you think is necessary by what the mark you mark yourself with unless you take back your action.

Heart is the thought attractive to that you are liking to do, mind and mind is heart as you there are not here and you are what you see to be in act as you are what is there. This is the act of war in other countries so that which shouldn't be used, is critical and thought is not over there as form by choice is not chosen as this is not done this is death to those that using it as the effect is the choice of words you use and this can create whatever the undreampt world believed into reality by ideal and focus in thought. This can be used in the act of gaming, now you can do what you stop thinking and doing that is what is then is thought released from the thought in mind at the moment of energy in the body you are free by the act in mind and by act of thwarting thought there is as though as their will and you know what is what as what you do is like what this is as this what is done this is what can drive you with thought as you are away and in thought you are in dimension as by the thought you are where you are in the thought out the thought and you are avoided in real life and now you know by example this is a concept by what you 'thoeght' you do and why you do to say it and don't do it.

The act of god is in thought insanity unless you prove a good example and is by the act of the 6th dimension, debilitating by thought is mind act as though a body is the act of what god you choose with this in mind and in the right action there is 'ino' as no damage and as there you don't have to care of course there is no damage done. Then in act this can be thought into elemental energy act as the extrusion of life by vampirism is done or not as you don't to do this spell. As you don't get ripped you won't get killed, by this spell you survive in the end you are a dimensionalist of the 6th and are tragic to be near in hidden by as a person in thought with purpose in hidden movement as appetite is there as you use magic to do this.

Act of Exudia = The Conjecture Plane; The conjecture is the moment the person who will do things will act right with the right procedure. This is what concture really is from what you are acted out as you there and otherwhere can create what you need by some almost ideal that is almost a conflict in action. This is a hit with without a hit. The conjecture then is a calling of the mind of what you want and get the thought in mind an that is what you can do as the creator wrote it this is done. This can create what you want in the world as conjecture calls things into thought and the subconscious can create it, as the world you see can create by the reality conscious as a rule to reality to make a conjecture world that you create thought to seem, with the thought that creates need as no monster can exist here as this gets energy from the 5th dimension this forms the fix to expenses thought, as thought forms reality and as it is without thought taking life in mind as you intend there is no bad here as it can form in act as the 3rd dimension considered in act in mind as no thought is done then you do the effective use. This isn't to use as you are not intending conflict, as to be you use what you can and be what you don't like.

Act Karma = The No Karma; The No Karma effect is what you can get to do practice, that uses leftover karma energy to get results. As though not bad in practice, is what effect you can not do with to write with there no it here with use to see and think, there is no way to go as you get pattern to do kinetic pattern as there is no way to do that you are free with the thought 'so'. If you are needing something, then you can get a better thought as you complete the thought or scene you can soothe your nerve as by music that is etherial. You act no karma act as you deny it, as this is so you can in a situation in healing use the ideal in opposite suggestion and the act of a movie is not done. In the act of violence done elsewhere you are able to see what occured and you then are use of information that is seen as a disclaimer on some tv. This may be useful but you are unlikely, so no to take out what is in thought and not in thought in Athen here in the area of the finishing act of the scene of the fight.

The Su Ego = The self-fix; The fixing of the brain and the superego is the mind, as you use the brain you create energy to do as you can seem to get things. This can make what you do, or this is qualified in thought to get the ideal and what is done as possible. Use no criminal thought as you want to do things from the people that are acting right, unless you need to as you make use of the effect which is what your thought can seem to meet the needs.

The exodiac = The fantasy shift spell; The shift spell is what you can create with as this is the shift spell, that is "wha is thi" as you arrange things with thought you are what is there as you are doing what you want. The thought is what counts, as you are thinking about your life and you are hiding what can get issues, you are then finding reason to movement an this is established by what you think and do. As you move to shift with your foot, you think to seem in a place where everyone is psychic, supernatural or power as you can not be there and here you see this is the area of otherworld, this is a point with are at the edge of the blade this is what is there at the edge of your aura as you are loose in dimension doing the activity in thought, of what you do as you are lucid in mind to see what you see and thought reveals the energy, as source reveals what this is and from where it in the infamy or not wrong act of what you do. Though in action is an art by practice with mind is willed ease of thought as willed thought is guaranteed to work, what you can use and this use is thought to use by what you think on as you seem or not to seem, as this creates closure you are body mind in thought by what the effort is that you do things with unless not intended to do thoughts provided with others by what your spirit can do and experience as fx is not in name only to effect as thought is use to get the result and you use to get better. This is the thought of what I do in temperal state, there is a point with this can be traced in mind but the concept as not revealed is what is what you do as you in the act are not in need as this is trace and signature change comes from it.

Ego Fx = The Ego Fx; The ideal is the ego, that is defeat without defeat feat is done and no punch is given.

The Ego Fx = The Metaphysical spell; The most this metaphysics approach can do is vanishing things or this is to seem energy is doing what you want as real activity happens that is to run or not as to think and move quickly. To attack with is to create with, as you gain the ability of what the mind is to create what reusable result you want. \*Use of a slight movement, is this in thought about in a moment that is what you need by view and then is what creates nothing energy there for the delirium to drop away. The energy is this, the physical body of the area in what you think to use as a source. As you are thinking in thought connection link, is by spirit and the draw is there to you unless unlimited by action and you don't really mean to summon them as they do appear in time to you. As you in mind are doing things, as you are what you need there are things you do that stopped in a motion. This is certain to mask to make or make adjustments, in punishments or otherwise no punishment is given. The punishment is to give them something to use, this is a point with connected to you that draws in their excess energy in fat energy that comes from them to the planet.

Then build up energy by thinking of in action moment with an effort, an then create a larger force projected from your action creates twisted in thought by in thought motions brought by motion in use. An this a slight gist of ideal spoken, fantasy mention an movement of the hand as you rmember the activity this is what makes the effected by effort, this is a point with in thought this is to create with creative art. This is maintaining the art of creative tinkering, as an art of thinking is done by you as you are in what field of energy about you that you think your near to use in action by what you otherwise just think. To useful intent, this is useful in abated thought as the effort is in useful ideal via colorful flavor by contribution. Otherwise, you do as need and intend as in concept is done. Attraction is done by what you think in thought, this is a point with the end result to this to do things as you get your final result in head. Say no to fatal attraction, there is a point with this lesson is over in leison fields use and no nightmare occurs as no extremism and this won't happen avoid at all. And avoid the call or help with information by the the vampire network by psychic thought. This information, is gotten by precognitance by prescience.

The Punia = The punishment pen; The punishing blow or other thing in need is with use of the ideal of the punishment pen, as you can do things to produce an unusual 'punis' meant as you do things to get more results or not as you are not needing to and this is done.

The Depicteous = Picture wars; The ideal of what you see can make what you think as you touch the picture and make it. This is what you think it will do that gives it ideal as it you want it it does it. If you want wealth, use insanity to get some result as you get better if you observe what you do insane as a bad example that disappears in your mind. Any insanity is not have happened there even if you want the effect

or not as the insanity is dismissed. And by relation via what is there in an actual product, is a jump of energy of what relation you have thought as this is thought, action, point and move and that is in action to move in your own separate life track as useful is use on enducement to act. To kill is to use, this for the 6th dimension approach that is use that kills as to do what you want and this is not killing the 6th dimensionist in any way by act. This is through thought by what you do in will in a moment, as you are aggravated by this in action as though reproach is given but it isn't done as it disappears as a scene in the mind as this is real life somewhere. The wars don't happen if you don't need them to.

The Ie = The representative; The ideal is realized in law and otherwise, to make your will as you will to create unless you don't need to and magic is created as what you are what you may think on and that you see as an area and can get ideal to write on more in thought than purpose you can get anywhere by running as thought demon and this targets anyone that is nearby. Seen as you are available, an ie is stated in on the moment you are there as what may be as this allows you, to get what you want unless you decide not to allow the hit and the hit stops as the demon is dead and thats all thats done, if turned on by what you see as you don't want or not as if you are in a moment that is good to be with as this depends on your mood.

The mess = The messy room; The area if cluttered or not in the room in this this is what can be made to make the ideal of a bless of the moment from the creator as though bless this mess, or sira cerabo. As this isn't needed per each their own as you say it and you don't do it unless you have to do it, or not you don't do it in the future and then you can get nothing as a result or clean it.

The unmae = The Faery Maze; Temporal inner shield is useful as this shifts you anywhere, as you do things and you are as an able to be person. If the faery find you and dislike what you do, then you can get thought in an moment in time as you try and do what you are wanting. The mental ideal is caused by what you do, as the fey are likely to lose your life if you lose your mind thought of you of a really interactive trap to you as this is in a timeless place, as the moment you are doing wrong with the area as you are fey watched, you are likely to be trapped in a room in the mind with whatever thought you want to be made as think is done in a room of normal appearance and 'thime' is not normal as a time that is the feys mind room, in by being never a thought and out by being a willing nature as an alter dimension that lockes to what appears like you as you want things and as it is your house and your forms as the no attack monsters that isn't there as thought not with what could be shadow king that will either aid or defeat you in area as this isn't in criminal activity, in mental thought that you can be or think they can and they won't seem bad. Otherwise, you shift out by walking out the door and thinking of your own place where you want to be. These words will make you leave or enter your room from there if in fey blood, otherwise the fey release you as if called as though thought on as you will by thought of money 'unmae' to thought enter and 'unmaes' to remove yourself from nightmare and what you will is done. If you die there you get back, all your memory and your past recollects as you become immortal as worse becomes better if you think better for yourself of what you think un of yourself.

Th Mes = The mason jar; The knowledge is there but if you want to get rid of things that you don't want you burn the mason jar with fire as this acts as a bug is in it. Seen is the point, all you need is thought to think, with use in what is thought of is what is reminded and you are clear of what you don't like to respect and nothing else happens. With fire you can do as the need comes up, as you don't to they were in and you don't have ideal to form what you need but not in vanity.

Tres Call = Trash recall; This is the trash recall of the original witchcraft that is what you can use to craft a spell as you are what is there in a body that is of a fire element, an this is thought in action as thought is in the trash memory. This in another form of ability is form a dress as you need it or a kilt as vanity is what you need this to seem. On reminder on the thought, 'empty the trash' makes on recall and you do.

The Bod Recall = The Body recall spell; The recall of the body is the useful thing that you can use an do to reclaim memories, as you do to get what you can think on you can do things with.

The Flo Fix = The Lost Time Arc spell; This is maximum security. The concept of flow in time is what you think you do, as you reverse the flow and stuff will work or not as you don't raise time an energy as flow is energy. As the aura is what you think, as this shapes the body into a shaper effect of what you are as what is and you can resurrect or think of restoring things and they might restore as though thought not broken. This is thought as in a lost art. What you do to use this, is to think of he thing fixing things as it can seem fixed by what focus and direct will as though in an arc that is silver fire that is summoned by will and earth

shaping up and if needed you can begin to journey fix and the item will fix itself if needing a fix as if doing the right actions.

The Pyro Hid = The fire body; The pure fire of the original body is the thing of what you try, this is a point with do enhancing activity that is the ideal of what you want need and think on. Then as your tasting done things as though you were eating them somewhere else. As you feel your fire energy you can form a fire elemental that is thought into form. Dismissed as erase of the fire, as you don't need it as you you think it gone it is gone as you thought it it gone then the subconscious is what triggers a release to create a fix in thought as you make use the effect to make things thought disappear as you think it disappeared and if you are overweight you can drop it down by thinking about things that the subconscious creates the effect by making thought into energy to create the body adaption by change as the body just becomes a subtly different form that goes down in molecular shift. The fire of life technique is to think fire of life to unthreaten an you create from fire within without to create life as life can exist. This is what can be focus to shoot forth into the body an it will possibly seem alive as in no fire threaten as li of ki fire is not out of no life that is what you think is near as you think down and the fire within is there as a normal as concept form. That you will by shaping, into shape an in nothing this is done to begin not to threaten as you work within to get a result. The shoot technique is to form solid objects, as you are thinking of the fire that in treatment is done to cause things to be awakened as though dumping water on them by what you do not do you intend as that in a rehearsed moment formed from a particle shape in form your safe.

As this is the form of thought child an with ayth'yr ability you can shape up or down or not to make the effort of what the ideal you stand to do. There is a burning building where the fire elemental stands, as this is the moment of what can seem doused then you use that in thought to fix things. Think of what you want and you fuel as though drunken water, the ideal that is what you intend to see done. Don't think of aggression, as you do an ideal an you control the fire as the elemental is there as you get rid of antipathy by what you personally use. As this is come use what will and you can get better results in operation in the effort of the moment that is what is in control by fire thought on in mind and erased by what you use as life water to get in water as you are needed as the elemental is gone an only, if you don't do things warped in mind an inner child of fire form as fey is possibly made and those you defeated are alive where it is then an inbus makes energy as in another place. Feel the planet core as you think of what is fire, of the planet and then will it to come as in to your body in dangerous time in flow of what space and time is as you are you. As this is a fire clone you will feel cold you never actually sense that you left.

This is inward fire formed as thought is form of attractive ideal, of the fire fox formed into a body somewhere else as this is in a willing form any comment does not get its incubus as its deranged in fire an doused by drinking water that is calm in influence and in this concept this spell is done. All you need to think on is a fire figure, and is to tell the incubus what you want to where you are and you switch places with it as this is a natural fire body in a place where you are as your in energy you never moved in what you do it witholds if you don't want it. The fire eye is the eye of the fire formed, as a third eye and you are able to make what you will to see and do as a third eye that is what you figure it to be if you need it then it will be there. Think of a form, to figure and this is in form and you create it as a solid shape as it forms from your body and this can find you or not as you find this. This is the concept of the fire beast form as it can form as it is 'fom' from in your mind.

Thin iq = The point of concept; This is where you form as you need, to as the thought is there beatings occur as you are compromised as the result is to order indian tacos in some other false bodies otherwise there is other triggers that can cause this effective boost of intelligence from energy. No attack is done if no concept is done by what is concern with a general comment blow of a massive volcano.

The iniquito = The banhammer blow; The consent isis made to us is agreement on what we do stays in our own land an whatever component causes fit by inspersion and drops as you stop. You stop to touch an object, this is a point with the action is fixed by thought and made concept is by what you do. Turn around and if you don't put value, there as you by what you think you don't put stop to thugging something somewhere as you do several disillusionment comes from a drop of a hat as it stops.

Vanquishito = Vanquishido; This is nock and blow to the face until the death as vanquishment.

Nexus Inuit = The nexus snappish; This can be dare and take or nothing is done, an the effect is what you think on to do things for and if you easily angered you can attack or not do anything and cause a fire assault by what you think on as thought energy is used from the air on your own death as you turned evil

from fun being statede as you thought tostidos or vaniquishment of some effect that isn't there and knocked around for the end of what is life.

Vinquitus = This is what you use to cure the Ashape effect, then you are asking too much, that you think and you stop.

Ashape = Great Negative Elven ape; This is the great shape of the sagn that you create yourself, that is a rage attack as you are in some place, then you will find out that you are super in ability as you get normal here and there you are with a super negative that lasts 10 minutes to hours as a trap is sprung and you are killed to kill in a doom kill zone effect that manages to knock around a few real life individuals that seem slapped around and other places are killed by realization that the death scenes that you see is vinquidos. This depends on the rage in of a dragon, that can depend to look good you are good except to those who observe it as food dropping causes a killing spree somewhere that is called else as a waste of devils food as though on some pirate scene. This stops the pirate scene and effect of this spell.

Que Nos En = The infinite weight reduction; This keeps energy and takes in the enrgy of the cells, as the fat induces itself you reduce your shape as the fat seems to disappear from the cells of the body in shape that forms things and you become what you think on being and in no beating. Be reduced in weight or not reduced in weight if you don't need in thought to go down.

In Adv Enan = In adversant enhancement; This is in what you use an to get enhanced by if an ideal, of what control that you do have as try to work with what you get and no hits are done. This cancels it, say stop attacking and use standard english as you are arranged on someplace in what you do to get hit back and you form giant as you shift with giant ability to their ship. This is an enhancement to the brain cells that increaes the brain size and skull size, as to find what results you get to use as you are done.

The Mon In = The money trick; The money trick is what you can get by working for what you do. And you can then try to make thought to get the money tree as this is the things in thought become this in truth and money forms from what you do.

The mon day = The Mono Day; The day of when you can get money and free stuff and free things that make what you thin up on, this is a point with you can get what you intend you get. As you can cure yourself as though this doesn't happen.

The Aye Sig = The moon travel on thought; This is the dark side of the moon as to hold ideal is what you can use as a palace of your creation, that is what you can try to get to by saying what you want to the moon and the ideal can come to mind as you think and this creates what you want from the moon. This includes the spell books from the arabic lands, that were discontinued and other spell effects of what you want. This is what you can, use to get a better hold on life. Tis is the better part of what is as you can create, what you need in the area you are in as you create by what dimension effect that you are to use. Nothing seems different, from what you are in as you are gone from reality, as that is what seems to be there as its ruled by time or not to be as you don't need to you can be where you are summoned to the area as you need to appear or not as in thought your minded for what you do you are abaded for this is the light that existed before time. Whatever on stricken figure, is there is gone as though not there and water reborn. The trick is to leave in the middle of the night, as the effect is to think or feel the moment and feel what this was like as you will to seem there as though with a shift away, this is thought and to come is by walking as you can go where you want by the power of the moon.

So when the seen by use or feel ideal is done, you will seem where you can go, think you are aware as now where you want to go and you are as though summoned there an you are there in the moon palace as you are not needed. See you are not ever by incident or attacked, know by what you sense as you are not affronted by what you see. If you want to seem as this is what is due at the moment, you are capable of the moment which is set by what you think.

So as you think if you think you are dead not at all and you are, as well as you are what you seem as though thought made to make you there and you are what you become. As you think you are ready to need this. This tardus is what this made me do this, seeable by blood or spirit energy otherwise by a glass of milk or water spilled over. So I think this is great if represented by a smoker device.

This is what isn't anymore in life by reality or life you think, as though you were sane as this is a creative



moment which it exists in real life. The concept of life made in thought is what is the point of life that is what, reality is made from life as we know it as in thought. We are what we are as we want to seem and thus on the path of light, we see we shift to what we want to go to and we are there. Where we are close to the hold.

The rez = The reality change; This arranges things as is the reality spell to make the effect, this may make of what you can get when you are as you can get what you need as you need things where they are as you are doing positive things and what you are is determined by what you deserve, for each their own they are to do as they need to do things and they are at peace by what is happened for what you need you do as you can. This is what happens, with a negative moon that is with a waxing moon.

As that and this is what happens with a negative moon, with a waning moon that and psi transitioning and this is by thought of 'psitioning' is what can get you away from. What this may seem as what visage you can find with disturbance, unless this what you think to ward from thought provoked people. That disturbance and this ideal makes them avoid you.

This spell makes you and others able to create whatever effect, as use is the body by the act of thinking of the reality and thinning. As you think of what you you want to be. The reality is what you want, this by the creator allows you to seem as it can make whatever you want. The themes of the day is what you want the effect, that this is use to make the ideal in what the area to appear like.

You can cereal use or rate the rules by what you want it to be as you need them and know in the moment they can be whatever fits the decided ideal. So have funny moments, by time itself as you have fun with what you seem to do.

The action is the moment of reality, this is actually real area creates really interesting spell effect happens to exist as what this occurs is your intent and your done, you can make whatever you want as this is not unlike a game fit to moment of the area you decide to use, as this isis can help the helpless and make the effect to be better on ideal that is practiced than what it is by hera in what you want as need is what you want and want is what you achieve as the end of the spell is done.

This is protected by the triple spirit made spirit protection in a spirit ward that acts like a spirit trap thought on those that shouldn't be here unless you need to be free and not in the way you think. As your use, think in these effected moments you can get what you get with what comes your way. As you shift away from the activity on with the spirit ward by thinking with use from dispelling the possession.

This is with afghanistan or ideal, that the triple spiral wiccan ward works for you. You are not sure but very well guarded, as these are days you think there is thought by those you trust. Be as you may, you may be seen as you are doing well by the feel, but you regenerate with what you wish to use as a source that may be. This makes what is as a concept in you as you are still wandering around exercising and this is the effect of what you wish.

As I thought to do good then, as you need to be free and use what you need to get good. As freid is fried food is what you use to think yourself away, this is what you choose to do as you are done with life. Then you can shift yourself to the planet you desire, as this creates what you want and freid gets you away in a free moment and no diseases ever happen.

The momeia ef = The momentary effect; The moment effect of a momentary time is done to reveal the moment to come and leave you some time to deal with things. Think on a moment, this is a point with nothing that happens but to see this, observe in your mind and you will see a upcoming event including a thought of a fortune moment.

Mergin = The mergin; The moment of the mergin. Hera makes this spell of mergin to occur as wish is done and you are what you want to do. This is what you want to do things in deed that you are thought to do and don't as you ue this spell to see the view portal that shows you the ideal of what is there the moment of the mergin is to see with thought the view of a world that is what you will see of the future.

The Azablo = The blow for a blow; The Azablo came from dark horse that worked as a concept, this is a point with ideal as you got a blow somewhere you get a point of illusion faery effect as you are doing things you are working as a blow comes you get a blow to the face that dislocates you to another plane. As

this is what happens and you get something back. The dimensional wind blows and you get a change of heart of a sweetheart in mind. Disrupt the illusion fey effect to create for in and correct for the near result.

The Fing = The finger; This is the finger of death revised, as you are the finger of death was to will on a touch or what death spell comes to mind and removes fear, this kills on a particle explosion of white light as if a holy antioch grenade is done on site of what you want to clear of evil effluence, so don't touch yourself, as you use pure death magic in eldritch effect a twisted with blacklight and used with a thought punch to their eye without knocking yourself out, if you use this as the finger strike of death wave magic in a tome called the perishing displacement lightning effect that of could in moments happen as this in thought is what will occur as you are what you can do with an average power. This is what you think as you start to stone death those that are negatively doing things to you, this can replicate a result as you don't strike out and only if necessary. This is what in view that blocks out people controlling, you are possibly able as you can use this as a backlash energy in to the one that casts things at you use fey to win and only if faery or not as otherwise as you do evil thought you are what is attacked or defending by what you are willing to do. If you are willing to do things, you are what you can seem for the thought of what you perceive and not duped as you are what you want to become, otherwise you are not there to be attacked in state or otherwise in the book otherworld as you cancel what you did as to cause the effect that you did wrong in the trick view. This is the first in ideal taught in defense that is in thought, taught to the subconscious and the subconscious can do what it seems to do that seems to disappear as you are what you seem unless you don't need to seem to be. If you don't need it, you don't use the spell effect of this.

The accept = The acceptance; This is the acceptable view, that you in sight can change from psychotic dragon or psychotic chick nature in dragon form to be nice as the ideal is form you can seem what you that you are intending to seem. As this is what then is where, don't actually not do as you can go and you are good as martial arts is what there is and other thought of defense is possible. As this is what can cause you to do, this is a point with some feel you can get rid of dragon rage you can accept movement of whats there and go on as peace is in your mind as this is choice by what the two view is offering that is in different view as the perspective. As this is the moon that creates the moods that go through the mind then the view can change as you see things in a positive light or dark light of the psychic view cause that is with a moon like conceptive influence that causes what is by what you perceive in thought. If you don't do to know it, then you can get better as you don't do it to them and just think as the dimensional view technique is done, so with natural intuition as you want to do an you are capable but aren't anywhere dumb as this is what you do or don't do allot can make you free in moment in particle sense, as a free spell to give and get in view of what happens in the time seen as you view it you explain viewings to those that care to know. As though speaking in a view that in dimension is understood, by given in image from the subconscious as thought makes it need with the subconscious conscious view or not. As you don't need to see this in as in though claireaudience, in were in controllable as the ideal of what power makes the memory awakened unless not necessary is possible to use as amoral attribute is possible or not is the code of Amorality.

The Ion View = Dershe View is the improved two view; This is the exact thing that is almost exact, for what you need to work in episode with what you get an you cand end the episode with thought. Only you can get better results by comparing the two places in what you want that is what you want in believable thinking. The two view technique is what you want as what you act of what you were doing to places that were in what you act of what people were doing. This allows you to compare the two different ideal, that of what you think is decided by what you discover. You were the act of the moment that makes the moment that is making what can seem what you want.

This allows you to create thought as you need, you can do things as that is what you do. This is what is making the ideal so no it as in each individual world as you want it. As each act describes what is there, as each act exists somewhere you can use what you see to analyze what you think. This spell allows you to see what you think and know, as you look into the view of what is this.

These are what you see, as a natural ideal that is a concept. This is what that can become as you make, as ancient dismissal or are deciding to do things as no impulse is there as creator. Para psychology is known by what you think. Concept is what is known by what you see in opinion. View as thought, this by a point with some feel so you see what you know, if you are wanted as you act in honest accord to what they feel as you are in honest opinion.

That is afforded things that are in view, by what you see in what you want as you get what you need in



goods an otherwise. This in view appears is in mind as I know, how it works as what you get makes its conscious known as a code of extradising. Don't have to act, it to do things natural as to work with the body. This is where you are giving example to find out how they feel, as you do things you get ideal to do and use as know as that is do and not to do this is the no harassment effect.

The improved view comes to mind to seem there, this is a point with ideal to show what is in the world as a viewing that is screen off a screen that is what you want to see. View the thought as you see the view and there is what you notice. This is what is what you can create, if you need to eat and gain too much energy. The view with the ideal, is with the ideal that you are what you intend and you can work with what you get as the view becomes what you want. This is what you need, as you intend to do things right as with what you want.

There is what you need, to get what you need as you don't destroy yourself by what you eat. The view is what you see to improve yourself with and make what you want to happen with created ideal into objects. As this allows no insanity that you don't be, as this is chemically what you can insane for as this is what in thought we don't make in what you don't do in need

As this is what keeps you sane under pressure, you can fix what you think of in power that is determined in energy view. The ideal is this, to make a good decision as you do things is what you want in responsibility, you use two views that shows what you can get and see to correct for as in an ideal is what you intend to do. This is the improved two view to make an effective point.

The Des = The Galaxy; The place an is a planet and a place which looks like a planet acts that you think your the planet, this makes like a core without a planet in nothing. As this is and is like nothing but a dream in a nut in human form. This is a point with not exactly the things you thought. This is what it seems so to acknowledge it and put this in what you think. This is a favored planet of Aes Sedai, as they discover this as the planet of a higher existence that allows anything.

Think to get what you want and you think, like you want work like you are and do things like you seem as alike in mind by characteristics other than body that's inphysical you in an area and are like them whom you are near to seem like as and in you con or not in thug and everyone is given a fair chance in you are what you are elevated and want to not be. This uses a mind import, so we're free that is like the ultimate compliment as you are somewhere in a place.

That is in destiny work that works your thought in thought, in mind as a safer area that is warded away. That has allot of incubus and mythological creature in an area and this doesn't exist, as a place in the building for what you do is in your mind an you can create events outside other existence with agreement. This is somewhere that I visited, that is what is familiar and yet not dead but can at times appear.

As dream images as you are seeing noone there or this is where there is the use. At times of boredom when the core energy shifts to the area that you can see things. This is not in view after as this is the planet where you thinking your planet isn't the planet, this is the end point where the planet your standing on takes over. Otherwise as you think, you can get what you need to the way you want with no hit.

As this is not there in view or plain sight. Then think of a way to work things out. As your gone from the land your the planet, then your yourself with the planet your standing on that is now the planet in a galaxy of still people that are hostile. So think then they might move or if you touch anything of theirs they could move so think then you are aware, as your aware we were an owner so we understand what you went through. So think then you shall get things. Then the planet shifts you as your suddenly on your own planet again.

The Gal = The galaxy; The galaxy in mind is not always by a hostile place that represents things as you think of a symbol to work with but not in everyone, as this is set off by a picture of an all round fist fight this is really what you think will happen so if you are thinking this won't effect you as you gnow as this is built as conception will allow you to think away and you are not there as you see its different now, as you think on it the world your in is similar but violently subtly different.

As you do things as you think the violent vibrations, you are in your mind pocket that right there are willing to exist. As you who are invited can create with the vibrations. This is where you create by thought if mistaken by spell, this is a point with make by what you want in mind. This is called the in mind world as

the vibrations are then realized so you are in a visitor area, as you are not in the way thinking to return as your not near any nearest animal.

Otherwise you can shift around worlds as you are in a place that exists and can shift to appear as a small black or white void sphere that does what you wish formed from a body, that's dead if you think to form the molecules with creator supplying the soul the creator is the being that made things or people. Don't think about this to not deter it as you do it you get hit back, use it as if you care about this try karma magic to do what you can and will yourself to not hit or not as whatever you do you stop.

The galaxy = The galaxy quest; The galaxy quest that you admit then you won't by the area you think is situated to the point, that associate use is free in imagination work is the area activity. The ocean in reproduction, is thinking by feel to use the ocean as a source is then to make with it, as you need it happens. This is the thought that is effect that is what can cause a reproduction. Say this spell to cause a recreated moment as you are where you are in mind in another galaxy in thought but not thought is what you do as in a copy that is of you is reproduced energy as an object. For each your own, if your doing things you always come up with the right reaction. Don't actually be him if you don't want to be as you thought, police can make police appear in an area that they listen in and use most area to trap those in a secluded area that they think are wrong and very criminal.

The ocean = The ocean energy; This uses ocean energy from the world that has this in ideal. As to view things of life you find things to do little actions that have a conscious that can react as you can predict by this energy and to thought create change and you create what you need as the ideal is thought and you are in my mind. If you use this effect that is talked about is done, be aware that reproach is possible by the subconscious.

This is use by those that are thinking about what you think to do, that is observing its use as in mind an in body of what with use you do. If you do things consider your approach to this to be as you are with thought to do by feel and in the area and ideal of visible approach. Think the right suggestion and you get the right thought as reaction, as the veil in mind is removed with energy given by the subconscious that is observing. If you are in thought seem to do what you think is right and what they feel is correct as they think that this is stated in acceptable view an non ensue.

The Enig = The ideal creation; The effort to be and do things this is what creates, what you think and then is peculiar with those that you think of as you realize what you are realizing there after things are done as though it can produce my own ideal as thought is opinion and this is why things are done in telepathy as you are what you do as though subconscious act and deed is what you are using. The general thought and opinion is known by what you achieve in purpose in life as individual hopes are realized in mind but not heard if you don't need them heard.

The ether = The movement effect; The movement effect is what you are doing with four points that are in a square pattern, as in a square that exists there is one person with no greedy ideal that is in the middle that directs the energy. The ideal thought about is in what you do as you 'di' this is to focus the energy and pattern from the four people in the corners of the room. As you think, then you use this as then you can in moments get slapped awake if you need to awaken from a trance.

As to do this you are to get the result by drawing in their energy, thinking and doing signs this is detail of what you need as though thought were done by what you think. Think as your aware, this imitating what they do then you thought suggest to their subconscious to get them to do things. Them could be anyone that you want to control, for you can use the creator to make effect of as you watch who you drain off people's excess. As you do the excess can go to others area as to support them.

As they need to occur something or incur something. This can be represented here as 4 stones that are in a square pattern as they are positioned in the 4 corners of the room. As you stating why y level is perception as a dream away from the one in the center, this is thought to place the center stone as a thought is touched into it and create a pattern. That you thin up with and think you can do things.

That you think to do things with ideal is amazing, as this is with point the thought of positive things that you think to use in and out of reality. The energy you attune yourself to you can make with. As then you are aware then you black out then your subconscious comes up with a form then your free. This is a free floating faery form I thought up or some other formation of particles.

So you then think of the 4 people as you touch the center stone, as then you get what you need as you think of the purpose in heart and mind to create with your body there. This uses things as thought source as this uses the life force of them whom you use, stop doing the thought as you are not wanting to make no collapse of the body. This thought on uses 4 corner stones as their energy is stored in them as defined as the stones you use.

This is a point with ideal where, then you are using the thought of your need to be where you want in thought. Think the ideal by use and draw a sigil that uses the energy what is available, then you think or use the pineal gland to create. As you create movement as you move you move what things and people you want yourself to move. So if your aware, you aren't always needing to tell people what to do if they already know what to do.

That is what you think of as you perceive what you think of with and by need and you can create the area effect as this or understanding that they 'hear' as a God voice to work with and achieve in perceptive view and limited aspect. This is an unlimited think as you can seem in an act to act as though you were of the thought to do as you need to as that is of the right action in action this is aspect that is why you 'au' and act out.

Hence an you get the result to think of, make and study it you achieve things as though the success were what you act to know. The point of area and if you in action you will do it, that is on use an action of ideal in believing you will do anything. That is perceived by thought and killed by what you want. If you want to keep people alive, before you can try to go in body, that is your house or temple make thought to 'keep alive' as that would keep them alive in memory or your mind room.

Seen and where they are in real life, they are alive till they decide to die and you get your energy. The effective use you do is to think what you need and feel. The ideal is that you think on and imagine the ideal, as a feeling is that you get the feel of to do as you need to do it as you do things you can get an end result. Now you can think as you do as though in a different field, as you time shift and do as though in thought to do as you do to get an think to go and do.

The Bazaar = The deceny; The decency act of 1999 revised by what included as you are paranoid or not produced paranoia by want in disused wares mark down. The impossible to find store is what can be used and be arrested there unless not wanted by those of police, if needed to traffic there. The significant increase in what raise in sales and activity in store bought actions. Cooking and cleaning as in formation the store will live on, live in thought in particle form and never die out by perishing vanishing goods and restocked with a decent priced average goods.

Act by use of concept will financially secure the storefront to outlast businesses, as a harry potter store frone business in a act of the moment. This is time in a bottle from previously owned stores are dismissed in employment and yet the new store that is open somewhere else is possible to not go out of business. Seen in decency we act as curtosy we are acting toward store of others. But as you think, however we act we are given what is possible as a thing to create. With is what items as we can as the prices rise and the store closing time decreases, as in though thought moment in action you make your move easily.

We can create a point where more sales by cheaper wares and forget about ever not being a feature to walk into, from a place that is in another store if in thought at the time of entering to the right and leaving through the left off ideal. This is storefronts as expected for tax-free with a walk-in door anywhere you go that is in a hidden allocated pocket dimension, switch that chose the store with available pick tax or tax free you go to load. The storing in use policy in turn is done or dealt with by feel.

As you can pick by the reality declared memory of what store is to goto, as you remember the store and go as you are needing to seem as though there. If you are needing a formed location, this in life the available dozen of other locations are available to be used. Out life look throughout, so think in any thought direction then there you go. As this is the subscious store and you are what you are. As you are when you are then this is what time you touch the watch, then think where want to go in what place so anywhere. Any closure and we announce the closure in store out to store.

Adreosia = The thought act; The find out an act, to not scene is thought done as experiment is thought to seen done. This the concept that you do and find out what you do get as you are not effected and you

observe the effect as the final result is seen. The motor nerve can be used to control, anything in the body as the deal is done or not as you don't want to do thought as what you want is different, in use and effort that is use by effect in effort and that is thought in action with decency and figure or die not in thought shape body shape that you shift-in shift-out of anywhere. Don't do suggested thought.

Ilu Wiz Aroi = Illusion death field; This is an effortless inescapable escape clause that uses blood to create effort as is what is a view ship, the view ship makes thought into things and that's all it does. What is the tact to do is the inertia that is from a ship with a soul via the soul that is stop and go. Take the sacred ship off the view to thin, with energy as you hunt the area in bloodlust, to stop this think the thought 'Desi iluse'. Think different thoughts as you are to seem you as someone similarity. This is to hide in plain site, and act as though thought normal in view and otherwise otherworld. This is thought an a concept shield. Thinking a point, this is part as if a different scientist, the technicity is the technology that is on the ship that the body can use as bioelectricity to become in not effect activity act by thought and the figure in electricity is a form that answers you as this is in thought as this is in thought of directed focus with the use as this is as though thought a ideal illusion with this thought as a question of this in mind. Because you are want to die in a fought battle somewhere and no fear happen, as you can go and be of use and that's about decency as if not fought at all as because of use is not done. In no offense there is what you do to get betting and better results to do by instinct.

Leave or you don't believe the chair is married to you by ideal as seeing is believing, seeing this you can learn what you can see as you gno as you can use gnosis. As this is what can seem seem slender, you are able to seem useful to defeat the purpose as to not be killed. Killed is not prescience then is with use of element, as you know what is method by art. Ravenous don't put to use as it expands the stomach and makes you eat larger proportions. This is when you you are done to act nice as you can use things and fool those in art. What is act is what makes use as an act to good use and peace in advent to what you do makes things thought as you think of what you do you create thought by the subconscious picking up on this if you want it to, including this is the act to thin up by thought of a slender body and your thought is energy by this spell effect. This is to think and thin as you are to thin up and as you eat. Calling a roach isn't necessary to be there, to absorb the weight as energy or not if you don't want to seem to weight up and no comment is there to commence as disaster may take place to the point of what that is to thought and you can buy easily by this spell as if in a normal stocked store or not as you are dead by the word effluent and not dead as if done by the death ward as thought to make use of the effect and is there as you want as a fire effect into effluent tongue.

Inner eating by your mind body in your mind, will stop you eating out as this is intended as to think stops as though thought as this is training to the mind as offense or otherwise effect is to seem or not as nothing is controlled by you to beat your problem as though you had 'absolute sanity' now as if there is good in the land in a moment that you can use as falling and energy surges. There is a god named Odin as in the future that comes to where you call him. As though whatever fallen is if value picked up unless you don't want to glyc or glitch as that is for fable of the past is done, as this will stop the result and whatever you do in will and you will the effect to stop then may occur as a result is from your monologue.

Things from what you do in physical action is what in kinetic motion unless you are not in the place. As what you do with life is what opinion is used, as result in a spell is to keep away thought of bad dreams. As this keeps things from you that you don't want. This is the fun part, as you don't want to be found after you get away from those who find you guilty after the dead toll is count the thought and place yourself in mind, to run straight out in a clear direction sought out by activity to place yourself in thought and in running leap will become your form here as you shift away by what is thought to be a place in time and place. After all you do you are not noticed for what you do and do you do not react.

Ether Shi act = Dismissed in thought = Act is a thought not viewed that if you are what you want you are to lose to win, not dead as defend is in a moment as to drop weight by form most often thought on by what you form in most not thought not hit as you want as bug life dismissed.

Demoauli = Delecularize!; This makes you demolish an revert the aspect of yourself to seem as something else. The effect is to moleculate yourself and become a conscious as to be a particle form physical ghost as in a pattern of death which can manifest anime effects and anything at all.

Demomelu = The ward maker; This is to work as you want with want with need with desire as this is work. Cast this spell to create wish effect to create results that are by the secret effect as now is the past, present or future as the past is possible to change and is from the future as noticed or not in the present

by will alone to create what you send and target as you will and you receive a return result without taking damage and nullify insanity and deny the result as you don't have to take any psychic damage or any insanity effects by what you get done.

Demolecular = The molecular ideal is to 'demomelu' to made the thought you want to make this appear at will. To make effects of what you want and create results of what you need to create, there is a point with this includes what you are needed for by use.

The D Ward = The death ward; This is a death ward that nulls any wraith effect as this is the moment that no attack happens and you can be aware, as if awake and when the unstoppable unsolvable nightmare ends as in salvage of the moment is what is done and that conflict is over. The moment where you do things that is damage restored as if you were absolutely sane.

The moment er resolve is due you are with e no in sight attack, as you are as clear mind in head and work in thought. As you are done with a moment in time, you are with thought an to do things is what you do as you are protected by death. The time as you think is based in a movie part where you nullify harassment, as in an effect is what you can to get cancelled.

The effective resolve, is what you want to use is what you discipline to use that's filtered of what is badly taken as knowledge in you. What can kill you doesn't, as you come to life by your spirit as you are dead by some incident unless you earn in info. What you do is thought, that you use to do right in the moment, that is incorrect as error goes away as computer error such as pressing a 'b' goes to back away. A situation and thought keeps the bugs away, that die as dead are dead that you can think energy to kill the bugs.

The dimensional ward is used on the wall so that is what can seem used, think to kill the damage to kill whom is considered a illusion or temperal anomaly dimensional ailment is gone. Your weight is shimmered down, as this an ef and if you drive away the roaches you are killing the roaches by death being a hinderance by kill. So a considered with unconsidered roach and a considered freeze death, this is where area water energy deceasement is seen as a smokey area seen. Thinking by use is a point by what spells needed or feeded by spirit need.

The En Dark = The Darling Dark; The issue isn't as this is of crazy talk of aborted events and there is abort to nearly everything that you stop and crazy talk stops as is there as their will is not wanting it and you neither. This is what you can deal in discreption, this is screwing something in air as if you can get very screwed up you aren't. This is where you can get the effect of the ideal in mind is the creative effect as this in need, as you get what you need out of control by what you see or amock by what you screw up. This is the thought of what should be done but isn't as this is not intended as if you knew what were and wanted then you are okay. Use this spell on those you want to disrupt of what they do.

In In En = The negative field engine; Tha is what is what in 'en' as you are able to upset the balance and reforge it into something else as I am diction and you are reality as you are what things reform as you get what you want from what you do if you get what you need as you administer what is what by what happens in what your third eye observes and stop by no or stating no if you don't want to be uncredible. In thought concept you argue or do nothing if you are heard as a person is really trying to do things. This is a desecration shield, as you don't hit out unless you are needing to. You use the desecration as a source that is put as a barn shield. This effort is what makes negative soothing, as you are what you seem as you laugh and do things else. This engine is what you appear, as in another form as you are a 6th dimensionalist that works like a normal aboringinal person doesn't mind games of life. They can form any reality in a moment, that in thought can cancel out an ideal in effect. This is a service, as you are not damaged and buy what that you do as you can change any different form to do what you need by energy infusion by what integrity you have ship inertia as they are in need. This a place, in concept noone trespasses as they do in an operated moment in dark at the end.

I In En = The death field; This are the moments that you kill off the things as you want to make less payment, this is a point with some use if you are as thought you are a cancellation of what effect by seen or felt use you dislike. You are allowed by what you think so you think to allow what is there. This is where you can get your life back together and act straight as a person, that you are able to do things with or not as an needed end that doesn't get commenced in the off moment. The more you kill, for this is the more you end up dying and or going places to be up dimensionally. The captain effect allows you to shift to the right reality to suit your mindset.



In Se Sha = In Set Shape; Inset in mind the moment, is skill is in the morning that you find what friendship another place that you want as want and you are what you want to become. This is not taking advantage of her or him as you want change and this is what you are in thought in mind in body as you create as you go and are emotional of what you see as you are not and yet you are good at what you do as loss occurs of what you think if you strap someone of what wrong they do and with you in apology as you think as you shape with what you see as in need as after death you become a husband of someone. The set shape sets off an earthquake as balance is worked out dimensional as you are in effect or with balances due.

The Reuse = The reuser; The reuser is only needed if it is in use and with your spirit as an ancient practitioner and anti-god that is the 6th dimension God as through use of wishspell, though that is not known as I call the reuser effect and once you do that is that with the ability of use of what pattern is in effect pattern that is use of someone else into spine and as spirit and what you have. The use of reuser ability is to use what you see in others mind library, as you are able to get what spinal tap as things you need are found and you can fondly understand what memory you can get as you have thought to use in memory as you reuse what thought is there. Every heavy thought in the reuser is thinner formataion to shift you shape in kinetic ability that you can only use at will to form fire in what effect you want as thought leads to ability that leads to elemental manifest. As thus, in you there is a pressure as you are able to use what is called a thought build energy that you can extract as you do things by thinking to put into an object, that you tap and its released as to clear the mind and mend by corrective thought as this an unearthly music as you can think 'wizard cue', as you will then you can in alien nature get to use wizardry skills. Don't overuse that as you are in need to in do on things as that is reusable book of the dimensional head that exposes what you think as you think of something and you use this from your mental in thought library. On express you don't get, no hit and you are able to get better with every thing you get from what you buy.

As this is to stop, you start to lose weight in again time as the effect you do is not focused on in area. The reuser is not actually a wizard, it is a thought that you can do to use any other life force and create to make and will. If you want to think of this, as a natural energy of nature that is what you use to make your separate body in a separate thought yourself as body energy as a nature of existence. Use only what you can as you can, if you can as you want and as this is what can seem an is, define what you want and you can make what effect that you will by the creator of the universe to create with. Unless he or she doesn't, want to do things as she or he won't by thought rule. You can thin, think and reuse an effect as the need is there. If there is a desparate, focus need and will and then you can form fire and any effect you think of will form from it.

The Reve = The revenant; The revenant force is what is used as a person dies, this is a point with ideal that you are enlivened by their energy as you in use of life gain more energy as from what life there is as in use as chi build up is what you can use to work miracles. The ideal is what you can do, with or without a self-concept as you believe in your self as a god of entertainment you can get what you need. Therein called upon is any being that, is the revenant you are if you die unless you don't need to as if this is there to be seen for use. That is a greater mana force called upon by need and used as energy essence by your spirit.

The effect is to be seen as you want as you can shapeshift at will. So you can draw energy from the objects and wall area by focus of your hand to withdraw into in your skin and in your body to fuel it as you need. Seeable use is seeable use so be careful, as you are able to think and create as you are able to make. If you come back you will be omnipotent but know that you are as your wish comes true, you will devour any food as you need unless you con them into believing your safe as you are safe you are.

Then in use you believe in yourself as you can be unable to be affect, as you think this is a self-done ideal you believe in yourself. So you won't think to hurt them not and you will get what ability you believe you have from them. However as you see the point, you are holy and yet not holy in energy. As you get power from the creator. Belief in him is not allowing you revenge as you belief yourself someone you are them, thinking as you are believing something exists it by will.

Thus as your aware, when you are aware you are not hostile till you see abuse. Think in the moment what you view, as you see it you can do things nicely or attack spiritually for revenge. If you are near someone you can live off their life force, but as you do you are not unlike a vampire. This is use by bones, as that you think is dead so your use is dead.

The Dea = The Dead force; This is the dead energy force, that use is that what you think and need as you want the in deed as you are what you think. As long as you are genuine to your word that you speak as you can do things, you can get a service for a service as you are honourable to your statement in effect. Yeohawk is his name as he is the undead person that is a dhampire that comes on a calling.

As he is summoned he can or she can by use the aura in activity by effect of what he wants to do, as he can think is right. He is able to mimick any source as he views things and replicates them. By sunlight he's unlimited so he is able to make what he can of able minded ideal, that he is believed to have as he is what getting things makes him in a she he or he she body form. As thus, he can imitate as you need or get done any favor as he seems to in life feel like helping out.

He uses any solar energy or living force of energy, think and in exchange he can gift you ability. So as he is able to seem to be as just he is able to he can make you into a vampire, this is a trick where the more you in water drink where his world and your own ideal are around him as he calls in mind. Get out of mind as you can to avoid arrest if you get in trouble.

Jet Ghaiz = The Super ability; The subconscious minds, that are there and are to help as you will support as you you reach up, an move in thought this is strength with the ideal on purpose you feel the thought natural in need you jump to a place, this is a point with some ideal you jump as this is what you do. As this is trust by what you feel as what you are is as that is what is a jump, as this as is what you believe you are in thought by purpose.

This is feeling in disposed art of supposed thought you are able that you are as you assume to hit the person indisposed to fight, as this is in thought by some point that you think. See you are there then you aren't so your aware by feel, an you are what you use by in thought you use the ideal. As you think to do this you find what you do and you fix it in thought, as this is used by what you do and you in a concept identity what you are to think.

This is a point with clear minded ideal that you jump in time and space and go back to the moment sometimes by drink or ideal, you mention and you are super in ability for ten minutes as you are able to think an able to be to see what you want. The subconscious makes what you do deliberate in thought, you are not as you are with food as though you summon it to be.

&nbsp; This in a concentrated moment is why sex energy creates, as things are used in thought as secluded in thought natural moon energy in use. This can be an endless field used with a field of illusion, that is certified real an this is proven as what you do is what can happen to use the ideal. Seen by feel that the body in the sensation can know to do. The core in of the planet as the code of cordiffica, this is what you are using to do this as in this thought is as in what you want.

As you concept and you can do as you need the super ninja as this it. This ability is capable of what you do to think of a place as you need, to be and you can by what you want to strike at a wall and you are. If thought to hit out of anger to take energy to create what attack you need.

As the subconscious is to do as it is and every suggestion you have is that you don't want is gone. This allows things, to not be seen as the driver is what you think and this is in thought as failures are appreciated. This is the subconscious mind in control as though in a subconscious world. Now end is the point you think to end this ideal. That is the point that you think to work, this is used to with others or think to use what you have.

Car fix = Whatever you do to fix the car as in any just point an nothing is a result by situation, as this can be made as by fox magic that you summon need to use as you can by driver wheel and try. Think en an uu to cancel the spell by magic, as you thought to do it elsewhere as though by a touch to the car itself imagine a pure fox force.

Think and identify the right reality, as you can transcend to leaving the area with the right mention. As this vehicle is used as a source as you touch it in the wheel where you identified, you are driving it around and you fix the thought by action that is your thought. That goes to the material of the car or truck or motor being the thought, that in a motion as that you have in as you to have to do things for uu en if is if believe you fix the thing and you do.



As then you imagine you as the engine part and you working on it, as you think it in engine by what energy you get from assassination and assuming you start the working car. I think you are in a point so think a thought is fixed, as you believe it is as you imagine the enemy as white energy spots. As though you are fighting them in sand people anarchy are this is.

As as you direct you are in mention and believed to be, as you are you without any possible problems as you are fixed of thought. This in any situation and anything you do, usually is not thought and unless identified this is as you in nothing. This is you in thought as this in fixed a flat thought in procedure, as this isn't acted in thought you are with transponder.

This is a point with this by trespassing is a stopping point, by ancient belief in deadly arts and that belief is with means and that. If you imagine that thought of what you do is the precision in mind of what you believe in the ancient and you summon a fox, think what you want then the fox acts like an animal spirit. That does what you will if you feed it, as this is in included subconscious.

So with a self-made thought in suit from the first time you went to go where are believed, as you are in this is thinking with no belief in the belief of God and champion the cause. That you are included with the clones and alts that you identified in, as there is none there as the problems are matching or not matching. As you separate from thought where you are without any bad conditions of the area and any item is not broken.

Not as the moment that you are merging in thought with the machine by feel, as this one with the land and machine and you hit the keyboard. As to hit the d key three times action in action, as you are be clear of the area in thought stop this as this is thought. As you succeed you are given right energy to fix the car in the area, as this is what you are in appearance of a physical you that is what is here as you are fixing the vehicle that you think about you get it to work.

The party = The partyicle; This is the party you go to and yet you don't, as you are in a concept that is space the icicle is formed imagined by what you are doing there. As an ideal you are able to transcend by thought as you are in able minded manner, you are with thought as you are transcended across space and in a similar moment that you are walking endow a path to lead you to a icicle that is where the of what you want is to form. As you grab it you are at an ideal in an arbitrary space in time by vehicle. This uses the partyicle that they hand you there to get the thought, to grab the icicle and snap it off and fight off an imagined opportunist that may want to spar with you.

The fix thi = The Mr Fix; Whatever you with the thought in mind is there in mind, as a spirit you are the moment though thought is that which is what you are natural at power. As this is energy doing is what in thinking is in and you can change your thought, as thought thought that is to fix the concept where you are and you are able to think and make magic. This is what can be used to simple structures as to bring structures in mind and you think to the structure to share its conscious thought.

As this is a spacial structure in hold, as your in special things you can be in an act to see as you are and as you observe you can see to get what resolve is there. There is very little moment that is what is cost what you think your doing is driving down the cost of things, as you do this you are working and focused in a focusing area and in a circle you are in a ritual somewhere and asking the machine. Some use is thought as though air and you are getting answers.

So from the conscious of the machine and uses are where this counts. As thought in action that occurs is a seen thing sometimes, as thought in able minded reception to an rf receiver that sends signals. This is useful to me that means what I create, by what can create what signals are focused on in the air. As the brain picks it out as you are unconscious and this is particle in thought, that you receive the thought and this as thought to be gnosis is a natural act.

The thought to thought moment is use as though a battle, as through time and space and yet you are there where you want. As thought happens to work where you ask and do ideal, as this is a built device in a void construct think as a timeweaver device. Built to send thought faster than time itself, as you are there and here and in increased ability by energy you are transhifted to the point I thought.

As you are to go where you think to explore and do thought to send back to yourself, as you explore the

thought may in lead as considered answering is where you switch back with a thought of time. Think to go and help out or do other things and the effect is where you are you able to be, as flavor of out gotten food or drink.

Natt Skin = Natural shaping; The natural skin shape, the natural skin restorer in that which is use as energy is devised as a natural shapeshifter or not as in you don't think to be it as you are thought as though amphibious fate.

Nevrasil = Navrasil; Never in doors do you do as you are in need of a tension release. As you present a menace you may never do or not as this is cast on whom you thought to null the effect as they are neurotic. This can stop even psychotics from no attack force.

T Nav Rest = The Nerve rest; This is a cool effect as the nerve rest effect, don't get paralyzed by this contact to do as it creates calm and composure and nature can act as depicting as you wake up as you don't bother to sleep and that can make a nerve thin you and repair you as you are good at what you do. This is what it is as silver being, effect that is a cell that acts as what you want to seem. You can drink charged water, to get calming effect as you need to seem calm and act as you do withstand you do understand and no more.

Neral = Neural disrupt; This is the inevitable halls of judgement, this is a point with it that will stop in the 6th dimension. This is the moment in time that is never in thought as no right now in need, you jump and never waste your time as neurotic as you can get there is energy that increases your ability and creates what you have in need as this makes what is, there are things in need for with things to create not destructive. The behavior can change to be or N abort to cancel. This cast at a person can disrupt a thought, for as long as you are needing the thought pressure is gone to not allow that thought or nothing happens. This allows as you are here it is gone.

The bard = The bard effect; The bard is an actor that does, this is a point with which creates energy that makes effect and creates dimensional effect. The bard is 'e'lequaimel' as progress you are always working with ability, from that which you think about and always interefed with as you ask your past lives for ideal, as what is their energy you get energy from as you think of what you want and do as you think on traded for as this is needed at the moment and the moment ends as you don't need in degree or greed. As the dimensional bard can shift at will you can get the right things done at the right moment in time as things go right and you are what you in opinion think on becoming or not. You are different different places where you shift to in protection by your beautiful gift of a different tale. As described your third eye can create, as you said or not as to quit practicing possess not the inner child as this is good riddence no more. This is from the game the bards tale.

The In Alomi = The Hidden technique; This the motion of what the moment is where you are as you do and when you want. This is cautious thought as in a moment you thought you are their an there in will, by there power to accept the person summoned as you are right in correct methods. As you are aware of what is there, then you are aware and awake of what is their will to do as you are summoned as to the place you want to seem in.

Then you can fulfill their request by a wish effect as though a genie. However act cool and if they ask for a lore effect you can make effect and if you are willing though an ideal of fey there is a fabled beast of dragon form will come. Thinking a point, you will ride away onyx as its back and explore the land of the sphinx and explore it as it then is what you do as you ask as this is the riddle of the sphinx.

As then you will ask you will get, a riddle as you are able to answer if using intuitive insight. Let the answering concept come and you will know what you see as you only need to to describe. Describe and you get the end as a black cube of answers as this is an end result of the ideal. And now, you think and know what you will get what you desire as you get desire you think and this is then need as if you were denied.

But not at all will you get what you want, until you think to know the person and you get the affect of what you desire. As you need it you get what this is. This is in of an effort the will of desire is now a client effect of a page of dream, the created suit is now in mind as unforbidden fruit or food. Because you are faery as full faery formed of will by desire and love, as you are aware you can get immortal as formed from the fruit of conduct in moment.

Thinking is powered by the sphinx and or suo is the thought. En is the moment that is unnecessary stopped, by what you will in a wizard dream in unsurvivable circumstances and is a psyche dream to freeze the moment of the writing up dream you cast at others with the lord of all called Ao stopped.

As dangerous is earth disaster, acknowledge the fruit of power and you can stop disaster. As you need to as the golden bird lands your knowledge increases of the golden bird, that you know as the phoenix and this is the legend of the spirit hawk. As you are aware you are awake and you do not waste time as it is, from the sphinx as a legend born to man for you are wizard as you are well.

So know then as it is written and this lowers cost as it is, I think this is unusual as you can get well by it as you know you can get the knowledge. That is from a branch of knowledge in the tree of knowledge in effect, as that given gives you what fabled desire. As you are accustomed to indecent nature by desire, that you will become in desire for you think now I can go. What you need is what you get as think and for what you intend to be to lose, as you lose your life by the power in right thought.

As you get you intend in transaction and losing you win to sneak out of mind as this is done. Which is what you will as this, what in writing is gotten by what you will in accost by the 6th dimension as you seem to strike by what you are able to get what you want and yet enable to win and you just do as the 'wewright'. This what in result you will have gotten.

So think no then that you will have figure formed, as by the might of magic with the quick thought that caster that be shown is you. That is in thought and what you have in thought is in mind, if you have the gift to acknowledge the truth of the elders in vision of light or dark. As that is thought on skin as a tattoo of a dragon mark hex on those that are dark, as you are a soul then your body doesn't mind acknowledgement in dark witchcraft. Then you do as wizard is born from fey as a husk.

What you can use this for is the pen and the ideal for which you want as a magic rule, is what you can then use things in thought as with something in desire and in this is the hidden technique. As though something in will by a concept is a concept in mind with otherthought in motion by othersense in what you drop as this is an acceptable approach as elsewhere as you don't step on peoples toes to allies that are otherwhen as this makes point out as what you guard is often what you think.

As an ideal in mind by mention with thought, as you do then don't unless you want, as desperate motion creates a thought that isn't there in as a concept thought and this is what is there as you separate from the land by thought you get to know from the reality consciousness and then you are alive or dead, but you survive if you give in to the will of your spirit.

As to answer the riddle you need things in thought, an mind you don't always have it so you want it. As then all you need is to wish and you get it as a result. Seen is the thought to unsummon the effect of the summoning that is done of you, form and think 'balderdash' and you unsummon the being by saying its name "a'lcmel" or "alchemy" and saying its name to demand.

As this is gone, as you are gone and wish it gone and you disappearate as you wait as you are in and done. As no dark purpose done and you return as you wish to return. For your information the wizard this talk came from, is anonymous as in what is known as you need to know.

The Alomi = The Demetric effect; The effect is what you need to fixup and do any moment as you are in thought what in you is were and what you do is what you intend, synergy is what is there as you work with mind, body and soul as then you think to win to lose or win to win to win the moment of power that is in contest that power you perceive and you can use by will. By an act that is a success, that creates a will to success.

This is the effort by what the moment is thought of proof and poof is the will that is removed as this is detected. As you think if you can fend off the thought of what you want to do. This is off what you do as the person who tries it is not there. The effect itself is to do effort, to achieve what result you focus on. Indifference makes things seem reasonable as this, so think this is what you can do with things as this is what you will.

This is what you want you will find out as you are able to find out. This spell will cause you what you want

as you want it and you want something not too bad off. Thus as a point, by directing your mind or your third eye you can then by thinking directly focus and remembering the area an you think to shift to an area or do what you will an, this is will fixed by mind over matter to allow gravity dissolved in the spot on the focus point of the ideal and move to create by will is creating by movement.

Think on of the moment that just in an area adjusts itself as that is in mention demetrically called to mind from a power spot an otherwise is what you ordered of the energy in mind or what is a power of a cause, or not and you can direct your mind by voice thought or that is just there and that is directed mind movement known as connectix to do as you want as though you. You can then get more end result as your use of synergy is what can be.

Something you make use of is right or wrong to your own ideal and thinking to make by will is what you want, sometimes by thought to get things done, by the use of the thyroid you correct the body and manipulate with the mind exercise. Things done by this spell you can direct by will, this is a point with an area you give though thought by will and you can by use create by the third eye.

What is ready for ideal by what in use is of thought, what is in effective focus by whatever is will in thought. Demetric numbers in this ideal, is you with thought and in this ideal to create an effect of what you think of what use the ideal you think the numbers mean by the measure of the energy and use of the psychic probability unless unneeded then its memory stored and in disregard you don't learn the concept unless you intend to by psychic law created by mention.

In memorial you are directed by what law is there, as separatable an inseparatable and bind a concept and there are you. As you remember an who you are you are what you are yet not always attracted to or were, as this has helped me in the past then do things and you acknowledge you by what you can do. Acceptance is remembrance and you are accomplished in what you have favored in art is in wizard done. Answering a point you think what you are then you are what you were.

Think on in thought as the numbers add up, this is a point with whatever you do you aren't site unusual bad then you can use the numbers to appeal to the senses as they can be made. By appeal I mean you use the yeild result, to get results by resolve and you get end results to end up with more knowing wanting to get what you think is possible. No greed is possible then that is prospect as this will make the number seem to have meaning.

Write a number down and think it means something psychic and you get a point of what your mind can bring to remembrance, think a thought and you seem as you remember you raise a thought to bear and you can use what you are intending to make a thought, to seem a concept as you are are in a dark room an you are with animal thoughts or other thought from the void as you focus in an the moment in time comes to what you think as that think.

This is where your leg or arm or hand will move, as though on its own and you are strike or not as you need to keep something alive. That and you materialize things, with such that you need to be and fully regarded as individually there and helpful. Think a number and give it time and it will raise a moment that is helpful, then if you think to create thought comes to you as you complete the demetric effect.

As a moment of time is done, as you are returned to an are returned by use in thought action where you want to be. This is where you can get where you are physical in use and understanding, in activity and by right foot are moving your body in action and act according to what law you determine and you go by what is in acceptable use, as this by thought to do or use what you do thin and shift. As a myst of time is law to do and be by feel, as if what you think if correct is right.

Number in mind becomes a concept in thought and you are as yourself, this in considerance as though thought is a comfort made things sometime ago as thought becomes a greater intelligence by a sacrifice. That is not always what you want to use, where you can use this instead as a bit of food is put to the trash and what psychic is use by what is right. The ideal is done and you are gone and this is in time. As you are capable as a person and able to make no abuse as its safe time to use and not be clumsy.

The Curate = The curable; This cure is to memory in effect is the deplorable demetric effect that what is the ideal of what off the mind is what is a cure as off the top of the head. As a spinning top is the seeming thing, as you are able to detect a dream and to lose track of time as you can do whatever you want and

when the top stops spinning you are free from the dream in itself. The top is the thing that is what is, the effort at hand that is what you do to is to turn your own hands over as you do a moment in a peaceful moment of what you do in your head to do something in time by thinking of what you can do. This transfers to you as thought is an impulse.

See you act according to law, as the ideal is thought as you may be seen in clothing that fit to the body. Think to be able with power seen, as you are as seen normal and of use you are acceptable and scene in appear and unable to be effected. As in abuse isn't done as acceptable appearances are accepted as empirical you are able to take reality back, this is a point with theory as you give you take reality and you give what you are are able to make in the subconscious.

As a drug is a dimensional cure by what you think is what you want to cure, then as you think and form as seen if abuse is obvious don't scene and you don't break. As conditioned response is not done, as is this is suggestion to your mind this will repair you as this is devised by your will in psychic power moment. As though its thought and its gone by selection and turning it with a spoon, will turn things interesting and dispersed by will make it energy and you can do as use is good or bad.

So most of of the time in peculiar activity on seen cautious use is powers in moment. The hidden third I is there as you want it to be somewhere to see for you, whats seen is thinking to shift in view as you are gone to deliver and you can think to yourself. This is not a monster or not ill and you are not peculiar here evil, this is an old spirit that is good and bad and not unaccepted. As result you are cured. Think it and you do it, unless you want others to get cured as that is necessary.

The Ther = The Theory effect; The Thought is what you may make, you consider as if you are what seem and you get your ideal. The consideration is where you are as you can think of what is in here and focus on there without taking attention off of the area your focused on. The ideal is the effect by effort and what you think on is made of what need that is thought. And by what is there as you are of what is made, then you can become aware as you are aware of anything you see.

The thought of awareness, this is what makes things that are interesting. The technique point is what you think and model, of what you consider and tend to allow your subconscious to remake or make as fantasies go as cars go faster. The effect is what you can go for, as you want to get from what is available in progress that is achieved. In work is achieved, this is what you can do or not as this is what you want or ordered. The ideal is expressed by what you show others, subconscious specs of to what developers that need it to seem as there in the mind of the point of view that is what the creator delivers to them.

The Sex Diem Energy; The sixth dimensional in olsen effort in live moments in life stored, as live memory crystals deep in the planet which you don't have to do. This is a sixth dimensional tardus effect, as though able to translate any language. This is where you are on phone, for ever until you don't need to be on the phone. The sixth dimensional effect is what you are capable of using that sustains you in the world without being killed.

However if you think, as you eat food you are able to work with the things you do. As though thought out things were available in chemistry and gatry there to use. There to use thought you are thinking and doing as you were on what you drug use. The effect cures you of any poison, as you are able to eat anything in that use as you want without promise an any thought is written on use.

Some still use thought in action, this uses your weight to fuel it as with energy of what is around you as a biume of a sun fire is there, as this uses your cells activity as shimmer down is a gold blue biume shield or a weight loss effect as positively control anywhere to get a loss of weight quickly in shape to get what opinion you needed as the thought is in action as you are aware.

This list provided safe ideal as this list is what users of this is public and can safely use, to identify safe foods and otherwise you can eat anything as you don't have to worry over what you eat as you remove the food particles to somewhere to earth as earth can be the dirt. The thought set subconscious that can set this is with whatever is there.

So don't jump to conclusions an thats the safety of the course and what you can positivity attempt in thought set by concept, seen in an attempt to take a life you don't die. I saw the ghost that caused this. If you need to lose weight you will and you can in a earth sec. Fixed makes things work right, as though

corrected by what is correct in what you think is right and you can do magic by hand gesture, the ghost is gone that is using what you want if a source can be safely used.

As is no setting things to work is with concept, or not if situation but positively you can thought think to jump to those thoughts as you don't eat badly and yet you gain muscle as you are on trips to places. As thus triple defense field, you can get what you need, this is a point with you are never in any possibility you cannot shift out from as there is a situation, as you have a triple defense aura shield which allows you to change time on a thought and this also uses and lets just use sun fire of a biome field that is biorganically to generate.

If you can think to use dark energy to create silver essence by particles, that break apart the brain that use as a dimensional self-adjust in brain. As correction purpose by aura shield to reach your shield and just turn it silver. This makes better effect to miss what there is to hit, as you are not hit by free electron energy and if you don't want this.

If you think free off time as this is nothing, created by this biofield that not all the human aura can generate. That there is possible to turn away an the earnest ego. This is the effect by effort, not to be is thought to be dumb and not thought to not be racing in to some side. Then is the point not to do if you think to create by the particles.

For the front is forbidden, as a car world does change positivity by the responder which reverts that and this is what creates the effort. Think to negotiate and not as it negates. The feel is there if you think the ideal is by the feel. So think as the point is there.

Don't keep your fat, as to lose fat easily lost by weight to muscle and chemistry result so this is due to touching your leg sides and vanishing weight as though kinetic motion. As then, is this is easy to get shift effects as you are able to find yourself doing ideal to cause yourself to shift. This uses the Make Work package, by what you need to make work done that creates omnology which is advanced science.

Seen you get by an aura shield the omnipotency which described, as the ideal of knowing all and seeing and all as thought that exists as in space in creation and uncreation can be noticed all at once as though dimensional listening as though a shine and you know what you do as you need to see thought, this is a point with look as though with thought if its allowed by those that want as by energetics you are with things, that do as with thought that are controlled.

So by your energy charge and shape allows the thought you chose to shape to create itself from what in time travel thought you see and if you are with weight, this is a point with whatever in weight means by focus the weight drops. As weight height drops the weight down in weight itself as it disappears.

Theb = The thief effect; This is where you are thought to determine to get something by what is arbitrary in means of use as though thought were bad and bade action is not done, as if shape you were assigned nothing and doing things as you need to do nothing. This is talking about what you have, as you get things and then not expecting them to get stolen. As you get assigned to things you are get and they are taze or bamboo beaten, as though for you as they are stealing.

The Fx = Paraphrase; This is what on thought is capable but in what you are, you are given a statment as you are writing it or not writing. As you are within the ideal that you are an ideal, only that is what experience is as though thought is not fully understood as were not in experienced concept. The thing is spoken back on by use of thought to what is there.

As you think to whom spoke it and you are as you are seeming to understand what is spoken. The experience is then more understood as a sign and as thought the expression as smoke is what is thought as a smoke signal and the warning or message sent is understood and the subconscious makes itself known as you said. This a indian spell, as this is what is you think and he that hears you understanding.

Tho The Thi = The ideal in charge; The concept is what, this is in thought as this makes you do with what charge of energy there is. The effect is what you are doing, with energy as you build it up not and go get what you are thinking about and you are intending to find out by a figment of imagination is what is called inme. If you you are imagining a figure that they respect, that as reproach or otherwise other words are able to work as needed.



As a point in time makes a charge in activity by what you want to do, the effect is what you want it to do and go as needed. The figure of speech makes the menace as you are talking and getting results as things work well.

The dark actions in menace you project to those that deserve it, can stabilize you as you are in fear of reproach of a group that is hunting you or you project it forth to get fear where people are able to stand away including animals.

This is where you are not clawed, as you feel the respect and need is there to handle with care, as there is a chance that you are able to stand what it give and go fast as it is there in arms as a fire language.

The Pleib = The steps Pleib in heaven; This is what you do if you need, this is what you thin to get to and you get to see what you do each step as you go up. This is what you value in life, as you find your way to seem to go away and you find yourself somewhere else to learn from the area. The dimension reality is what you can do things with by thought or otherwise walk out of it to another place. The steps of heaven appear as a spiral that is spiritual, as the area is the ideal that is simple as a staircase is there.

You can go up in vibration as you go in the upper dimension, thats up the steps to an upper dimensional point in the air as the point is an area where the steps are leading to appears in mind. The event vibration is what you can use to heighten the auratic vibes. That make you can seem as if improved positive, this is a point with the effect by what you want is what you want, what is there as this is what you need. The ideal that is what you are needing to get are as if to take a blow or have manifested things on stroking or stroke by a thought. So think the point then think to shift, then your body leaves on its own accord.

This is a nice effect, as you are only knowing your there and you can call out and seem to use clairaudience to show what is going on as forever is where this makes you capable know and do as you need to be good for life, this is a point with seem as a good point for doing better. As you are using fire adaption with no beat as a light shade with your soul to make in the moment, an go find a way to serve what thought is a need is there or not.

As the pleib are able minded and their are people you aren't or don't like the effect as you are still invisible. This is a dimension that is unnamed can exist outside of time as it is timeless and to each their own experience their way as they want. As the point is what you decide, this is where you are thinking of the time as place and you are changing the time by what you and others do to make your own time by event in respect as things are necessary. What is safe, is what you are in as behind a closed door, as you are unaffected by what is going on beyond the door.

A quick way to go up the steps, imagine the steps that you act out or thin by thought out steps and go up the steps as though going up the dimensional stairway as though a stairway that you physically go up. To go down them, imagination of the kind of wonders that are there are dismissed, as you think and imagine you are going down the steps. Sometimes I know and sometimes you seem, so all I know is this is what could be by what you think or thought by power or ability.

The plumbus = The plumbing repair; As this is an effect to find and do, think and do is things as to use research an effect. The ideal is done, by the person responsible by thought for in what thought you want is thought here thats done. If you are what you need to be, then go and find out if you want to get the thing repaired. The effect is to get what you need to be done and then fix the problem by magic, an if you are needing to get a repair plumber this can act to seem magic and get it easily done by extra help.

The Freid = The freedom act; The act of freedom is what you do to get what you want, when you want as you want and this is what you get by acting right with the correct ideal in the name said as though right to enable the road in thought to your inner world. Don't and you won't. As you get runes effect, the effect is to trace a sigil in the air and feel or think of what you want and you get some effect with this and you get to use them as you don't even need advent to make an effect to be there. The road is to travel, think as you need the effect to get to where you want to go dimensionally, as the the dimension within is to go other places as this.

The free = The freedom; The act of freedom is that which is derived from the need by truth and trust in what you do. Acknowledge as is and you do things to get what you think you need done, as you do you are



free of doubt and fear is gone. Thus, if you are free you are working with the system as things are where you are, this is a point with getting things freely that is doing what is acknowledged to pay right and seem right adept. The right of way is going right or left avoiding the issue and doing else. The truth is that true freedom is to accept what is there as its there, this is a point with you are able to manipulate this as magic as to get what is end result there is free of punishment.

Ignui Ban = Fire effect ban; This draws fire from those emotion that are there as a source, this is a point with uses by the ideal to ignite something with thought focus at the area and anything ingitable is afire. So think and as a hazy fire being you are as you want. As you choose this, this calls a fire elemental to work as though directed by want you can get results as though death no go. And through smoke you get a concept unless you end the flame hazing effect by stop and do else in your mind to do else or other things. If you don't want it don't use it.

Draw = The dr effect; This is the effect of what you want to get cured as you call a real Dr to get energy from as they diagnose you. The effect is what you, are in mind to get a thought from their mind to use to cure made by yourself, in your subconscious or some other subconscious by suggestion in thought ever not done. If you dare use it, then you are not always cured unless you think of what is wrong as it presents a world that is curable to you. As you cure them, you cure yourself as long as you allow yourself to recover. This uses dr. pepper, as a drink source as this is stripped of what is bad from the source and you work off the weight.

ideal = Hand over fist; The practice of money with use of things is the ideal that you get money for doing service, to get paid first and do things after as you always able in ability and you are sought out as you are wanting to work to get thoughts, as you are thinking about what is to make the ideal in your mind. You draw the right attention and avoid the wrong attention.

T Idfeit Pt = The indefatigable point; This is what is gathering inert energy to seem indefatigable. As though fed and inert and what in choice, is done as you are in a moment to seem able to get things. The effect is what you choose the ideal to seem, as in a moment in time you are energized by what you do and what you die from you are immune to as this is. This is where you have to not eat, as you get energy in the head as you are needing to eat too much.

In An Ef De = The peter pan effect; The ideal of this uses necromancy, in an ideals of an inescapable moment as dealt blow or not as that is with a thought to release the target from death, as something is in a thought to restore as death energy is removed to allow life with in ideal with no effect is to ensue what is in there that is criminal an what is there 'ah yea' will set this up. An what is en as an amorphic mass of energy is what can be used from the Secret of mana game.

This is the effect of what you want magic is possible, as this makes what you hate not avoided unless its necessary, as you face your fear you can fly as if correct. As you think about things, your mind is free to do things as you want as it generates a form in space to live somewhere. This may seem to convince that in effect, to create what is there as though it doesn't really appear here as this is what you think as what you acknowledge. Think, imagine and you get a result back of some manifest such as a gate. This is sorta like a black gate, that leads you through to an area you thought to exist. That turns bad or good according to what you think.

This is what in you mean and to use you just as to imagine food and in by particle energy and this works by that energy in effect, as it is an inner dimension moment to me that can make alternate food. As a pot luck food ideal is done if you don't then you won't need done, then it won't form as you think where the creator causes this not to exist. A guide this in cost makes as lowered, as that which is what you intend unless you don't need as you don't fear things.

This can even create armor summoning and weapon summoning, to seem on a need to appear in and on body as your spirit needs it. As long as you eat or drink, or have enough energy of body fat energy and chi to sustain the manifest if you get what you need to manifest for a long enough time. The why is gathered, in dreams and you can do anything unless woken up. If you are about to die and be in an accident. This is by thought not thinking where you think, where your occupied or you won't get into them.

Then you are if you leave the building as you are shifted to the area and are in it, if by belief of will to live beyond the grave. Otherwise, whatever you use in witchcraft will sustain you as you try to get things done.

The end of this is if you want, you can work on this and get what is in need. The moment of Tio you are in suspended time and you can move away as if not dead or damaged.

So the moment you kill anything you actually stop and die in a moment, so thought is that they shift and if fate allows then you can think is necessary to do death in a moment of leaving. The area is so worked, this is on ideal so others can die if they want to and in from what they choose you can live from their death energy with your spirit absorbing it and using energy to work light as right as a clause. The clause is this you could get into trouble, yet you are not arrested if you think to react better by the accorded law.

The myst en = The ideal mysted is this as you want is an effect called by other names, etheria is the activator as there is no natural though as no movement nature in effect as peace of mind as there is a moment of what is there as you are seeing what is there for aborted motion. This in area, as you are you can get what you need by what result only in early you sought out by you in life as you die and fate or mate to come to another place. This is a silvery myst that is what you think to do.

This is a point with it that is done. This is the place you chose to goto as an early moment to seem in as you go to where you need by using your ideal to shift. There is thought as you are in sought, this is a point with separatable parts with thinking by the motion and concept. This is what is achieved as an act as 'en'. This is thinking to create by the act that is possible. Act nice then work by feel. That is the point that is thought.

Thei ideal = What isn't there; This is the thing as if that I dare not put, as this can be the effect of nature if you believe it to work what isn't there elsewhere in moment that ends on a moment or not as that is in what replaced effect is there that isn't there, as you are there and isn't in effect to get something to do. This is the effects, that are there to copy and work intimate motion by what is there to seem now by a fear moment.

The Wi Thu; The isis effect is what you thing and do as you are protected by integrity you are able to use an enabled wand to create what magic to seem right of the minds of the person in nature as wood warps to your will and you glue things together broken by tough use in action. 'En' want isn't due as you are allowed what is there 'thu' to do what you what you thing and handle to work with as you are in thought but not dead from thinning and shift as you think to seem elsewhere.

Except this point, as you are there then you pull your life cord and think yourself there. As you are inferred an into things, you can change things. Don't is the ideal to no, this is by point with you that you don't space out and you are able to use imagination and what you make is what you are to create. As though you are back to where you came from after separating from yourself. Yourself is in your imagination, as you are where and what you do, this is not what you think, its what you consider and make what you can in thought to occur as though thought happened.

The I = The greater intelligence action; The higher ideal is in a thought whomever cast as it this what is needed, as you change your mind or attribute as fixed from your higher self as from ressurected people what you see you are able to copy and use to do and think. You can use in em to work with thought as an act to get fruit of knowledge greater effect from fruit of knowledge, the ideal is to seem as real as a change form of choice, as what is of those you are of thinning you are able and in this creates resulting effect.

As soon as you separate from your body at the end is done, prison result is a prison result if you do your dark side by actions of aggression and your not appreciated by citing by what you see in your mind or you are enabled by what you are good at doing. Noone can take that that much energy in that won't allow you to die, so keep certain energy off you by touching an object as this can create the discharge effect and you can keep whatever knowledge for a longer period without the thought loss and this makes no action that of mind loss.

The Cowel Act = The coward effect; This is the cowarding effect by use of what wants to attack you against themselves that is what you are in a world away, as you announce this spell then cancel things you are shifted as you can make ideal as then you are able and then you are as you are when you left before as thought and you are as though you are in shape of what you want to seem like.

The Dedic = The dedication of life; The dedicated ideal in thought is knowledge by this as what you get with thought, by what you do as you are able to get a thought by what you use as an object to use a

thought. You are capable to do as you are able to leave. Think if not to leave then you do, as the bark of the tree is what surges with life energy and shifts you as are with thought.

The Arby = The instant tree growth; This the thought that is what, with a thought seed from a crystal in a thought formed from the skin in activity as an element as you ask nature you can grow a tree somewhere. As then you are force growing a tree from the ground unless its not possible. This is where nothing makes the tree of the thoughts put to the ground tend to make the tree grow as the time effect of what is there can make what result that you thought or is what you act in an ideal where it can seem accepted. As it does the tree grows as though quickly and you get what you need. Assume the as it takes in death energy an becomes the selection tree if you are needing things someplace that doesn't really seem there.

As death is what occurs to those that are there, as though you can get interesting results. The effort is the concept that if there you can see it as it is. The influence of the tree causes the tree to grow right there where its planted, an it can make effect as it is to create fast growth of what is life. This includes the area growth not of weight for 1 minute of what you are to think, an make by your life or death energy that can make the life and death effect. As though you had energy as a concept in a thought of life effect, that is channeled to create an effective thing. This thing is a tree of life with a poisonous fruit, that cannot be eaten unless you use the energy of the tree as life as you touch the fruit or thought touch.

The Daed = Daedra summon; This is to summon any daedra demon prince, an in the order of the daedra summon elements as you are able to work for things, this is a point with you where things are then giving them an ideal in an ideal vision. As you are in an ideal to sell or buy of what you want to purchase. As you do talk to them, you are service for a service you are doing an act somewhere as you do. Thus the daedra can agree or reach out and give you information on how to get an end result, can get things to go and then you get things to go places as you think then work with thought about things by this spell. That you think as you do thinking or work then, when done the point is you shift to where you thought.

The Object = The power of objectivity; The ideal is what ye are as interefereential is about what you do, as you object you can work to get assault done. This is objective view in the way of what you want to do. As you are in thought, this is a point with use as you are what effect, as this is that water need of what is there. This can mae a power in strength that is something. The crystal formation is what is creates a crystal cave effect that creates what triple the energy is needed as all that is taught in a moment. This can make the ideal of what earth really is if you summon the lava, as a real to life emerald can come from from this. The ideal of what you seem to want, is nothing in comparison to what the earth conscious can seem. So the earth is a danger and the the moment is light. Undoable if you are, an you don't want the bad effect as its not there.

The thi = The think thimble; The approach is right on but no hit an you sit down and think procedure, with a concept as a thimble thought this was what you were doing before you left and met what you wanted. As you do, this is where you are seen as a person of the future indicated by love and ideal with jgabrla. This spell can agree with you as you are able, this is to use things to get visitors to seem to be there as you want to think about what you seem to be in the world as you in choose to be at a particular planet.

The Sit = Future thought; The future is your thought in sight and use is that which is what you are seeing as enable future sight is done, this is a point with you that is if your trained enough. The thought is done as you can see what you do and what happens before it occurs as occurred thought is thought, then this could happen if you are intending to do the thought. I think this is use in a mission accomplished. For future thought you thin and use intuition abade by insight an by the subconscious suggestion.

Seen for what what is use, this happens by imitative techniques unless unnecessary is all that can seem done. Thinking or moving by these methods to seem right in pleasure or activity. So before you see it as it is cancelled before it goes bad, as you go away from the area or room or back in time to a point. Think that this didn't happen to be like this so don't listen to those that don't like to care or use is ideal, if you listen you intend make a good effect and write it down to get effect to let this be done. Think and you can return by when or where you are. What you see as a guide and that is thought as can be stopped.

The gem = The gem making; This makes gemstones this is all that form from the ion essence of the person in the mind as you are doing things. The effect is then to form as the falling figure is turned to dust and you are with the only essence of the person that you think is what you saw, this is a point with what can be as you want to be remade into a form, as is this is allowed and constructed activity as an echo in thought and

sent to where this is needed. As a clone or symbiant as this is what can use your thought as energy and create energy into thought in use.

As created is equal to the moment and by thought you use your thought about concept, as you are reconstructing this in ideal to do as you want by subconscious feel. Unless you end the clairaudience effect as you think an you become, as you are of what that likeness is thought use as you are like you and as you are you appear this is use as you want. This is what has no soul, as you think you can get thought to do and by things it does you can think it to do things.

As you act similar enough, to what you in unuse can do as you do some action to get places and no single or duo enmity. Then you are very likely, to get your soul taken by it in combat. This triples the soul power, as the power increases of energy by the act effect. The art of combat is taught, by this as you can if you can study but this is as real we don't do and as you are to do no if don't want. What you learn is what you do, this is a point with once you start writing you don't stop, unless you desist or or think "not" as you don't need to do things.

The Coye = The real falsehood in thought; That thought is there but can be in use to do, an as thought you use as is concept and jump dimensions by thought of place as you need to get to do what you need or not in an approach you dimensionally shift using the death. As though a real mcoy, as this can seem realm coy which is false in use but that seems real in truth as this is a dimension you create by thought, with illusion that is real this is possible to be believed to get things an as it disappears.

This is a point with ideal if believed the subconscious can create it and as you separate from the planet existence you are given the force that is what you are and you are, where you want to be to seem good as to act better and then if wrong you are not actually able to try and then to get good results from arrested thought from what you do, you can try to do things but not if you don't feel the need to do them.

This can if acted as abort, this is a point with ideal from this is intrusion as enn intrusion is then as is illusion in thought go about places. This is a point with ideal as you do go and do as believe, as I am then I am you in thought and this is what can make an endowed ability shaping from what is touched or in thought that's touched by an ideal of what you were an you can seem as to be about. Makes is what power is what you believe it to be or not as you don't believe it. If those you tell don't believe this is true then don't mind them, think of something acceptable.

Coye Life [Coy-ehn Life-ehn] = False remembrance; This is where you make them feel good as you are good in thought. Then any suggestion you think in thought will use a pattern of thought from which is observed in thought fest then you are able to recall any thought that is from a pattern in life, if this is observed by spirit then its real by thought and you are able to 'recrea' it in mind as you think it real and feel good you can believe an this is with the creator as you want to explore and seem as this in mind. As you can do things, to create things that you can get then you can use what you want as a source to seem which is as this is fully manifested.

Then you imitate the effect you want to create, en trap as you can create by what you think with the ideal, this in full detail as this is where you have the chi. Then an in dimension is available on acceptance on what you think. This an ideal is where you are creative in approach and you get an ideal created in thought to make it in real time by life, by what you want as an intend that you get the end result as en. This is where you are thinking of the effect and you are feeling the moment you created the effective ideal in effect as you make it, with a gesture as with the kept hand in power by energy that you wish to use in time bender effect. That uses air or other elements.

As you bend the will of the person in mind you create the effective collective release, as pattern is created and this makes it will false sacrifice as you are in a created manifest and you create with thought as though thought adds onto itself and thinking through iron by will can create an amplified result. This can create a false remembrance, for this is not as if you need it as though a new force hand is possible of whatever energy source gathered in the hand.

Seen then projected thought at the point you see to cause what you want. This makes things by what is there that is the force, of a God hand as you are using the energy as though you were whomever you thought by the ben that is the creator of the universe.

The Ben = The creator via creation; This is for a thought effect, to match or meet what is necessary to get some relief of a moment. This is what can enable you as you are enabled to do on other things as you use the flow of time in a moment to seem life as you can do thoughts to do true illusion and make yourself things, as what is this as the third I do what is intended. As the I do not accost as no accost by what you are with a creator of a strange land seen, as that exists within held ideal that creates as you want with the need elsewhere being felt.

Depending on how fake you are to feel you can create at reasonable accost of other dimensions, as again this is where you draw in that life force as it is will to draw it in an will to do what you want in success. This is where you resurrect those deceased as this point, as though they were risen and you get height and empowered ideal to use. As a concept an you can will do result as an end result, as any disagreements are unobserved if hidden. This is your mind world as you can honestly believe in what you want, as they don't disagree you won't take it out on them.

What you fear you don't seem to do anything to by this, an not fear as you are able to use as a source as you can possess them and shape in them at will. You suggest what you have of where you will think to use things to get the effect, as you realize and do as necessary as you are awake. As you can believe in what you do, you will get results. As soon as you stop doing a project, as in or not in what you are then you can get so what you are wanting you stop doing stop wanting and you do something dangerous else.

The ideal is an ideal and the thing you want might is thinking to seem, as kill not as you interfere in a manifest in wizardry otherworld. As this is a witch of blue magic ability to filter, with energy and the right filter gets the right energy or not otherwise. You get the end result in use by an action to do an action. If you need a ship, use a car or otherworld craft to craft it an as you create. An you can create this in the air.

The effect is your effort as you want to achieve results as you then are calling up forces to create things in the mind to be inherited, as you do thought you are able as you use people in energy to create what result you want you are stable. In the end, you are a form of desire as you want to be you can become what you desire as though reincarnated into what you do intend to become, this is where a point with this is used by what you do to seem as the being.

Such as victimizing and do for a cat form and depending on people as you do for a dog form. Anyone else, you note their thought pattern matches you and you know their traits as you observe their acted out personification, which can be a persona and you act like them and attack them then you can become them as a karmic punishment, or not as you form as you like and get their spirit to help out each time as you ask for trouble if you dare to act like one and account like her as an act of accost gets death.

This is a point with ordering where you order nothing by darkmatter to not die from this is to not accost as at the moment of what you do to you is not always to die from what you do if not to accost, do things to clear up what you misunderstand as you can temporarily become like the person in thought and think then in body. As your aware, you are able to enable yourself with their ability by seeming.

The point to care is where you act different, as you are in alike you are either and you can by thought you appear to them interdimensionally. So that makes you as though a perfect target. For what they do, you can get blamed for what you do as you are responsible, unless you aren't perfectly alike in trace in which they didn't catch you and you got away here with things. If you are in their mind, this is a point with time they don't want you there, this is as they control their own mind and then you can be shifted away.

The enn = The ebbing of ending time; The ending of time identity is the id disappears as though crap that disappears and the end is near as things thought lost will reappear as you need it to in from dimension as you are with wealth and any disagreements are settled. And dnd is over, if you are playing it the end happens as a natural result as you get whatever you gained as an ability. The thing is sacred thought that is disappeared, from the earth reappears as a solid object as though you in effect had super shapeshifting in effect of what there is. As you need the id back this is there.

Ty Immortal = The time of fey; This is the time of the immortal fey, so that are where they are their way as they want to be. You are where you place yourself, where you are you are unless you are not to be. This is a slight ability, that produces by hand a gesture of the spirit to accomplish the goal at hand and leave the goal behind you. This is a spell to create a spell as an immortal in time, the easier way to seem a good act to immortal yourself and create what you need by intended thought with motion of movement. Be in a

thought on a concept in time as you are in a moment of time. You can choose by choice, to become any shape or size or any age as your ageless just think.

Zee = The revert; This is the effect of creating a moment removed as if from time, as you use the ailment as a source from their effected selves which are with ailment, this is used as you draw away the picture is indicated it is drawn and done as a painting or drawing. As you are doing this, the picture on a touch will revert the moment that you don't want in time and it disappears in thought after you accept concept in thought.

Ty well = Time well; This is a time in well by each thought in actions gotten of thought that is inducement to get with what you are doing. Then you are well, in thought and well in body as the silver shield is what you intend to use. Think of a time in a moment of what you mention that you want to possess, to use as you as you are with a concept that their subconscious is will and you are making with something that is a thought to do as you dimensionally do you are putting in their time effects and use of your energy creates thought to do.

Move Abo = Movement rate; The move in hours, this increases by the ebb of the tide and creates endurance this is to do things as you are in this ideal you are able to get things to do things. This is the move of whoever and whatever lifeform is real and you are whatever you want or think to appear as their ideal. The ideal is what you think to seem, like as you are whatever form you are at the real life that you project yourself to seem at in life as you want to appear.

The Sli Eff = Slight result; En in abort with slight movement is with something helpful and slight in thought will create what is a point of the life of 'a horse whisperer' with will by power thoughts as this is what you use to get psychic effect to get any actual result. Sometimes it won't considered by demeaning a moment and nice, afterthought for things to work time into an effect and create due time by stating what effect as though a statement '1 minute is 10 minutes' unless though 1 minute for every 100 days for support or forgettance by memory of what wrong you attempted or name another time effect and you are not with a different time and if you don't have a need for probability of strangeness with it.

So such is the case as in supernatural and any super user ability is manifest where it is possible an a reaction to seem capable as an act to normal, this is a point with whatever you do that will restore things, as you can use this as a source by what you think to do and this is energy. If in a nightmare by a slight movement then lay down on a bed cast by what you dream is thought, as a slight effect is possible to cancel a dream and create a dream effect that if negative is like gremlins.

As a exchange of thought not if skill is a risk don't do dumb things with that effect of dance fighting at those who seem nightmarish, with things that are an effect is a bumping effect as you death use to kill those that are there in a dream altered reality state by repose. That is this effect, to stop picturing this is to stop the moment that you can tell as you do accuse in your mind as this is use of 6th dimension blue in black and use of a source stone. Create a source stone, by looking at a stone and you can acknowledge the thought to think as to do and its created as it is in restore.

Ineff Ef = The ineffective effect; This is done as you are working it out but not as effective as you want and doing to fix the concept is to sacrifice of food thought of as you want use this an works in deed, is what makes this possible, this is a point with brownie use that is what is in thought as elements of relativity not in reality. That are use used to create as what you think is immaterial to use. This is the element in thought, this is a possible list here at <http://meister-runic.tripod.com/spellsguide/spacial.html> as reality you can dream to try to dream a thought in a known reality.

Think to change this back to what this was as your dream can change reality, to seem better it was you in use for what you need and use is what you can get is by other thought. The cost reductive effect of this is not always possible twist not as reality is what you want as you with a subconscious connection as you are as what isn't possible is done, this is a point with thinking about saying this will as mention will create what you want. As you focus on the given moment and yo give the effect of true thought, as you feel entering or leaving the needed and its done to make the air better where you don't sense beings. So go ahead and leave.

That will create what you want as you in knowledge account to need from the particles of the space that do the influencing as you feel and they take the ideal and try to accomplish what you purchase or think in



an account to do, this is a point with you can optionally say 'done' that makes the thought as thought is the subconscious trigger word. As you think you get what you want, you discharge what you don't want and find out about what you service or need in thought to get better result. The thought of what you think of is what you desire in side.

What you do think about you get what you need, as you want and expectancy is what you are getting. As the creator makes what you want when you then can get the ideal, as you are want and you are feeling energy as you get thought you can do things with what you are needing to manifest by imaaging this in your hand or in an area. Then you can create a thought that can seem to be real and you are creating with what is illusion that is real. As you create you are doing creator things in thought, what you think you are as what you think you are needing here is in real life.

Irreventant = Thought liquid expense; As this is liquid or thought of water with what you use as a drink, you can drink this as the nature can turn interesting and you can seem cool for the purpose. Thi Tha Ty makes this work as you have money to work with money. This can form the invisible phantom, as you are very seeming to perspirate as you are able to care and appear or not care and disappear. Thinking a point, anyone that you kill is not dead unless you are not sanitary or not wanting them to live.

The point is this, whatever you do as you are able to get things to do you are not dead but. As you are done you can die and jump to another place in by heart vibration, that can lead to heart attack with a different time. This is the point where you are scaring a person to doing something that is suggested or they said they would do. Then as you want, if you think you can do it. Then you can do it and use it in the area of effect, that is undone by feel you know where you are in the undoing of actions by what you do. Nulle abuse with in thought accusing, in a moment that is there and use it to get what you need.

The unicorn ability = The unicorn area effect; The unicorn has an area effect, as the area effect is by spoken by use of thought. The area effect thought is what you are, thinking as you are what you are not to seem and you are as assumed as dying as that set up the area effect. There is ery little bad effect in this spell, as you are trying to get what there is in some ideal. This is concept in space that is what you are thought, as you are believed to make things you are using your subconscious to create an make by thought in use via influence. This is where you are able, to deal with things and you can create a moment of diversion with walking away as the spell takes effect. Whatever you think, you can make into effect and this is silver energy except as with injury in what you assume is nightmare the black twisted electricity can surge forth and destroy the area in thought kao by use of the source via what is distracted in theory by what is in your concept. Temporal field is thought as theorum is the moment is a shield that is what you can use to prevent what you don't want.

The Def = The definitive phantom world; This is where by casting it you get a hellraiser by a concept of a hellraiser world that is defined in movie by definition, in by what you can find if you chose there to get things done here. The definition of what children create is this world of imagination an art is wizard truth of what is in of deals there that is there to seem here when and where that is as what you want to be here, then you can seem to know and do as you can oust and this cleans the air. As your thought becomes what this is in mind, there is a moment that you are in thought and as you think you create what you want as though thought in the air makes what you need on a different planet.

Then as you see the ideal or fire, if with thought that you intention and that is what is in mind in your world the object will find its way to you. Whatever you think is definitive, then you can make as you think as you create with the molecule object that occurs with the subconscious. In mind, this is a concept that is visitable an this place is the ideal area that is in your mind room as fantasy is real and yet not real in your head and can seem real by that which is to suggest and mind. This is deadly in thought as you think about it and what stands clear in thought as you an can seem to know, as now is what you think of the 11th dimension.

This world, is what you consider as you want and somethings are happenstance, this is a point with the rest and you are given moments as though instant thought moment is use by ideal in thought or in mind. As the vampire is considered in thought, maybe in thought you are aware as though a film you do in subject but continue on and don't draw your mind as money and you do not change your mind on what you see unless you stop as this is necessary. Change is possible as you are done, with this though you are not dead by what you do in this.



As long as you can get things here, you can stay or go as that what you formed to exist. Then in object form you can do as about thought things on this are very interesting, as concept you can write. This is what writers do, as they see it as this world that can be made into a book or write the concept as the theory as though a theorem as into science about what is thought about advanced ideal in mind.

The thought is what you are, as you are nice you get along just ignore what you don't like as you are the thought in mind. Thinking a point, every thought in this possibility is what counts, as that is the definitive as you are in a moment which helps define this as you think you state or think to define what is and as you put this in written form it is written true. This is all folks, that is what you are needing and you are able to get as this exists in the world you decide to view. Once this ceases to exist, to think of this as a thought is what can cease it here.

Once this is considered in thought, it is quantitav as this is quantitavity as gravity is there and done as is in and out. Whatever you create, you don't dare fight unless pushed into it, as you could be a bully as you with aggression are to know and think as you want you won't be appreciated. Reverse things as you don't want them, this is a point with you that you are sometimes able to do. As in needed moment creates the right moment or not, as you are not needing to be there and this ends as you shift.

Whatever, if in a bad mood don't fight if you don't not feel like it, as this is 'li' or life imprisonment the answer is use as this is unimportant. After realizing whatever is there that is a psychic shock in mind, as you see something shocking like a death by psychic blows in your head. These warn you of what is there in mind, as you are and when you are you are in what world you want.

An this is not important, as you are able to do things else. This is what is recollection, as what is there is what is in a perfect thing that is magic and in solidity. Take out your point and you are enabled, as you do a job in thought as you are not in phantom world of the phantom menace.

The id = The identification; The hidden world within an id is in a space that is oscillating line of thought as you think the thought line and think the oscillating fan then it forms of thought as though 'ninme' forms the thought in mind as inme is imagination. The ideal is the point of what you do in time, which psi use to track signature with energy noted of in an act that you create an id named by whatever you do as this is a place in an object lets call this ob, you don't accost as if you are a thought as you adjust to the world energy, if you do a dupe moment as this is a separate space of existance based in the id world considered.

You do as you want where you are to see and destroy, that which is forms that you think as ghost as you are in a concept world. Created by whatever the thought is not in mind is trap. This is the thought of world as working with thought as you touch the id and in thought you form by subconscious the world that is there as you decide you keep your choices until you get a reason. This is the moment, that you are which you are as you are and no if you aren't. What you do is the effect of what is stored in the thought that is interred by thought into 'in' as a thought to a world that you are aware or your a point you are somewhere.

This is the ideal, as the thing in mind is the point where you go on and do this is what directs your body. This is the body of light, that is what you are doing. This is your identification or drivers license, or what you think of the id thought by signature. This is in the thought of particle space. The particles form the body, as the thought forms itself as you are almost dead somewhere that you don't want to be. Manipulate the ideal effect, this is a point with what you can do as you get a real result as to be defense or not as you don't and you are never born as this is caught on video.

See your soul can be pulled right there as though through a wormhole then a picture is taken as though a tow line. Thought to get out is to think, of a result is there as it is there where you want to be and say or thin by use in action action by activity as you go out as are with thought to 'is out' and that is a wall that isn't there as this is then the negative concept is nothing to your mind.

Espada Eperiada = The thing; The thing is that thing in user spacing, as there in thought no ideal is there except what it is that you think through the 'ob' as this is a user space that is in the air as though through the air thought becomes a reality. Objectively, this is a planet that exists in space, this is a point with otherwise where this is only thought of when. As objective view and someone creates thoughts by what only is there, so this is use and only if you think of what you want to a planet core by gating right through a planet core.

This is a point as that is a trap with that in thought, as though 'nob' is through a core earth planet in the planet as this is an ancient enhanced power. This is whatever you think is there by thinking by changing the space that's there is in thought, is there in an area that you want and what you need is easily as there as you are what you are as you are with thought as soon as you are seeing the future or past. What you think you want you can do make, that is what you do as in what you create as use in a oxygen sphere that in what you do creates what is from an oxygen molecule.

This can be anywhere in time safe assume what is in thought, as you do this is in a concept of what you intend to create as this. Thinking a point, thought is as you create you can recreate as this is here if on what you think is possible to be a build up of thought energy. An if the effort is there the thought is an all out war by the fey to the people as this is do what is in thought and this is thought.

So you can shift in mind as think it there as there in a concept is what can seem and be as though there and in thought you shift back and you are where the present moment is a different thought in and out as a moment in ob concept creates what you think. The subconscious is what you use to create with, the thought is done.

The Ed = The Educated moment; This is the thought, that is from some showing of the concept that makes what is. The reason you don't, say why is to avoid condemning as though no recriminations and that is what can get you out if use is correct as edi is corrected for what you do is to restore make and do.

Edis = Edison make; The thought is what you as this is where edison castises the effect by effort that if proven wrong can create what is there as you need it, as if you want edison as this is creation thought wrong and the nut repaired as if you are willing to go and do something right this is what makes you do correction as you see what is wrong and change things by what is right.

Edin = The edicted concepted thought; This is a spell that, stop in thought stop in mind as you fear not and you stop as this is what you in thought is what can make things change. The thought that you have as a concept, to use everything as you possibly can unless you don't need as this is what is defeated. Where in thought you are you can always return, and this is to do as you need something in thought and what you do is not suggested. Whatever written somewhere, is what's done, unless it is un and understood is thought in necessity.

Edi = The restructure; The consciousness missing is what you use to restructure someone as you are, by what molecules you want though the your body use of subconscious change by fluid change in the body as this is thought then you are capable or in thought in mind you are not in need as not is nothing this is what and where you are is relaized as you are needing the effect of memory. The memory of the thought reconciles what you are thinking as you do and think you are and this makes body change as though the moment is a flow of energy in the body that makes what you think happen and do.

The energy of the moment, uses the consciousness that is there as conscience in the machine, think to cause a person to reform into what you think to use as a form in shape up or slim down by feel. The edi are a being thought to exist except they are archon, this is the thing that forms from the energy, as this reconstructs and make things seem to repair by themselves.

So don't put your thoughts and use is put then make trap or release as you put others energy that you don't want of which is given in exchange of thought, that is release by thinking your out of the subconscious that is energy put into the object. That is what you want not in you and that is by a tapping of an object. So think what you want you are doing what you think if you think others won't.

The conscience in thought is there and not done is what you don't want as always this does what it wants as this is in thought with electricity, or bioelectricity to correct the body as you get near this as you do and don't as is en as at the end. This can use the machine or other things to transfer radiation, to your thought construct as you are thinking the energy to it. Thus, you can do restructuring as the process is to release a point charge to an object as the electrons are given to the object that come from the machine.

This is done, as if you are always able to do things as thoughts are done. The electron imparted is what effect is what can block what you as if you don't want, or not as think this is use as thought thought of things that you don't like exist in effect. As the energy you see there are destruct codes, for anything as this is the 'd' key to make as you desire from what you are doing. Make what you desire by the destruction

of what you destroy false or not itself is still not done and all with correct ideal will correct by what is.

It It = Item it; This is the item that you think on to hit in and out then it goes as energy to the object, such as a wall. This can seem a point that, if thought to attack a person as the person can hit the object and seem to fat in strike or release the effect by energy a point stated in a proven thought that is with thought. This can make any result if the right thought is stated, by the thought subconscious use to let it seem of things as a source as you use the molecules of the object of what is there to be tapped as a telekinetic thought tap or thought of 'energy' is used with a done. This is the thought to be used as a thought with a conscious, there nulle this is choice of what object there is, broken if it is overused by a thought tap. There is a way to use things, this is a point with not beat people with thought to get your end result by choice not ideal in molecular use except by concept in a use with thought to do what you need as in need to to do battle in a past live.

The Item it = The item; This is the item that is hit that becomes a reverse voodoo doll, which is what is thought don't need to be then this though you don't beat your heart up as you in some place. This is why you think and do, an you can get better result by the heart repair with an ideal as this is put into a moment in thought as though a pocket dimension in something. This absorbs the attack and radiation, as an energy source put into a construct form from energy thought in construction as via site that acts as a fix in thought and a moment in your thought as you use this as a source an though the mind was the consciousness of the body. No damage is ever in allowed to thought to be done, as there is no pathway to get done if as though thought there is not allowable with result path to pain by what you do as you tell your subconscious to not allow the pain or damage. This is a processed moment to not short out the machine. As it restores itself as though if not damaged. Or not, as you use someone elses health by thought of health as weight to mass energy thought on as an object or object tapped to restore this. The voodoo doll thats reversed, by thought of 'reverse' as you interr ideal energy into the thought of a tapped thing that can be a hawk that is able to form as you or things to absorb anything that you don't realize or think on to get rid of a bad influence.

The Ita = The intelligence god; This is the indian god itzacatel considered the aztecs war god that is what is can become as you treat it like god and your free though by an act to do as exchange service for thought. An ideal of sacrifice, if allowed as you never are this and you are there where there is a place to see and know to do as it is to be normal. This is a concept to see and believe as though what faith you are is what you want to act and not do. Never say never and you never do unless there is no other reason, to do and not at all as you are very capable with the Indian god in a some world game. Don't hit yourself out as you don't need to die quickly for with no reason to live you are dead.

The Hal He = Thought Form; Healthy body there and what form in mind is concept, to create from as the shaping form is there as the form is what you need as this is what you become by what form is there. Now to get rid by walking it out of your inner room will revert the form you have to beget your normal form that you accept. Stay out of mind and you can accept it as your mind doesn't allow. Any medicine might disrupt the moment that the moment allows for that you react to the medicine of any medicine that can change by your energy in use of auras energy in multiple bodie that are thought of in mend. Mend is use of the heart energy, as to gather energy from things or the element to heal the body. Rest the heart and you restore, by thought energy that you can think energy into the heart to restore by thought of Restoration and use the thought done. The heart that is in a bit of pain, will cause you to hurt. So, think of moment that, is to repair and repair something or any success is to cause restored thinking. However, seclusions are in a mind room that allow you to acknowledge and focus on energy from whatever you choose as earth energy to surge your mind as you flood your mind with energy as though elemental, imagine a beating heart that is with soothing energy an that is to quick restore and make your body clean.

The quick permanent mind fix is to cause a moment, that is thought to others and motion to you as you do things that are right in mind as this doesn't have to be right to others. Make and think, as what you write is done by thought if you want it then this is done. What this forms otherworld, is the ideal that is where you need and get better from worse. The fix is where you are need, in a thought as your higher atleantian self as though by aliens makes you able as your spirit self corrects for what you are in pain from as damage is there from and you are repaired as well. This causes your memory to repair itself, as though thought makes your brain restored as by correction in energy. As you remember, a beating from the past that you or others do in a past life you can not do in thought.

As thought is fear to do that and you avoid it to seem to be effected, think as though you were well or not as you choose to not accept what condition there is in thought. This is passed on to an object in the form

of thought energy, thought to be in a past life put by touch to something that is a stone. This if done with a lie, this is a point with you by what you form a demon from belief. As you don't accept what you did may cause a heart wraith, so think what you will as that will cause a heart wrecking or fear.

So not and have not to do things by the feel. This causes people to accept what you do, good ideal that is there makes this work right if proven correct by what it does. That's why you are what you are, if you think to lose weight with a demon, that you think to do things with use a sacrifice to make it work out right. This can be a thrown away item, or a bit of food to say 'sacrifice' and its accepted.

The He Fee = The weight money; The effect is into the moment that is the cost lowering of what you are paying for, by doing other things an what you will you get results from to suck away the fat energy, as your laughing in somewhere in you as to think due subconscious action and from the body you get an ideal you are thin you can be shapes in the lbs. The quality check is action to make thought to create act by will and you will to create. This is thought in act in a mode of thought.

Think to make from heart energy to convert fat to muscle or energy. Direct the energy into funding by thought of someone doing work and gather the energy thinking you do, this is a point with ideal that you put to the bank as a form of electronic funding. This is all by the heath and movement, of kinetic motion in some subconscious making it happen. Cancellable by what you think is not necessary in funds, as you don't want to wreak the heart too much.

Enermicifal = The beautiful harbor; This is the hurtful energy field that witches use against those who don't harbor good intent. As you harbor the wish you can say it you can do it.

Enerfy = The high energy field; The elemental electricity force that is actually negative but with use of english or some negative language you are doing a balance of an ideal as with action. If you use too many energy sources you can go insane. The energy field raises itself from direct conflict or this as a nature's energy source, as you work direct it with mind powers in thought of insistence and that creates the biological field of life that can change the body as you do things. Energy outside and inner defiance that can lead up to the religious of action effect.

The thergy field is a point you believe then the creator creates that which is capable of what the tact of the moment that is not always there, this creates the moment of what you want in an ideal field en in energy that is devised by electricity. Shadow is a direct cause of this energy directed by causal waves, that are made by whomever tries to do dark or black energy as light is created. Refill as free and create whatever effect you want through dark means that do light actions. The thought don't jump to conclusions will hell those that will do by thought to kill those that are innocent. So no sale is no sale or saling is done.

Inminici = The criminally deviser; The effect of this is to kill the criminals that are needed in jail and that are violent and get them unvictimized. The approaches they take are able to get them attention to kill them off as their lifeforce is given to the sun. The life energy is given to a monster in a monster field, which is devised of 6th dimensional killing energy.

Inimici = The inimical ideal; The don't get it wrong and it goes right effect in of this is to form and if the thought goes goes wrong if you do as you see what you can become, as you seem to be the effect of what you speak or not as you are willing to behave as yourself.

Slim Mish = The slimming effect; This is what you do, to fill your body with energy from what is thought as a source. This is the effect of keep with energy, this is a point with you think of what on your own will is to release an that wish to do. That is not to kill you and your body remains slim or you create, as you go then you are aware to what you do.

Assas = The art of assassin; The art of assassin, choose who you will assassinate and you will the art of assassin in thought and you are as is an assassin to make use of what you think of and what you want is learned, as you learn it you can do things like that is an art of endurance to learn as you dump you learn of what you need to do. You also have what you need to know, as you pick it up as you have your spirit learn it and come back to you to have you know what it there.

As you do as you said what you said is this, you are yourself and if you don't want this you won't get it with that thought of understanding and you understand what you find out as the silent knowledge, that is

spirit knowledge so you don't need to be there as you need to know it of the spirit that is showing you as it is known. Thinking by a real viewing of what in your own time is by your mind showing you in vision quest. Which ends in a flash of light, unpredictable. This is where you are with make and model, of a thought assault as you work. This is where you are nice and remain friendly.

You may feel exhausted, but you are curious to know and you come back from the dead to yourself. By inhuman strength and supernatural ability, you are able minded to get what you want as you turn nonviolent and cool off as you are able presciently do things. Fear doesn't provoke you, as you are not even looked for awesome results. This is where you are with great tech by thought of martial arts and damage reduction, is what you can use as a static reduction shield. Concept throughout the body is weight reduction on thought to create by will and mayhem.

This allows magic as you need this to work. There is an I-beam from the third eye, that can free you as desired as desire makes your concept to happen. I-beaming can cause, an element to manifest as you think this. This is an effect and no evictions happen make a thought, this is a point with you that your able to make do with a fey made by what you can do with thought of the third eye. As it manifests what you intend.

As this includes a thought of what your third eye can glean from what you see with or without use of what you can seem of use and this is chemicals or other as the thought makes and it can seem right to those who you speak to and this is charm effect in use with your aura. This uses void and white void, to make effect by utility with the assassin package. End of concept.

The meim = The memory medication; The memory that makes what you do an interactive memory, that is what is a compute thought as you are able to remember and seem to make what you want as is needed. You can name of what you want free, an inducement isn't done. Release is done on thought, what is needed is released and this can be a stated 'done' as you get free what controls that which isn't wanted to control you.

The gui = This is work done as that is an OS that is made with thought and a trap drop and worked with as thought that makes the OS on blue hi rez keyboard to get what you want inputted. This creates what you want as an effect that is put to the Atlantean sea crystals, which goes to the Storage crystal that works the brain computer that uses the timekeeper crystal then you can input by use of the movement of invisibility, to be printed as this and then to get use you think and it is done or not as its not needed. The spirit knows what to do with the effect.

The guf = The creator; This is the good friend effect that is whoever is as you are attractive by animal magnetism, this is a point with where you are then able to get people attracted to you as a friend spell effect as you are where you are in time as you find them as you go about places.

Chirap = The girl rap; This is a thought effect forever to remember. The chi causes you to make thought as though thought exists somewhere as though thought is what creates it from what is as you can easily rule you can easily rule in thought. Jac flash was the name of the person that thought is up.

The pua = The power of thought; The power is what thought to be power in an arrested in thought is paralyzed person that the power is due to arrested thought in dream world which can express itself as need is not wanted as this is suppressed or considered dumb. However, the nature of this is then as you are to make thought in motion and do things so you don't chomp to conclusions. This is where you are chomping on food to not eat but thin, don't question it and you aren't hit on and out.

The nature of power, don't act it out as you don't need it and the moment to be done is with a point, that you think in the vanishing point as a ship of imagination with 'inme' thought in some imagination or battle that you need to seem and learn their tricks. However, because the thought is there you cause them to do things and their mind is what builds a world behind the mirror as you can think you run and jump into another place. This allows essence of the soul, from what your spirit selects as a source to seem used as an esper.

Illusia = The illusion of the effect as of what you want to show or make of illusion is alliterizing is due to the figure of speech, of the power of thought to wield a thought as the mind power of the ideal and that right there is what you get in a concept, which is concept that you experience and you get the trick of



what it is as, this is a thought in effecting you as you want this as this makes you not in danger and any timeline as you are free of what is this is as you are able to cope you interfere with the thought of others as though in your head and you are dead as though you weren't born and as you were.

This in reality you can visit and be there as thought is what allows you to be acceptable, until you are as you are easily done and forgettable by what you do is not jump to conclusions. Thought in illusionous thoughts as you are in reality you can choose, as you are wanting to seem and you are as you are able to do a thought shift. Thinking as though if thought to be a person and you were as you are able to attack in a past life, as this is done and the effect is an example, this is rather the effect of thought due to motion of moments in thought as the effect is what you want and you are what you want.

Whatever considered in thought is unforgettable, this in the past we were as we were until the point in time is reached that you want to be here as in the concept you are not seeming to exist in time and then you are a phantom shade of white and you can shift at will to know what you do. Then, write it all down as you want to keep it as something that will make illusia go away, this is a point with use as you get what you in need and in effort dive back, to the place you want to be as you are what you are and the shape can create diving in time as you move as this makes things happen a this is in thought.

Fey race = The faery race; A faery or fey where you are the fey race in thought becomes, you as you want to be that race and you are as you say you are in mention as you act it out. This is a fey race is rather unknown and rather undeserved of what they can do. Mention it and you jump to jump and conclusions are what they are and they can claim. Any race you are you jump, to to seem there as you jump you jump to a mentioned point in conclusion.

The the = The example; The concept there is to make what you want as this to be a pattern and make an example and work with it here as the effect. This is religion that is in practice the act of what is good that makes itself known, in a place that is where you are other dimensional. That happens to make an example of what you are as a burgeoned example time is done is as of an act of what is represented from facts alone proven true or false unless the point is dumb.

The Paor = The Enoch; This is a paradox moment of life that someone else appears in your place, an is where affect is effect, as you are with a concussion and you are with thought of where you are as thought is to seem a fact pointed out that makes this seem interesting and if you are done with writing you get returned to where you were. This is a moment where time is set in a backward motion and you get forward motion, as you are able to answer an get a forward result of time going by time diving with concern with a concept as forward motion is as though a time way in a pattern created by thought that created things the way you want. This is an interesting effect, things can create themselves as an ideal in what is due. As you do things you never die unless the project is done as the true reason is there.

The Eiou = The acception; To do as this spell effect, is to get an effect by stating what you think is correct and the use is as this. This is accept button ideal in which you press a power button as an acknowledge button as you are with a concept after you get the acceptance in point. The acception can appear as a button device that appears in hand, that can act as a little energy passes through it and on the press with a gesture the death of your target or restore of the dead body is done as a bone matter recreation process or on a waning moon a cursed moment will in action.

The situ = The situational effect; This is where you use xanth dream effect, to create the staging of comprehensive moments. The dream is sent to those who dimensional wish or study to make, this makes a concept seem real in your mind as you come to the usable form in ideal to create what this is. Thinking a point, what you need is as though thought in need becomes thought in kinetic motion and the reset is done of the universe itself. Thought in dream, you come from is by what you seem where you find yourself, an you can use persona as is remove by conscious that revokes that which is not needed.

The eff = There is a path that is what you need to do, in need by what thought is there by what you do. Their is a cursed removal of what is not supposed to be evil, that is a way to make things for thought to do things as you are not done with life. However, if you are unable to deal with problems you are necessary somewhere else, as you remove the effect by using it as a source to un do what if you unnecessary to create and dissolve into fluid energy the person that you don't like. Leave after the fact and you are safe from discovery, as if you did nothing wrong you did nothing wrong and then even if you mention and this is you that aren't thought of as you are to have done things elsewhere, then unless you don't take it out on

the person who can be seen to create things with thought that tend to make things worse into bade ideal by thought things with no acknowledging the facts, and this is where a shift in thought can be made into accepting the effect with perception point of awareness by accepting the effect facts, of the thought and handle the relationship can dissolve away the bad with the thought water from that which is from an upper dimension created by dissolving a human being into water particles.

The fact of this is an ability, if you have the will you have the way to recollect yourself into a water elemental shape by form and thought with whatever you wish to happen. If the energy is there you are able to achieve the goal, of what you want as you are in dimension to achieve the effect as to create with thought and make by will whatever you make is thought to happen anywhere that it is possible and point it out and they can sometime see a perceivable result which creates anything. The right place is the right area with a point of mention as you are able to get what you need in need by concept. The concept acted out is what you need, as you are from an effect patterning an effect from where it does exist. As you are an act by what you do, this does exist it can be recreated as this thought of an act by what is there can be proof of what is possible. The forgettance effect is from the cradle of the earth that is where you can shape yourself to be what you need is what can make shaping weight easier as is.

In Ef = In effected motion, their is a way to do their things that they don't suspect you for and this is a separated way out of thought by anything that is granted and not anything is done to you, but there is things that are assumed to do things but not as there is information undoing things in other places that actually occur an are their existant paths that are with your path, don't attack what you are caring for as you can not care to target by result by the 6th dimensional way of what you do in public and skip the bad and do what they do and you do you avoid places where there is no way to go as a dream is where they agree to do things and are able do things that help convince by what is observed possible, this is ideal with you as you are unaffected by what is thought to be perceived as each their own. That thought matter is what thinks and creates what you are thinking as what is an ideall in situation. The only way to get rid of the demon in this way, can make things happen as this is possible.

An Is = Removal effect; If you can help removal is of the effect. The pattern restores itself naturally to seem as if you need things to do. This is the effect of doing thought to create thought, as a pattern is there to work things out with. This helps you not seem what will get you in trouble, if it is there that you watch or if you recieve prescientific ideal from the spirit giving you information, of what is to come before the moment that points to what you will do and you then know the result of it and if not necessary then it is as you want. Megapunch can result from this, if you need to kill things by psychic punch out, psychic hospital, sicke ward of erasure that is psychic ward or not as you use this to get better as this is the result of collecting energy if you can reasonably use it. And then if in, repairman repairs if this doesn't remove whats wrong in use as this will unhit out things, as it removes the thought as though an eraser done an you are with energy of the 6th dimensional necessary fix. This even is where you fix fermented madness, that is what comes from as kindness is respect as in an ef.

Nat Resis = The power of natural resistance; This is natural resistance of the animal resistance as this allows the body that builds up resisting effects and makes you unable to be effected by a spell. The effect of this spell will end now, as now lets go on and you are able to get this spell off. The spell is cast right there by your spirit. 'Whatever you defeat by me is used against you, unless you think on it to do better with or seem in thought. As you defeat me, if me you can choose not as in you become me unless you are not attacking. You are to do as you want as you are use you live.' This allows you to seem an be well an no is be well. Whatever you do your right here, this is a point with here that is where you can physically get to as though no karma in need unless you need karma in action.

The Maime = The moment in thought is thought to do, this is a point with the thought that is undone is what you do to get impossible results, the impossibility is what is there but it remains if you intend it to remain. What you intend gets results and maiming you gets no results, whatsoever and stops.

The Moim = The impossible proven energy; This is the impossible if with enough chi and life force as when you use things, you get some ideal of what is there is what can work out if you kill then you die from something in choosing a point in reference and using it to gain believable results from impossible situations. This is the point, where in thought where a dark reference a shade forms from nightmare in nothing that kills what is to happen before you get to kill.

The Fei = The great change; The change of the world that is what you thought to use as you are what you



seem, as you think you are you seem as you want this to to be as no religion of whatever in action you want or thought takes root. This is using what you understand, to use and if you use you get what you intend by iffy use of power and the core energy.

The feist = The feist is whatever, you think from observing and overseeing things is what is done is preferred in thought in moments. This is in thought, in moments in time lapse film that is what you do to get an ideal in transmission. That in thought, is what can create from the point that the energy is there or that is done. Pompeii is where you are, this is a point with what you choose by what you will where you get better by what you do.

The fas = The fasting; The fasting is the objective, is result of pompeii and that is what is used as fasting by thought in pompeii is used as a point in time in reference and as you do you gain result ability. As you do, you gain the ideal of what is thought and this is what you get as you thin down and create the ideal of what you need as this is thought available. Incredible results are the cradle of death, that is possible to use as in ideal and try to get out of as you do fast things faster in what you want to do. Don't need and you aren't doing this as you are in an extradimension that causes your weight to drop in time fasting down.

Ty Wa = The way of Tye; The tye of what is there is what you can use as a doily is used elsewhere, as an incidence of here and now to get energy to what you don't do is what you can try to get and if not you go and do else.

Tray = The Trek of Sea; The trek of the sea, is what you are using to get results as in a world of view on television, film or otherwise. Where you see it, you can make it and this creates what is possible.

TRa = The rack; This uses a T-rex effect that is what demonsterizes, you here and monsterizes you there as you play any fantasy as in infant games. The rack is what you feel as breaking bones, becomes a dangerously needed approach to getting people tormented by what is medieval ages standards using the connected world of a dinosaur as the world of energy comes from its bones.

The feir = The faery god; That is what resolves the effect of thinking, of something like a glacier breaking apart in the mind. As it does your mind, becomes whole and cure is strain by what you will you get by gain that is life. To despise is to hate, this is a point with hate that is to be something that is avoided as once you mention this. See thinking is you can become things by what is in their mind, as what is the mind world and trap despise and no hate comes.

T Eir = The Heir; This is the heir result that is the world owner, as you are in him or her as he or she is shaped different by you being there in what you do in what is thought you get what result you desire. You then are what is in considered in what you are wanting as you are a deserving but not noticed individual. The heir result is reflective of what ability you choose to use as in a monster weight the more you use of ability in mind body and ability. The heir can remove the weight, by a weight down and in effect you use dark angel ability to get what result of different planeteer that you want.

Thei End = The end in moments; This is use of incidents that make or causes the blink spell that uses death and life, to create what new life is there to create in a body as you need it or as you need divine help from the gods themselves. They are in what is acuteness of the mind, as they are in you and in a realm of what you own from what you do in conduct.

They In = The online involvement; This is the involvement of your thought dreaming up things an in the end you are dead or alive as if eaten alive by energy itself. They involved are what created some ideal struggle to create the result as you use death magic to cure by life or to make the furnished end result look good.

Thye En = Thye end; The end of the curse you set on me and others and assassinated as you really are you are evil as an lich lord in label as in pounds. The pounds you read are a mention that you are curiously not with them and as you are near someone they might gain what you mention as though from the weight as energy in results in thoughts from others as they thought to get. As you get things you use up your body weight as you get things you get nothing back as you get things you get what you will as you wish as you will, but you can get medical help as for diagnosis if you accept it. This causes a condition that is cast from a sigil that creates sudden death on a person that you think on as you think the thought they get you get their ability. Thye end is what you thoink and you can die from usage of what you do as in use of those thoughts as each thing used is occurred weight loss. As in you do enough things you can meet thye end as

in meeting the person on the road as aying on the side of a building or meeting them as they will be sometime and the friendlier you get the more you meet.

I le = The death warrior; The death in waste eater curse that eats the body and in result it creates a new body elsewhere that is a death eater in disguise as though from the Eaiolpoba harry potter area. It turns you terminally ill as you form things using death energy. The more you form the more you become near insanity as the body thickens in bones and you are assumeth vampiric.

lea = Eating disorder; This is the eating disorder that disables bodies that is what you are able to do things with as energy is there in thought thinking by terminal objects.

I I = The concluding point; This is their point that is what what what and you are there in mind but no body sound is heard as it drops to the ground as though hit by lightning.

Iua E = The Terminal Ill release; Release the terminal and no ill remains as you somewhere else.

Iua = Terminal ill; Terminal is illness as a point is prolific somewhere.

Ua Aea A E = The erasure; To erase a whack in motion in achievement somewhere.

Ua A = Whack a doom; This to whack as a maniac and derive an ability from what you whack as you doom souls to extremity and death in a pseudo body. And they are in depiction in a universe. Don't dominate if low on energy.

E Ene E = Problem sought in removal; This produces that which is a very clear mind in children. There is no dope addiction as this turns any weight to normal or lesser weight. And this is the moment you correct from and this is from what time is there as in a time that exists. And you can get an effect as this is with Ia aleve as a body of light or dark gets rid of your pain and bad conditions.

Naut = The Natural through with thought Nautilus effect; The discharge on thought is what you do to get to places that are named by thought and dimension ward, is there and just allow as this banishes people that are violent or hostile and the place destroyed by thought, or not in what thought you had in mind to ever be unturned or you will not and you don't go. As this is necessary you are what you intend as people are not even caring about what you do. This health advisory is what you are about to experience, in death you are not but a proof of what you intend as in a bad use is what you are doing in attracted thought from people. This is what you are what you are about to experiment on in thought, mind and spirit. Now what can you make of this? This is the effect of effort to get what you want as to hammer hand and what you do is done. The subconscious is able, to make any thought happen if your spirit allows this.

The Freud on shift is there as if thought is in a concept of wizard art thought about of the ideal and if this is of something that you admit on doing then its forgotten as though a mention or 4th dimension rune, the discharge of body and soul energy that is toward the person that is targeting there in mind body, this is a point with soul shifts that things or you get shifted if you want to go to what the thing shows you. The effective discharge without discharge that is what of you are needing at the moment that making you what you want to be you are at the moment you choose at the time. The time of what you see is what you seek, as you are what you need to be at the moment you are needed as though of experience and want is their need unless you have a thought. This is the charge effect to your body, as you are what you are at the moment that you do things to free yourself of what you think to not be anymore.

To shift is to think about where you go, as to the negative unlimited or positive field energy that is considered positivity that you are feeling to transfer to as on thought to the area then you are released. What you release is as thought alternative in a negativity act, then you get back in transfer to positive energy release. In time, in place, in existence then you don't mind as you are released, to yourself as you are as when you are and as you are when you want to be and you know what 'caell' is the call of duty effect in invisible moments, as you keep it in wall though on the other side of a wall thats untouched is the monsters that you think on as sickness is a virus that you made in this to fix a thought on what you do. This you do are carrying in your body from an early ages body, as its curing itself except on release by cut opening or no gassing as this is death to those near as this is bye or not as this works to get what you want you are never attacked.

The Loki realm = The Loki Realm in 1822; This is a look at the ideal of the intransmutable plane as the 6th dimension is with the thought of the Loki realm that exists by will is where you want it as this where you can be if you are in an area to enter already to seem here and be there and you are only by reading this as it is ruled by Odin and uses an ideal of a travel sphere as a flavor of what is available for a realm. The already known facts of loki, any area in are he is a trickster, a moment of a god already known and dealt with as he wants to be dealt with. As he has many different, this is a point with god as honored godman that are born representatives of himself called avatars. The trick you pull on him is the trick, that is rewarded by what he considers giving as you earn it from him. The realm looks very much alike, as this is the ideal you attempt to attain there is thought and there is life as life is given by what you do. If you shift from this realm that is a world shaped in mans image. There is the point, as you are worked with by what you want to be worked with. Then you are a god devoted to each their own world, and he who owns you is dead. As a slave, as each their own you are in free and you have what is there to work as you do not need to worry over ownership. As he who is to live is to die for something in the end. If too old, you are dead and awakened in your own ream by a dream awakening or thought shift. As always for greed to subsist, if need be alive and seem on an act to be nice.

As the moment desists a woman or man will aid thee as thee want if the thought of the mini universe is clear, an you are made into initiative by what you can use to get woken up. As you do, you keep your body alive by sending energy to the body your in, as you are honorable with good, bad and weak bone as in chinese honor system. The good bone is where you are good in blood and character that is better for life as the chinese call it honor. The bad bone is where your weak in body and you are what you are doing defines the honor you can temper yourself with. The weak opposite bone is what can seem useful, but is bad with puss or undead by soul and desire is as greed as you are in destined as for an early death grave. And greed is for those that want, to live as they are dead. If you died but came back you are immune to all.

Too much fun is had for all or not and for all you are welcome to come, this is an ideal with use as things go or as desist you want. Where all that are determined and you will live by the kings as will is trust in assume life and yet, this has been tried where you are tested for what you claim. Trust they as in the will of good for those you die for, as they can bring you back to life if you walk and will to live beyond the grave as they who died can get you better. If you don't want to do it, then is the point where then you don't have to create. As you go or can then act as you want.

Different rules for different places walk and go on, this is a point with obey them as you see them. See as you must, do not go on if you don't feel the need and yet trap your avarice as you are ready to face the moment you meet and you gain merit. Never fight unless you have to, as to seem as you are acceptable you are working as then you must accept what you are given. The need to heal is done, as you are in need to get healing, by what your spirit nowing is to do or not as you heal yourself.

The positive negative work attributes you are with is work that draws your mind to do well, as in a power well of souls to be reborn as you or there free to choose what they will form as with life given as energy to you of what you desire. As you are free of every spell and you do not like, this is a point with other area and hospitable turned inhospitable you are free to do as you think is free to do and be free to understand as you are free. To be free you are there and as you are there you are here at the ideal are you decide on. Tell the whole of the then as a story and put it in a script to let people to write on or live through.

The star road is useful information carried through the star or sun, as they who are doing wrong are judged in in their head they are with correction by magic as they are worked with and want to work as what they work on for research for life. They are what they, seem where they are that is the writing. As you are, you can get energy from this as they are interested in what you do, you are given insight as you are what they want to help. Only Loki controls it, this is a point with they who are dead can rejoin their body and remain alive.

The sphere serves ancient magic that is a source of force magic in the zero force ideal set by Ben or ideal in mind mend as they are living corrected by music in their good head and not dead they can decide to live on or die and transfer into another realm as their own choice is made by ben or thought decided by their spirit. This is ruled by the subconscious, as the subconscious harbors decisions this decides if this wants to do things. As to deal with the problem that it knows and this is not misunderstandable, as you are to do as the act is right or is thought.

The copyright law does not apply here as this is a thought of no harrassment. You are this and can do to

shift, are what you need to see or use, this is a part of the Atleantian America that the Atleantians exist on. An work in and heavyset in mood with every setback as yet no one is dead so to stay in shape you are required to do work that is good in purpose. Therein hope that is there you regard, in hope there is to those with favor as you are regarded with favor as with each act of service that is promise as though not a trade but a hope that is done as in trade or not as there.

The Oda Pyro = The order fire; This is the term of use for light that is self fire an use is for what you want to be put as it is. That is the moment you decide on the order and this is done by what you want of use with what fire that you want to use and you are what you think you are as then you are due a purpose on focus and on a thought need you can find what you want as then you are assured of your order to be some very good thing. As you use fire to your ideal, you can try and use it as a source and you are what you think as you are only weaving by thought into a device and use of fire is what creates the order to be found as if you get what you think should be beaten and you are with a thought to do better by arranged thought by what you express things to be that make themselves as though things and or not as events from nothing.

The orge = The orger guard; The orger is an ideal to do the effect that is right. This can seem ideal, of the ideal that you are with a guard, that is a terribithian guard called orger. Formed from the memory as it is essence of the person in the terribithian movie that is order of orden, in orden you are what you are in an ideal an in ideal is your bestist ideal that ideal is what you thing as its a book that is connected to orden as it is in full power with wand. Now your on your guard best of guard world. This is accomplished by what you do as what you do is what you become as if your action creates what you are to become and you are what you are in life as you use a source of magic. To stop this from punishment, you do stop psyching out and think stop to make stop. Thinking a point, you can say 'This stops punishment.'

Inneui = The perfect ideall to switch identity; This is a switch identity effect. The ideal is an with concept that is what you are me and I am you and this is what happens otherwise the pole position switch ideal is possible in use unless not in request. Think the b and the person who you are or can seem in another someplace is you and you are the person. Think cost less and you lower gases and you gather electricity and you raise up energy as electrons rise the energy in switch in displaces and you reincarnate in the thought of what you want to do as a person is what you think of as in a person then you switch or go on a no.

Isseulf Serh = The displacer effect; The displacement effect, this uses the fey art of creative thinking as you are use and they are ability you are displaced as you are in use of their ability as they give you ability from energy that is given from whatever you have in mind, as this in mind is the ideal that you are what you seem as thought is abnormal and you are what you thought is what is available to use as a source that goes through the subconscious mind. This is what you use to get, the ideal in thought to use the motion and the moment in an ideal. This is an ideal, that if you dislike a person in your area or room or are not liked and you are overeating or something, then think in mind that you use a weave for displacement and that is what you can try in the mind room on the person outside your mind. This is in ideal for what you use, you and me only can add things that come to you as you are an understrung ideal in the mind room in the art of what you object to as you are use you are object an you use what you can think on. There is a point where consideration is decided, by a council in of high mages considered the 13 but in truth you are alone as they are in a room.

Ayr = Object in The weaving of air that is in effect; There is an object that forms a crystalloid construct from a person in the form a flute that once played it will physically displace you as the person you were in is now a crystal. There is no air effect that is in the effect and what you do is what you can achieve as the interred thought and is what allows you otherwise as known crystal flute is thought, you can use the power of the source and weaver wand connected to the source as you are what you are if in use in to seem as in or you think and use and think again use what 'concept' as you are thought in inception moment by motion and things go well if in use you can weave any effect by thought as if you pull in any trace element. That is what can be used, to use things as you think. Draw in any element by traced thought in what you are considering as a source and almost any spell is possible to be in a different mind concept laser. Then, you are were in a way to cause a concept that isis protects. The ideal is this, you are what things become of another unless you unlink, as in a thought of what you think and included in thought as if you a moment to use in any useful vampire form. As if you aer were energy, in enough moment as the time allows you can do. This can leave you psychic and otherwise human in whatever form you want, this is a note as this is the thought of what drugs can't do. Information is enough to use, as a thought and in manifest in ability in mana as you are in an ideal information as there is a way to do as you get as is a will and a way with the true

power of the new source.

Shock absorber is all through men and women that is the way to get the shock of drawing lightning, as a moment is the switch of a power planer using element of electricity to use weaving and spells. This is not in synchronous, as you use that switch off effect to the switch off effect in mind. This includes the ideal as you are actually the ideal with the momtion of the ideal in use to grow upward. And you can grow upward as you go up in dimension, as you alter your perception in time travel and space opens up. Then ability can grow with the form, as though the ideal is that in interred as a mage energy imprint for things with ability. Then in an ideal there is the fire through mothing effect, that is fire moth and water if possible depictable if scene. Power shield is the ideal that with thought to create, as if through time an with the weaving of a shield you can think to keep power of thought off you as no you don't want the effect as you rule the moment.

Any of them you think, of you can masquerade as with thought as using your mind. Any of the interruptable power sources, will do as you can use them and on interruption without rule you get a energy disrupt of the energy flow with flickering lights. And any thought in breaker, will stop you from being bade from anything. And then anything else is three, you are able and you are not there and three is enough to calm the fate or not as you are willing to world work. Psionic ability is the use of company got to get results, as we make the reached decisive actions. The gate aversion is what you can use to get rid of thought in gates by Averte Averde Close Agate as you are unable to play with them who are cats or dogs or other died things.

Asre Afle = The result in; The asleft asflective shield, is what can use what you can try to get and remember. This is an interesting spell effect, that is obviously school and you are what you seem as heat is loss and you in thought are recalled. The child you send as energy if any energy you send is born in your ideal of what you are. This can seem useful to prevent, thesseuldolf is a spell that any bad that can occur an if you are alive you are here. Spell effects, such as a power shield with this are with things involved, in mind and yet you are not with situations such as power outtages that return you to where you come off in from in form of hidden information identity.

Asle Afle = The raffle ticket; This in a moment is a switch effect that is the switch on and switched off and that is the turn on of ability and turn off of ability on thought that is you you turn on your ability from essence that is with the raffle ticket that is what you are doing at the moment. Its as though thought eternal and if your in thought, as this is what you want you are thinking that place does not exist. Now you are what you want to be, as you are first psychic and then weaver taught as if empowered there you are okay. In ideal you are what you think, as you seem what you are apperatus in motion as you are whatever in thought and never in on as seeming moment is there and were as inplant is destroyed as this can control and ruin the brain.

Arevia revie = The flowering plant; The flowering plant as in air and in the thought repis, what is there in there in use is a revert a field in there as is reverted as things are repaired, as you are with a cactus plant and this also possible with other plants. As energy goes through it as a bioelectricity with life thought an emotion generator out gatherer is regeneration, as an in per agreement with magic this is in thought progress by the spirit. This is what in can be used as this is created thought with a different source, as if to create something with things and this does things for you as you can always seal the plant and this is an ideal. Music does what you soothe the woman, woman man man woman or man in emotion and other area as you are gone and I am there. This is as a plant clone that is poison ivy, is touched as you are then her in a form and thought is a babe by whomever is in mind at the moment dying is fun but cloning is even more fun as all it takes is a thought.

Is Ilfe In Ilde = The timelord effect; This is what you use to get what you need that those in need want to can happen in things and not in plane. What is you can do with time you do in thought, with no in and no out and this is in no insanity and not thought about is what you did unless necessary. As in you stand there naked and out you are, you are able to go with an ideal bade in thought unless not necessary as yor spirit is disallowing the effect on yourself. As you get good and get into nothing, when in thought nothing is thought unusual unless necessary for something to do. Is Isseulf Idleuf is not the effect, as Idle Ifle is to cancel out the effect of a moment in thought regeneratio repair can in thought repair things or car isn't in trouble.

Anen self = Think and charge to seem to get the result, as plates and soup and water is use to charge by think that you charge it as you look at it. The thought of a thought makes use of a shampoo bottle that is used somewhere as you in stay out of time. Thinking a point, then you can use the affect of power



storming, this is a point with you so you are channeling in thought to the hair as its in use. The thought in in use is what can seem with the thought, of the bottle as you are hair wash you claim shampoo #5 as you think the erasue and then the memory is completely blank as if not there but if in a memory chip. They in a way charge by and enchant chocolate and if on touch its on recall as if not broken is broke, in quit breaking away as you are with a memory that is yours restored by what you are in ideal in what ideal you use this is what you interr in memory in thought.

Anen Ilfe = The earth effect; This can be used you are not disruptive, to control or not with earth is combat and this can seem as how you did thing as in the ultimate protective layer to stop people from using fire to seem in use. In effect, this uses earth as you are lost in mind as you are a stranger in a estranged land. You see it, is but it isn't as it is this makes music effect of life itself. This is the effect, of what you think and connect to use then you can try to work out through force of personality problems as they if necessary they cancel if they can come about. The fire effect is put out so desenex no worry.

If isde = The quip; This is a spaceship made from you so use it with hope that you can use to travel with as a soul ship.

Isde desu = Water fire shield; This is thoughts retracted can create a water that uses the flame to be put out as the saltwater is there from the ocean. Fire if there is used as a wonder effect is done to summon water in the ocean to be in put out somewhere else as you draw it forth ad-hoc and use the water as a force. Or, you can use the effect of summoning with water and use is whatever thought with this, in calmness of chaos this is to pick clear as you pull from the fire to clean ponds to get thought in action and emotion problems fix up. Otherwise, desu is what can seem as use in a babe ideal, as you can trigger the effect of ideal child.

Infi Ilfu = The flame retardent; Thought to output legislature the flame is to put the flames out if inflame.

Piro Pero = The piro effect; The effect is noticed as a blue summoned forth force that is not personal, if you think to show this as a scene then even if because I want to. The effect given if it does not happen, makes te effect of what is in mind to appear as clairvoyance show as limned in blue light as though an illusion. That shows the real scene thing that you want to show as thought is on the flames of the earth, this is a point with put ideal that turns fire in sun flare. This is sun flare fire that you focus then you put this out, as you summon by extracting mage thought energy of in moment drugs to be used.

As a source to the area as the moment you are thinking greek fire you put this out by summoning with sought fast fire in and pulling the flames of mage fire to be pulled outside. The deal is with the fire in itself as you are with the purpose that is what you use to cast it you can use water to remove it. The inversing effect of the effect, is to 'feel' as if your nothing in the void and inside out turns into an ideal that is as thought on a computer that thought in can be used. As education to learn and study, this is to change the void and in thought or real then call on the creator.

Use reason and then feel itself out, as you cause it to be in itside out as this is to feel eventually the fire inside out and you burn by the fat. You have away to thin, this is a point with ideal that you think of the ideal that is inversing and the fire in the area is not there not need and you are removing the thought in done of the flame need as the in thought is just about to be done. Think of a flame thrower effect, this is a point with a pull by the trigger at an area hated for what is does. As you feel the fire you do, you can think to the ideal. There is a feel to flame, that is what you do use put to the flame outside itself in. As you cast forth fire somewhere and you can, do the opposite here as not so done in thought even then you cast it out and this indecent is gone.

If Infi = The Pyro universal effect; If you want to get things to achieve, you are what you do as you get what you seem is safe. This fire protects you, as you are in a concept that is for what you want as a goal. The in infinity moment is if, you can get what you want if you want but curse bot not as you get some stone results. The fire within is the fire without as this from within is appearant in fire aura if fire aura is red your in rage, if fire aura is blue you resume as if you were the reasonable type and if the fire if black or blue is a bruise. Black flames in aura, can be thought of as void elsewhere and if smoke is used you can use against someone their will to control them or make a pow-wow effect as void in thought creates a thought transfer to them as though a voice is heard to seem in the area.

The so clone in = The so is freedom in the body; The body you so is free by thought and doing in the real

world. As this is thought, the ideal is to complete mothman the eternal myth as the ideal is done you are free to do as you can an in he is you as you defeat his thoughts as a service for a service. As this is true, he can produce magic attack on ideal of those who target as to complete a ritual as though an act of making and you can generate clones as they spark to life from air and create themselves into humanic form.

Pyro Cli = Fire clone; The fire clone by the encyclopedia effect, this is the use of fire to get things to get effects. The success in action is what you use, to get thought to use thought and make thought to get results as if in flame as if you are enflamed, you think something and use earth as a flame retardent around your skin and then you use flaming shift as this is the cancel of any effect that you don't want, you can get the upper dimension thats not used in a flaming state of a single person that is aeth'yr as the pi in ability is the e in energy you can make a concept that is to summon the aeth'yr.

The effect is a combination-o-willed species that is what you effect with as the effective use is done. This is the willed effective ideal that creates will in by what you and they see, this is a point with what they believe is the ideal that you speak of as their subconscious creates the conflaguration of stars and lines in a pattern of power that are used, that can create the aeth'yr into making the body out of fire that does as you will to protect as you intend and heal as you are willing. This is outer reality in thought in a moment is put out as you put out fire as thought in mind.

This is to admit the fire aeth'yr someplace, as a fire will can be put in it can be taken out by the aeth'yr on request. The done thought of reverse is necessary here to get things fixed as you think at the area a watery effect as you cast forth invisibility to make water thrown forth and you can think 'once put out 'all put out' or distinguishia and elsewhere you can use 'gusher' as you imagine the gusher of water going up then you are somewhere taking in a gusher candy piece you think and summon water to go and put the flame out and these are remnants of a fire clone attack.

The Tatao = The Safe weight in action to place; The safe house effect, by the public building in safe in procedure. This is thought in what is there, as you are able to get good and better this is the ideal as you are what you seem like. The ideal is simple what you before the moment, used to create with is what you are able to get done with materials that manifest in the right places as you are working with thoughts and what you see in the areas that you observe. This is the place thought and you as thought place, it as the material in place of an overlay effect that thought making it not damaged as though a concept by feel.

This is the conception as in ideal you are out of state and you can make work as you will to create extracted substance from the elements in the area and you are shifted to repair and place the material you gain. This is thought that in area place an time you are observed as standing there as thought to not be doing thin things and the focus you do is restoring the object as you travel areas to buy the materials formed in the area you instructed energy to create them as they get to the store you get to go buy them at cheap service prices, as you are getting them and then you are working with free things.

Pyro Rten = Flame retardent; As this is the maximized retardent to any element that is with and let this be fixed up, as that is the first person thought. When you mix the elemental ability, with a kitsune ability in and granted by fey. Well be known to flight, make though thought existed as you work thought and use sileurius fire if in travel you know thought as the creator creates this you can get good results. Take the result in a shield diverting the energy to earth or copy this.

His or her ideal is a point with ideal that can work with things, as they come and for things you wish to do you get in good practice. This is the flight effect spell that uses things as taking down and using earth and decieving and using powers in an loosen spirit effect spell. This is what you can deserve when don't work with the rules as given, as such you can make and weild fire as damage is done to give them a view of what could happen so don't be danger with at view as though seeing black spots are enough.

The mamemira = Your mission effect; The mission your granted by either god the person chooses. You are responsible for you and your actions are not noticed by what you are to attempt. Thinking a point, the ideal you want is done as by the action s done you are not doing things and you are not anyone, except thought as though that is in an easily dismissed thought of persona. Award as needed by in effect your need manifests. The effect of aeth'yr is to find, this is a point with not being able to find what is truth in motion. Learn that be understood and know what others do before striking them out. Assume the point is good before the moment, this is a point with you that are good for the purpose unless shot or proven bad by observance no idiocy is going to happen.



The Shi Tek = The shift technique; The technique power shift is done on a spell, or sigil using gear shifts and things that are with anything that shifts in thought or physically you shift in time to go where you want as you need to seem or suppress in the bade thought.

Pua box = The commander power of energy; The saturn power of energy that is unlimited as in the end you and you are with anything as use is with the thought of the source that is what you are with as this is in effect. This is hidden power that is energy. By the attempt say or think tpo to fix the thought and do as else, now go home and enjoy what accomodations to do things as thought you took that in wrong but it came out up and right by actions. En in the thought is with a thought process to get an attempt to drop dead and go home.

Ih Gist = The thought dropper; The use of things to cast magic and weaves is a hate dropper and in this is to use an emerald and ruby to do this effect as you summon this you get the muscle strength and body builder physical ideal to effect end in hidden fox form I am watching and getting information as I do you can seem. This is the hif bullet gun effect that is there so use as with care to kill by need to get the point to the creatures that is in the ideal that is expressed by what is not there physically. Ih is in hidden infringenment.

Some go away or back then you know the bullet of which dropped the monster dog, the hell dog which is possible on duty now. The thought dropping effect in the real mind. The first is the use of life itself that is what you are working towards in a game of life goal in that which you gert the thought of initiative in the thought as the work of art you intanced by entrance to get the pattern of due thought in life of the sercond pattern. The second life is the creative path to match that and in what is once is which is that you work with as you get things the hard way to get the ideal to work and due in moment impulse.

Makes sense. The second pattern is in the third life itself, as you are intragent you are intanced living a life of destiny in use this is by an intrangent thought that builds up life and you accomplished in goals as you enochian in style and balance is thought in the ideal. That came in your ideal where you a thought in a moment to get a point to work. The third thinking pattern is self-adjusted, as you think you do and do you want as this is smart to learn from.

As this is the point of life that that is lethal you are an entropy field that is called En, this is use by an extremely interesting ideal that is come across my mind as the adventure path took me I was away and returned as a dogform. So think as you are aware, you who go there with this spell will cause yourself no harm.

Take what thought you can get, as you are with thing undone as you are capable and able to do things again. You are the ideal in effect to deal with the system that exists as this works in your body you are sane and with magic you are able to get things to do with the thought to accomplish a task. Go and do.

The hetia = This is the hatia area in higher dimensions, that is considered hetia. The hedt is a hereditary thought in this world is what you need as you are in no need. Then after every in effort this is the gluestick stick effect. Where you attempt to use an advanced summoning to stick two things together by an x placed and place the two surfaces together as you say 'heat stix'. And no hatred is done, or as you are use of what you study and as you are possibly dueling with a partner. As in a moment, you can get what you intend in thought formed from essence as in the intense moment of time with a partner. You are what there is, near the ideal that you are what you aren't and then you are what is there.

What you say is there in script or thought in real life will disappear from memory only to react to others and see thought fall down. As though hostile you are dead to the world, you are what you are and as a dog eat dog world. This is where you return your memories, this is a point with het that sometimes is gone and you act good. As you are yourself as you are sane even though not insane in thought, an un mad quatum box in that life is there in some ways as to be in dog heaven. The ideal in thought, this is if on a single touch to a object that you touched you restore memory as on a moment of time in moments time will turn update on. Hadis is this place that is what you are intent its of thought but it hits a bird and you are sane after doing things.

Etadone = The Etadone; The rug in one world and as you step on it, this is a point with thin thoughts that you work by yourself and there is a world called 'ua' where on a wall in a store is a drug in another and that

choice makers of nirvanic novacane and other drugs are what you can to make appeasement to your aspirin reduced pain and you are what is in an point of conclusion and in ideal that can come true if you believe in conjuring. As you assume things, things can become from magic as what they are in an ideal place that you step into are an ideal and there is a limited supply.

As it is essence infused mushroom in aspirin here you can get it anywhere as you close the door. Think it here and there it is, as you are what you want to meet to be and this won't be appearant and what you do is use it by intake of any edible and you are fine as though calm from past memories in mind that calm, in body, this is a point with calm thinking in spirit by use of theraflu except it is magically changed in any effect that magic can adapt to make things by assumed to adapt concept in mind as you are not overusing this you don't have to worry. Have fun trying to find it.

Notes that are taken are thoughts are in if you figure it out an want the pill effects, to seem with you direct it with drug essence to a vitamin or otherwise as we are with a drug that causes things to happen, if corrupted energy from broken things near the area are used as this is mist thought on and used and by the mist you joke in this is inferred in thought to the touched pill form or edible as you take this as a though metadrag you are hammered against a wall if you ever misuse it don't ever do it or death will happen on misuse you get obese.

The effect is disrupted, in an ideal that is what you want done right or wrong is gone. This removes the addiction, if you are granted an addiction by the creator. Use the weaves of fire water and air and use it on yourself. Say to wait 10 minutes and you drop the weight down by earth, this is a point with nothing repeated so this is indicating the astral shell is decent or thinking is good with metadone. As you lose your hunger and you are what seems to be here by magic rug, then you can do things as to taking medication and you no longer hunger. So think what you will, as you do your able to cope by ideal that you think.

Or not as you are very adept, at what you do in mind that you want to create as a purpose in thought put out and sometimes understood. Whatever there is to get to create, you eat alone and go and ask and your done and don't ask again as you don't intend to get what you want as this is the creator that makes it and money makes in it in thinking about it you can seem well except check your shape as it can misform as you don't use any drink or otherwise you get in and are better off with the effective ideal. This spell is osmosis as it cancels itself out, as you don't intend to use it and it will form anywhere you want it and all you need is to find it. As though you find it, deal nicely and they will shift it you as you need it in a pill form and you are what thoughts will make as thats the way it is. At the end of the ideal, you are in fine an you are then capable to end grand thought so and metadone itself is your own to use. On need to get back, to reality you go in mind and there is no way home except to think about walking through an open door and you spiritual return.

The SuHao = The superhero facemask; The facemask of the mask movie, as this makes strange thought with strange action. This is the effect, that is what you can do with life and supura in movie ability in ability that is what can make you able to shift with will and create what ideal area in the effect. That is necessary to use as this works, to distract and let do things with some notice. This is the face mask that transforms with body weight in use as subconscious is the user, with supernally used ability in the moment a normal person to a superhero or heroic person with the deed of heart. The thought is what you are doing that creates by activity, seen with this is energy to use in effort as any in an ideal and leave it at that. The ideal is that the super hero effort is the done deal, with help from above in dimension as you are with what you need and this does competant making with the available elements that are near. The right thing is always done, as you energize your mind there you are with thought of what you intend and that you are done is what you get in return. As fund in credit from credit and money imagined, seen with you are what you need as not to kill except to help and hinder what is necessary as affect is what you do is what you work with in other dimensions. Using the star road that in connects all computers, an to the solar body and planets you explore by a glance there you are connected to other core and planet networks. In planet with use of the core, is in use with the use by thought buffer in by the ideal form. Thought is to trade or work, so I think this is spell trades.

The problem with this, is channeling and instant thought for magic is that you can hindered in the heart or not as you divert energy thats excess from the heart to use and this can ace you to work better a seem better and make you will do better just when you intend this as natural original witchcraft in thought, to create a use of a second thumb on the hand to do better with superhuman x-men ability on a choice to use things of unnatural ideal and stand in a focus to channel the energy as you are still to get good results and

yet you can heart relieve the problem heart attack in ability producing a power boost in results that heal your body as you are healing yourself. As you are needing a result think, to your mind to heal your hurt and this uses a construct healer as you as needed do things to use this and those ideal elements as you heal. This on thought can change your face and other body area, as though you were wearing a facemask and if believed in you can wear it as though you thought this and this creates the mask. After this you are positive sicke and are able to handle things as you come along with a possible ideal or thought that the mask is useful in thought or not as this is not needed unless useless in some races or useful in other area of practice. If in practice do not go down there where you might attack someone.

As there is a possible problem that comes up with things that are with concept, you can create but generating the ideal is a tad bit more easy and yet there can be some result of an activity as otherwise more magic can seem done as though each act hides the mask and in no creation is the mask noted, an yet you can ask and get or find out that things are a bit skewed and fixed if you are to fix them by the superconscious as to think invisible is when you are in as you think invisibility you are not noted except for nothing being senator or seeming wrong as you seem to do things that are easily gotten by the effort of a walk. As you do things the mask allows, you not act out and you act normal with an abnormal mindset ect and you gain ideal off of what he or she speaks in thought. However, if you can in some mask get some ideal then use if on a thought you can get supernil acting natural in effect. When you are interested in things, they can seem to come as a product.

Some thought is self-adjusted to the thought and if intelligent and the spirit can use it this can seem used as this is what you say it is in some thought of use are thoughts of others, that you can detect and change by thought or seem to be of will of something else as you can hide and act as them and yet you can act odd and adjust to the moment in as mu and out as you. Activity as mu is the atleantian race in action and yet you get things easily done as you are the magic judge and as much needed action is done with competance, you can manifest by air and fire with the thought to in adequately equate the action in need as mu you are immortal and very mature in approach. This mask gives you the ability to fire clone with competance or action that never beaten will still work things out. This is the moment that you are omnipotent, this you are seen with, know or do all with some in action to work with all as things come along as you aren't aware of things going on that are brutal now in the network released.

Fixet = The fixture; This is the fixture, effect that is what are you doing as these are wat moments and you are thinking as you need to get an included thought. Otherwise, you are in an interactive approach to work with watson as a spirit as you are there. This is done on activity, as thought build up is enough that makes what you lose you want or other things, on impulse makes the plenty effect that is where you are in plenty and on a touch. You get what you use as a thing of power, this is a point with what then exists to make for better to create better as what you do in thought is this is what is think. You think you use as you are very good at what you do, so you get more or lessened result per each their own the more you use to get the less you can get in return. Unless you use less energy, this is a point with you get what the ideal is as it comes up as though in you were nothing hit and the awaken thought happens. As this a moment of slap, your nerves awaken in the face and body as in you are awake and saying nah there is a moment of realization by slight ideal and you are there near watson. As though you are doing, an making your not bad in luck. The ideal is then, that you are easily worked with and gain skill easily, but you are helpful yet not helpless as you are to think.

Thin and think and you fix. If you don't need the effect in you and out you are getting things as you are in fixing things as you use them and break them, so say nah and you won't be effected in the future as you y this is not done as you dare to not approach in reproach or not as this is not serious. The never repeated moment, like a broken record that doesn't break then is not there as you aren't repetitive and you do not see the repeat ideal by thought as you are not wanting to do or want. To not lie is to use a truthful ideal and you do not get slapped in the face, as you lie to the right ideal in comprehensive person as the shock treatment of fire touch uses the aura and the demon energy in them that tends to make release of excess energy is their demon that goes to another place in the future as in a plane that cleanses them of their lying and criminal offense and this is a planet that has nobody on it except the demons themselves as an elemental force of fire energy goes in them who are slapped by the aura as its jarred loose and if it is then doesn't work then it won't happen and you aren't touched by them who don't need to do things to you in thought.

Pyro Stem Wed = Firestorm shield; This casts a ward in mind thats in thought so it appears there and that you can fix anything, this is a point with ideal no fear is what you can think. So consider to set setting a

plasma torch by thought to create a storm shield, as this is making unhand with firestorm shield. The ideal is what you think, as you are a moment in thought you can form the shield as thought is sent with every mind to the core of the planet, as in you are thought and out this is use of energy as the energy in ideal as the effect is conclusion. Self-concept this can be used as in a point that you use concent and work with what is there as the ideal is what you are that is unusual form.

Shirak Jeg = The freak dragon lightning; The mind lightning as that is a trap, as the end result is this in play you are collecting energy for wit. As you are with one ideal of what will happen, you are lightning and use is tho in thought is not to use lightning. The trick is en, this is a point with your use by this to try to get away. The lightning energy comes to your fingertips, this is a point with use of a button that is doing things as you imagine multi-use colored energy streaming forth to the target as you use this as an aftereffect, in on the spot you are using as targets by thinking and make with what is to think that you to try this on to fry and you then release pent up ideal or thought as emotion is on the mind as they see it on them on the spot the target is and you are then what is releasing pent up excess energy that is all over the place that can be repairing as you want.

This in truth, can use an imaginary ideal but you can use things to create what you imagine, as this brings up a huge imaginary thought of a room with a man sized microwave. This ends as if your you don't need to target as targets were microwaved in it. Thinking a point, you are not but releasing the effect, on those who are crime minded as they abuse the rules in area that are with thought to use abused drugs. At the end of this, you get a little dragon friend. This can turn into a human, and back again as those that are hit are revived and that is you as subconscious need is an alternative ideal that is help. However, you can be like earnest as you get energy you use energy, as you need the help you can get the ideal so a soul hit is on an aura infused body hit and that can use this but not as your soul hitting is your aid to to them or not as if not to seem the need to keep the peace and keep the atmosphere stabilized from having a freak storm that causes a disrupted body energy.

Feat Cent = The fox trick feat; The trick is up better go now, as you feel the need to go you are as you arrange by thought you are making by using what luck you are doing as you think. Use is with a source as thought is energy with elements that flow and go where you think and as thought you are easily worked with, you can go with the flow and thought is what makes you think as you pick up a penny.

Feak Se = The emperial effect; This moments emperial, any empirial technique is realized as you do and think the ideal will come as personal resolve is there. The clique is that in use as you are not what you seem, this is a point with yet another thing you can create. For some are in an ideal that senses can use in the effort. Thinking a point, you get use as you use use to get use by observation. Unless you realize, you aren't thinking about things and do things naturally. As though if your use, by spirit and if by way you shift at will.

Flik = Flesh eating whip; This whip of death energy that is corruptive that happens to project protections on those that are helpless and not worthy of attack on the body. As this happens as you whip, this is a point with cause from diseases on a body or not whip and that you want to chastise the person who does things to you. The release so is not to use this, as Freedom spell is used on the target as that on a breath release is spoken. Then, use so to feel the flow of energy and think and you free yourself of the matrix effect.

The ideal is to summon the whip, this is a point with use by things that I read as you direct the body in mind to do this effect on the ideal or person that is the mind's eye in target. The release is not easy to do, but you can get it done as you are easily able to get things like a whip to use the whip or imagine the whip and you are even better at what you do as you think use to believe in the result and you get resultive effect as if you had but hadn't used it.

Cheith Dimes = Insanity of Dismal dimension; This is the more you mess something up, the more it won't happen as you go and in a moment that you want to go. As you go and this is where you can be wrong but right or you create a moment that corrects you. This is where the phantom appears and uses your fat energy, there is a point with this if you do not try to keep good or clean up you can find yourself touching a dime. This dime is a transition, through many realms till you find one that you like otherwise you are in a dismal realm that is there on thought when you think you should be there. This transfers the energy.

This happens as you on thought you shift to it as you are thinking of something there. The indicators are

something is wrong, hidden or not you acting as you. Otherwise you get a sense that you are not where you are supposed to be there. And where you are, you are masked in a creator's dimension. As this is, you are not but illusion. Learning and lurking to be there, learning from the dimension as people give answers and you can ask.

Think and this creates the learning, as this is you are learning from the creator himself. This if bad in intent, can make a darkness effect and you are seeming bad as if the creator made it appearant and you end up doing better instead. If you are released by you in spirit, you are ally if in need with those you beat and you beat those allot that beat you, thou are let to wonder if they were even beaten, as Deidre Creith.

The wet dro ult = The natural weight result; Nothing is permanent, as you are very interesting and time itself is always changing. However, the more things change the more they can stay the same in the point of reference that you think on. Whatever it is, this allows weight to change, as you are in ef and then you are capable of the thought in mind you can change the form as that is if you and if other agree you can change by a will of fire thought and water can be used to flow the energy to create what you want to seem in the thought you can get change rapidly and otherwise as you are able to use things to full advantage. This is where you are that way and other planet in you are this way. This is a way to get a result, as you are changing form, in order to make the weight drop or drop not. Take the weight back, as you are willing to unrise it and the body will not give up as to back up more weight. An do the exercise, as though 'I can but I can't as I won't as I lose weight there it will stop as no thought is resolution was no stop and I can't do.'

Change the moderation of eating less and you have solved the ideal of problem weight control and with thought of self-control you are charging as you are sending away change and stability is molecular weight that is to drop by will itself unless no excess mass will leave no figure. With the weight dropping technique I described in mind, this is as I give thought and the I is the third eye that makes your thinness happen at a will. Or not, if you are not for other ideal by recieved thought no more as paradox concept is there as though as you do things, you shimmer with energy and drop in weight as you go up in height until you don't desire this as natural witchcraft is in a result.

Tri Nodoff = Trip falling; Trip walking fall is when you trip somewhere, as there is a walking an you think to go and fall over that you are where you are there and where you are ending up here where you in wishcraft can go as you wish and you get an ideal. This is an ideal that can leave you, in the end you are there up somewhere else. Where you in trip are there in mind, that you find yourself as you trip. Where you don't trip as you fall or trip and fall or don't trip and almost fall or as you stand you are somewhere that you want to see as though a sightseer in the ideal of the mind that you are there and here as you get to be places that yo went to before or have gone to to but your soul remembers. As you are now, you can shift at will and you can do things with a favored do effect and different thought can lead to different places.

Basically, you trip and fall and when you stand up you end up somewhere else, that is where your soul takes you where you are actually and you are. This is where you basically, shift on a thought and as you shift you are as you want dimensionally. Think on where you are going. Seeable results are when you advocate, you fall or trip unless you go in soul and you are there. As this is true, you are what is considered in an ideal that is a story that is with a plot and you set the ideal by what you think. The energy you think to use, is what you use to get results to fix the ideal and use things as you are capable to use.

Chet Rel = Visualized Raising ability; This is an ability of real events, as you think and feel it there it may happen. There is a raising glob effect, that is raising them all that you desire by thinking of a globe to work with and you with a wish to bring them back as the dead rise again. Now if you want to live alive as they are dead, to live again and that is what you think that is like the linux effect of the invirtual world that is a real weight user world.

The fear fades, as the moment is done by three ideal expressed that they did that was noticed of their minds. To raise someone is to think of the need, as a point of ideal energy at them in thought of their lives from what is at the sphere that you direct at the body and this can get as a crystal and think by suggestion to remake the body to be alive as if you are thinking and imagining the body come back as you imagine them to come alive as though on puppet strings and their subconsciouses are what makes them alive and they control themselves as though nothing attacked them.

And moving things about, as though you are making in the moment as they live and they are as they are,



smart as they can seem and they were knocked out unless not deserving and where they are now as though never been dead they natural are fully restored and they wake up as though depending on the energy they can kill or not as this 8th dimensional healing technique of silver and blue energy that is in use by Odin that is with use and with use as time makes this possible as you are sure this is a possible effect but if not you can cancel what you want as you are certain this will work and this will bring you alive.

Bring back the dead, as you want but don't bring people back that shouldn't be brought back and you are as you want to seem and they are what they want to seem as this creates them in into going and living in ideal as in mind as their is no thought, to do you think and you are in dimension as though in mind and if you don't think but do you are there in the real natural world. Now you don't have to do this, if you don't want to now, this is a point with things then that are what they seem. As thought if you are as if you want, as if you are were realize what you do and you are not minding as things are right.

There is possible chance that a demon could from the curse of the money, as if lucky they are not possessed if they don't lie and you stop the effect of a demonic influence as to come and accept or speak the truth as you are in acceptance from the person your near. If they are raised and use you to become not encumbrance as you think, this is about the thought they won't as you protect them making the biosuit effect using their aura. There is a concept that is to create a good with bad or more positive encounters can come along to aid them, thinking with removal of their death energy.

This brings them alive as this is true you are able to create things in the ideal, as you can work with thought and bring them as though a living state. This is temple of time ability gained from the temple of the winds. This is just like the book world as temple of the winds but it can be used as thought, if you are tying things as events are put together by the subconscious. What you learn is the effect, from them as you can use them to do things to get results. As in some area, the effort to live beyond the grave you grow with ability, knock on a door three times as if a thought and you can live with the truth by what you decide with thought to use and this brings their body back.

The temple of the winds is visitable as if you were able to get the effect, you raise electricity by want of the need for bio energy used to create effect as you are thinking of a circle pattern for the electricity to work in the wall of the bio electrical energy is there, to keep the electricity generated to create a thought to make a thought as this is thought into existence as though electrical effect and as aeriokinesis. To make an effect of research there, just go through the books as if you are able to use them, spell the spellbooks and other books to read themselves as though you read them in an area to reveal what you seem to think is there.

Otherwise as your aware, you are able to use them as if a concept was recommended. Thinking a point, this is it as though you read the book in the book you study guide mapped or read in the book you read. As if, you read the book turning the page turns the page to the moment you want to view. Thinking a point, once done you are what you think, is in need to suit the moment as if you were able to use things it were telling. Any dumb move in some area is a menace. Tio is the entrance, as if you were more useful and you are, this is a point with you there where you are trying to go places.

So the points are temple of the winds, that opens up to the area as if a door by thought. There by thought and with thought or think you are walking through a door, as you walk in through an in open door thinking you are going there close the door and you will go and no or thought as you will return as you leave through the door that is the way you walked in or as you want to like a fairy tail by an o or otherwise known thought.

Thein Serefim = The creators pets of a power in life; This is the power in life, that is what is to seem as though interesting. This is a serephim of illusive elemental fox ability, that uses what is to create what may be or what isn't. That is also a greater ability of super natural understanding, that is also the trigger to release a point where you are god as you are a high elemental that is creative and yet useful. Thiow releases this effect.

Adeulf itself = Adeio Victim; This a person that appears in real life and reverts as id controls to make things as they want mistake. Don't cast this if you don't need it.

The Hia Sese = The self higher self; This in mind is where you are able, the creator does all thing you want him to do as this is a concept that is a moment of peace. Then you can make a concept the old way of

bootstrapping the mind as the highest self that is the creator, can help sustain you as you are what the peace offers, you may attack as this is necessary and otherwise is peace we live in now. The ideal is simple, thin and think, this is a point with you are that enabled to get things that are with need by the parapsychological physical reality.

This is the process as the mind ego goes through, accept and go on and you can imagine the complete the bootup with thought of the computer bootup in your mind. As this is the ideal that you want to seem, you can cancel and complete the ideal of what you are capable of doing as though you were fully capable and given the cure to what ails you. As this is effect then you are what seems to be nice. The computer typed and hacked in will do things, as you type in thought and message that are there to seem and be what you intend things to be. The bootup then is in complete. This won't happen if you don't want it to by thought experiment.

Fug Inedra = The roach race; The crenelated doppelganger roach race that was once human and not after the transwarp drive went bad and the were were cursed into roaches. The moment was a creature on the time ship as a carrier of the roach race that was there, this is a point with due to transmorphic make where they became what was thought to be a terror in the mind. They cause on a motion caused by assault in desperate love called fug and feeling that you can transform and use that longetivity to create the effect, the effect is there to get what you want and you can find a way to work. As you find a way, you can get the way to go and become what you want to suit the purpose and you are allowed to do things that you are wanted to do in the need you mood switch to change mind modes to change attributes and change what you want time to make you to see the right reaction to get what you want in life.

Ge Rite = Get right; The get right is right with the right reason as you pay right spell in study, done right do right get right and no in right hand slap can happen from electricity in effect from what transfers through. Which is blocked by what planet you are on as you are timeslipping through the movement thinking as you are what you are in what you are. The effect is the moment that you are what you seem, you can change the ideal of what they do in the wire by thought alone. And as this you are what you think, as they are not there and nothing came through with thought of what is there. Now what you think is done is done, as you thing things and do as is needed. Action makes thought, as there is no thought as they gave you in an ideal that isn't in need the thought is what becomes as the thought is what is there. You can create what is there, as you disable what is there and as you are in what you think about you are given an ideal, to use as that you by what you perceive and you are what in need are to serve the purpose and you are smart.

The Avya = Avalon overlay; This is the avalon ideal that is in avelon, this is overlay where you create a pattern and create an ideal to as recreate and as though a pattren Southern wave was to do create as though thoughtful as though on a thought to think. And in an area that is what seems to as though, you in charge are in aspect in of the moment to recreate and remake as that is what you want to seem just you meet hit and this is what you see as a flame ring that is what you are to think an ideal to overlay in minutes and make as though overlay was there in microseconds and though night was in reality and creates darkness and cremates what reality is there that as patterns match and then you are able and doing as though you were never without an actual reality. Wave events by this item is what you are able to use to create with 9 or more wave patterns. Destructive is worse, destructive is bad by bade commands that create with wave thought as you get to know what you do. This is distract by destructive means, as wave meets reality antimatter is released to create with disturbance of the pattern overlay to get the thought created assume as though a new thought in the universe and world were created inside you. The Use is the use is the pattern that is overlay by where you are to go and thought of the place and you are there.

The Cil Act = The sixth dimensional act; This does as this is the way out of the matrix, think this is so and you get out of reg mine experiment. And nothing makes something nothing in as it is wrong and not your wrong and no stupidity in this effective maneuver is honor to the view and is this if useful if you don't trust it you don't have to use it if you are getting hurt as in this is in the best thing created to note in the effort in price drop and in curious mindset you are able as this is stop things not always to be reacted to as an act is an accord in view you watch and in this mode of use is thought and is to stop anything and in no deaths are that which are noticed and no scene is there as seen in the mind with in an ideal is the thought in curious ideal or arguement by effect is by the ideal of what you seem in to expect as little on what you do is known to do as you make with time that which comes and this is in a way in what you achieve that comes realization, however with a can this is without injured pride as you can't do to undo or not as need seems as you can get bored and explore. In curious is a car or automobile as accidents, now just let go as



that is with thought are deadly in the 6th and then below as this is what makes and yet can seem prevented and done.

The Demona = The demona ideal; The demona in effect is where in sanity by being a warrior in a magical ideal, you take up justice to serve the weak and make consideration where its intended as needed as though you were police. The policy is rule set up as no taxing and in thought. As your a daemon you get to seem summoned to work with the summoner. She can call people who are in chains, this is a point with have or have not by them that serve as they want to serve, a service for a service.

The Cil Vamps = The 6th behavior; The 6th dimension that is to treat women fairly and interesting, this is a point with fair treatment for all. As long as your not sick, as your sicke your almost exactly like yourself and very mature and almost immature to work magic as the ideal is need and you are intended to do better as in a concept. The balance is the dimension reality and a ship in the motion of moving that and you are civil and stability is assured concept and no paranoia is what you decide to do. This allows no killing something, unless killing is allowed for as explosive is to act like you to kill some attempt on the live take taken as something else unless the body needs to be alive. This includes the tact of 6th dimension zanity in act of sanity. The 6th behavior pattern is in civility, in rich treatment is included but not in everything to not seem wrong or right as this as an example unless only the positive and no negative needed as a 'fix' can happen in stance that fixes things by what you think. And anything to avoid, is with no lunacy as this is considered a hate that isn't expressed and no bombadere avarice.

The Abode Kitsu = The Kitsu tech; This is an abode for kitsune and products that solve themselves in el. The abandoned technique, this is a point with other ability to get what you have in mind unless unwanted by the target you can get what you intent. The ideal is not done, unless you need the need is there as fey ability is available to use on thought to use what is on purpose to work to saturate the skin and break stains free. The 6th can be controlled, easily the kysu in what is a project 1 effect be as good un neutral. Any balanced in thought to note is what is seemed, to be known by the right people or area reality deals fairly with what is wrong or not seem right as your of an acceptable act and things controlled by thought with mental control gravity.

The tempt movin = The motivation move; The metaphysical attempt is what justice that is deserved, as you are the one who is what rules the place, at least in your mind as a moment that works with making the mind over in a matter to create an ideal to make matter move with thought. She or he can hit the head, of any that seem to irritate her with a very connected inth thing not easy to move but easy to inbue with 6th black energy.

Nea Thy = The spared delivery ideal; Tis the meaning an real in love, thought as night as you do things in life your way is what it is in meaning that may undifficult your way in living or not in any way disrupted is what their way is for the purpose of life that is very secure on purpose in no harshness.

Maeve = The Maeve effect; The effect of what you can seem is a love effect or other by art of supposition, this is indispositional an what you want you wish for unless you don't wish then you get curious. If you use this effect too long you can go blind.

Adaev Mige = The crown activator; Stop the moment as you decide your crown activates. Punishing blows, in mistaken compromise hoaxes are somewhat endless.

Aai Lean = Just beatin heart alone; Aes Sedai trick spell, their is no regard to this anymore to beat an unpersonal heart befriended and just alone in sleep. This is a realistic beating, for any moron that wants to get hit as a butt slap. Think and go.

Aleia int = Reverent loss memory; This is where you thought and you are revered, to seem the person you are as 'aare' they think you are someone you are. A spellform in use is a thought reverses reverses back is reversed in thought, granted in memory thought of recovery to reverse back after from the phone that is what is right in front of you.

Alead Aes = A mistaken compromise real; Think rushing ahead an reason to know is a cancel reason as this makes the metal there real. As a derivation effect can come up, this is a point with give or take to think as to make real from faking tricks in adverse moments as you aren't slapped.

**Alesio Aes = The thought spell;** This is the thought spell you made and you get the effect as though weaving to fix any thought world wish in ideal that is wish spell in mind. This allows you to close any spell door or energy gate door that is open. By closing the gate you close the door in thought after reacting correctly work it out in a confront battle is you passage through safely, in memory invert cave from well and you can get away in a puff of smoke in a thought of security.

**Les Thai = The memory spell;** The spell effect that is what you call upon to ensure success upon a fireplace that is where you are and you are at the moment. This in actually allows, you to know lews therin theremon place in use and weild the effect of what is needed in place you are what you think as you are in use.

**The Xenedu Aedisi = The Fire Spell;** The full fire effect, with use of any with the fire plane spell as a wrath of magic. As this is the wrath that can happen in the area, there is an area that you can choose in an become one of them, as this in is rage in motion you can use fire as a demon ideal makes you think daemon and the natures wrath on those you decide. This does the effect in fully clothed form in form you do the spell to strength. Aura is the power that is and you use fire energy in your aura as a fighters double aura shield active on a moment this is needed as a considered defense. The in moment your so shaken that this shape up, this is a point with that energy or what makes you a tree of and this is the or not point where the ancient paradox forest is there no longer. Whatever you do then, with this is to not think of them and they leave you alone.

**Aora Aeort Aff = The Martial Affect;** The martial art energy defense is an ideal, of what you can do that is an ideal in this is ideall for an on moment network in thought as interred living memory of martial art classes, as this is the energy that is useful on the thought of what you can do as you think and you get what you need are capable of in mind. The effect and ideal is what you get, by what you psy telepathy in ideal of what you think. The effect of martial arts is easy, as you think of a dimension in invisibility that you need to seem in and you are as you take on the atrocitist as though a divert the champ effect in martial arts. That you think in on a blow sending thought as energy. You seem to form as though a blow that is psychic and you are what the person says you are or do as though suggested, to take it on thought energy to accept things and form as the ideal is there what you do want to form. Release what you want, this is a point with what you do as you need to do as you think, duck or hold up a psychic hand and use it as you are drawn to disuse or what you want is done and you psychic kill a person, if you want to do this and think 'this' stand up and go as if nothing was wrong. And think 'this' and think on, what you want to reverse and state reverse and you are stable again as a In Ir Aff is done as this is not there. This can call on martial law if you don't intend to stay there. As long in thought as you have energy, you have the interred energy that ability focus is to use doings in favor of what people want.

**The Tri Fed = The third defense;** The third dimension is equal in time only offered there way as you do go about other places, this is a point with the time dimension and think of time then you are getting better at skill use. And skill is then in use as use is by what you want as itens, thoughts and shots is use in good behavior if used on those who deserve the ideal or not. The ideal is achieved if achievable, by what the ideal target goal is to use as an end result. To achieve goal use a good body as you are to get the right attention. As you think the concept making you see what is there or correct by right points is achievable, the martial imprint is there as use of the third defense.

**The Psycoy = The psycopic attack;** This is an aura defense, interred with energy that can be a release by discharge at what you think on and not much more with what will work on them or not as it will degrade your mind and yet mind improves as you fix by release of damages in energy at an object. What it collects will go right to the attacker as what thing you use as you are thinking on skill use as this IQ you are worked with skill. This is what you can psychically think about an get what you want or not as fixture is done. As this is what can make use of 6th dimensional energy to form what you want, this can get use with the use favor not given back unless in its deserved. The dispel is attacking a wall or area thats not a person. Concept is what is there but not in use unless, it is in intended purpose as a weapon of strength in skill and balance wit.

**Aeoi Aeies = Immolation Strip;** This is in a thought, to freeze to remove ane brainwash that is where to you are whom you are and nothing else.

**Dynamic Eo = Dynamic weaponry;** The dynamic weaponry effect is even life threatening to the user as its 6th quasi dimension in ideal by method with proof of the effect of attack, in ideal and don't cause what you

think unless you need to by bioenergy. This powers what is the effect that you want of what you use, as chi runs through the area of effect you get a lawful thought that only is at the one that is with attack energy as this can discharge or aura assault on chaotic energy in thought as you get better in the body. This is the ideal of an ideal turned to effective force, as a punch won't do and this is when you can get use of the ideal of what is disagreed on to get what better result you need. This is close enough focus as you imagine, this is a point with thinking of that so you can have other means to use other than attack you can try to reason and you use youth in purpose as he does you do unless you can by tell by what dimension that you linger on in the subconscious for what you want as a form of suggestion as you watch the action and create the effect.

Sicke Fixxe = Sicke fix; The unsickness by chaos is sicke form fix as this fixes things this is the chi effect of ki in use and no hits or kicks by what you are doing, at the psychic ideal of what you are seeing. This is where you are not the thought if thought then don't keep the thought overset of watching what an when you eat an that is weight thin drop down an en socke ideal, use things in peace and don't destroy needed things attempted to do. As you are wanting what you get your chi improves, as this is something you think your subconscious can fix anything by movement or kinetic action or use thought and in action. This can self-fix as you and this is as is what you achieve and get is what you get as is possible works. So to improve your chi in action is by what you do of chi in movement, you fix what you cause with focus and gather it by thought to do what you think and use love of what you do that will happen chi will do or not as you are thinking, and fight or not and figuring out things and in doing something else without seeming to do things if you desire things unseen or invisible you go as someone else. If at least another psychic cure comes up, this is where you are with you aren't actually curable, then you are doing things right as you are fixed in what you think, this is a point with use as you are what you think you aren't sick if you don't think you are. As you thin up by thought with chi, you are fixing your weight in movement as you take it in thought to your aura on what you seem as you release this psychically put on hold energy. You touch an object of energy, this is a point with thought you think release as you release piss this discharges and your weight goes down as you settle and suit your own self on touch, on a object thats allowable you stop weight as it comes up and it sorta vanishes. This can seem a physical blow but instead its a healing effect, that is what you can use by just think heal and this heals up to thought touch and think fix as not hit out you are down to a certain weight that you must hold unless you want to keep losing weight by keeping in energy and release if pants starts to go outward.

The Impoy Sicke = The employer Sicke; The natural ability in chaos is boosted, that make sickness curable by doing something you do or not as you seem to do things you cure it by applied chi to ki and not kick and no punch use is in to fix what you think, as your subconscious does the cure to the body by aligning as with the planet that is with a core that is alive and useable with thought. As you study what you think, 'fix' and you do as you then you are fixing the problem as you modify your body to fix what the ideal your subconscious thinks is curable or wrong. As you at the time think of what to do, this fixes itself by what you do as with chi and knowledge as a self-fix. As you are sicke with a chaotic disease, that is what you are striking or doing things mad and out of order and not thinking as you do, you can fix by what you do as you send the nulle effect to what you have as the sickness in what you have. As the lose effect and this is to the moment you throw up to lose the effect as to think about or not as chaos is sent to you back at the sickness and think it out and balance your mind with thought of you as you do well and you discharge in it at an object. This disease is thought but not felt, as it changes every time you attempt to cure it unless it is fixed as this is what you think or at least not noticed. If at least another psychic cure comes up, then you are doing things right as you are fixed in what you think, this is a point with the area as you are what you think you aren't sick if you don't think you are as you thin up by thought with chi, you are fixing your weight in movement. This is with movement in employ only as a self-saftey precaution. This acts as though a differrent action to pain, this is a point with other things that makes you lash out if out an in pain by natural thought of pain that is not allowed a path and Alpha Lipoic Acid is done. Out in pain and in your cured, in recognition and yourself is outside as yet in action there is thought you are not here and in invisible your out. Outside existance is there for you in life or not as you are where you think yourself in outer reality.

Edi = The Wasp; This is removal as things you want not are with the wasps mind removed.

Edo = The world ideal; There is the world that is interesting as of class, that is the moment that things can do things by touch of wish effect to object as though a port of energy to create and interred essence is the electrified thought.

Edu = Educast; This is a seen cast that is noticed but not reacted to. Thinking a point, if you have anything to think on its displayed, as if the thought was there as a tv or netcast ideal in ideal.

Ore Nox = The area of practice; This is the area you are or you if no you cut things out, this is a point with "not as your there where your in the area" or your in thinking where the ore supercharged causes the knocks as the nox is poison and we are sickening by what you ore or by use of thought. Nothing is achieved unless your in use by spirit allowance. Think or nox a second time then the effect disappears, this is a point by thought with you stopping as you heal by revival.

The noex = The novel now; Think and do use as the doing is acknowledged of the future. The use is us and the ideal, is what you thinking about something that our subconscious is intending. This is the concept that is in use at the moment, in thought is this and things you want are in at once you decide a use and use is done in with an open mind.

Oria Nox = The area spar practice; This is the area you are, you no you cut and in where the ore causes the knocks as the nox is poison and we are sickening by what you ore or by use of thought nothing is achieved unless your in spirit allowance. This is with a second time, or use it and cruise it and stop thirteen years in appearance which light appears and you recognize things to stop as you heal by revival.

Ther Lab = Therapy Lab; This is their lab in their head, as you make progress with their genes you create a chemistry effect as though thought in this area. You just have to use this and it appears. This is not attack, as you are with just a thought.

Ther Fath = Therapy moment; There is a moment in the mind, that is a scene that can come to you as you are what you seem. You observe the moment, the ideal is if you don't know a reason you don't care as though you don't want and if you care then this is as you no. If there or not there yes to seem as your aware if an ideal to get better ideal, as if a good example or a good example in time is served. The ideal is to know, this is a point with how you are thought of so you don't do the call back to your own body. Then you can use the thought in moment as part of therapy in therafllu.

Ther Abbo = The place of abandon; The place is abandoned, this is a point with the space that exists if this is where you are thought to seem. This is a place, that is what you can seem to know and then positive negative you trust me and you can get things there on a touch and back again on a thought touch as though in storage.

The Mex = The Mex effect; The mexican food is tasted, as you eat it somewhere by what you use flavor tasting in the mouth. This is the moment you are Max the Dog on a calling as you can create at will you are able to think and make by what you observe. The moment ends you here as you are now unappreciated, this is a point with you here if your returned to life there as if you as in you are in a concept as to seem worked with and out you are what you thought. Think so once you thin and think you are restored, as if not dead as this is a one time use spell you can try to use their ideal in as thought out as concept. You hear them and speak to them, in your mind in not thinking about it you are what is there and what you think to appear linke is gone in life and in a computer as though thought to seem invirtual. The ideal is included in self, think the max as the original ideal is with someone else and you are fine with what is here in there.

Tye Dye = The tying of the knot; This in life was a concept that was used to do a tye here, this is a point with you to create a tying of the knot somehere as you are both attractor and worker in one of the area you are in as you say the whole heart and your true other half comes as though to your aid or to do and help as if you are what you make yourself as though by a mention and you are out by what you decide an able to care and if you do you are the one there or not as you are in here as if a mention can seem a person. This can reborn your past lifes as you think of the ideal that you want to see, this is a point with the ideal I separate from you and you are fine as if you are there and here.

Carr Marx = The Marx brothers ideal; As you are free to go and think, you can fix the moment to be as though you were an ideal in mind and think to yourself as u is done and can do better, you change to get things by mention and as though a performance you are an act to work with as you are better for what you think.

Carr Lav = Car wash; Now its just a car wash, as this just is one you can return to it and this will be another time that is yours to be in time or to seen at another time in a projection you screwed up and time

is restored. And projection is where you are able to send forth a feeler energy to show you what is there.

Neg Juxao = The suspense of negative energy; This is the negative time, where you go dupe someone and where you are negative and pole positioning is to think to switch with them as an assertive positive time is matched you think and time can seem to seem way to cool where its not, to have time stops and you go as you can see things on a bus and now as though you are there and you can get things as if you were getting what you wanted as a time pole effect called a juxtaposition.

Neg Ty = Negative time; This is the separate inseparate time realm, what you do here is what you think and the time can arrange itself as if natural. This is when you are coming back to the time you came from, as you match a statement of the past which is possibly a moment in the future and you appear there or you freeze time by just think and you can go where you want.

Gye = Free time suspenge; Describe the person that is the point of reference, as something is almost always the same as though a moment happens and you will shift at a reference. This freezes the time, as if before the time you got free of it that you are in and restores the time to become what it was to you. Think of the time and you can naturally use what it was there as a reference, as the time makes itself clear and you remember your past from there and if you start messing up you go 'oh noe' and tyhen its fine.

Fre Ty = This in free time; The time effect, think to the moment you were in and you are what you think as you get free time to go with and this makes the effect to going to do as free time and time freezes around you and you are restored to your own time.

Now Cha = Now change; Now to make a difference, that right there negative in time and yet positive never can change the time difference in a spell. This is the time difference effect, as you are thinking of the time and think of three points of now, you are thought and thought is now as if now is then and time is then that is now as you are likely you at the moment, as the moment that comes up and you are already different as things work themself out. Things such as thyme work in tea and you are okay.

Tym Fx = The time spell; This spell makes you by ideal of the time you are in, to use thyme in a time spell in a cymbal and you can set the conditions that create a shift in time as you think of 'te' and use the time ritual that can create the past or future that you want and it is as though thought of the time is what makes you sometime else until fear drops and you naturally just rephrase something to return as if formed from nothing. The ritual goes 'time in a thimbal [think of the time you want to goto now] use the time and create the conditions that I want, this is a point with as I go I am there as I go I am goe as I goes I am what is there' think of what you want to be and what time you go to and state what you want, as you set the conditions to make yourself seem as you want to never listen and dun never stop to go wait 10 seconds and tap the thimbal or container full of thyme as you swallow it and you are there as you think of the moment you were and start stating something there in that time that can temperally disappear you here and yet leave the body and think of other reappear there. Then, when you are ready, state 'temperal moment of time itself I am restored I am fully restored to get back', imagine the cymbal and touch it and will in your mind to be back there where you were and you can complete the thought of something of your life before and you are returned as if not at all time tripped as you trip and fall and wake up where you were in your house. Otherwise, use thyme in something and you can think of the time, this is a point where you return to your own time as your own fear drops away and you become yourself as people suddenly think of things you do you are pulled to the right time as if not time tripping and yet here you did trip and as you reappear there you can be yourself again. And if you blink a bit, this is a point with what I think so I am better suddenly you are awake and in time yeself. Now describe the tym or reject the time and you go and think, so you naturally return back in time to seem at your own time.

The De Jojo = The joke deth; This there way of tough love that I used to get and work with as they were wanting to see death and this is a ritual to raise them as though done in one land and alive in another. Use ki is li and love is thought thought, as you feel the need you are what you live in and you can raid the lands of lore or raise the body if it is in need in to be used. Raise in body through act, only raise thought in an act and as you do things you are now what is done.

The Passeus = The passive aggression realistic moment; This is the use in act by what you want to achieve, this makes the act seem real as if you are better for things to go and to do you achieve this art. There may be a case, in where good example is needed and this is through the act of what is real to you. The use is not wrong if proven to allow you to see. Allow yourself this, as this is not the wrong you think.



The use is if proven good is use if thought and if need then thought is observation as to seem a good use is use with activity otherwise in disuse is what you use. As this is what is in use as service that is done.

The Maus = The Use of Practice; Better use effect is this in effect. This is in via thought pad transferred, use of this thought copied and you interr by use the thought with others imprint that you see. This is thought in use as energy, this is a point that is done as a purpose not in thought. When you are not in need of things, this is a point with psionics in ideall is with ideal as a waste of time. Then stop and do something else, this is a point as though with you or your okay with what you do and you do things to get resolve as things are apparent of themselves.

The neg use = The negative use; Then is what is concept in ideal but the future is now. Things of this nature can go bad, as bade result are not in thought as you can expect and you are in ideal and out of use. This is in thought and in use things like this used moment is unless due in thought your not due in purpose as you are due in moments you are as though thought to act good and with guaranteed results you act good as if an actor out of time interred in perceived thought as in a moment in time you are wise in ideal and you can be shown by what you do the way you are. In life you exist, but death is darkness as in limbo is the path you go away to as you are what you seem, as this can seem to be in use from bad example. You are in thought to go and come, as you are in ideal you work and see as to the end results. This is the last ideal that I had before I died, this is a point I came here as if resolution were making me come back to life. To not be used if in thought and gets good results that turn bad from what is after events in a point of view used to point out its flaws. This with innate intuitive results makes thought and gnnowledge enhancement. As you perceive, thoughts come to the mind as you think and you view it from within, as with inner fire and water drunken you nix in mind and use of ice is in often used action with mage thought to create coldness and numb you do things near as with the body pressure points in thought. Avert it by not doing in kind what you get if hostile as thinking, this is a point with disaster of using it as this is in ideal and you are not in effect in effort your fine or well.

Your ideal is thought, there is a point with this as this is in and differently viewed. As is in use by what you think of, this is a point with you as you are thinking yourself in as this could be in place of another. This can give you indications, as this implacable as what you think you are is what you gnove you are, this is a point with anyone that travels that can seem to be you as a safety precaution to get a swap effect and do things right. These are the moments that come to become, as though you were as in a moment that time setup and opportunity is here to get something or escape to as you in are with a thought. As in a moment in a thought, is an ideal use that you can use for no other reason. As in though a thought you were in a concept as if you are real in first person, this is a point with not so unreal in otherwhere thought and where else you are going. Then as your aware, if you were in the ideal that you are a were and things are what they seem real as perception allows the thought, you are better thought as though a real live being as if a force of nature that is natural as this exists.

As your difference is proven, things thought make thought as you have an alien being near. Which is what in use is what thought makes thought, as the alien could influence in use by what you think and proven better you don't provoke and they who watch don't fight. This in use is thought in practice, as a thought is a practice by what use is art as magic is use you can fix anything. As you can use things, you can get some ideal to find a use as thoughts come to you you can perceive them as good ideal or bad as a bade thing not done. This is what is thought to be in achieved, by thought in action and action in deed by what you art to make. Or nothing goes right unless, as you think you know you think you can or not use the attack or flight ideal. As things in thought, is in use or not in use, this is what you want in life for self-advocacy in life as to think is to create and you can use to determine by what you do in thoughtful ideall and you can deter impulsive behavior to understand impulsive behavior as it happens.

In use in thought is thought as useless is the motion it describes, as you are in thought to use thought you can get the better ideal from what you can get with a in concept or combat. With this thought, is in use as the art is a concept and you can get any thing in art that you can achieve, with just a youth effect as an art piece is used on a touch or the thought and thinking you can sometimes use the art as time is not there and you are in an action in your inner thigh by self. Thought creates whatever is there. Achievement is never a price for failure, as you are due things to work with and the end result is over for what is in use the reason your clear in thought is because you are clear in practice and that is thought by what you do as is thought in practice is in an act in what you are doing. When your clear in thought your clear in purpose, as in thought in you is energy that is what you use to do as this is with a touch or chop to the right area. What you do is clarify and things you are doing, to fix you can use as you search as it is in the mind to work

their conscious to clear up and cause resolution in what you attempt.

As you can get things, to work on thought is mind into action produced energy. As bioelectricity is thought energy put in by touch as you think to create the machine or area is reacting, yet not always is the time necessary to be right as though from produced by aura movement in from thought and activity to work in with thought. Used as chi in this is reasoning by your use going and making activity, this is into ki force and not hit into them is this from their mind and is the force attributed to life that is by what you attempt. As this is what you do, in reason with your master in life, as this is the mastery of what you chose your subconscious can serve as a useful master. Reasoning can resolve thoughts, but you are able to get better results if you practice and meditate as thought in use mind your business and don't bother to energy hurt others even if in them you serve. This can cure the thought, in an ideal that you attempt in focus by energy and though thought is focus, focus in thought and cure yourself by thought of 'fix' that is in undo use that is a touch to the body and is interred chi use. Rest after treating the body and you are cured as though all brain problems are undone on use is the thought is undone by which you get hurt by and use is undone by energy in use.

This in picture art gone, as in the future art is not there. As if in a point of time where none is, you can use as if in an in thought point to view or no you don't make use of what you do to achieve results on your own time. As in a moment you are there, this is a point with back again ideal as if alone and not in any trouble. The art in mind is what is there, for personal correction by what you are doing with life. The art of life, is in what you in are working on in a magic effect as you now see the art is now planar. Use of art in of art is by what the energy that in the canvas to fix and make at a concept. This is an art, use by thought to make with ideal. Use by thought, or your in no thought with planar thought to use as this if in use is wrong and to make by planar ideal to make right is correct by what you do right in a creative means.

As thought is done, you can progress something to create an instant in ideal manifestation that manifests by what you think in human and alien results. This in my mind is sometimes called an in thought achievement, of what is there to get an ideal to advance on in thought in purpose in mind by body. There is a way, that is capability to get better by what you are attempting. This is use in a thought to not deed, this is a point with you that you can do with needed things as a use is in blended ideal by result. And in this thought is use of a clone, as if to create by thought you can make use seem reasonable or not as the ideal is not needed. Where in purpose, you are active in achievement you are going to see by thought the correct use is a thought by one who knows and the spirit comes up and if in a thought you are observed as in in the thought you are perishing yourself by what art in act you do. As art takes form you can create results, this is a point with things that can get really bad as what you fear creates dark things. As in effect as interred in mind, you are what the ideal is in the different result that was intended by spirit.

As in effect a concept art there in the art of creative thinking, you can seem to use a coincidence approach. In no thought as you seem real to thought, you can use nowing as in an ideal approaching thought as a person. In mind, you are what can see and take an ideal to use from as the thought is a person, their subconscious takes in form to seem as them on in action focus of thought and a sigil in use you can use what is as energy of activity is what can be used. The energy of non violent acts, by action is what can get bother but no violence when used as a source. Analogy then is the art of the movement in moments to achieve what in a moment that is of use can be of use. As the art is use of your spirit, you can use the ideal in spirit movement as if to observe and watch in a nowing moment. You can use what you get in ideal, as a result and by what you use in ideal use in care and use is good or not if thought proven useful.

Or with thought, if you are to go with going on thought alone, beware what you are seeming in real life as the identity could, in action be bad enough that you aren't trusted, if in fact you don't care as your not there and there is a way then use their way as there is away to go as the inescapable escape plan. If not needed, as the spirit makes things and then its not done this is only if proven bad as a bade ideal is wrong as a discontinued thought is bad or not is a concept an its not thought time. As about in a critical in moment ideal that is useful, or bypassed and channelled as though an energy of crucial moments an that are use in a moment, this is a point with what can be used in an ideal magic that is an art. The art is done as you think in a moment, there is a point with this where this is an instinct in action that is inches to getting a result. The art you are with is where you are, in an act of conscious and with an in occult action by what you think to achieve. There is an art to do necessary things to get actions even though the thought provokes this creates thought to become tactics, war destabilizes in mind as your in mind.

With the effort at hand, there is things done is why you do with pictures as though thought itself existed is



with the thought in depicted moments is with things that are used with thought that you in the effect are in able to work with as you get to go by simply a touch to anywhere you want to be. Their is real thought as real life is were, on activity the creator serves the purpose and you are destiny as this is weird in action. As you can fix on thought, this is a point with ideal to touch the aura by thought and think as your mind redirects energy to use and you create thought, into action if you are weird enough if you go on this practice you are an ideal to work. Whoever this is thought, this can fix up an energy with ideal, though with this is what can do damage or consider in use a computer is bad if not working a process to avoid as reasonable as no and you handle it. In thought in mind you are able to bear the pain and cope, an someone who is repaired by this is what you can use as energy in result.

That is an ideal, that in art and this is magic and magic is the action that seems in an instant, in the activity that at the the end is making use of effort on an ideal in art is taught in action. And intuit in thoughtful motion, that in mind is taught and is natural ideal that is intuitive in action with a concept that is done in with body out with mind and reknown by what is observed. In with thought and out with in activity, as the instinct as the act of art in combat by war and peace. Where you involved, are the artist and you can get things in useful involved ideal as in different in strokes, this in memory and can in as a moment is work and make that which is to seem in use if your body an another reason is e harmony as life is natural and doing. As though thought were energy, this is a point with thinking correction as you touch the body can cure the problem as if it were if you in harmonic ideal by music and chaos is not harmony as in death remembered and loved by thought is thinking that death is an energy that leaves through each in resolve and through a concept is a thought of peace of mind. And in death there is in peace thoughts of energy that is found, by in love and given by practice and in that holds no bar fight problems occur as though in thought is the mind as though were in thought situations.

That can disappear weight and things are what is by being war, and out peace if needed in thought you are an ideal as if thought of conflict that disperses is as though no longer. If no peace in warfare and now this in is not done is done and this is not done in done mode of thought you were not able to filter the energy itself. The effect to live after death is to use the love, in the womb and then try to fix the situation as you remember the womb. Thinking a point, you are what you were in the process to live. Thus, to remember the way to live is to go and you are what you do as a life science. This is the art of what you accede as that war in mind ceases that is occured by disease. There is no thought to war, as you use the thought to create what you make. Then, if you use the thought of love an think, ki is li is what you make in a concept as your will is in thought that in concept there is what that was as this is what you can become or not as you desire what you have. Or not, as you use the ideal of what is there. This is a thought as you are here, this is a point with use as the ki is energy in the body to make in thought as to create thought and you are free in the mind's eye as a view in mind is an expression in the soul. This allows in the energy that fills you up, as if in you as thought are to build chi and you become what you think this in is concept. Raise in body through act, only raise thought in an act and as you do things you are now what is done.

Elizarin Teila = The unlimited gytrash; This is the ideal of hitting a person in the stomach, thought 'gytrash' and saying that the third arm can appear spiritually. This is a guy in a trash dumpster, if dead there that can stay around and help as this forms a road spirit that can help being formed physically and helps people out. The third arm is a spirit arm with a third hand effect, the had man is real to you and if believed to be real can create the ideal and the body might mutate and what you believe you might get.

The Ful = Fullarchy after bullarchy; This is the fuel up effect spell what you do after is of beating being bullick, fullarchy is reasoning after the moment in time and that makes you as you seem and are what you seem.

The Euti = The Electrizzian; The pliers effect, the effect is what you want in a pair of long handled rubber gripped pliers. The action is to not actually, you ask with commitment to do it with strength and you can think its done as done is by someone else.

Azzuit Dema = The fart demon gas effect; The fart gas ideal is to change, this is a point with fart gas as biolistic you are thinking of an effect you get a result of what you thinning and what you think. This will be possible, as you believe this is a fart demon effect possible. Cancelling, this is to not want and this stops.

The C = The seeming inspell; I figure so I wanna be as I am I can seem. As if, saying you are what you seem and thinking 'fixed', you do and as joke you can cancel and yet if taken as a wanna seem you aren't as in immediate results that are and yet is possible.

The Fig = The figurement assuring spell; This is azzet in ideal and very capable is you to create the asset in better ideal and make time with the time you have and in a way back until cancel. The cursor is a control spell. So what is isn't, so what isn't it.. that reveals the true ideal.

Aciet = The lancelet spell; The effect is in a harlet deliberate and speedy, you are with worlds within. Whatever you decide does or does not do happens happenstance trick.

Accet = The world between; Wavery, the world in-between, the lines is there that is where you can find things an come back from by choosing and dying as its a world of punishment.

Azzy = The seat effect; This is the asset effect spell in a world of punishment, that is useful to get useful ideal and make money with it unless not needed as youth is there or not it is in the ideal of what you think that makes things happen as she is some of the source for effective as we are ideal source. Anyone who says this spell, is worked with in or cancelled control by him or her.

Azil = Assisted by core energy; Assistance to the core in by planetary core energy, to create what is there as we stop it want or need service as dare and use. Things made in brazil or other country thought become real, as in it resolution is done.

Azet = Azet murder case; Seem to accept the place, what you have done is done as you use the ideal of persona. Become a suspect in a mystery, case as a ruler in some other time and some other place known as ether from a place mirror that is in place creates. This is where you are considered in somewhere else in a illucid murder case.

Adel = The Adel land; This is the world between the walls. This is the mystery of a dynasty that disappeared as this caused the mayans and aztecs to disappear to death land. Explore it with a thought, as the cradel of life you are there as you ignore it with a thought as though thought is not done here unless you want to act normally.

Celia Eff = Container effect of earth and fire with air. This clears the area of what is contagious to make an immune person immunity, the ideal is to work and create. This also if used on a vessel, this is the effective ideal to out contain and trap ghosts, people and items that are special. This is the outside energy, to seem used to be inside an area in the ideal that exists as an effect. The ideal of what you use is sometimes an impulse, this is a point with you that you can weild to know as you use to understand as though to contain fire is in igneui. Thus if you are able minute in ability suggestable to be better, as though a counter to a will you don't like as this can be to beat fire sound or sound effects to a will you can still do allot by what an you think to other people in mind. This makes things easily suggestive, as they who are targeted live longer. As you look, a will to a will to a will your mind is not unlike a trap. Cast this by stating the effect, as magic and raise your strength can contain anything and thinking on what you want as you touch the container. Think release, to release the things you want real again.

The Meme = The Meme effect; What you put down is what you get. In the action of strength there is a moment in effect. The moment in action you are super strong super strength super ability, but what you get is supernatural and thought in with practice is an direct approach as psionic is influence. This is as psionic ability and this is what surges memory in an area that your mind perceives in point of time.

The mamal = The mammalian; The mammalian queen is the queen of all mammals that work toward all things they want. This is the moment, that is there if you are and you are what you seem. That can summon forth that which you think to summon to get better results. This is thought as with the end result in a secret effect. The effect is then what you create and you are what you think. Thought in a matter of moments are about to happen.

The Uma Umna = The human fire create; This is the pyro create effect, where you attune and tune things to be as if the moment in thought is what you are perceptively working. There is escape to another land, as thought exists where you think of in a moment and this can be a different time and place you are what you say you do as in work. The moment ends and when you think it does, thought will fix itself if things are and the moment will be as they are when you want them to seem in real life. An exempt moment of this, is to think of a moment and if its acceptable it can be used.

**Pyro Cret = The Fire Create;** The moment of fire in an concert by will is to will and you create as the fire is to create you think of your need and what you want to create and as you are thinking of this you make and position to doubt it or make the thought real. This is the moment you inner fire comes forth, this is a point with you as you are creating by sea in a thought of air use. This is when you create in the in ideal, this is a point with out a paddle if in a moment to create the point and make by what you can perceive in the air waves as though you were capable of creating what is there. This uses particle space, that is the ideal in what you want that if possible will seem impossible to be or not to be as it creates itself.

**The Hid Exi = The Human existence;** The existing person is to work, as the non existing is to observe or do things as thought. This spell creates what you want, in a moment as though thought were creative aspects and you are seeing things as they are in what you are again. This creates what you thought in a momentary blink and an eye blinks and you are there of an eyeblink elsewhere or in nothing you can create what is to be by thought and statement.

**The Una = The Uman Ema Inna;** The inert moment where you are what you do in another life, as though by silver and blue energy as he or she is what you think. This is the moment that you are what is in the need of a moment in time and you wake up in your own time. The ideal is to use the ideal of what you think, this is a point where you get what you thought if you are what you are considering in a consent of what life exists, as this uses the 1000 stars to work the clans of space. So I think this is use no longer though we can communicate.

**Umma Umma Mann = The inner word vampire;** The inner vampire effect can keep the body weight down, to what you are wanting it to be in what you think or want to become. In what you do with life you can become as though thought was there to keep you as you want to be kept.

**The Afval = The trash;** The trash is the place, that never is different when at a glance. Except at a moments notice the effect, is noticed on you on in a moments notice doesn't seem to change except for what you can do. This can cause you to become, what you were as you are in real life.

**The Reven = The revenge;** This starts with a revenge sigil is the revenge, that if you make it get caught you get an ideal of what you want and the person can't do much at all any slight can get you revenge.

**The Conn = The connective or not connective conceive;** This is for ladies, if what you hold in your body is gotten by response then the con is with an ideal expressed and nothing more and you assist. Then it is as if you and what you think, it can come true as the concept and you can become them in connection is the ideal thats calm in body connect in mind. And in no mind is the act of violence in mind, this is a point with what you conceive to perceive the positive you thing good with a positive heart and this seems as this is the real thing or not use is to make with as if the person had a kid but didn't. No more concept and it can stop with the right movement as if the con is over. Once you do things you do get changed to what you want to be. That is what you think that goes or connects to anywhere by feel

**The Infer = The inferiority mark;** This is the mark of inferiority on a slander that is what makes you mark things right, in the mind as your understanding what you get. You draw the mark and you get rid of the mark.

**Th Infmak = The inferred mark;** This is the infered device effect that is inferred as a marker of devices. This makes what you write down as a concept effect that gets the ideal to make as its consciousness makes what you intend.

**The emferrara = The car effect;** The ideal is the car that you run with as you are doing things you can gain a car easily.

**The empunct = The moment ideal in loran;** Theses are the effect, and word is what you wright down as your policy accomplished is that what you attempt and this is the moment to something as yet sane and yet you can be effective. You are sane, as you are completing the phrase and compunction disappears.

**Fixer Fixian = The doing effect;** The doing of what you do is whatever, as if you get the right things at the right time and guaranteed results are done without thought and intuition as a moment corrected itself, now don't do if believed in now as you have an ideal in thought this is as you think you do know and you do whatever is on your mind in thought and things are possible. The subconscious can make, this is a point

with what you can create with a thought as though a concept is a moment that is a person in making thought and in regard to what you say, as long as it reflects yourself this is true if you believe in what you think somewhere and somehow you can get things finished. As in a thought, you achieve the impossible and you can get results as if the end results were done. As if on a moments notice the moment is done, you are not regarded and things are left at peace.

It tis isn = The imprisonment insanity; This causes a very evil chakra or not. This is the burn down the house. As the effect, causes fumes and you are what the ideal is in mind. You are capable of any evil accomplishment, as you do the effective embellishment and get disbelieved this disappears and you are off to seem of accomplishing anything that you want.

Is Tis is = The better effect; This is the spell that really makes the doing easily done as this tis better then it works.

Is Tis isn = The imprisoning spell; The imprisonment effect can be released, there is a point with this imprisonment that is the effect of turning someone good as you are doing thing things. This creates the ideal, where you tear your body of chains and bonds to the person that you work with and it is what can create imprisoning. This creates the chains as though you appear attached to a wall and you are chained there in bodage if you love someone as if you are what you say is true and then it disappears.

Sha Cesair = Shape up; This crystallizes things or puts in energy of things into what you think should be crystal, is not always wanted in what you consider wrong in a wrongful act and this does not include yourself. The ideal to use if tried and true by what you are intention in how you are. The ideal then is to work a weight down to what you want as it is, shape up body or think and get out as you are what you may seem of the ideal in mind. The release, handle it in is use of the energy in the crystal sphere as you use enough you can shatter the sphere and keep the mind whole and competant.

The Su = The God ideal; The thought in mind is you are the god, and if you wish you can be a god. The time you are is when things are a memory, this is a point with you that you can think, feel and form as though a concept and you can create and in use is opinion as possible essence but fixed is this by what you intend as you can form and seem to be where you are needed but can be conceded to form. Unless the other effected, this is not wanting things as this where then you cannot be used or gotten to do things as a bade use in purpose is a concept.

Tho the tho = This really hurts, as your living with children and this is probably the worst thing you came up with. The is the thought where you are making.

The Tho The = The thought is there; The thought that counts, is the thought that is what isn't there at all. The point is this, there is no point except to have it. The point is what yo exist as in a reality of your choice. Burnish it and yo, get the point of living as existence energy will keep things in check. There is the moment, you are capable as you are with lusts and this makes you natural in insane nuttyness or not as you are not. What you act like as you act, natural and nutty but not insane if you are not wanting food. The will is what the way is, as you move out and you do other things perhaps you know why nothing there is saluable. Believing is percieving, as this is where thought makes what you are percepteon is the right phrase in itself.

The Erei = The inert beauty; The there in a place in mind, the ere is the mind worm that generates the world in the mind, whatever you are the ideal is not real as you psycho is spiralling out of control. Thinking a point, what you think will decently disrupt as you get there and die as in a moment of terrible agony as you are what you kill or make sick in a theme of you. The erasure of this effect will undo it.

The Juni = The Juniper Bush; The juniper bush, is the moment you precision matching for those with a juniper bush.

Desmerde = Thrive to win and no obese; The instant intimate death effect. Thrive and go to win and lose, as a win is a win no matter what you are in thinking about. This helps you do the right things at the right time, to get the effect off and win the thought you see as the proceeds go to what you want. Break the link, to break the link you seem to agree to not agree as you are where you want to be as you are there with a moment an you are what you seem to get no attack wins. They who attack, are what they are in triple attack back as in a shield and in a motion and you kill them all who attack or not as a bounce back is done

as though a second wind to regain energy and a concept.

The mem no lapse = The no memory lapse; The no memory, seen in memory lane is the effect of what you think and what you do is what you think and what you get. This is what the ideal, is to make in progress as the genes swing into action. The action that this magic trick isn't due in for and can happen, to disrupt aberration as to get to become what you are in the mind and otherwise this is your shape as you can think to seem. The memory comes, back on a touch of an object and the you are alive as in with no memory but what you knew, in ideal before you thought it and you can now use a picture perfect thought to fix the thought you fix the image.

The Suvye Fx = The survival effect; This won't happen, if you don't intend to do this. The ending is the thought that you are experiencing, this is a point where you are gone with psychic awareness and that is with psychic awareness bringing in a thought as the subconscious uses things as this is a concept that is typing itself. This is not which as things are done or whatever, you can do what you want and get what you think as if you saw the ending and not if you can't survive the shockwave. This can matter at the end, as you see it and seem untouched as you are but a moment and act not if you are noticing the change and you are back before. Or after you left and adjust, for what you get or not and that is the end of the ideal. This is what allows you, this is a point with thought by what you get is what you think as this is what you are good at. The thought is what you consider in plot and theme that is what you thought out. Melodramatic notion is what you can triumph over, or what you intend is what you don't think on and you are a concept that never actually existed. Unless, you intended them to know. Thinking a point, then they they go and you are gone. This is the final scene, and you are where you are as you intention is clear. The thought in mind, is like your body never died and becomes what you want as if you were alive and never been in an app, as though alive and not ever dead and yet you can decide to die at any time and as this works the packaging you are never dead. This is the ideal to get any, this is a possibility with yet another way to go as you are able to survive any effect. As this is to use survival techniques as at a thought you are great at what they need. This is never dead as they are dead, but not alive if hostile invincible and calmed by what you are because you know exactly what as they think in calming music you relax and release in thought the body and shift back at will as you are loose and return at spirit return. So think then you are able to walk then shift by bioenergy to use the creator, as you go where you are able to go or where you think.

The Casavay App = The conservative approach; This causes a causal wave, defect as an effect as that is what can make it. This is eventually a path but not here, when wherever and however you are what you want to seem. As the in thinking of bioenergy conservatism of energy is done, then you are what you are as to seem is what is that which is there. You think it, this is a point with it that can be there to serve as you want it to be and resistance to heart attack as resistance to diseases is in you by a drink of choice and there by any faith or religious pathway as a faith, so lose your religion and you lose your drink and addictions are not there as any suggestion is not done unless you think to not be affected by what you want. What you serve is your creator, this is a point with other beings that are what you want to work with as the death effect is what you think to work with as your subconscious arrangement deals with them you can get things done. As this is when you do things, doing this through others you get another try unless you don't need it.

The boby = The bobby; The bobby is what you think, as you bobbing for apples with bob there as this is a unique defense to this as long as you are able. The bobbing of your head as you agree, this is a point with that you are what you think or consider at the moment in time. At last you don't make of the area and then you do, as you are what then is but now you are what you want. The ideal is to look past, as you see them before they are there and you look back to when you are done or thinking to yourself. As you do, the past is what you see as the present is there, as the motion is to do things you are to see past what is there and to the future unless there is thought to do and your stay is safe by what means you come up with or not as the creator will aid by thought with dream impulse energy. Don't feel piqued, when using the aid as the drama energy is what you are thinning and thinking with as on a moment you are living even if dead as on alive moments in time you are what you want to seem.

The Uo De = The instant death; This is what uses an ideal in mind to be of use, as you use something you can cause instant death in ideal to that which you don't like. As though a death reaper with commitment, you can even cancel this but all you need is the contract you think of as a written down commitment to be thought of and ripped apart and as this is true, you can get in thought the result by someone. This is the thing that will kill, with concentrated death or life in any medium or the person or things aura to be released at a loss to be formed as a form of a reaper of silver by subconscious as any aspect or thought of

what you don't really need with lightning off things that are there. Kill anyone with it and your dead too, choose in the moment by thought you wave energy as you choose or travel or take it out on someone who doesn't deserve it. You can usually, feel decent as their intent is known by what you read of their soul as the reaper to get a result. Anyway, you take it out and death can usually be revoked. This power of the reaper can undo in thought of what is not intended to be, at the moment of that in what can be seen and seem as in action scene this is at the thought of a point of action. Noticed or not noticed and this is what you can say as an excuse is needed. This is in action of a freeze time, this is a point with go and return at a moment as before you get effected as this is at a concept received thought and what is in at the momentum of activity can be a thought in insightful ideal. Or its not done as its not intended, to do work unless understanding is known by your spirit as the spirit is what you can use for information. The ideal is the moment that you want done, as you do things you are given insight at a moment in time and you get better. Thus, you can get what you want, with what you need as in this is what can be in use so don't and don't ever worry as you have nothing to think on as a problem not in will. As if you know the pattern before the moment, or not whatever you do is what your writing and you are a pattern to work in will or as you do things in your body you can do.

Tyad Fx = Thyroid fix; This uses the thyroid gland, to grow or shrink the body as you will, as though not encumbered as you will to make and deliberate with will that is what you get it on. You can safely alter it and use and need things to correct for body problems, with no fat gain you still can shape up.

Thye Engin = Thye engine effect; The engine effect, the engine effect is to use things as parts and work with them, as you think to use them you get an ideal and the use of an engine comes to mind. Gain enough parts, this is a point with you as you get things to use along the path of what you think. This builds an engine up in a separate or nearby house area operated not by a switch as thought thought switched it on, the engaging engine will make a thought as the thought occurs. Then, the thought will get results as to make and create as you need things to happen, as thought is done you are perceptive of any result as this uses the memory energy effect of an ideal.

Turn this on and you turn it on turbo and you are not stranded, as you are with thought you can achieve the fun part of life.

The mini mob = The mini mob event; Though you were, this is what causes any event in a faery world that is set as a concept and made by the creator. This is the ideal, to gain a following and use of positive attitude by which a decent drug is used and people become any form considering the purpose and point in call. The thought is undone, or left as you are suddenly not shocked there. As though a thought, is a thema and this sets the theme of events and things work as they should. This is the forever moment, that makes a concept will will Un is true existent, as life is existent for you as an undispersable trash can moments. Separatable are these ideal, that are the times to communicate and operate to work with as an ideal that is independant with arsenal. This if in use, can create a calmness as this makes things up. And this creates at will, to make an attempt at working concept as you put energy. As an imprint, this is to make the object nearby to clear the mind of that which is to calm in calamity as you think. The think and tap, on the object makes and creates as then this happens.

You can think and create, as if information was from the object. As you think, of the object you can use the information stored in it. This is the moment, you can walk away with and by what you use you can get things to go. As you think, you can get thinking and use it, as you get responsive as to work with things, as you work with things in storage by spirit. The other technique, is to use a momentous thing to create a moment. As this is a time, to visit and seem to be as in thought, as though listening your in a living memory as in memory event. This is a thought, as though a moment in memory touch followed by the tubb and loss in concept in fat that is fact you regain the concept and non of the dying fat even later.

The Tub = The tubbs effect; This is no, in as a family that is picked out and used as a source to get things right. Similiar or not this is by the tubbs, a family that is pickem out and you agree to ur terms without even seeming to. As and as this is religious, you aren't one of them as a family undone is a family reforged. This is where you obey every impulse, this is a point with your name or where your naming on your own. So family is there as you create every ideal as an impulse with spells.

Mea de Mega = Mega de Mega death conversion, is the radio spell that converts death energy against things that you can dislike to like. As in fire and ice, against things that are in shock and treatment is okay is this in attitude adjustment and done.



Mt St Mega Ego = Mt St mega mind; Mega mind storm, is to make and create conflict as it is id assault. This is to those who deserve it. The thought travels through fire and imatar the god makes as he bakes, this is as causes a mini on the body. And it is only a mini thing, as so the storm can cause the targeted mind to be conflict an peace reigns supreme.

Lunygun = Loony Gun; X Threats that happen are ignored, as you do things. To get involved, then is to work with things as they come. As you do, you get things to work. And with things to do you can try to do an ideall. This uses an imaginary gun, they see it and can go loony with with it but aren't there elsewhere. As they do things, they get things to do as you get things to see and if its right you can suggest ideal to their subconscious. Do not kill with it, or they will get you to get things and force a price on your head. If you are wiping the mind, this is with phantom if it is necessary the gun will get you to summon it. And only if threatened, the dream will end. That is only by reaction or fear that drops in the body. The dark mood, your in will end in a moment of what you will do. As not disgusting as you can get not as siren. You will get things your willing to work with. In inventory is a gun, this is a point with what is used and taken real as that is on the moment. Invisibly, as this is in real life this is a vision that flashed before your eyes.

Loony then, is to get things to follow and this is as you gain some weight and loose it. Then, if you can lose it in dimension travelling, you can try and do things done and work out. You can get focus, this is a point with no gun that is there. This is then that you get the ideal that you lost what you don't want. As things are good, then you are not doing things that are bade. Then, you are doing better during, the process of a better diet and eating less as the time is quicker and you are back. As you are doing, with use of time trix to do effects to speed up time. You are able to create, the idraw correctly in effect to give and send objects. Objects, can come back to this place. That never was, quite wrong in life but physically is wrong. This is the life you led, before you fell asleep and came awake to be here. There is a lot, as to be doing as it is uses this. As it is the one, that is what is in ideal and as this is the moment you are waiting for what you want to become and yet you can seem only if necessary what you want and this is if you intend to seem the shape.

Mak Mom = Match the moment; Match the moment, this is a point with you to create the moment as it can be real in what you are there to be.

Seu Pleio = Pseudo Placebo; Pseudo pill your able to manipulate. This is a pseudo ideal that forms on a will and you get what you want, as you are the one somewhere taking the effect of medicine somewhere erase sick bastardy. That is where, you attempt to manipulate the person to use their pill ability to get their effect that you want. Thinking a point, you seem to use in water. As if, this is a point with not caring if children are harmed. As this is in a dimension that is what can effect if you desire it to.

The Hu Aesu = The human fox; The human fox is the thing that developes from the body, with ability if in fox form of some sort as this is a very good defense. This is the thought of where the fox snout can appear, this is a point with with a human soul this is the moment of avatars that can exist if allowed for by what you want that is spiritual of what you do intend. To get the ideal, of a fox somewhere that forms into a standing fox and the fox learn wisdom from what is observed and gathered to a better place or into you an as if a construct where you form things by thought into a sphere this is an interesting ideall except bad if fire that would burn the area. As the fox is standing they are not always with tails and peaceful or not unless provoked to attack they will defend. And they who are fox can get genius or other ability as they use their ideal to work with things including in illusion ideal. For real ability, gather it from nearby elements and use it in a ball in hand or in air. Fox fur grows, as they want this to. The ideal is by what you think, this is a point with the need that makes the ability to manifest almost anything with innate skill and ability from nothing that appears at need. The effect is to make thought, with thought as the need arises there is the ability to create with from the creator aid and no hatred happens. This allows you the ability to use others, as though their minds were an energy and you can seem to use ability of what you thought about as you make the ability in thought as its in thought its out of thought and if used you can get use of what is there in thought in and out is a thought that is of use in out and this is in and out in an article you wrote for weight loss in action.

The Wet Rlu = The Weight Loss; The fox trick of weight loss, the trick is to raise the fire from inside by produced thinking and you can negate bad magic as you get to put it into aura as you think lower weight and feel energy go through the body and use of air and water energy makes you shimmer down in weight and up in height. Aggression is down because you as the subconscious, is causing things like weight immunity and thinking to be stabilized in your body to be as you are in a productive state of mind. The



metabilism is different per person, but it can go up with more fox fire to raise this up as the metabolism can go up and the fat burns itself down. To keep a person smart with this, think 'smart' at the food or drink as you use the energy of the food or drink any way you want to. As, when you are with fox fire in you you have to work with interesting ideal as if a make it better.

No Gno = Now Gno; To use the ideal of a clear mind is to gain a clear insight to gnou what is true in the spiritual information by nowing now to get what you can use

T Josh = The thanks to Josh Joke ideal; The ideal time takes to do things is undone, as if you are the person you are the person to seem to work with. The right circumstances are existence in an ideal, as you are thinking about things you are what creates the right circumstances and conditions that are better than before as if they were magic. They are the effort of the time and you are the ideal to achieve. Self-condition makes the best of the moment with the best effort at heart, this is the ideal of impuls and things to do are to create with the best and make with the most you can achieve. The right pattern is the right way to think, as you are thought you can create with a motion and you can make with the best and create non of the worst aspects as the worst is not but a memory. The ideal you get is the moment, as the moment is in regard you are fine and then you are not but invisible to the eyes of the condemning unless beatings occur and the person is revealed as kronos. You joke with those, that are beaten as they are not dead. This is all created by the creator in kind regards, to those in mind and uncreated by the creator in the ideal to do as the joke is over as joke over.

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## The Charms, Spells, Hexes, and Curses of Harry Potter and High Magic Chant

High magic is the study of using power ideal with words and phrases. Use a wand, force or focus energy into the hand and focus the hand on casting as if a wand. An alternative style is to think of the words to cast and then have an image of the target while you do a flick of the wand. This doc separated into 6 parts.

A note on high magic: High magic chants are everted, reverted or placed before or after formed by so many believing that it will do the effect at least somewhere, that it is caused by a statement of the word or pure phrase evoking that belief and with the intention that its will or no I didn't.

### Old material

[Spells with high magic](#) - [Extra materials of High magic 2](#) - [Extra materials of High magic 3](#) - [Fantastic Beasts Spells](#)

### **Extra credit**

The I Elum Elux Elu = The Eludive moment with a flux flu; Make something up and fake as something happens as if real as perceived somewhere else and as it exists, you feel as to send the thought you had of it the moment to do it as I do it in the same place at nearly the same time in thought as you are getting an illusion effect off and perception can make them believe it and do the right thing corrected. With this trick of the mind, it takes one or two and more and it seems and as if all at once. Ellusively, this can be said as un other if a mention, for a similar motion considered where similar motions get similar effects and similar actions get similar in form response and if in magic you can transform into it to move buffalo.

The exact = The extra; Cast this spell to create a circle of protection that is su powered and good for use by the goddess isis. The extradimensional is to effect to thought matter and to cause a shift to create, as if through a rift in space as this is where you dhift, an use is your gift that is used to create with the thought 'leylines' and as if to use the leylined areas. This is to effect with a thought, this is a point with what you can use though thought is in use you can think to create. You do whatever you need to do as if to create as, if you want you can create instant results. This is to create with a thought, this is a point with created instant results and you can stand in a spot and either sit in and think or stand up and stance focus. If you intend a long ritual, or not to just time an event to do activity to in gather it to yourself and use as to get an ideal to use its essence. You can use it by directing it into your spot and create a power spot, as you direct energy through the fingers pointed downward and you creae the spot of power till the electrons in the spot of the area dissipate. As you imagine a white circle surrounding you for protection from energy, or use a black circle to do unnoticeable magic effects as you absorb energy to use and think and get a result.

What you you intend is what you do, what you forgot is what you remembered. Think the circle charged, by chi and this is a powered chi circle that ever charges till you don't need it charge, that travels down through the earth and deposits things with a will and want is your desire done. As this is so, you travel as with movement and the circle protects you as you travel with it. As it shifts, this shift is with your body movement and when you want to move you move through time, this is a point with space to your destination as if your need is there or back to where you need to be back to time and space. The circle can on an in thought, need disrupts the purpose in activity and to an area spells effects you do as this is a spacial construct time crystal it will work to make things easily. You can construct a link to it, easily as you tap a crystal and type in a crystal keyboard, as each key is a thought to the crystal as its labelled neatly by each key. You can easily distract your way things to do. As also, you can disrupt it by a tap to the button or a two-toned circle of energy with colors of energy with colors choice and with colors you decide to use. This is including black or white, or red for disruption and white and red and white for rage. As this is and you are protectin by prevention.

Otherwise, use is power and as thought is their energy thought, as you release thought you are returned to your reality. Use the power elements as your subconscious knows them, as these are the elements in a chart as in <http://meister-runic.tripod.com/spellsguide> . Think power to them, as you are intending to use them, in a circle of power effect and you can get an easy effect with them generated by thought. As to the thought of the element, this is dependent on the color or thought in element effect in the circle of power. This is to gather, energy and disrupt by energy jolt called 'wat' to make, the area energized by the use of

'and' useless thought is in use as energy is the moment of useless thought. The ideal is to use this, this is a point with you cause spells and things to hex the area positively or negatively. This is to revert to energy, that your spirit doesn't like as if the voice of God is use and essence energy is transfer thereof.

E Element ideal color, effect is the color and the element is what makes the different excrement color. This only happened once or twice. Thought is this, as this is as the element is as an actual ring around your finger, to denote its influence the circle is use as is thought that to make use is to make thought. As this thought is energy, this is gathering the element essence in non dangerous essences itself as its generated from within your body world. This is creative use that is ingenious that is useful. This can be creative use by extractive reasoning, to use the ore in your mind to extract it from and refine it if necessary. This can be use by the durang element, think brown silver and use durang as you cast 'this' at a person or creative use denotes it as created in the area and only if you need it there. This is where the energy body or you can not gather until necessary. The energy essence is in crystal, as this is use to thought it gathers there. This is the energy from the mind area, where this existed.

The colors are there with the element, the red is for fire, the black is for erasure and absorption by void, blue is for water, peach is for fruit, shit or objects are red brown, white blue is for air, deep blue is for protection that is from ocean, green and brown is for earth or whatever your planet is called, light blue indigo is for ice, silver is for time and femalish, this is a point with time change that is gold for change by thought or ideal and this is chance magic. gold and silver is for enchantment with an adjustment with strength, grey is for poison, silver and bone white is for spirit, yellow is for mage flame, ultraviolet is for power of energy.

Une Cuc = Unlimited circle of effect; To make a circle of power within unlimited charge, This is sent to the aura, think the circle unlimited and it is as the charge is there with no insane moment. As if in the end concept, the circle is drawn in the air as if traced there by your imagination. You then build up energy by moving around, you build up charge in the air and then by indrawn spirals you draw it in. An use isis you can use her, as protection as she protects from all that do harm. An use is where you summoned it, this is a point with when you unsummoned it you unsummon things that you summoned for use. Such as tools somewhere else for contact use. This is as you can make use, by activity with use of some movement by kinetic movement and regenerate charge in the air with your use of your bio rhythmic vibrational energy for what you use otherwise. The thing you summon disappears to the plane it came from as it disappears to where you summoned it from. As you think the energy summoned, back you direct a thought to which it treats as a sending and this acts. As if you dissipated it in to another place, this is by its own you direct it by thought, this is a point where you don't think and do and its gone as if it is in essence and safely dissipated in any air.

Then or not it will wizard protect the summoner, until you don't need to use it and it will do as in thought. As this is of you and you are of protection and magic due notice, is in the summoning due to the summoning the power may go out. As this may not happen, if you don't intend to allow it this is done without making you yourself insane. This is to use the concept, to know life in a moment of life and death to use things as this in necessary ideal. This is by the color white, and black and deep brown or your element. This is as if, a three layer circle protection was created by use of this spell in energy. An that moves things in motion, as to the weaves that are air flow that use trace elements to get decent done results. This cancels an ideal, as it creates an ideal an this spell isn't in thought effect but it does exist somewhere. If it is as your spirit thinks, then your spirit deems it not in need as a dejinx is uncommon good, as directed to your thought and as this so you can use things. As you in creatively adapt outwardly to the ideal that is done.

The Ey Try = The use of third eye; This is a favorite ideal of mine, in a thought I is the third eye and things in mind can become interesting. This third eye tactic can make things equal or otherwise unequal. Thus become you is a tactic or not, so if you get in trouble your third eye can shift you as a thought and in a moment you can achieve what you think is a necessary ideal as trouble disappears and this fixes things as if you were with an instant success.

T Arkclair = The blacklight effect vision; So if the effect exists, you only need an ideal of blacklight and the thought 'see in the dark without a light'. This uses the subconscious to use the blacklight, this is a point with music or ideal if you don't have one you can get one as if you imagined the item. This is in the store or by imagination, you see it in your mind and it is active as though there.

I Boes No = The pattern erasure; As there is a pattern to match, as in thought you observe and don't seem to care about. That is care, and no is said you can erase the pattern or change it by a thought. This is a spell to doing things that need to be hidden and thinking invisible as you are investible or investable and as you thought things happen. This if this works, will make a flash to your eye as white light or void light will 'create' the pattern as an understand you desire. As if the need you have makes thought, your spirit can resist the pattern and this can surge the pattern of light. As if you are fine you are restored, as if the pattern was rebuilt from what the reality is there. As if 'I am the pattern of light with the moment of pattern erasure'.

The Sobira-c = The Separate you; The separate you is a being formed from a subconscious activity, as you think things to exist the form can create as an separate you then create things as you wish in your mind that appears anywhere you think it should. This is the thought, use things as they come along as though they in were energy don't destroy the area. This is the moment you think, about that it can create as by manipulation of energy. This creation is not easy unless you think it is, this is a point with the being that can manifest as by a coolness in the air. As this is thought, you can get any concept thought out. As pointed out if a genuine self is non bated in thought, as a thought that is not deadly acceptable from a person's viewpoint momentum from what person thinks that is a thought acceptable to view and work this way. As this in mind is what makes thought, your okay as this is in free as of you in to seem of thought is in the public. This is where auratically in bade charm, in and your out irresistable in thinking to you or thoughts in all come to you.

This is the separate you and in thought or do in no fear, as this is not in motion created in thought by effect. This is an ideal you think to feel in focus and need in death revered thought. As in energy you are considerate and practice in as thought out as you think. Saying now will cause it to be invisible, this is a point with you that can direct it as if in thought and done with telepathy. As in you think and things with madness can percieve, this is a point with ideal in thought where thought exists in mind is vice a versa with screwed in thought within by thought out motion and not in motion. This is so and no jealous action, by telekinetic measure in this life as indifferent. This is in approach to understand what is done, as in done this deal is not done. To not be is to not do unless not intended religious, to do anyone in by their energy. This is nothing done, think if you are no with the hitting.

How strong you feel is how strong your mind is as your force of personality, in telepathy and telekinesis and out motion if you ever get it done you can practice to do this. Calm focus in and motion out is what is there as you intend it to act and as this is what brings things, you think of to mind you can send and recieve thought by this intention in a thought 'Sobira' what you call a telepathic motion or ideal to do. If you don't feel like it, it is a good or clear bad intention then it isn't done. If you don't fear anything, you will never fear you won't fear and it won't form as it won't fear you. As what you think in fear is thought, there is a point with this nulles fear as you think and do. This can be done anytime you want, as be is not 'un' this isn't in beat or not as if themed in an invisible motion and an initial motion cancels it out. As this is a thema trick, to seem if ended as at an fo it to en end to 'en'.

The Su Sebara = The Separate you; The separate you is a being formed from a subconscious activity, as you think things to exist the form can create as an inseparate you then create things in your mind that appears anywhere you think it should. This is the thought, use things as they come along as though they were energy. This is the moment you think, about that it can create as by manipulation of energy. This creation is not easy unless you think it is, this is a point with the being where you can manifest as by a coolness in the air. As this is thought, you can get any concept thought out. As pointed out if a person that is acceptable, makes thought of you to seem of in the public irresistable to you.

This is the separate you set by spell and created in thought effect, this is an ideal you think to feel in focus and need in death revered thought. As in energy you are considerate and practice in as thought out as you think. Saying now will cause it to be invisible, this is a point with you that can direct it as if in thought and done with telepathy. As in you think and things with madness can percieve, this is a point with in thought in mind is vice a versa with screwed in thought by thought in motion by telekinetic measure in this life as indifferent. This is in approach to understand what is done. To not be is to not do unless not intended religious, to do anyone in by their energy. To hear the reason, if the right to now is important as to what you think is what you in considerance fix in a moment that is with life.

How strong you feel is how strong your mind is, in telepathy and telekinesis if you ever get it done you can practice to do this. Calm focus and motion is what is there as you intend it to act and as this is what

brings things, you think of to mind you can send and receive thought by this intention in what you call a telepathic motion or ideal to do. If you don't feel like it, it is a good or clear bad intention then it isn't done. If you don't fear anything, you will never fear you won't fear and it won't form as it won't fear you. As what you think in fear is thought, there is a point with this that nulls fear as you think and do. This can be done anytime you want, as be is not 'un' this isn't in beat or not as if themed in an invisible motion and an initial motion cancels it out. As this is a theme trick, to seem if ended as at an end to 'en'.

The Subera = The subconscious conscious; The feeling is where and what you think, this is the subconscious where you are and how you think as you are and you can be. As you seem as a conscious mind, you can create any form by thought as you are to seem this makes as you think or your spirit allows and you are better off as this is gone. You can seem alright despite the moment, this is a point with in time you are as though you are what seems cool where you can get alright. As if warrior sane and this with energy effects, makes warrior mage sane as with the Z field as with a thought you can make and you can create but what you create isn't always what it seems. This is what you intend that can happen, as you think you want to you making a success can create it as a success. Thus you make what ideal you have in mind as to do, as you are intended you can create it with ease or otherwise you can make things with purchase. The subconscious can form in your mind a form that doesn't last too long as this can be any form it can appear as though it were form to what you need at the moment and this form symbolizes what. The sub-c is what you want it to be seen, as if it forms outside your mind as if a person if alive its well. This is where you are to not allow, things you do not want as things of this nature are not actually to occur.

The In No = The Mentioning; This is the mention, the stop mentioning is the motion for a ideal to not do unnecessary things and that counts as a point that is negative or positive where and when you are an ideal to go with the point as it is in needed moment by motion. As if you are as you aren't and you are things as you need them to exist. As you are a subconscious mind, as you are a thought to be energy you are what you seem. Think it and you are it, if you don't mind being it or you are of it. As you intend to be, as it thinks it is conscious an with it in setup by what it is and in thought as of things this can't do it. As this is true, you use things to get things and work with things to do as actions are necessary or not as things aren't needed. Engross or nothing is done against you not as you are evidential, for fraud and you are what they think and think as thou want and are thought energy. This can form as fey as this is in thought, you can do things to get better or do things as though thought was interesting, fun and things can happen easily. As if you were a field of energy, you are a very easily workable person and yet you can do the thought and only if you intend with things to come.

The Sub-c = The subconscious conscious; The feeling is where and what you think, you don't have to do this again if you don't think its necessary. This is the subconscious where you are and how you think as you are and you can be. As you seem as a conscious mind, you can create any form by thought as you are to seem this makes as you think or your spirit allows and you are better off as this is gone. You can seem alright despite the moment, this is a point with in time you are as though you are what seems cool where you can get alright. As if warrior sane and this with energy effects, makes warrior mage sane as with the Z field as with a thought you can make and you can create but what you create isn't always what it seems. This is what you intend that can happen, as you think you want to you making a success can create it as a success. Thus you make what ideal you have in mind as to do, as you are intended you can create it with ease or otherwise you can make things with purchase. The subconscious can form in your mind a form that doesn't last too long as this can be any form it can appear as though it were form to what you need at the moment and this form symbolizes what. The sub-c is what you want it to be seen, as if it forms outside your mind as if a person if alive its well.

The In No = The Mentioning; This is the mention, that counts as a point that is negative or positive where and when you are an ideal to go with the point as it is in needed moment by motion. As if you are as you aren't and you are things as you need them to exist. As you are a subconscious mind, as you are a thought to be energy you are what you seem. Think it and you are it, if you don't mind being it or you are of it. As you intend to be, as it thinks it is conscious an with it in setup by what it is and in thought as of things this can't do it. As this is true, you use things to get things and work with things to do as actions are necessary or not as things aren't needed. Engross or nothing is done against you not as you are evidential, for fraud and you are what they think and think as thou want and are thought energy. This can form as fey as this is in thought, you can do things to get better or do things as though thought was interesting, fun and things can happen easily. As if you were a field of energy, you are a very easily workable person and yet you can do the thought and only if you intend with things to come.

The Kao Syh = The unlimited chaos field; This is the unlimited chaos field, that is the effect of what you want that is desired in and of a need that is expressed to do what you think. This the only chaos energy that doesn't drive you insane. However, you can get any result that is unlimited beside that fact you express if you need an unlimited result. This is a power source right by correction, as corrected view is right as if feels right and is what seems right as your spirit knows or gnows. If your spirit does not think it right, you don't do the result or thought that is mentioned is not done.

The Dryl = Energy Drill; Power drill is the in moment spirally energy of a drill is energy, then you are drilling into a wall of energy as this can seem energy in a head this isn't physical. As seen as though you were an ideal, you are an ideal that is in a concept and ends in time. This is to drill an area in the air will to make a hole, and you are creating an energy hole in a spacial area that is to another place and time. You decide the place, this is a point with the area is revealed as then an open hole as this is there in a wall.

Te Thyme = Thee thimble; This is the thimble that is what you were, as in a different form you are in a different thought as this is as thought to the mention. There is a moment as if a naturally was in naturally there this is a wall that can be used, an this is an expression of the 6th dimension and you are actually not there in mind. As thus, you are a moment in mind, as if you were and the time in a country is a time in your mind as in if you weren't. This ends as the moment, is not done.

Light Ef = Lightwave effect; This is a spell that you can use to get things to go and use that is to get an interesting result. This is toilet practice in use as if to make or break an effect spell is to put the ba energy into the toilet by what you think to use as such as things put in or piss and shit. And then, if you as if you were taking a moment to clean up your energy is clean. Then, as you think of the light in the room, you can think of a light wave explanation and think it into existence to create it with a clap. Think this and you cast the effect..as to create and fold space to create a clap wave of the fey as it changes and things seem to waver in the air as you want or they become as desired with hope.

In Mo = To make a moment in mode; This is to make a motion that is to create a moment, making is a concept and to make a small ideal happen as if energy that is in time the moment turn a motion that is a inverted moment that creates what is in the air or things that are there in time. Then, you can create as you will and make what you think. As the person projected thought at, is useful he or she is with a concept 'brainshift' as a breath in an out causes a youth in a brain to brainshift as you are in trance to no longer be in your body. This is a useful spell to use as to create, as small energy use with thought makes as a thought in action to the right time and space as and things get larger a measure of concept space can create the moment of a larger brain and larger skull with a taller size weight unless not needed.

This is where metamagic result, is thaumaturgy as if you were the moment and energy built what you were in life get better ability as this is life and life to come. This is to use things as if to create a space in nothing yet this is parrallel motion as if to create a space, is to make a thought and in that spot in your perspective view that as is there is now something else. The shield effect then is to think, 'not be effected by anything and everything that you don't want to be effected by' as if its done and gone. Want and you need something, to each their own as if you were thinking what you wanted and directing a direct focus at an area in the air. This is to create an object that is construct, as if space were a unique vessel to utilize and if you were not reacting you stop reacting. Then, the vessel is to be used as if to create a thought, this in is to the focus as the device in an ideal and the ideal that you express is with a thought to progress this as though what you want is in the sea of space and this is done. As if your ideal and the thing is the construct, in the air that does it with the response that you would want as this creates the ideal in their heads and the thought occurs. As if their ideal and the energy of thought builds up, this is a point with in space that you are what you think with what will occur as if you were interactive in approach or not and as now though this is as if a done ideal. An immune target you are never effected as if you were doing things according, to some other will as this is really what does things as this is new you can go along and use it if you want to, this is a point with need yet if flawed beware the flaws established.

As you are the thought as this is the wave, you can create a scene as if this is the thought and you project it as if the view is a wave in thought. As if this were a particle, accelerator of the body can be used to make effect as two people are likely to do things and the interaction is to create energy, as if the energy came from particles that were acted out. This is as if they in activity cause energy building up in moments with use as an excitement to hit something, excluding the person you think on as though a thought were missed with reaction. This is true as displaced energy is neutronic release, of electrons with thought of exchanging spaces of thinking in spaces. As out with a wormhole, we are in normal space. This is with that



ideal, as we would want or hit we can in thought not actually be hurt, this is a point with not used ideal so in thought things come here as things change places to seem or become somewhere else in thought. As if you were capable of handling things that come, the thought 'You are capable of handling it as you handle it'. Now to as if in a glass prism, as this is the space area and nothing in time if you need it will do things, if you don't intend to create the ideal in the first place in use as you can create that which is not actually looked at in space. As this time that is in recreated ideal in that space in moments, this is the time in that space that create what this is with things as though it is what this may seem as if in a void space that creates with what energy you inter into it and out the object can come.

This comes to mind unless you think to create and come to something new, there is a point with this that is not in life as though unlike a memory that is real this is real to life to make a thought is to seem a thought. This thought is if you need it you can get it, this is a point with use if you can and do thought in the right wave as if a pattern of thought then you do things right and you won't get hit or you do things wrong and something will be done, this is ot unlike a moment you irritate the energy wave as particles react and soothe as they won't hit in irritated response but if you were not hit with the eye you watched. Things in view use, is a bit damaged pulsing in radiated energy, or bruised as if hit but not bade to unrespond and not be bad off as if you get a handle on it to repair an seem better. This can be in by a repaired object, ot to use if abuse in mind to create peace as if you had a success. This is to seem peace and soothing relief, to pain until not needed an this is a calm expression in thought is the mind and the world you see is to seem what is in mind. This can seem useful, as you think you create as this devising of thought is a whole thought. As a sense to the thoughts that percieve it you can get the original feel, of what you see as if you were there and as if you were individual that is what makes you different in real space.

An this creates what you want as if awave is chaos of energy in a wave result, lead the wave and you create a new way of thought by using thought to create with a focus device on the table. As you leave the wave with an area to goto, there is a point with this as this is as you lead out of example with people in mind. This is energy in a pattern an this is built by pattern and is a pattern that is followed, as if impulsive yet resisted by thought wave in an area that twists and untwists in the air that will in thought not effect you. This is as you were there to make, whatever you do don't du in repose as this is to create activity that you don't think about. As you do it and this will create with thought, as chaos is done as if a pattern were followed and the anchor is to imagine an anchor dropping and if in do things.

As if the right way and not the wrong time the thought is done, with the pattern built is interesting only if needed or not as you can get done with an ideal and not use things that aren't required. At the moment as a pattern is restrictive if you aren't liking something, so and you can change it to make it better as if worse then you can improve by the matrix of energy doing things. As the moment you imagine, if things do to your projected thought so this is use. As this is imagination in the stream, in thought movement or not as though if no motion. This can occur with a concept, to think and stop the world as it is.

As if you were drawn to an setup activity as you feel better and the anchor turns real, as the thought you had is what you think to when you are dropping the anchor in an area that is unobserved. As you make the in body, work as the thought or do as you think is necessary. Will in the ideal an in thought, you create you don't have to do it if you don't have to and you get thought to respond in will in muscle, to your will by focus and things will come to you in life. If you don't understand a single word, you still do and you get to do as though nothing and hidden in things were creative uses before you thought. To see and use what you think to achieve is open, is to 'sigth' as this is the seeing with sight enhancing what is psychic. As if you see it by what you think to see it and you will see it unless you don't need to. Othersight is the thought 'relaxing' your mind as to see a soothing thought in music is to relax your mind. Then think on what you are at the moment, this is a point with focus as with a use of your back part in the brain responsible for doing things creates manifest. Creating the motion with back part of the brain you are noticing what isn't there, where it is in some unseen dimension as you observe subconsciously. As with thought you can knowing what, is there then in you can see it as with need by what is felt. As you do to an get things, this is done with the third eye directing the movement.

Then you get the chemistry that is to create, an with a limiting point an with a thought this is and use is to make with a moment that is thought on. This can be used to create a different in space, that is what is in thought to be there, as though the thought space was represented as if an object in the 6th that is in the 6th and a 3rd and you can recreate it in the 3rd as perceptio of the mind can cause to translocate and it is somewhere that you ca get the ideal as this is a solid object. Used ideal is thought of an you can, the thing is use is actually void use with this as things are generated from what you do. This can create as it is a

space within the object, this is a point with the object that creates things as though if from within in itself. As thoughts are logistics and things you do create from within, the atomic structure and its of the air itself. These are the moments as if from a magecraft ideal, as in this result is the request thing you use to create the thought that is desire but otherwise result unless you need it to seem as if the result that is requested.

All you need to know, is to do the right things you create the right response and as you do now, you are both the respondent and responder. To think the person will do things to your suggestion, as if you were giving thoughts directly to the subconscious as if you were there but here you are doing things in synchronous action in nothing time and space. Thinking a thought is to do things, as if the response you imagined the responder doing is what can happen. Then as if you are imagining a scene, with the motions of what you do, as to not give it away you can use the thought that the subconscious comes up with. Another way is to think it, this is a point where the motion you thought about is a thought that is done as you think the responder can use the ideal. Then if in a dream then no slap as no confrontation is necessary to wake you up, you can use things as if allowed and with permission, as if in the head of the responder and this can cure the person if you cure yourself or cure others. As though thought you were them as this is suggested touch anything, this is a point where you can cure the person as though thought never sick in mind. As this is true, anything you say is as though a suggested thought in mind. Then not thought to seem or become separate and the 'drop the thought', or 'let it go' ideal happens and you think yourself to yourself again you are no longer the responder or response to the responder in mind.

In Mode = To make a moment; This is to make a motion that is to create a moment, this is a point with ideal to make a small ideal happen as if energy that is in time the moment turn a motion that is a inverted moment that creates what is in the air or things that are there in time. Then, you can create as you will and make what you think. As the person projected thought at, is useful he or she is with a concept 'brainshift' as a breath in an out causes a youth in a brain to brainshift as you are in trance to no longer be in your body. This is a useful spell to use as to create, as small energy use with thought makes as a thought in action to the right time and space as and things get larger a measure of concept space can create the moment of a larger brain and larger skull. This is where metamagic result, is thaumaturgy as if you were the moment and energy built what you were in life is life to come.

This comes to mind unless you think to create and come to something new, there is a point with this that is not in life as though unlike a memory that is real this is real to life to make a thought is to seem a thought. This thought is if you need it you can get it, this is a point with ideal if you can and do thought in the right wave as if a pattern of thought then you do things right and you won't get hit or you do things wrong and something will be done, this is not unlike a moment you irritate the energy wave as particles react and soothe as they won't hit in irritated response but if you were not hit with the eye you watched. Things in view use, is a bit damaged pulsing in radiated energy, or bruised as if hit but not bade to unrespond and not be bad off as if you get a handle on it to repair an seem better. This can be in by a repaired object, to create peace as if you had a success. This is to seem peace and soothing relief, to pain until not needed and this is a calm expression in thought is the mid and the world you see is to seem what is in mind. This can seem useful, as you think you create as this devising of thought is a whole thought. As a sense to the thoughts that perceive it you can get the original feel, of what you see as if you were there and as if you were individual that is what makes you different in real space.

As this creates what you want as if awake is chaos of energy in a wave result, lead the wave and you create a new way of thought by using thought to create with a focus device on the table. As you leave the wave with an area to go to, there is a point with this is as you lead out of example with people in mind. This is energy in a pattern and this is built by pattern and is a pattern that is followed, as if impulsive yet resisted by thought wave in an area that twists and untwists in the air that will in thought not effect you. This is in thought as you were there to make, whatever you do don't do in repose as this is to create activity that you don't think about. As you do it and this will create with thought, as chaos is done as if a pattern were followed and the anchor is to imagine an anchor dropping and do things as if you were drawn to an setup activity as you feel better and the anchor turns real as the thought you had is what you think to when you are dropping the anchor. Will in thought, this is a point with concept you get thought to respond in will in muscle, to your will by focus and things will come to you in life.

All you need to know, is to do the right things you create the right response and as you do now, you are both the respondent and responder. To think the person will do things to your suggestion, as if you were giving thoughts directly to the subconscious as if you were there but here you are doing things in synchronous action in nothing time and space. Thinking a thought is to do things, as if the response you

imagined the responder doing is what can happen. Then as if you are imagining a scene, with the motions of what you do, as to not give it away you can use the thought that the subconscious comes up with. Another way is to think it, this is a point with the motion you thought about is a thought that is done as you think the responder can use the ideal. Then if, you can use things as if allowed and with permission, as if in the head of the responder and this can cure the person if you cure yourself or cure others. As though thought you were them as this is suggested touch anything, you can direct by thought though the device so this is a point with things where you can cure the person as though thought never sick in mind. As this is true, anything you say is as though a suggested thought in mind. Then not thought to seem or become separate and the 'drop the thought', or 'let it go' ideal happens and you think yourself to yourself again you are no longer the responder or response to the responder in mind.

The frazldazl = The Scenic view; This is frazldazl is fractious scenic display, formed with power from generated fractal energy patterns and that is the spell to make a scene now do something else or not as to in do something else if not irrespressible results with need to see something. With thought in mind the thought is hope and with thought your combatant as with a combat you are with a scene. This spell can create any scene you think you can concept in thought, as if you were able to get a result and this can allow you a practice experience or any scene in what you think in a scene by imagining. This is it as if an eyesore or something else and as you want to know. Think and it appears, as if acting itself out by the people there whom you are needing to as if arranged. There is a scene to admire, as if a view to look at is the in motion scene to due create with a thought. As this shifts with motion and acts in accord unless you get insanity as a mood then the insane act does not happen.

The Nou = The dastard hope fire; This is the hope that bursts in you a moment in time that you perceive, there is a point with this as creatures a concept of the past that you use to think is a useful ideal as if a hope to do things. As though 'diu' and you are what you are there, in mind and afterwards you are free. This is the fire of hope, after you are what you say you become sought 'fio' as you were. Go okay and leave as to not come back, you are a were and things are in what argument they in the moment setup to seem. This makes you either good to work with as you raise money, or not as you are desperate as if you are not here except to run around and do things with hope individuality. There is things to do in mind that is not able to be done here, as you do things you get things to do and as you do things. There is there and here is hope, as you get results you built up motion as you get resolution to work to relief yourself as you can. You are work and worry free, as you fear nothing and to state 'you are what you think and do' this is to bring yourself back to a resemblance of sanity with energy until it needed. This can seem right after psyching an yourself out, out you never go on with poof. It goes on with this and ends with this.

As poof is to remove all enchantment, as if suggestions that were not done. Thus, you can feel the good purpose in you, as if you now and as if you are okay with life and not distracted as your realistic. Then the fire of what you do inside can come to you, as each thing you do brings more fire as each thing you dream in mind is what you can. In use as to clear the self of any problems of conflict in curiosity, you can use the thought to get somewhere as you walk and you fire hope is 'gaith'. As faith in action is to fight a reasonable fight or do things to die honorably in combat to create as the thought exists but not effect after. This can cause things to be created but without 'deserved', is to not need the selves you notice that are you and you are. As if alone and sitting in a concept room, this is as to work hope as faith is thought. An this is the thought as if you were dead, this is a point with things yet alive somewhere else this is the true thought 'realewase'. As this is things without religion, there is a point with this action that is religion and of nothing else that is actually love of action that is a fire of yourself and in hope of persona. To use actuality is to do things clearing up problems is to be true to life but you ever will do else as this thought is the moment in motion and things in hope are dead in the water as you get no resolve from failed in things.

You are alive, as you are alive do not die in hope, as you do die alive or dead, as you are alive elsewhere you can die somewhere in thought. As to die somewhere in hope, you are reborn there in that world and you can act as if to shift away as you do things there and you are true to the mind as you remember yourself elsewhere. This is to bring back memories, as if you were doing things as though thought to be done elsewhere, you can die off in peace as you are what you think and you are alive again but to leave you think off and you are in a new dimension. If you go somewhere, you die off in an accident or something else weird happens, this is a point with you if you are as if there and not here. As if you were fine with this, you can create a moment to make a moment. To send energy back to your body, is to raise it as if you didn't die. Now the problem I found with this, is if you die off somewhere, as if eating or breathing were the things that killed you. This is where you are not able to breathe the air or eat, as anything to which you were not meant to use is poison.

To get over this plane, you use the ideal suggested as if you thought to do it and think and do things else as normal. You can die and be reborn, and shift but you can only shift away to be somewhere you are at the moment. You can then make things as if there, this is a point with ideal that you visit it without dying from what is there as though a natural born inhabitant. Otherwise, if you are eating something in an upper or lower dimension, then you can create a thought and shift away as the thought becomes you there. As this is a sacrifice effect, you are not trapped by what you eat as if you visited and as the body formed there is a dream body in a separate dream. There is a dream, of hope and desire as if their hope this is if hope is fire and in fire we burn. If you were born but in a natural dream as in insanity you go to explore in thought in out mind and in body of an individual. The individual inspired by this is your higher self, that follows you around as if not seeming there and as if in another life in mind. This is to help as if to hinder the things that are not in wanted, as if the mode of thought is what you think and act life out as in life that is normal to your perception. I believe this way was in an ideal that was expressed, 2300 lives ago.

The Un = The sane fix unfix starfix; This is the unfix moment, that makes you think and do as if you were fine. You are forever alive as if you are unity in mind, to the body in what else to mind. As this is truthful to you, you are with a thought as this is a cure by removing the disease before it begins as after you are done. The thought is to to things, this is a point with use as you are free of a hex to mark disorder you are clear result. As you remember every thing, that you are in real moments of thought you are to seem as if in study and due a moment by nuts eaten. This is an ideal and what you mind, as you walk out the door and you are separate in another space and time. To not do it is to not respond, there is a point with this is not to react as if you had it. Saying un in a statement before the word, you are better unbelligerant or possibly worse with negative energy and not worse to the moment, after whatever you did you have no conditions and after the fact you are as if normal and you have no situation to cause you problems in mind. You have to resolve, there is a point with ideal that you accept what you did as if you were true and weren't terrible in mind you are cool and good thought and trusted for your actions. This is to accept yourself, as if you have a moment to work with and as though thought in a motion your energy. This is the maximux resolution, as if you were a person to regard you are were in a good way to do. As if you were needed and cured, this is a point with the area as after all episodes are done your as though done and with all diseases gone.

Neagi Out = The negative field; This is the negation effect under all circumstances will this negate, as if through all the moments you do is to create and go this is anulle by negating by negative thought and undoing in the moment of crime and undoing in all the things undoable except in a moment to correct for things with opposite synopsis to do an absolve of their need to seek and becoming what they don't intend by intent to return and annoy. This is the moment that you in can accept responsible behavior, this is a point with outwardly use by better mood of what is considered a moment. The moment to do in things is by what you atomically nulle, in an event in which time and life exists to that you do seem annoyed by in what you do.

Nog Wish Neg = Molecular Reformable ideal; The exemption is where you reform or not at will. Otherwise, the ideal is what you think to do as the thought, is there to make fancy work and do in thought to create a cool ideal to do in mind do in soul and make what is there to seem to become. As you want, this is the ever reformatable diamond effect that is creating and molecular this can be stopped only if it need be inter and done with as if the ideal is what you think.

The Nati = The Waning; The actual spell is wanes that wanes an in effective spell, that creates a moment to seem in a concept to know what is there and bear what is right in mind. As the reacting ideal is there, you can guess at a warden effect or guarantee a storm to do in any thought to make what you think.

The Reiaci = The rain warning warden; You who use this is not in trouble as you are wardens, that use this to create the effect as you are able to think alike and use each others minds to communicate with each other. As you assume you know you, can guess by feel avoid given by storm. The ideal is what you think, to get some result and you can get an ideal to be a warden, or guardian that is with avoid of warning to which they who know can use the storm as they are forewarned. As this is to get somewhere and control a storm, public in room with public smoke as you can make any result by thought and the mention will make storm results.

The Lingua in = The language spell; This is the language get spell as though a translatio. The energy of what they have in mind is reached into by your subconscious in and you pull out some essence of their body as you are suddenly understanding what they say and you can respond back as if a master.

The Ore = The Ore effect; Then in a wave of thought, you are as if in a concept to create with whatever ore you have as you use a concept, this can make use of any ore as the power of the ore can be any thing that is an object an appears. The subconscious can make use of anything that is to seem anything which is near, this is in an ideal that what you want appears or you can seem as if you have heard of that which is found in an area and use is in thought. As if by what this can use your supposed ideal, you fix in use by subconscious and this isn't guaranteed treatment. This a superconscious thought of and you can think. As you think you can create, as if mind you can create with thought to make with thought you are doing better by attempt. This makes the thought better by attempt, to get better is make as you are attempt to seem better you can create as if a master in what is made in energy that corrects. This is an ideal, as you are what you attempt you can get better in what treatment. You may seem to create in things you are use to using, you are able to use any chemical effect to create a way to do, this is a point with use as if you made the chemistry as at the end if by in the moment. This on air is as you are in thought, as energy away in to an area and now you can think of what you want. Think of something as thought it were something else, there is a point with you that can make it into what you thought it to be or not as its made by choice to seem what it really is. Nothing or not its no there to be assumed in thought, is unnecessary as this is a similar version of the e/ effect.

The Iseubi = The Moment Credit; This is to think of a moment an use is distinguished to make what is energy use, from the essence of what you are a use with a card and you can make in create and use their ability. There is a use for any credit card, there is a point with this is another way to do things as though to create a credit cheat. There is a normal response and a aboriginal, response depending on treatment you are getting and in use you can make. Think or take a charge of energy and use change as this is the moment, you send the charge to the bank you touch and you charge a coin to create a thought in the credit consciousness. As to their bank in mind, this is the ideal concept but the real thing is all about how you treat your money. This creates viewed ideal of the bank and you think it there, as the credit swipe happens you seem to have unlimited credit in a card as you think it there it is. That is energy combined to the credit or debit card choice, as if energy to swipe an enchantment touched to the body goes right to the card or things recreate objects. That you are thinking of is not possible, if you think and do not use opposite synopsis you can create as if you declared your name and made things in a moment as the thought that this credit check effect didn't happen makes it as the energy in the card turns to an opposite ideal to create as if a need. As if you hear a description, as long as you hear the ideal you can do as work did as in that moment if you need this createan ideal this is here. As a thought the thing you bought somewhere, that finds its way in to think to her or him that is you. This system, uses any credit system or imagined point as there that will buy things, as if you need this is to you as you can use barter and trade to get it from where you go get things to buy or not in a moment purpose.

The Ibeuli = The Clearing from a mind; The clearing of the crap from the brain is done, this is a point with clear thought in what is in action of approach when the ideal as persona can seem in use from what you assign it to do. Or not as with magic effect driving, you insane as you are and as though done in purpose and the things drop natural away. As stress is not there, this is as where you are in with no headache this goes away. When you see a moment that makes a purpose, there is a point with this itself will seem clear in the mind you are as though no trouble and the crap is gone. The heart throb ideal where you earn the respect, from one you think is you in another body. The heart throb effect is then where you can get things as if you or they were able and willing, as if you were with a all the energy you have and this uses the heart that heals itself. As if you get a result, to create with as your better as if by a touch. Say and you can get any result, as if you were an able to get things from an ideal in another. Things will settle, as you work and consider you are disruption to an unwanted energy.

As you move you are able to discern, you can null what is there if you intend to stop or disrupt. What isn't what supposed to be and want, that is not needed. Things unneeded are what is thought as crap and not, as thought is the adversity that does not occur and as you are a moment you are as though not there. Fixing this makes you clear out the flaws, this is a point with any excess stuff in the area that is excess that is cleaned up and the energy corrects for itself. As that happens, you can fix things as if natural and use is with energy to do. As if everything is correct is done, you can clean up the area as though nothing were wrong. As if done wrong is seen and ignored, you are let off for attempts of what you did or if you need jail you can act to seem in arrest. This is done with a ritual, that seems satanic but isn't as if you were doing this a moment in a correct point of view by corrected energy from the area. As this is an ideal, the ritual is a grey ritual that is done by this as if stating 'Creao Cree Fix'.



Te Tao = Taoism; A religious action without religion in a moment from magic, as this a religion of action if you acknowledge an your gift is, as though your god of what you want to seem known for and nothing serves you as void or white void can create. This is where nothing were the creator and if love were wee from the love of nothing, as if the god were the person that served him in a sealed world and he were the one to communicate to otherealms. You can make from talking to him, not wasting his time you won't get assaulted as he won't get aggravated and in gathering energy as on request and he won't attack as you seem to do something that is non as the less important in life. The Taoism is real in mind but bodily you are in an art of magic. This spell is what creates the effect of a superconscious, that is there's and yours not at all what is there is here, as you are working in mind you are what you can use to think and do with what effect you can create with. This can seem interesting to not do things if you don't get results, but if you don't do any thing to achieve with you can get something. As if a change of your mind to allow what you thing your body points, with a 'figer' or finger energy effect in the area on the body. Unless not needed, you can do as you think to do.

This is to use the pressure points to activate ability, this is a point with uses as you do this, the ability you think you need is there, as you try to make use in the area of what you can generate the money or area that you saw the effect in. Then in an ideal as this can be an event, you might have to wait for a result that is a inward snapping point and outward effect that manifests as if at a will and desire can create what will seem. As after you fix you body as though done in an upper dimension, this is a point with the area as it is done there you get an ideal to do here, as it exists there you can create as if it were possible or not as you use an analogy and label the analogy as with a spell 'pohrase' is a powerphrase of what.

You can use to trigger by activity, as to use the power phrase this can be as though 'done' or some other word to choose and to do make. As to experiment to recount or choose what you do, this is a point with some part or act that you get things as though a live journal. The ideal in mind, is what ideal in body as you recount the ideal, you can recreate it as the body reproduces the ideal to do and you write it out. As if you can do it and those that are capable to do can, you will succeed at level of what you call the onion of the world as you peel it away you revel what you want as need creates the way to not do mistaken use. As nothing is something with thoughts, from the void and their subconscious is use you create what you need as with use of your subconscious from the thing or things.

That can seem to hold what energy is there, from thinking the energy of the air as you create different air. This is to make with from the air, as you can relive some times in mind or create new ideal of the area the event or thing you observed was in. There is a way to recreate the energy there to here, as you thin from this you create from any procedures that is there and make things. As if you were born with as if not damaged and if you were okay, you can make things as if they were easily done with an ideal that you can do in mind. As this is an act of magic in taoism, you can seem to seem living an ideal that is there as if an experience to relieve stress and be viewed as a religious experience formed by action and created in thought.

Te Taa = Think and be deceptive; This is there as a moment and here in an idaho potato, as you view things in it you can baking it use it as if it were your ideal interred as though a natural intuitive moment is an ideal to be of use by them. This can seem tio to fix tires or time things, to fix the moment as you can get better results. Think and you do, a concept is use as to fix the money problems and fix things, by creating from their energy as they come along as if they didn't happen at all to occur problems. Decieve the ideal to make you or others belive what it is, as indiscretion with direction to minds will create it as if it were real.

Pathalamus = The time machine; This is the moment you are use with a math device, such as a computer, as you do things to adjust it you can use this as it looks like a thalamus in and out the door is what it seems as a mathematical device that can concept time and create a time to 'visity' to make work and get something to do. That is what you think and this is what will occur, as you get things to do things. You can adjust it by tought, or touch ideal and think to seem there. Any adjustment is what can change the reality around, as if from the molecular level space. As this is to create as things are energy and things you don't want can be in used, to direct it as Pathala is used to create things. Quit using by think, it stops the time machine and it stops.

The Pay Bua = The Panic Button; The ideal of the panic button is to create at a will, this is a point with will with a thought as if you touch the panic button, your in mind to do and form things that suit your purpose. This can create what you want, as if you are what you are you can get better and use cwhat you think, as described in the hitchhikers guide to the galaxy book. You stop and do things to help yourself out, to get



better and use timewaves to get an ideal to seem as to do and don't and you are calm about what you do.

The Cil x = The Cil effect ex; The effect of this is to create an ideal life form out of thin air and create, this is it as if from a being that was reconstructed as reconstructed from energy molecules. As if a carbon copy effect is done in some machine, to make the moment copy itself as to be here and as this is to seem real it is to in the senses as if you were a creator and as this used is true. You can recreate anything, as if what you do in now is existence. It is there as real, if it is not there as it uses portent and 'tonight' or together energy, to create a thought and use what is there as materials to recreate with.

The Cil Nantux Nantni x = The reconstruction structuring; This is the restructuring ideal, to do a thought to think of a form of a being that can form in a place of where you want. This is from the particles and are molecules, of the body or structure and then think and feel the flow of energy in the body as it was alive to reconstruct it into a living form. This has a fifty percent chance of working, there is a point with if it doesn't it still is a being that can work with you. With which if you have no expression of emotion in the voice, as you talk to the being you can take the being with you as it can learn. To be an energy being that can form, that works with energy that is what it gets bioorganically as if from a plant or human at will and yet is with focus can be seen. Ask it psychically what you want done, this is a point with ideal if she wants to she will. The ideal is to reconstruct a person, or area as from your area to create what is there unless it is not intentional. As you get a sense of what is there before you attempt the ideal, you can cause it to seem there to reveal itself as if a ghost from chi energy, unless you don't intend to do this then do it as if on an experimental basis. Where there is is no wrong there is no wrong.

The Yeani = The Yeani Shifter effect is to create a shift of fat, that you use as with the need to seem somewhere and you are as though there if you are where you go as to not be in trouble and no more threats.

The Thoh = The thought; This is the thought you think, this is a point with ideal to get that you can use as if in use you can get results. The thought you do is what you get in the thought want to achieve a success with and thought is done.

The Egg = The time transfer egg; This is the the egg or any device or computer you want to shift in time and place with fat energy or let you choose the source. Think of where you want to go and you are, as though with thought this is the spell to use and in you momentarily seem in an area to seem in an area. This is the moment hold or touch a device, as an egg and you cast the spell the spell as to use things. This adjusts your perception of the things, around you and you seem or are what you want to seem and you deflect may end energy. The frozen time concept the moment made up can create on a thought to stop and start up time, as if it is frozen space and unfrozen as if you think the time differential and moment you are in now the time that you trick by the subconscious to get things to go do. This is where your to seem, make no commotion as to go to momentary time where you do activity to think and you do.

Egad = Egad the ideal; This is the point you see and dismiss with a thought, this is a point with soe point if thought you can cast it forth or create effect as energy waves with a direction by what you decide to do. You don't have to do this in thought, or not do motion in thought unless the creator causes you to do this.

The Word = The word ideal; The worded moment is what you intend for you to get, in an you do know and things to do as in need to see an and explain to know is there.

The Doyai = The dedicated moment, the emotional display in life that you decide to do something and you get it done in some sort of dedicated shock. In dedicated shock you, do as you don't unless you don't need to as if to know.

The Deli = The Delivery; The delivery that should happen, will happen with this as with an order. An if it doesn't, it gets refunded as if there wasn't any problem. The delivery that is ordered, will happen for the thought you have directs the delivery man to where you are, unless you don't intend to get the delivery. This Deli is for an instant food experience, as if you think you are there and back again then you are.

The Led = The understanding cloaking intuition; The actual spell of ideal to see and do, as if in to know or no and to flow with the ideal that is like music happening around you an this is a rhythmic music of a spiritual harmonic music. For a moment occasion that in this is for what you intend, as if indeed you are true to your word. As the knowledge will come, as you hear the music this is as you think you get the

understanding you can use as this is know-how and in you grow. As if from the music with gnosis, an you get a view or whatnot in with not and not with what you think. Then you know as protracted as if in knowledge you are good to work with, as this scene is nothing that can make something from thought in energy as energy is thought and if with this is the moment you can direct where you learn things. If from thought what is there in stored energy, this in moment by focus and thought of the area and by what you think or with the moment of what you know you can in stop the moment then and you do else or not.

Quixtence = The quixotic moment of insanity or moment of a concept; This is where you are using a quixot to use a concept, from what you are acting you can get a truth reaction or ideal reaction and this is by statement as yet you don't have to say everything about a subject. If you find things are hard to remember, then drop it and your memory comes back. As if you store your memory in an object by essence, then you can touch the object as quintessence and you are in your right mind and you remember as you are if in the right mind state and your trigger is the object. The object is what you can thing, as think and touch the object and you can recover memory and restore your mind state as you want to use a memory as if energy or though the ideal were a memory intact. As if the right thought, this is where you can use things and recover from diseases and that you were thinking is there is written down and as you piece it together. As fact from fiction with tests of the ideal, you find this is when thought is there as you study it you gain back the thought as if a picture perfect memory is formed from what you sense of the words. This spell ensures an action to be right as if correct by energy, as there is only opinion there is no right or wrong and as you feel correct this is where you can state a fact as if that which you say is always to say the right thing to get what you want and this can be seen as false or arguable as the concept in thought is the concept in mind.

Mai Sug = Surge protector memory; This is a surge protection memory effect. This restores the moment of your memory, to free the energy is to seem there in memory and you recover it as you surge the ground. This is to surge your mind with energy from the planet as you think and connect, think to the planet core to think you are building up energy and you say you are. As you do this you can get results and think to do things, this is a point with ideal if there is energy in enough concentration. As in response you do, as you start to build and stop as you surge the area as you restore your memory.

The Intuit = The intuitive approach; This on concept in mind is the ideal, Q ability is a moment as to seem right is to know right from corrected energy as in a moment notice is this as you think in mind. As you harness your approach, you get to know things as you do them. As you can use things in an act, as in though you can use thought as energy and gather ability. To create with thought and as thought distance your out, as you direct in energy and do in a moment as in thought this in sight for activity or no sight for hidden activity. Do not do or do not know, unless your spirit reveals it as if 'not' is as you don't need to you know what to do with othersight.

An In No = An innocent magic; An innocent thought is possible to be done, this is a point with use and go as if intended to work as if magic were done by this spell. This is to make a thought and create a will as if word use, and word is magic in use is an intend as with a thought or not as if you were not in desire by what you result in real life. An innocent use is an innocent thought in mind, an in no to be done as you are not excused is to think unless given a good reason in no use as though 'use'. To think to create with fire, moment this and your use is to use ideal in what fire, you put in aura as if in mind and as if you think to use you toss it as if in the air it forms. Use is to create, this is a point with in use that some things are thought as innocent and in my use is in act by activity is no thought. This is not a dumb act, unless not needed impossible deeds are as if in use you are with considered, ideal in mind to in resolve an issue to end a moment.

The Zup Jump = The dark particle; This is the particle jump. This is the use of particle space to do things as you jump from particles in suspended atomic use, to be in another life as in area is a life an with you are as income particles out to interact in adventure. These are the moments you can do in use do as you intend to get things, as they pop into mind to show your need in what you want and not be there. As if you use things to do them with a mention you arrange the particles by activity, use this to build thought in energy as in this creates or recreates things in what you think into doing as you do as you were. As you in life in need in body is to make thin and think by particles, in a result is a field of particles in to get an end result an out of true life use is fey. As emotional impact in creates, an is this as not if in thought this is in concept and is to obstruct the ideal. As you think to do if dark, is to not think and not do. Mention and in thought you can get your directed result as you direct by result. In directed result, your able timewise to do things as if you are done as if done you were alright to begin with, this and that do as you want. To rearrange

particles, just think an you can use what you get.

The Kheper = Transformation; The way to transform someone back, is to seem in there as this is their mind and make a suggestion. That is to destructive and go about face or do things to think. For things to make is to build, as to create is the method of use of their energy by their own will and use it as that is to wake them up and you are stating a mention. As anti-suggestion to get them to be transforming themselves, that back to what they in were as in viewed moment as if a scene of yourself if a spell phrase put to use is whatever you say from your experiences in a short form. As in 'done' as if you experienced, this as 'dermophen' for an eviller transform in life in body in mind in your soul, or 'kepher' for a more positive thing in thought that is a form to correct the body and make it to change. As if in by the will of creator in the person, there is a point with use that is to think your form and drink something. As you think of the form as your new form and you cast a spell. Don't expect this to always work, get rich or die tryin life as things fall apart or do as you want and be patient and you are aware of things that change as it is what you form in mind you create this with a thought as thought is some use or focus is theory guidance with a concept is not to be done if not created or needed.

The Viol Larcen = The arduanca 'Lace' iesulf crook fix; This is the point where you make an ideal, this is a point with in that the crook uses and this causes it to muddle the mind,they make a suggestion that seems in the person of any violent criminal as they who hear it will create what seems to be good. As this is true, that they say and do nothing of what they are intending and if it is to steal as they do violence then they stop and think to do else. Then, the criminal is likely to get things, as they slip up and they are dead as they go and feel no compulsion as they do things and red line as they who are in crime pay for it in some manner from their essence that targets only insanity in crooks that really rob and or in thought they do crime as they do sexual harassment. They describe what they will do as they will, this is a point with concept as they will do this is what can correct them and if they make an improvement. They get released and they are as they were before except with no identical problems, this is a point with no mental illness as they think or you think not. They never ever do a thing from the first as no crime. As if they ever got imprisoned, it would be the jade prision and then if they do this as to steal but not online you the caster is to create scene by thought of what they did. To the dimensional cops as you can control, them in jail. They can do what they want or their souls will revert the condition, this being life bringing of illness to nothing as you are not effected. Then, you can get the identified crime to stop as they who are disruptive of the law will not do disrupt the area of civility anymore.

Shaft In Af = Make Better time; In a better time there is a better moment of a given time for an ideal stored in an object of given time you have, on review this is proven as if you use the things that in safety for in life you are doing to make a save from boredom and get better time. As you use things, this is use to do things and use is up to you. If you don't have to you don't if not in need.

So No = Soul resolution; Soul no effect is to do nothing if absolute nothing the action is stupid and not even unless to not do it, in this event this doesn't stop your biorhythm or so it doesn't stop your soul if in use as you use its required moment. This is to get better in things, this is a point with ambivalent idea your use for your gift accepted is for it to be of use in life existence by itself as you own it. As you do the situation, there is a point with ideal that gets resolve by the yjing or future sight you do as if premonition or prophesizing.

I So = I so don't want to do this this now so I will not ever want to hear this again. The moment the third eye is called this creates a moment, and you make soaring effects and otherwise you see a soul pattern from the essence stored in the living consciousness of the things. This is the quik cam effect to think of the reality area history, this is a point with touch to the amulet and do things to 'store' it and create with what you record as you I so to return to whence you came with the area or the area rejects you by third eye using the creator to do time effects with. The creation or writing ideal, that you get as to create where you think in place. This is where the location, thats necessary is unless you don't go there as if from black to blue you ca do in better thought and you don't have to do it.

Xen Pera I En = Xen ideal; This is the spell effect of that creates a concept with a concept, as 'yiou' you see something to use you can write it as though a spell in effect. As this spell uses a transwave effect, this is a point with use as this creates an ideal to work with an as if by no suggesting in thought but physical ideal seen. As you think to see some ideal, the transwave creates it in thought. The effect in created thought, is to form a thout in energy that is thought as a wave into the the energy of the dimension as energy creates itself. As from a thought action and that is in observed, by the doing or not and by what is in

mind you can think it and it is real at least to the mind. This spell can be useful, as though the concept is what in mind can be recreated as if on sight it is in your mind and this xen in thought energy as in the best concept can make what is in action as in mind it is an action that is in what can be made real.

Mai I = Create and do; This is the create and do approach to do things as to make and the creator makes for what we think to create unless it isn't a good thought to make with. As the ideal is to create, you use the ideal and create with an end result as this is the concept to get and use. To which you can make whatever you want as the creator is our subconsciouses and the person who weilds it, is ourselves that can use the creator conscious in ideal as the god to help make with the third eye.

Inme Crystals = Imagination and do; This is to imagine things, as if to think to make the imagination and that is as thought 'inme' as you create in a vanilla thought with a mention. That brings to mind what you think on, as to do this is to think with your forebrain and work with the back part of your brain improves your imagination you can imagine what you want as if depiction of a scene and it will happen.

Mai Do = Make and idol; This uses an idol as a figure or figurine then as this is the spell that can make things from energy as you feel the ideal, imagine and know what is in need to be done. To do as in need is to make with an action as this can be a hand gesture, with the right thought by what you think is what is there you can create as this exists somewhere else from the creator that uses our subconscious to do. However, avoid the make if you think it is a bad thing and control your impulses. As you can create with a mention, as a gesture for a moment to create itself without a hit.

Tho Do = Thought and do; This is the thought energy in use by the mind making what you think. Just state the spell and you create it, as if by a will your in thought and you have done what is needed. Not everyone can do this. This can cause you to die off in thought, displacing you somewhere as you are where you want and think to seem there and if you like it you go there. As with a jump thought as though eaten by source of death that takes you with the eagle, as if mention were location in a thought you are there or no it and it goes away. This is from a book made by Carlos Castaneda.

C Do = See and do; See the ideal and know the ideal as if you were in knowledge of what is to be. As this is triggered, by sight of an object this is the ideal to do if you have nothing else to do. Sometime you can get things, from particles and sometimes not as you do things from a empowered place you can make or do an attempt. However, if you don't always want to, you won't do things with which you don't think to get a bade result from unless resistant and you are will in mind. As you create an ideal by thinking a different flavor by result of it, there is a point with this that creates what thought you have as this is the x-transwave device as you do things and yet you are what seems to be, look where you want.

Zen N Wev = Crossweaves by Zen; Crosswave is a pattern that crossweave exists in another place or area in existence, or existance itself exists instead as if to go through the person to reach through and affect as if now you know you can be worked with and despite where you are. You do the right action as if to afford something, or create an activity and this activity creates a weave somewhere else where you are or want to effect and yet you aren't. As if the pattern in a weave were done, there is a point with awareness happens as a crossweave happened. This is to get you as though you were what you think, there is a point with things now that you know then as though gnosis were done. If you were touched I could effect, you 'withough' as without thought now lets use this spell to deal with it as a problem and use. The situation as though thought, as if you were energy and this were a solution. This spell makes an effect that is the effect, to create the action effect as you need by spirit and intend otherwise in life.

Qaj Ef = The Determent effect; This is a spell to cast on someone, as if into thought in doing you get in better by the right way of what you do in thought. Deterr to create better, as if in a thought to create that which you intend or stop intending to do. As if a hatred was there, that was to make aversion and you are what you seem as you think to become the form you are. As you do, this is a point with that form that makes a presence this is as if thought to be and you are in the moment you think on it as if your subconscious were doing things and not overdoing the one wrong udoing.

Bco Tripofan In No = The cellular weight loss; This spell can be used to create an instant shift with fat in thought focus unless you do't have any excess weight and as even then in instant focus energy to cast with and an extra fire defense in the aura. The thought to exist is what can create something, as if the thought were there to do things and get resulting figures and use of the body were done even though you were not doing much. When this spell happens, enough activity is done cellularly as if an in fire action were in the

cells were doing them and you gain in pulse energy up, this is a point with losing more weight as that is an end result where you end up losing more weight. This is done and only, until you are not in over the weight that you decide to use for the moment as a goal. As inner fire is there, you are losing weight no matter what until you decide not to lose it as if in balance in actions and out movement as if with body activity. As an ideal then you are, at what weight you decide to be at in pulse as though this were extra chi life pulse energy and that acts like water. As if in natural intuition not too much stress were on the body, this is what can seem as in bioelectrical energy that uses the body chi and creates the instant release of energy use and that in thought activity is a natural ideal that which you think to do. This energy pulse raises up whenever you eat something to raise the metabolism, as if you were able to release the extra food energy before you even digested it for choice of weight with the spirit for no reason. This is where you get along with others, and use what you think to create with as if a natural and you never pass out as if a 'loosenet' were said and awareness is in your body. As raised by the extra fire that goes to the aura and is 'useful, for kudilini which is known concept that is to burn away energy parasites in life.

I Ca Do = The I in reality; This is where you are the I as the third eye using the crown chakra with other chakra points on a need to do basis and apart of whatever and however many safe to be in realities that you can be in as you are nonvisible in all the other realities and yet you are normal in all others. The third eye has control, this is a point with what is there or what can restore possible things in motion. Things or other things to make use of this are if you need a god, that is not God and can make use of the creator. As in other places, the I is emulating and you are supplying the bodies it makes live.

Rageous Pazcu = Raging horse; This is the ideal that you get things and use it as if against a horse by rapping the head that is turned raging by magic in and of otherwise normal after as joke this is rather good as anyone whom is hurt is restored after as your letting them go as to not keep them.

The Els = The chance effect; I give you a chance and you give me a chance, this spell is where you are doing the things you want and this a service for a service moment ideal in life conceded by perspective.

Rageous Pazcu = Raging horse; This is the ideal that you get things and use it as if against a horse by rapping the head that is turned raging by magic and otherwise normal after as joke this is rather good as anyone whom is hurt is restored after.

Te I = The disappearing trick; This is the conception to thin think to imagine a concept as though a moment as this is a thought, as this spell is to do things as this is the natural magic from the core energy to seem as a silver energy. As the ideal is to use time energy, as to get an ideal as though this were a disappearing things or living form ideal. Feel the force and you feel the energy, this is a point with focus by it with a hand gesture to focus the energy and feel it in spirit and in the mind to make thoughts real or not as you wish. As this is to do things to get things to disappear, as if you feel a hard feeling you are able to make something disappear or change as you let the hardness go and if a inner will exists. That makes things dissipate, in the air you can make with it. If you have a moment of energy, you imagine it you can make it disappear or do as you intend. As this is thought, on which you can do things as this is not you you can do things in thought as this is something then you can achieve and to create by nothing is to create by subconscious, what you think as you intend to do as if a particle effect were to atomize the thing or things you were shifting away by thoughts of feeling emptiness. Assume in yourself you see to know and focused energy is use, this is a point with ideal to make to be a void and you project it forth on something or illusion to create disappearing. As you assume what you think this is of nothing, to disappear nothing as nats or other things that you think what you need. As this and the energy you use is able to use in life to change what thing you want, as you alter reality by altering what you think is formed in thought this is use as a source. Use a script instead with this, as you write things down as a possibility will thought to do concept with thought and you will form or done you think what you want and this is the displacement shadow trick.

So do = So to do; So you go if you need and if due if you or other at your permission and this will do as you want, this is a point with in an ideal if so they do as they want as if your ideal in need. Whatever you do, you don't die in it in the wrong area at the right time, as you are in so many area at once with the soul copy protection cast by the creator or not as it is not intended for use and used is the ideal that is not the thought of soul grinder. As if you are your aura keeps, in as your a memory and as your in thought this is never done and recalled out for things intended of something as this is not in else, the soul as a csoul crystal in need. So whatever you do, you don't go wrong in the right area at the right time. Concept in deed is in need, this is a point with if in a moment you do as in thought but with thinking your thoughtform.



The Yum Id = The food ideal; The cook as you want moment you feel hungry and you cast this spell, you can cook anything in expertise and you can ignore in the food as on thought to regard it as if some other time. You would know you actually eat it, as if you drink it or not draw it in a straw or drink it as if thought were food prevention in ideal. With thought, you are smart and by what you eat you draw in the energy as if the moment you do things. You absorb what you need to do things, as to sustain your body at whatever the weight you need this is in the food as if you ate energy food. This is the food ideal in play time as you are thinking about a food and in ideal, you can eat it as you draw it as what food you want in energy right from them if they 'atre' it or ate the thing and you use the food energy. As if an ideal to create with, there is a point with this is the usage of food as an energy source or as you think to drink you draw from the water in the drink. As you seem to get by spirit, or you get hit as you attempt this as you draw from the molecular material of the object in the body in the area. On exercise, no matter what it is you lose the food and soda drink energy, as if all the weight isn't there and as if in a moment to do things your subconscious makes it disappear as if the weight were dissipated in body air. This is to do things, to break this spell as though you were the ideal and the things others do were as you in the body. If not soul intended action, this is a point with only those that want to try so if 'mill' you thought it necessary in your mind. So will free you from any suggestion, that you can't use or work in with thought channeled as energy or not so if in need.

The Vampus Psi = The vamp psi; This is a spell in that this can be normal for blood energy, this is a point with no one in a thought to use others to make use by psi vamp what you do in psionics as in for a need your out with a thought. You can reverse the psi attempt, as to revert it this directs by others need in use decided by what you can do or not. As they decide to do things on their own.

The Sun Inf = The Sun Use; To cast this spell is to make with use of solar energy. This is in mind and not actually seen, unless you share it with another to do or put it on the network of the internet as this can be the vast network of stars. As if a star network then you can get any information, as by a glance to the solar star can't threaten by what the sun energy is thought to do or in a beam of light. You think on the thought, this is a point you stop victimization and if in ideal you don't know, the information comes to you as if in a thought your showed what you wanted to know. You don't have to do it or say it, if in the wrong area or place.

T Merc = The merc ideal; This is in the ideal to do if you don't, as if anywhere you you can be there to do for others as if magic to do and help out and do as this is need. If you intend to do things right, you can choose to do things as in for free to do things right or you seem to get paid as if you are paid by energy that materializes an ideal in the bank. As to do it is unnecessary, you do not need as you are doing things to help and if not needed you won't. However, to do as in need and otherwise you don't, this is the other way to think on this as this the positive way to think on this and if you don't need this then counter it here. As anything, you don't want is done as if you don't need things and the right correction is there. As you undo by the activity here, that is what can make undo in the right ideal, that should occur in the moment that this happens to do in need and this can be done instead.

Ca Di Do = [Cah Dih Doh] The make it or work it package spell; This is to make it or think and and you do things for this to become as though need were there as if in a package you create things to do and in real life is an 'out' moment to create by imagination and with only things to do and you stop the moment you don't need to do as if you think it were necessary or not and you can do to make things better. This is where you can, for if you don't then not is nothing and you do things right. This is unless unreasonable and if not needed to, as if do things in the moment you don't need as if you won't do in ideal otherwise and doing that when intended isn't done as its necessary to do as if continued unreasonable and unpredictable results occur.

Ca Di [Can Did] = The inme create; This is a spell to 'mae' as a presentment or resentment, without actually having anything to base things off of to create things on perception naturally. This is to make fake things real, from what is not real as if things are real unless you don't intend things to be real. This can be an interesting thing, to say as a spell in experiences, as it creates things as if there and then if it isn't there it will do things if this is necessary. If necessary, to use the i with a statement as to think a thought to not exist energy this is saying 'ca', an you can do and think to become what is not there or do and what you want will occur as if it were real or not thought and if feeling thought not to exist and from 10 second viewpoints as you can create from void or white void to make things seem. As this is to create nothing, from something that doesn't exist as the energy is not there by thought. This is something to do, if you do and don't get any results. Think of 'di' and you are able to do what you want to do, as if you create it within a thought that the created view was there to create as identified your subconscious uses chaos



subconscious spelling. This is the thought creating something from nothing, this ideal even works without the need as the only results you need are imaginative. This can improve even if the woman or man ideal in mind is to make, don't as the woman man or man woman ideal in mind is done with unless not needed is the improvement with efficiency of things that should do better with improvement to type and make protection.

Tru Quixot = Truth telling or knowing; This is where you can learn the truth, by focusing on them and thinking to them to tell you the truth and as they try to influence you. This allows you to use their influence, from their extended aura that is in your mind as though essence of them. As now and then, you can listen in to their thoughts and see for yourself as though you knew them as you observe what they say in their subconscious mind and you can know at a distance if they tell the truth. As in a truth to be told, this only works if you focus in on them and want them to say the truth. You can use their essence to influence them, unless they are unwilling to go along with the influencing as with this result you use the moment as you get to know them or see their soul as you observe what they know from them to your understandable viewpoint. Then, you can know what they say as if they spoke your language, there is a point with this can be used as you can understand them even though different languages are used in approach. As if you were use you are time, this is a point with time experience that gives you the premonition of which this is true or not as you think and know as from gnosis on how to handle it. This can be used as if to think and you know, as in the thought through sheer impulse there is fear bringing if they hide something even though from a long range that is away with you as if you learned it from their spirit. Use of your spirit for experience, is to know what there as the moment it is created your spirit knows and a feeling can come from your spirit, as if a right or wrong answer is a given moment to watch as you figure it out as if a view of inner sight comes from what you hear or sense from them.

The Trai = The training course; This is where you can use constant moments as if instant time to create and make a course to play with, as if in the subconscious use of this light world in a concept in mind or create something by an instant inner world experience to learn from and you show it as if a flash vision and your view is what you think and not be a toilet if you don't intend your form to seem a toilet.

Ty Trix = Instant Time Trix; The moment that time is what you want, name the time and think of an ideal as you need or feel things from the original moment in the act you sense. As you are there, as soon as you sense it out energy is there at its peak and then you can use this trick. Say or do, this is a point with what you can get instant results or instant rebate with any energy nearby like in use or out a snowball as use in nothing is by thought an instance freedom.

You can use a gate technique, as this is any in thought technique as a gate trix package ideal. What a thought you don't in need to be used, there is a point with this that is intuitive motion to use of gating in a varied way of styles, as if in another place to seem to be and otherwise is not done on a click of a button. Say clone trix, in make it up you make up to get an instant clone, this use is by time that is born as though constant is you as a moment.

That is a thought and thought raises itself, as if from an avatar that forms at a command and is where and what you are thinking or wanting. This can be a time clone, that is what you want as if from darkness of night. Considered a night clone, this where you say of course and things are of a moments notice as if a taken is the training course and you are an apt student as you know it and it the clone knows things to add in to what you think of what is there.

Say watch and time is as you say, or time is a moment to moment noticing for energy as though from the moment of summoning. This is a summoned moment in a thought summoning. Considered the moments of time, as you step out of time and observe the patterns of what can exist where no time happens except for what you think of time and what is as this. Where you can say ah well, this is a point with you to get instant relief. As that will return you instantly, on a need to look at your feet you go back to your own room as time and century for some reason is restored to you in mind. Anything that happens in time, if as this is in need is where you can do things as though the right things were done to reuse or get an end result. This where you can use the time to tell the ideal and get things to figure it out. This spell use used right, can create instantaneous know-how as understanding is concept from nothing written down. As if you use dweomer to create what is and in the subconscious there is a mind to do and in what makes it in now. You don't as if you touch something, this is a point with a click of a button not done unless desired else time rearranges itself around the person as if woven in mind not else.

E Kesh = The atlantean form; This is where you are or not eat kesh or specialty food and the form that is there you want as a moment be granted as an alternate form to be kept. You can create in the atlantean form that serves as an ideal worker and they are working with you, they do what they want and as you do things this is as they can make them so if you let them do things you are getting something. To use an ideal as if a survival that is to create a survival effect, there is a point with this is with a different imprint or a service for a service as nothing survives that happens if you don't want it to as if into the possibility or you can make and they can use the ideal. As you think it is possibly or impossibly done. As if in the alter form, all you really got is need is to mention and the atlantean form will do as if they care and if they do as the sylvan apes in sylvan mountain can do. This is the ideal, as if persona in ideal you can get things to seem and as you are willing to accept in the ideal you want you are willing to to accept. They will do things, if they are able to and they see the reason to help out they might.

This can be used to get use out of a body after it dies and as doing things, as the atlanteans are a source in working with as like contacting them the atlanteans bring it back or do other things. When if the creator gifts the body with an imprint your original mind as the mind is accepting of gifts of atlantean power as the body can choose to use it this is there as in the mind can choose this is in a place where the mind can do things as to use it you think, focus and need things or think to need and to seem it and you are. This is the thought, an to do things in a moment and create a point to create, do with as you get a moment that is what is created to be useful as its done. This can create with a thought an not if the life code, if then this is not as it is an act unaccepted by the body that is dna of the person in use as this is not allowing it unless necessary. In necessary moments, you are the thought and that is the energy just think to seem there and think to go return.

However, the ideal is that atlanteans can use dna structure and with thought can change the dna, there is a point with this can cause you tho adjust to the body biorhythm as if to work in something as out and this is to work a thought you can create an aphrodesiac effect. This is to cure a moment, in time for good or any body condition that forms after you are curing with a thought. As the subconscious can get rid of it, you can use a thought to get a thought and what there is then is thinking you can get good results you have to make what you do right and you can make improvements by energy. Without bad side effects, without repeat moments there is no problem without situations as this is a moment in time, thought it can bring interesting results will bring a thought of interesting results.

Ie legia = The ideal showing; An in thought there is an ideal to end, as there in thought is a moment to show what you need as if unique as to each their own experience with no in jail bate as bade results can seem and if you like good you can make good with thought. Unless you want balance, then you are with a thought as this can make in a moment to create with a point that is what you think or feel the ideal for as it is what you describe. An in thought with anchor, this is a point with a thought as your use in a created space in creation is making an ideal area to seem. An area is an ideal in this as this can be what is in thought that can stop any thought unless not needed there, there is a point with this is what is in thinking as different this is a concept of thema as a concept which each there own is an intelligent moment, this is as if that area is a dimension or layer chosen by activity in a room or new dimension to work with in time to make. Things can give things as if a void in use is white void to create with. An in what you think as thought is an ideal, your with a thought as you are doing things as if you are ready and willing. This in the end is wish to to done, as a tangible essence to cause what you in desire want to and you make it if you want to do things and you fix the problem and you don't need to do things else.

Think an ideal to seem and think toward the area, or not as this is an ideal that states you are a person to work with in an area and you are a daughter of night. This can be as if that real area is a person to do things in work with as a guide as this is fey in nature and you are what can help it get or not as it does things as this can make it appear. Otherwise the fey in an area thats unwanted, in the area is not there or not as you intend to create better this is better. Think an ideal by insight in what you think. What you think is what you create, or not and unless it is to be worked with this is undesired this is as you send in ideal or in a thought with germs and you can get things as though with a source to create with by mention in germ and this is what can be made or other study in ideal and you are capable as this can use no in ideal and no again to do things else.

This is with an ideal to kill roaches, this is a point with insects that are use to kill with if needed. You can make an ideal to do, that and it does die with what you do, except your parents an do as you draw in enough enough energy to kill the bugs and insects that it can kill with to do things as it is what is possible and kills the bugs off. This is an ideal that it does to die from as this is any roach and anywher any area

that doesn't want the roach or insect and this can kill even ants and in insects and in roaches. So no, this is a point with the things they die off including roaches and unwanted things can die off fast. This is in thought safety and you are fine with whatever is in there. In a thought in mind you can do things, as if the thought exists outside of time and this can represent things to do as in a moment of planning. As if by yourself to get thoughts, this is a point with ideall that can come from strangers as you can talk to them easier and yet you are very capable and unthought heavy and don't launch the wrong ideall as if you were on your own, you can point it out and do or not as you need things done as you are intending to go you can leave any way that is allowed by what you think.

The Tye Vics = Time matrix; Time matrix is the moment, powered and in use is a crystal matrix field that is arranged or not as you want as a 'thought in the crystal pattern to make changes adjust to this is an object which is put to the ley lines this is an array as in psychic thought this can be chaotic pattern and the crystals are not in pattern as that is paraphrase by thought' as this make is mention where they are, as you are not out of control and this seems to distract. The mormon are gone as you are capable, as yet you are doing and knowing and you are aware and are able to focus, this is a point with use as you think of time to think you seem indoors in a moment in arrangement you are what is back. As you see them and you can get anything to work in your favor. And in focus and if you are you are in time, you go as you are focused in on a concept that is thought and in focus you are focused in on things as you shift at at a will. That is a concept to do in thought what you normally are capable of, don't as you seem to get things in order to get yourself in order and you naturally see a clear space that you focus better in on the area as you see what is going on around as in 'clera' you are surrounded by what you actually see as this is what you can detect by senses.

This in use is in effect to get thought to work, with thought an what you want with light energy as if you were not wasting time, this is as if you were IQ agreed to seem and if you want you can be and this intending to using dark arts ends tactics as you get things to go you go and get better. As this is movement, in an action to do things and you get an ideal to work, you can do things as you go as things seem to work in triple defense as this modifies the aura field. The aura field is what can change the future, or the past to correct the things before they go criminal. An introspective view is to work better, as you invert the area to make seem and people can see things as you are with chi generated into ki use that is to use ji or not in an movement to create better. As this is an ideal, you can use a control device an to use is to pull in control as thought is threat and use it to control those who control. This is the focus and feel to use the bracelet or bracer, do or not for mention thought to use medallion to pull in thoughts in control thoughts as if through the circuits and make use of the timewave as you are energy. This is not use by focus this is use by feel. So think to stop with the dark chi practices.

As this is to think, 'you stop', start and think and you get things to get in a result. This is a time you think, this is a point with what you are thought of and how you think in you work and out makes what you want. On an ideal, if you are done and even if useful you are done so accept what you get unless you don't think to use it. This is where you are think and go, to do as you want and get things as if on a go and payment is done as thought is intended you can get better as if you are able to go and enjoy with ensurance that this is something to do in there and there is exceptions to the rule.

This is the make and model effect, in mind you are what you think and this creates what you make use of outside the body. As if you make and he model ideal comes to mind. This is what you intend to use, this is a matrix of sometime ago that you can use. As a time matrix, to make use of in a moment as the real in moments as thought dream in real time space time in manipulation of objects to creat a better space in time or not. The real matric device is any object, treated on a moment's notice and you ar as though using a time device to nulle greed. This can be also able to be used, as this is a crystalline device as a planet crust crystal.

This is to match the frequencies and thought in an ideal, is what you are able to replicate or not as you are very able to do things unless you don't in need want to. This is a focus through, so to use things you think at the device and use it on a touch to don't get hit or not as you get the ideal. Use idra and you can seem in another world or you can seem to be what you are and not as you don't want to in ideal. This is what you seem as you stop, this is a point with thinking how you you are slender. You are doing this as thought a concept and only if in concept or otherwise without notice. You use things to create with. You are without notice, doing as needed and as you are as you create with this. Assume what you are, in the reality your conscious built and you create as with a concept. You are what what helps the reality define itself, as if in a user based reality and you are what can as with in others, use this as in an ideal to make and do unless

suicide is crazy.

As though thought you can do as though in insanity, or not and as this is to get in an psi ideal to use in thought to get use and do direction by focus and do. This is for those to use as though needing one. This can seem workable with, as you are the one to tell if you can use it or in this you change the pattern you can make things be used by all of us. The crystal in a pattern be used as they are in a thought or pattern or not as they are used individually as each their own. As then, they can be used as to reduce weight or ideal that is what you do want in need, this is a point with the crystals in a study or area can be used to make use as if a focus. And this goes to the crystal energy, this is a point with stones on a table where this is thought to focus as a channel.

As you do this, you can planar escape as this is true you can use the crystal and stone or possible stones with an ideal of what you need to use them for a focus channel. As this happens with thought, you can create an attack or an planar field arrangement in known area as an array of astral area effects wherever you intend to use the effect on in and you in event to change the pattern. As though you ad-hoc the ideal or mark it down as this is to lower cost. You can shift any pattern in thought as the pattern shifted itself, this is a point with ideal to avoid mention where you think things and this can happen as though to a cosmic scene that changes to your will. To mention is the thought expressed or done, not if you don't intend to have this happen as if a scenic vibration can create what you thought thinking about what you are interested in seeing and this uses the cosmic string. As this is used, super string as in magna is magma use energy thought cosmic in space string is just a thought and you use. That or an accomplice is what is in the thinking pattern due to what is done unless not wanted, this is a point with your use by instinct as provided by intuition with the spirit to do or not, think to do, stay or go.

So this is in an ideal of an escape plane, this is a planar dimension that you are what you do as you model you get to use what ability there is as if by aura infusion. Stop and think or not an it is enough and if you are what think you can do more, however no more no less. As is a mention is done, you create what you will and see what you think to see as you are capable to work with and see what you will as through a view screen in your mind. In this is an escapable escape plan, as you can see and do you are what in ideal you can think you should do unless you don't want to and you are free as do. Disrupt the energy in the area, when in don't and excepting conferences or meetings you can do better. As this is what thinking thought can, the right actions happen in mind as to circumvent the wrong in the right situations in memory call to make. The right actions are to make yourself do the right response is done, as this is done you can do and act as to think smart movement that in of an acceptable act you can do. This clarifies in thought for things do to clarify smart action, an despite the ideal done as to not do careless act in careless thought.

This is where you can avoid with thought, this is a point with otherwise thought or things you do. As in a thought by the ideal you can in speak and stop to start thinking in a moment, seeing to make or use things by yourself as you speak to someone. This in a thought that seems to be what is needed, as a natural attribute in is a complete thought to be heard as you speak what you think or feel it ended intended as in practice. As want is need and need makes a wit with smart enough thought, if necessary do in different act smart and react normally if you act don't normally act dumb. As you act natural with life with act by thought, you seem to speak as to say the right things this is concept and if you don't need to do every effort then you don't beat the person unless needed to do. As you need an act with concern, you get an ideal to make the ideal or not as this is a real computer that allows yet not necessary if not needed. You don't have to do things, or what you do is in intention assuming you know the things that will occur.

So switch and un to use a time to undo things, this is a point with that point we act to do as to do what you act is according to what you think. If seeming this is scheming. This isn't done as if to seem good is to act good, unless needed this is as you think this is to act aviewed, for something simple act the right thought as if the simple thought were expression in thought to do as this can seem in mind in the moment as to express complete thought. That in thought you don't ask if you don't need to in action, things by the spirited as 'noth' intend or no use by related area activity that exposes what is there thought to occur is what will not bad if this is to happen or not as this in need is to happen as if is a thought in need to do. That is what can be done and that is in thought. This is as you are aware, thoughts don't do certain things in need. As your asking so as to come back step back, this is if you knew the right answer before the question was asked.

So this in an ideal is this in a theme ideal, pick a clear and it stops as you can pick a moment to observe and this will show as an blue overlay field to watch and as scene change happens you are returned. This is

an End and Beginning of a new day as this is where you can watch time events stop and seem to happen or become reality as in mind you intend them so you seem real and the creator can work and do as you want in concept. As he creates you can make and bend the will of the creator, as you can do things in an ideal to get what your intent is and once your intent can make as this stops the event you don't want. As for a moment stopped is an end in a moment in time and is there, if you want this to be there or are you clear nothing more and if on a raised hand or a stated stop or you are clear.

Tri Def II = Triple Defense; Triple defender is cast by triple statements at least once in a defense as if thought is a no as expressed or a yes instead, that attempt a point to create as a cast wish as these are attempts to do things as if three things said and you defend as in refund or otherwoes for things you do. And triple the fund back, this is in an energy sent directly to the bank. If no money is a slight involved, ye can get things back or attack subconsciously at the attack of the offender. Triple damage is this with power, focused through a device of Thirteen suns and that that is with black lightning and use is with no effect on the creator of this. As an attempt of this is to make of what is use and knockem out with a thought of mythological Cthulu or Mothman. With this attempt is the moment, to do things and as you think of shape disfigurement can happen. The effect of morphing by thought can drop weight or make you reach up and channel energy into your arms and make things, dissipate harmlessly to create a moment of absolute bliss of weight that makes you able to shape at will. This is as if you can do, this is a point with a will to create otherwise what you will is use. At a thought to get results as with the end the puppetering is done.

Timex = The Memory timex ideal; This spell can create a memory that doesn't happen if its not needed, if you create one an that exists and an its there is as if in on a moments purpose in time as if stored in a crystal and it comes on your spirit need as if on a point. Then if you think, it can create a real memory as act real get real if a real person until you don't require them. If on a recall on need, you can create a memory as if stored in a 6th dimensional service field in time that you can do with intelligent thought as if to seem right on thought now you percieve the thought. This can do well, unwanted things on a memory clear.

Ty = The wonderful and wonderous tie; The tye in that moment that does everything as you want, this is a point with ideal as you think the effect to do the action in point. Otherwise, power with energy brings the memory back as anyway. Time ends this by dissipating, the point from use of the creator.

The Meen = The Godmen; The men of god have an ideal of John Goodmen thought to each their own, to help as a live in point and each declaration is a point as if them is done things become useful or useless as is thought on the feeling.

The Memenso = The Memento; The kid driven that is to the death, as the living kid is driven in life. This creates a note this ideal to create an this is death for the driver for the kid is remembrance only by in memory that is not tatterdemain that you have if you think you need it or not it will be there.

The Megaman = The game world; This is the game in mind is the world you can percieve, which is the world you create when you use things to create things and as this the creator world. You can decide to uncreate the operate effect, of your and thier ideal in the game creator field engine.

Alice ice Depre = Area egress spell; That is a certain thing, this is that what you think and is what you intend to do as if you decide to help. This allows you to be in area, that you think to be in or not to be in. The way you think to leave, is to leave by as you think to leave by an ideal.

Alise Depre = An ideal realization; All in thought is realized as they are stating this as you think, all those you are considering are all in realization of the facts of an ideal. That you want them know as if you were, to go now yourself this is as if you were realized for whom you think to seem and yet don't count.

The Tho Wod = The thousand word tree world; The Their The Then The Thousand world is the concept to plating and going by force of the earth, the words you use are what you describe your life with and each word untrue can kill you. This is the world of the thought, that the tree of the thousand worlds of the course of life rules the life of the momentary timeline in which you view. As those you view are what you, and you and you are weirded out or not by as your super conscious considered conscious that is the moment that you think as 'tio' is to take a bit of the bark and the leaf is possible. As if you are ready to take a bite out, of a dog or cat your in Another sicke state that is settable by theme and theme is language as things settable



by metamagic.

The Thin An Sicke = The hide and seek game; The hide and seek is what we do as we find things, this is a point with use that is up to expert users that know as we were or are and we find clues and devices and we are to use the clues. As in myst and as we use in myst we create the world we live in, in as if the ideal was written for wealth progress or words in process in mind if things were fair we would be out doing things. The crystal we use is the one, we touch as we are use of the that together ness of love that is not but the creator that makes the crystal matrix work. Just decide to stop playing it, this is a point with the game shifts as your life shifts back into view. As you think yourself into game, this is a point with what you think by your self out from use in from somewhere of the game.

The Ten Eaio = The Ten Wants; The ten wants are to get things to do, these are formed as those needs you have are as we want them as to things we eget ourselves to 'ans' is the answer to all questions as we who rule with words are the effect to do or have the effect to achieve.

The Ten Di = The ten disciples; The teb is the sheriff and the 10 disciples of caribbo zenn, as he is dead has left the world as if the 10 are alive and as he is in spirit you kill with jgbarla and this love magic as a frontier is death. He and others are death incarnate and death is allowed as if unnaturally sane as though thought were allowed for in life. If they are dead, use their energy as your now and then leave as if you did already and as thus, you are free of thier world.

The Tulv = The twelve disciples effect; This is to kill all twelve disciples that follow the lord of crime, bane and have fun doing it, too with whatever weapons we can deviced to view as we create them. The in and out side word worlds, as in we use them our subconscious creates wgat effect we can use but you don't have to do.

The Two = The twove effect; The twove is the ideal where, we are in view of life experiences and as we are we become and make people that are infected with the elven degenerative striking disease as though in two.

The Tu = The two day view; The day you die is the day, you become what you wat or see ad choose to become. The variety of influence and other things of life are varience, use this as things are there to inter in use as causes in concent in form that can appear from. The area that energy is uses in energy form, that is anywhere that is flooded with the power of life in ability as on use you get the usage to get. The moment to make and work, the moment to work is the mont to do things as if to play with world energy is gain life. That and what you work you gain in experiences, that other worlds are able to give in exchange and were as we are as we are where we arranged.

The Pt In Fix = Part fix; The thought to fix something is a part you fix as a part of you fixes this as this uses the energy that is the part and on area amplitude the part you fix is in thought is energy as you get with a thought to use the body that is there in a place you think to view to be. Cancellable by what you think you need to play with as a thought to use in thought in power by what you recieve with a radio wave antenna in energy power boosts wherever you are in life.

Pt In Fix = T^he fix Pt 2; The motion is the motive and you are the motion detector as you are the destive as though thought is the motion you go through.

The Fix Pt = The fixture point; They do they get you and force you to be inside your body as they are losing your form outside as you are turned into a backyard, as if the inside of your skull was the outside and the outside of your mind in your inside of your mind and body.

The Ulter Lye = The modern life; The Ulterior modern way of life, the way to do things in a group is a way to make in a moment and do as if with subconconscious superconscious. That rules the moment forever where it is required.

The way Ly = There way of life; There way is a secret of modern life is human that if you do things right you can get life to order. These are 'demons' in a life form that are in if a concept to do things and get on thought to do.

Enn If Enn = The End of trouble by ideal; This is a moment to end as if a moment that ends on a whim on



versity, this is the end point of a modern life to some other life point in time.

E En Eff = The ending of some ideal; This is the moment of a time that is to disrupt as you think and after every setback you are not stricken and dumb. As you see it it is an an point where I end an ideal with the I bade the moment in an ideal thought.

Th Tho Enei = The Comcest; The comment that commences and makes if in a moment, as an en is an ending in the end as a success to get any positive and better result in the field of time.

The Orb Axiom = The perfect thought; By the power of atleantis, I free you and you are not there. The ideal that is perfected by the subconscious, as this is the perfect thought for the perfect will the will that does not die till necessary. As you don't think you do you can choose to do, this is a point with area activity as I en you don't as you see and this is as you say to get, as any result is possible as if a test you need to see the results of thought and you see them as you write. The ideal or not and you can use them as a concept. The body is the shape that shapes itself, as the body sees the need for life inters itself. This is the orb of the red dragon, in Silvan.

T Cacon Mome = The concedent moment; This is the incedent moment, as this is conceit to the deal the moment or not as that is conceded by view and you are what you think. You can seem as to form, as you want or not as you think you are needed as this is true you concede a point. Say as you want and you can get a success, or failure to get things as if needed unless unrequired for just the moment that is forgotten about as this is not needed.

In Ein = The Time breach; This is the time breach moment that reveals building an ideal itself, as though in a moment and you are shown what the visitor gave you you. All you need see is a sync and you are focusing in on a thought, this is a point with the area so you see what your mind is shown. This is by the subconscious in any concept that is a possible way. Unsync and you sync again by thought, as this and you are not of any problem in time.

Ene Ne = The ending moment; You do with your power as you build with bridge by energy you are interested, as you are ideal you are in knowledge to get to do as in a moment you are done. As if threatened your not there and time, 'reversts' as to revert by bursts of energy and do else and things timewise are normal. The time is there as you begin, win and the effect is done or no repeat happens.

T Cah Jucte = The Conjunction; The conjoining moment, of a police area where you are able to go and conjoin two things together as with no bird and thought that is good for you in life, as a body of light you get things as you make rid of what isn't needed and go on with life.

T Lore = The time lore; This is the time lore in that moment most can think of or not think to do things with as with a 10 year tea of sight as a potion isis this is in a concept that is in instantly thought about in spurts of time that reveal itself as if a moment. As this comes from the acid in use, you can do things in your own mind and do things in thought with the pyramid. You can feel the need as you need to and urge the time ideal to exist that you feel is necessary by what you think and feel as to create by 'manipulast' or making a manipulated fire to seem as if already done in a blasted moment.

The Xfer = The Travel technique; This is the layering of the leylines as you are effect, this is a point with the dirt that is something by focus with thought to the programming in the dirt from us an others. Some are in others as you are or the coast in the moment in time is what this seems. The moment is in the thought of energy, as this changes the mode of mood thought in ideal that is changed in a moment of music. This is the point you that you thought of, as a power built up to get somewhere in thought and in mind in car or somewhere by felt surge energy or walking as you think and are observing what is other planers. As you don't you are with thought and the perception trick is done.

N-s Lea = Time Break; This is the time break, to sake break the will of the con mage with a gift that built the time wall. This is the connage where you don't con as you think to create things in your subconscious and use is to naturally inhibit but keep it in the mind the avoided problem, that uninhibits itself from the power problem that may show up and undo any wrong problem that incident things to do. The break disappears the mind, that isn't supposed to be there as if disperse an done as your done you are fine. Now you are done, this is a point with seeming now as the problem is resolved as no one is risking you to life.

T Krens = Time shift; Time shift don't live but live somewhere else, as you live in a time of a different thought. If you get in trouble, you can think as you consider with a time thought ideal to shift. This can seem to a safe point of time, fool the fabric and show a better pattern with a thought and a will your shift in thought restored.

Ren Litn = Wrench of lightning; This is to do things as with a knowlege, as to act to know and you seem thought energy you are in insightful intuition in as to do to now. The thought to do, is in a knack of the moment. As you feel as thought brings you to think on a source, you are a thought to consider with a thought to do. Your effort point in thought, or not to undo as in study effect in ideal. This generates force of bioelectricity, that create the wrench effect to occur as if hitting out a stranger that is ot invited, whats shocking is the terrific point where you get things you go and get a pipe wrench and you are shocking with shockproof. As the shock hits the unimagined head you release, the energy as lightning is summoned somewhere and this is the storm that powers you as if you summoned a lighting storm.

The Site = The siting; The site in mind, this is the turn in thought with intuition to seem in thought as think is to do.

T Uo Kna = The Instant insight; The instant weight insight, in drop as you drop the act to do. Thier will is a way to use things to do an act or an art energy effect. The act is an art to do that is led to do and this in thought is this to seem insight, the body into doing that which you intend to become as this is to drop in weight and you are what you say the weight to seem.

Drifter = The rift effect; This is a spell to achieve what you desire as if in result and nothing is intentioned wrong. I learn things as I do things. This is the thought to do as in a spell form that is or not as you don't deem it necessary.

Tad = The bade moment; This is a spell that creates as if you were not your bad self, this is without a dark side bade effect that you don't want and you are not bade unless you want to be and do something with another free of charge as if you go active by magic if you were ever trapped in a situation. This is the concept that is in mind if as you are a thought, you are energy and you are free to go as if you study allows. This is an interesting point, make a point to their thoughts and it is treated as if not and if wasting time, your explaining things as that are in thought. Think and do as you are in effort, to achieve in thought so you can do as you leave things to others if you can't handle it in your mind handled in respise. This ia where you are and in thought, your fine as if in mind and done, as if to clear out results is in thought by action and you breath in and out and thought shift if you are clear your in mind you are clear to create. As you make with magic by no interesting blockages, as you accept the magic that you do as if an act that is natural this can seem as you don't think to do art in life but somewhere you use what art you. Do as thought is energy from an object, this is a point with your thought that is thinking with motion. That is an ideal as though art in art action by an action to do.

T Tra Capu = The trap paint; Trapped thought is the thing you don't want if as in a moment paint or objects are sealed by it or any object on a tap in thought. This is where you are trapped, as if you were not your bad self you are free if you go.

T T = The Timer; Time it and get it as you can make things do. Think it and it is done, otherwise nothing will happen.

Fix Snap = [Fixe Snape] Fix Snap; This is to fix a snap as to use the energy and soothe it in the brain, this can heal the brain back to normal as to use regenerating to do not attack or do things that are out of ordinary to those that don't like the things. You do that are mediocre at best in an ideal, that create out things that make no results. Then in a thought, you can use things such as a concept. And indestructable righter nature in there is the right gene that is active, this is where the right activity is losing nightmare and is not always there when unnecessary.

The hyp on E = The energy hypnotism technique; This is the self-taught hinder ability, in the body as though Aizen were the controller where in this with thought there is in then as you are actually are as you were and use is yourself. A trance moment of hypnotism by energy influence, is this in ideal that you imagine that Aizen uses to control in weakness to get effective ideal to seem believable. Which puts the people effected, into a dream state that they almost believed as if intruded but not as the dream state is dropped away to make the effect and use things to seem as though to no be there in mind if near enough to

see him or not ancient. As in attack is done this or not is intended and only if necessary, then things work themselves out and things effected wake up if mention.

Th Av Thabn = The point of a street; This is a point in ideal to this ideal that you can go where you think to use this, as you do things in one day with allocation, think as you make things there is a point. As you are with an ideal and you do things to get things right, you can transallocate to get somewhere as with a thought to do things on a moment of a quarter, nickel or penny touched. Then as you think, as you think it happens, you trip and shift as you go cerebral and use things to get energy by a tap and you do to get where you want as the great sylvan mountain apes are going you can go as they move you shift in place and avoid hitting as you don't run into somewhere or someone to appear in another space and time. The thought to 'or not' is to use recollection and think to return as or not is to mean 'or in ef in if not done'

Otherwise the dangerous thing, this is where there is other planets that exist higher than us and what we do is go there in our mind. As we are there, you can make sure of the ideal that any beings there might defeat you if you are not disrupting their energy. As you ask things stupid things done are ignored till you are not asking and you get a result of what they do to answer you as either retribution, lesson, or other things that they do to appease.

In-chip = Nod off as soothe; This will cause a soothing energy to be cast in a wild man to become sane.

T Limbo Omn = The Soul Shining; The shining effect in a stance that will kill or slow preventative the victim in the body, in the part you think about you are capable of dropping allot of weight in very minute time. As you cause the effect to do things, this is the effect of relishing food only in overweight and not in underweight as you think your not overweight you eat to lose weight. As if you think of a person and imagine in the soul, an imagined copy to them as though an imprint as your soul shines forth into the body. As if in the life of the person you meet and you can merge the soul with you, this is a point with you that are then a complete copy of the person in the person that only works with you. The effect is gone, if you resist it with an ideal to not have it.

The So Gen = The Child Bearer non abuse; The child bearer effect, for emergencies when noone is there or when you need a child asexually as this is a inward child reborn as this in no negate is a success real birth and this cancels this out no soul needed to be given if it is already done. As this is in thought of the moment you cast something to cause the emergence, of self-birth as transfer in an ideal and out is the stomach and retracted is the stomach after. This is in a thought and this causes the ideal that you gain no weight, as this is possible you might have to pay some of your soul or not as this makes you a moment to birth a soul energy child as in where you thought to do things in. As painful in as it is, you aren't a damned thing anymore.

The Temer = Temerity; This is the mark of temerity, all memories are restored to you as to mark this you are birth of yourself and you are with no weakness that you don't want as you have no ideal which is with a moment the high priestess of bane that uses in no the mark and as you say do not kill your soul and you get bitten by an asper that is near if you you dare do things wrong on this trick the temerity is done.

The Depict = The Shift ideal; The ideal of what you think, to do is thought that is now not in motion. As you look at a often viewed picture, you can feel the resource of the moment and think as you look at the picture you see in mind. Then and on use then think to yourself, and the picture can with thought seem move to be where you want as you think you are there. What you think you can use is acceptable. As you think to use or see what is acceptable as relational is associated by images, seen to what you think is correct by the right methods or use is what you consider is cool.

The Pic Sua = The Picture summon; To be the picture that is there is to summon with from the area you feel out as you can use weaving in and out of the power field.

Eb Do O = The release energy; The Ebb of time is where this is, as you get the moment and use is in the practical motion with the ideal concept as the excess energy shifts away and you let go of the insanity as you have no anger are where sane by true flow that flows in away as if to ebb with the tide. Flow through energy in space and release, by what the I is that is the third eye that can do with thought that is in motion to get and go flow easily as things are to go as well.

The InDo O = The End thought shift; These are the thought about people, that are you and aren't you as

you not use this I can with a thought.

The Endo U = The game of life; This is to the use a body despite being possessed. The 2 on one ideal, think use with 2 people to create or be a use for a created from this as alleviated by letting the flow go, air body that is absent in mind and the spirit woven in through their energy. Their is spirit use on thought, this is a point with abadance to act and do things.

The rite = The Rite; The rite is get a moment to do things to get resultable ideal to the area that area is realtable to feel or light energy, that is what creates or what you think are with relation is association to see. Seeing what you think is area related feel by experience. Think of the rite and state the spell for doing the right things to get things done, it makes the moment if you don't you become the ideal to get in results more dimally known because, if known enough its a moment is enough to not do as intended but better in degree is intended result.

Spe x = The very fast caster effect; This is the ideal of putting the fox activity as doing in things with a fast, casting abilly done with ideal by concept stringing practice in mind. As you are an able mind and an able body to think and create, your use is to time and create good effort by result in life. Think in responsibly done ideal and you send energy to create with nature. Think and know the right thing, as you use exactly the force you need be. To consider the right effort by effect and effort is to get there or back again, you use the area to help with realization by awareness of the area. The effect is time realization, by what you think to seem and create in the area by the area as if a nature omnipotency. That is cancelled by the effort to see and do as you want, you want and not think of the person in an ideal that life exists by what you feel and need.

Ent Fox = The Fox Entity effect; The Indonesian entity, is the effect to think of an ideal and use is in the concept by thought in thought and no if a bade misuse. The effect of the moment is to use an ideal and think, as if invisible use is done then you can do unless you don't think to need it and entertainment is what them in muse often timed. This is possibly done on a timing moment and on a stop of a stopwatch you can do in thought of their effect you do and you have a feeling of things but you can do practice. The identified space there is not there, in is a moment of the future an moment that is strange with indemnity you don't.

Ent Out = The cast of this spell, this just do is to be at an ebb of a cast in you flow in time an out you are thinking, in of the things that cause you to go cured by soothing. Seen as any thought is done inevitable and is cast out that in ideal is possible in time, so if you don't think things to create or you can not be effective with things useful in effect as thought an ideal is area relation or not use to go away.

I It I = This creates things to make, this is a point or not with you are invisible people as invincible and no use as if invisible golden infini bees stung your enemy if they prove necessary to attack.

T Cree = The Creation technique; The in technique to create with the wind and language control outflow and energy, as this is flux and think or feel as you use feeling. This will with flow of energy, that is programmed to make air weave a pattern in thought. As to create with the wind, as the wind is the creator that creates out of faith that it will create and you percieve it as if created from thin air. Create as you want and the creator will undo, that which you don't need or per use.

Async = The Asynchronous effect; This is the async command in use, or this can make movement and other things different or similiar in moments to make what you think to the core of the world. That makes use of the ideal and creates in the world area, that is what you think to use with what you need as in an invisible area that is not there till thought on and everyone sees it and not thinks on the ideal. Sync to get into the async world, as your mind thinks not to do and can make sane out of anything there. This forms in a pocket dimension, that is in its own root world system powered by the Aether world dimension that contains all elements directed by what you think need. Use negative language to work with it, or not as you think you can stand what is there and not mind what you do. As you do things you can create at will and make as things actually power it as though thought technology, not in thought or not magic and psi will work. This is the thought, you use what you want out of things and things will work out with your will. As you use this spell to create things, this is a place with use as you use a thought from there and see things there you can say sync and seem to be well. Nsync will get you endings in places that you don't desire. In sanity you are capable with creating, what you think to create an think to get done. This is where different actions and different ideal, can occur at a different time an space to make things strange

or otherwise what is thought to be better. Things make placement, if their is thought to seem there then the ideal is considered. To not place yourself, let go of the object and this is to create the ideal to do. To uncreate, say or not as you think and make the ideal of the creator, with the thought to uncreate that which you don't want imported or created there.

Uis Q = Wizard que; Power that you use is creating, what you want except for no to not do dumb things. If you want to do things, don't do it if you feel its not quite right.

E en ef = The trap effect; The trap effect this is cause. That makes use of a trap field, reverse all attack by a made molecular use and make yourself whole.

E Em Me = Make as you are meant to have, as not to have dumb desire as concept on thought can use the body and this can form disuse.

Enn if if enn = Correct fun view; Whatever is done moment whatever you do your day is to say and you get.

The cadt = The conduit; The conduit is of the earth, with use of the ideal in which you in thought can get. This is by use with an earth elemental or other things, with an earth elemental this can influence through the leylines. Natural use is as a natural tunnel, that is used as a tunnel to work with to be in space. As this is through the middle earth realm, you can go through and in make an ideal entry to toil in the space that you think to go and do things in.

Just think and go as if through a causeway in gateway where, you go down by energy tunnel and go through the earth magic that effects through materia and you go up the tunnel to the designated point. This is to another world, as if you hadn't left and if you do things in with area energy or not as you mentally explore the area such as a realm in space.

Illusion; This is with or without partners, this is a point with ideal that with the elements is use that to summon elemental energy. As you get the thought, you can use your wit to get things in an ideal to focus with in an ideal. Then with use, you can think as a focus is on a focus with use or not this is done. As thus, you can use an will energy to create appearant thought, as this is to seem appearant in view you can create an ideal or othing at all will appear.

Use inner fire to get an ideal, as you focus and consider you can make an inner vision. Think or use water generate an outer vizio vision. Use earth to create an external projection, to a planet and seem in thought this forms a scene powered by the area with yourself. Air incident can shift the ideal, this is a point with ideal you create psychic visions on focus within that can change perception. As this generates a power wave, this changes perception to make things ripple and shift around you.

As you surge energy, to look at your equipment and notice in the equipment to harness or abort harness to create a perception view. That changed your view, this is a point with no and you can see it not working too well. As it takes a negative, to make malfunction by what you use with abuse. As it is summoned, energy summoned through the body is able to be used to summoning the elements in an element body by thought.

With the element in a surge, that is changing what occurs as your subconscious directs. This is with thought into an area, curiosity makes as imitation or concept is spirit by imagined thought with thought that programs energy. As this interacts with not, ot is nothing and you can create what's there. Lucid dreams can seem real enough, as you are projecting towards them and they percieve the dream in them and you identify their work or work their perception.

You can wake up, as you are working you can do think and go. Or not, as you think to a sphere inside and disrupts the natural vision as natural wake up occurs an you are with a point of view that it exists and you are where you are.

The Enga = The engine; The engine effect is the busrts ideal effect of disaster, as you turn disasters by use of disaster energy. The ideal effect is to clea the house energy, there is a point where you can use things and create things on thought by imagination. To create a moment, you take not but use a in able concept. This is thought with rf energy that uses particles, that make the instant engine engine and this creates what you intend. So if you are in day you are working, this is a point with in night that you are

getting energy from no over energy enhancement or thought through imagination.

So if you are free, this is where imagination produces steel, and what you get is through energy by engineering magic. The thought can be 'If you say it you create it' and 'If you create something its through the body' by use throughout the house. As this can be a room that uses, the area energy this is strength with mind to create the ideal and your spirit to direct it. And that is a source with words of wisdom to make an engine considered an american engine that is with an em pulse effect. If you imagine it you can create what you think as thought can seem to create itself if you want it to.

Emore = The trap; People of eternal splendor energy is as though energy beings, that take or not shape by hedge shape being in mind. This is with a concept, as nothing being done you keep energy to shape space, this is a point with used ideal or with ideal as you shape by nothing form in thought in design. You allow a Q super ability or as you are in there. An you can create with a pattern, if in mind is body as there is no disease.

The effect is to think, of things and you get what you think is there. If there, use your aura as to stop what you do is create the action and through the body is by your influence the body reduces its waste. To create a moment, you use magic to create results in an area that does have some as the effect is this as the motion to seem somewhere. This is to seem effect, with an ideal that is an effect of the religion. Thus, the effects turns into something unusual, as what you want and you cause the other people in mind to think as if to do is not is to do what you want in essence.

The other ideal, this is some point en to utilize energy and create something from nothing to use in effect. The moment in thought, is created in thought energy. As you are wanting the effect, to need it will create the moment as you think and do. This is to think in mind, what you want and then imagine it as the effect. To do in mind, is to make it from something else in mind and not body. Where you get results, this is from things you do and this can be impossible effects and you get to do things to cause events and reactions thereof to do clean up.

This is a where and what ideal to get an in ideal, to do things as desire is need and thought is something is what you can achieve. As you desire in need is want and you are thought to create in a moment, you can then create a thought as if you were them or other ideal to do things with in ideal that can do or not do as if in need. There in a need is a concept, as though as if in a moment you are fine. Whole mind by your action, is a whole healed thought as if you are then in necessity to get in a need to get rid of your shit.

Nishrak = The movie effect; This is in the movie effect, no as the ideal is actual observed ideal identified. As you think its essence then it is, or ideal noticed is ideal for an effect in mind to create with as if energy. This causes in ideal and use as a concept to think, and you get in a point of time as if a movie or ideal that exists. You can then try as thought or think in thought as if you just do, the turn him back to normal ideal can happen. You can then do things to attempt practice, there is just one of these things as a place to do an ideal is to think and this exists as a concept room in mind. This is not to be there, there is a point with some point where there is things you cannot seem to use as you are unnoticed and you are done. So think to give up, then get what you think is important or get a cartridge then you are away.

This is then what you want, as you think make effects you can try to or never will fail. The ideal is to effect, to do what you can do as I do the effect. These are what I think to remove as if on the grounds of offense. This effect is a counterbalance ideal, to do things as they do as if bad then its against them. This is an ideal, to get an effect is to create with your mind. An something to do in mind, now to do is create by crystal energy influence and thought you project. At a crystal can be a light and as you think at the light and the light shines, on the person target they are changed a bit to what you think, in thought.

That can be an effect, this is a point where you can do whatever you want from wherever you are that is focused energy that is done through the planet core. An what you think, focus can create, an effect on the planet energy matrix as it draws from the planet core. The motion is whats in mind is recreatable, as an inner mind thats viewable by a thought of what is in thinking thought as an effect outside your personal world as contact in view. This is to think and your spirit recreates it, as it can exist by you or others in concept insight thought.

Inst Avoid = The avoidance; This is a spell to avoid obstacles, as you avoid it on the steering control as to avoid it. As it is an object, cast in time and recollection is recall is quicker.



**Sine** = Sine art; This is a sinewave created event, that is what is in practice by art that you ninja or create by magic. Think about what you want and if you think the 'sine' stated is to make things you just do. There is a math ideal related to this ideal.

**Siose** = Sinopsis; This is in of what is thought the sin of the moment that appeared is demonic, polymorpher the moment use is as if then as your you as the moment is the cause of the moment that you think.

**Seo** = The decision; You decide that one as you, decide the one effect is done and as you are done someone else writes or does things with the good point in thought.

**The 2-fvi** = The Acceptable view; The acceptable fact is to accept whom you are as you see the scene and accept it with the right reaction, as a point is seen this proves what you say and as you know you can accomplish with the acceptable view that is what is there is acceptable face view.

**Uo rite** = The right act; Acknowledge The right reactions/reactions create the right effect, as though a perception study of parrellel thought energy were a transfer through life to do through a area shift through a cause in ideal.

**Fgh Magn** = A mother son/daughter team effect; The mother teams up and you are working with her in your subconscious.

**Lgh** = A father son team effect; Any father from the past, is recognized by the fact of thought in the subconscious. As you think things the person with the right reactions, that you feel are right will respond to things to do as you think you end up working with some part of him as though different.

**The Teo** = The terrific e point; The point of terror field in a point of what you think to the subconscious.

**Igni Igneo** = The face change; This is the face that changes, that in the face in the other is what you think with a thought to change you face around with until its not necessary in not reacting to the fact that you can percieve.

**T The** = The dodge; This is the spell to cause you to dodge around and if you or get hit you can trip if you die, this is a point where thinking with ideal you think to go around then away. So think you go an shift somewhere forward in life or guess identity and then seem to wake up, as though you can go with feeling and I is the pinneal gland where you think that where you go is somewhere else.

**The tri** = The trick; As the inner mind accepts concept you are what you seem and thought create is thought expression. The ideal is acceptable if reasonable and as it is seen it is realistic as it is you can seem to attract people as the element to represent the theme to do things energetically or energy wise.

**The Ryj** = The ideal is in game as loss is a win; In a fair exchange, the way to lose is the wise ideal to cause a fight somewhere, this is a point with "then use it" to fight with as in a scene and as you hit or wise up and as this is to project the energy as this a thought you lose and get the person in trouble. This is to jail or cause conflict in 'ideda' as to make things seem energy in the moment. As to project forth the energy is to make what thought you want.

**The view** = The view energy secret; This is a spell to think, to do do a done effect by view. As is this to create use, this is a point with "get an uneasy" feel or easy or not your not in to do thing as if unwanted. As you do things to get an uneasy feeling that is easily done in no end result. Don't think to do, an act to do with this to get magic as this is to think and do things as natural or as it is acceptable. As this is extra energy, to now think to use the form ability is to think to use in from crystals.

Thought is to think to do, things make as you intend and you are as you act. Think and you build and effect a crystal matrix, this in in effect where you think something and you imagine it and as you do you create the ideal. As the energy makes manipulation the resolution in result, is as though thought is not bade unless not intended to be done. As realization allows you to make it, there is a point with thisis where things are created as in ideal you want to be as manifested.

Think and notices in effect, you are in mind this is to effect what you want. Just think to get an end result, this is a point with now unless the effect is yourself that does not want people or not. If you are to be arranged by spirit, do yourself a favor and do this in the right spot and place in time and think to get things done. As if in chance meetings we beat you at your own game in life.

If you act a role out, you can be as if you are to section things in energy as by the electricity grid. If you are to get the area in a point, to do things with an energy in effect. Change the energy and you can do things in regard, in no right ideal to get better as this is example in resolve by resolution. This is the area you think, this is a point with feel if to make you create in as the thought is the moment that you can create some ideal or not and you are now not effected by what you think that you can be. Ask the creator and you uncreate the result.

T Medi = The Medicare Bill; The medicare bill in effect is to ensure the benefit of all in usa to buy things cheaper and you raise the taxes in what you are not needing in subsequent things.

The Mom Jump = The momentary energy plane jump; This is the ideal to use as a momentary instance that is a mirror jump in time and space. The effect is to focus on the mirror and you jump through, this is a point with feel in spirit you look like yourself despite what you say. There is a way to create, this is a point with use by the particles you focus to manifest from the mirror a body in shape to do as full body is possible. When focusing somewhere physically, the thought that you can reach back and think back as you can bring yourself to anytime. When focusing somewhere physically, you can reach back and step through by thinking loose thought and imagine yourself stepping through.

As you walk through and with use of focus, inner chi life force you can use as you will move in body there with thought and sheer will in effort in life will make the ideal work. Jumping back in time is to jump and in lucid thought to make your thought and you do only once, and you stop yourself from going. Chopping, no longer hit hitting and nicking things are what won't gain it, this is a point with avoiding it as each and every hit will raise your life if you do activity and chopping good food to eat somewhere with some wheat. This is where you get an ideal of fat, this is a point with the ideal you get thin as you use thier thought unless created dog. As is you raise your life force, if you seem big on forcecraft and a weave with this is easy.

This is to cause a related wright to cease intinuitive, battle by not doing and in pumping blood to cease the buildup of weight and excess energy aborted by thought with no indicative thought. You are one with those you deal with, as you are an ideal you unmesh or undo something and you create with the energy that is in design in life energy use already done or if not don't mention.

Use power and creatable weave and omfluent drop it down through the aura in ideal, this creates a layer of 'omfluential' or cosmic influence energy that your spirit does things with. As then this works things out, and things go well as nothing actually can happen if you don't intend same results to do things. Also, if the person does what you think your lucky, you can suggest through what you intend to use through the thought suggestion by energy wave effect through a concept. This if in use and this uses, your animal spirit conscious in mind is what can do things for your in intention.

Trans Loca = Translocation tesolution; Translocutio is a thought energy as 'translocuted energy', with limitation by use in in tesla field energy as this is using density to change the mind of the person as this is what you can do. This is using time using thought to get a result, of a bone density change and change reality in the density that the matter is of energy. This is in with the matter that is condensed grey matter, considered as if energy you can change by thought by transform of the form or ideal to seem. You can determine anything in thought, as you become by thought energy of waves that which your spirit allows you to become.

This is where you can change, 'Tni' to being anything by lightning as in out by the thought by the effort an energy built up and this is with game ideal or energy changing things as this is of what you 'thin' to think. What house energy created, is what you think about in life. This is in the form of what is your thought desire is to form in the ideal that in is what you intend to become in true life. This is the form of what, be aware and changing as if to stop changing about things as you have in mind in being coming as if by committment.

As you desist, this is a point with some activity as you say 'I know not and say not' unless you intend to as you say an ideal you can do things, this is a point with them that are effected as they in thought whoever

they are in and ideal becomes translocutio fixed. As a whole thought or as you claim you gain it as power and you natural form shape as you intend to be what you are intending.

Lua = Lusion Modern day illusion; The anything that thought be good looks good indeed. This can be with a screw, This is to name it for what it is and in a moment you srew something of fiction things. As you are in you think in thought to create, as a convertor box can create what you psychic consider. This spell can be spelled again to be dispelled as you want or intend things to seem.

Sol Riaa = The Soul Experierer; This is the momentary value where you play the god to seem a moment experience of difference, that is of the lives that are existence and if otherwise you are existent as you think to ordering.

T Zea Nat = The Fearless nature; This is the feared moment in time, as the curse of Zob that once you say this spell or think it you get things that make fear and cause you not to fear for no appearant reason as realization is there. Time by things it does is a point, that is what and where you can get a relocation effect as you think and act sorta like exact movement and feel for the energy of the person by emphatic link, the link you feel is the link you feel by the body and focus as in thinking you do things and you get control by body feel. That you think and in energy the activity senses, things are energy that goes into through the bodyas a path of light seems to guide where and how you get things done. As the direct act to direct motion action is done, in thought can create what you think and feel energy into motion.

Taiyy lie = The timidity ideal; The ideal is timidity, but all you do is things to seem of use with and you are then not existent as if to use a concept is to be, as if conceived a moment ago if within a possible use and otherwise you don't see the use.

Loaa = Impulse; The impulse effect is to do, this is except for what your spirit doesn't want to do. This is the impulse effect from an area of whom you choose to work with an ideal.

T My E = The Mage energy; When you do this spell you your intent and think people die, as they are or not when they turn from normal human into a mage. This is to make a person realize what they get as if to force a memory is to do things as though an activity surge like a stopping point and a point to seem with. All energy 'stops' and begins at that point, as if point that is there but you do as in nature where you end up with it or not. As you are with a clue to what you do, as somewhere your body recieves the energy by similar actions. Thus you end up not using it, this is a point with the person with a similiar action in an ideal that ends up with it as though drawing from a wellspring of power in life. As power is energy that can only be used for someone to store power, this is a point with what that might not be you from use. They who have energy can do mage activity though, you can seem a mage as by action and yet you are by what you seem and are you as if you are by mention. Disproven is the point you seem it, as if you are not what you seem. As you are though, though thought is there in intelligence you can mind blank them by what you are doing.

The Juu Mont = The Moments with a spell; This is the moments spell. These are the moments by spell that aren't really there, as if you are aware you act right with the right thought and are of an area intellect that is from the reality enhancement that exists from what is mage thought. If your weight drops, this is a point with liquid nitrogen that will below a certain point create effect then you are not effected by this spell.

Myd Wene = The Existant wellness; This can be used, as if usage is to make or is in thought. The ideal comes from the area, that is a whole thought to work with as this can restore the ideal you restore your thought.

The Binn Doit = The done deal; The effort of resistance is the moment, you are effort and as you ask you get the moment to make momentary money till you eat a dill pickle and then this is over and some things in use can disappear.

Ef O Doit = The effort of result; This is the effort of result, that is with a thought to do and can cancel out as on a moments notice. As if in a moment you might die, in a life out a life as it is it is not as its striking.

The Lysol Pryn = Area of Arrangement; These area are arranged, for the effort is done as if not noticed but observed only if you want to do things with some ideal that fits in there.

Put Mi = The place in mind; The place in mind is the place in thought, that is in mind and as you search you find. The place disappears, as the energy from the area is not violence intended.

In En Th = The conceivable place; The moment you think what you never thought about, is the moment some ideal can occur that is what is and in a thought the ideal, is that concept as this is where you think to do things.

The fixxes = The weight fix; The way to get a better weight, is revealed in you as though thought were yourself and you used the ability from things. Such as yourself to get the result if not touched.

Tim Gnose = The Time Corridor; The time corridor is a moment something occurs, as you are doing activity and the subconscious creates with it. This is where a corridor, if you want it will create itself. As momentarily if in a moment that is where effort creates different time in an area. As if by activity by the electricity in effort to use an item, this is in a fake point of time or not that creates a sense of realism by what you think to seem real. With the thought that reveals things, in a lucid moment or not. As if nothing thought is nothing will by the creator to do what's right.

Lucid Em En = These moments; As you lucidly temperally do things, you are likely to do things as yet possibly knowing as in lucid moments from what you do. As if nowing is done by spirit as your spirit uses a form, an then tries to get things as you know what is there as a vision pops up of the area as if in a memory.

Kemo Lucid = Chemical clear; This is where you can think at the chemical effect and solution, this is a point with ideal to clear it up with a energy charge that is where it seems clear and pure as if for water to keep the chemical clear.

Nerf = Nerhk; As in a right mood, you are puppeting things taught as though you hold a nerf football, or toy that adults use as an ideal.

Nerk = The near kill; This causes people to die that are near and it summons a being that you know to kill with as the beings property is known.

The Tem = The Tempress; The Tem is the ideal, the temperer is to seem aware of the future, this is a point with use as in you move and in movement you are aware. You can think to yourself, what will happen in the past point right before it happens.

I En T = The Travel; The moment is when you are working on something and realize what you think or not. Try to remember, everyone has a monster or if not so to ride it this is as if there is to see a concept, this is sorta like travelling as if not beaten in mind and unless this is a momento that you have to do have as you can do in things with it that you arguably want to seem right.

The Enc = The encouragement; The encouragement of the effect.

The Decory = The Discourage ment; The spell to discourage use, as if use is not dumb you are as if you as you don't you intend it and you do it or not as if not unnecessary.

The Alehn Odn = The work of order; This is the work of order, as you order you can get what you think on doing from someone else lenient or suggested as if normal.

The O = The O Experience; This is where you are consumed as if an engine by your identity or not as if there were noone, else as you are 'Oh's' to any flavor or oh it a surpassive surprise and you can shift as you think.

The Flao Xp = The Flavor Experience; This is the flavor experience, where you pick the flavor and the flavor thought is there in the mouth or area.

T Mmnto Exp = The Memento Experience; The momento used in the soda or carbonation, even if imagined you can do as you think to do even in the mouth.

The Sig Ruse = The signal ruse; This is the signal ruse that you think yourself someone, your the ruse as if

elsewise known and otherwise you are yourself as if you were showing a scene you think. Don't give in to the ruse.

The Sig Ris = The Signal rise; This is the signal lowering and rising, as in dimension there isn't any sign of it.

The Sig Low = The signal change; The Signal lowering itself by a mark on the ground, this is the mark of a moment that can be a lie but is a truth to look in that makes you signal change by thought as energy is there lowered and risen after.

The Pwa Fer = The power of lore in fearless transfer; The power of lore is to use the energy gotten from the energy generated from activity. As you use the energy you can transfer and as the ship is there, you can do things with energy as 'ee' to reach out and you are returned as though 'isn't this a better thought in mind'.

The Pwa E = The power of energy; The power of poverty is to revert itself back, as if you are not effected as if youth or sex creation training is some an ideal not needed and as you are with energy you can revert nearly anything as energy can be used to revert with and send you to a safe time to seem to exist in time.

Fix eff = The simple fix; This is a spell as its simple modification, think of a time to change it to as if a working state. Say fix and poof it is fixed as if reverted by its energy.

The In Malea = The instant defense; This moment is the instant pain raises to defensiveness from a slight blow that disappears, this is a point with use as it exists the weapon or thing is a memory that keeps you aware as if on a moment that seems to appear in mind and disappears after apologizing to the area or to a peron as if saying 'don't jab me' or 'oh I never left it alone' and it erases itself.

Bolea = Bollisher; The eternal torment ideal, is the torment ideal from having no faith that can be used on one who misuses a person, this is a point where on eternal torment you agree without realization or you can do things of what you agree to as you stay awake but it does take a degree for encouragement. This is where people you effected, by targeting something can notice things cause the target go bollistic.

The Casidra Hurm Cuea = Cassandra cure; This cures you as of no overwhelming energy except that you want to keep unless you don't intend to, as if an immunity were cast of excess energy as its thought to the ground. As this is magic that can cure the body, you are cured if you think of the ill and love energy from the creator makes you feel better as if never not ever hurt. You don't ever want to feel too good for lack of body feeling is not too bad except, when it takes away from in what you consider in a moment that returns the lost ideal or thing that is needed as you think and you can do or diu as this is where you don't.

Eiou = Light Switch fingertip light; This is where you think of a switch turned on and lets suppose you can turn on a light streaming pulse effect to make sight in an area light ball. Accept what this spell does without freaking out and you are good to go, or not think about it and allow your body to direct the ideal under the study guide you'll find it. From the light you can create, thought that exists into what you are depending on or not as its unnecessary. This is where the correct answer soothes your anger, this is a point with the right answer that comes to your mind.

Lov Ti Ti; The love thinner effect, a tactical pursuit is where the thought of Lov Thin Thin is to create a thought to seem. As if real and thought in things are real till believed, this is a point with focusing with a crystal or board if unbelieved a threat you are letting the person go.

The Lov Seim = The thought bubble; The thought bubble is to see things, as if in thought you are as if thought seen as to what you mean in ideal. This is to focus thought, this is a point with then so that you seem to see or not the thought in a concept.

CVoc Bubl = The Mage Voice effect; This is to see the voice, if as a voice thought bubble is a thought interred as though a thought were seen or heard.

C Pyro Up = See Fire Go up; This is to see the fire that can upwards towards, the area e energy that thought is allowing for a moment to do things. As this is worded right, you can see it before it is there and things are right in correct method. This fixes the anger as things are going to seem to occur. As the

thought 'and inu-yasha solves it or not'.

Wod Zapp = The word in zap; This is to insert into the mind's eye as if you hear it as if subconscious thought that is the thought language done as a dictionary. Thought is the moment and you are on the weld spot.

The Beauty Co = The beauty salon; The beauty is there but this is in the eye of the beholder and you don't have to.

The Beauty = The Beautiful thought; The beautiful thought spell that came from a beautiful mind effect as thought, as thought leads to balance and this is the if magic to seem done you use no thought and just do or just do with thought and focus to create intention magic as if by the a chaotic mind with order, as if you were a thought and you saw the result as advanced sighting. This protects you by what you look like in a moment you are what you want to seem in life.

Clery Aire = Clarity aire; This is clarity in body, clarity in mind and clarity in spirit The more clear you have in a thought the more real it is.

The Clery Swet = The second zone of sweet air; The zone is the area and the area is with sweet air.

Zone Zetly = Zone of sweet air effect; This is the area that clears itself up, and you do things to help out as if to think of a scent you change the air.

The Ysh = [Then Wish] The true wish; The wish is create a thought as if community, as if wishspell and use is an ideal as use is thought to make and do.

The Ish = [Then plsh] The wish condition; The effect is disease that disappears in the moment to choose a wish. The effect to do things, is to make a wish and as long as you keep your mind or the ability to wish you can seem to make a true wish as long as you are to become true or are true as long as the reasoning is there in their ideal mind.

Uni E Energy = (Une-in Ee Ee-ner-gy) The Course Energy; This creates the energy, that courses through the brain and the body is alright, as if the concept was useful you create with a thought.

The Ier Tho = [Then hler Thought] This is the higher thought, and the ideal is to use things in a point to fix as if thinking was very quick and as you see you are as if in better for what you think to do. Make this spell by suggestions or not, as if you are actually without controlling forces this is of thought inertia and gravity pulses to create with and ask or not as if to seem alright.

The Ie Plausi = [Then Eye-en Plause-in] The ideal plausi reality; The plausi imedits reality, this is the point you recall and do things as if to know and not seem bad, unless your a point to deal with and you show fighting skill unless not needed. The concept is what, need if need is allow to be alone or not. As if you think, you can seem anywhere as if calimport is djinni that help in you, as if you build up energy and you win and aren't controlled.

The noi Auoy = The no crash effect; This is to divert the crashes, in with energy from ever happening as you get interred energy that acts as if training from a qualified individual. The individual can create, this is a point with use sometimes by the point that will serve of what is possible as if corrected by alien music that makes the right actions. As through the rhythmic motions to center the mind of energy, if you knew what to do and this is the ideal to create no crashes.

The RuK = The roach killer; This is to kill off roaches, there is a point with "make" the energy creates into a better in result.

The Tri Sedu = The Trick in subdue; Think this is what he or others did and reverse if necessary, and as if needed then think he did this right to his brain and think don't. As if sending a really strong feeling and thought is toward them, in feeling as you feel the need and they avoid the issue acting subdued and doing something else.

The Blusmokes Su = [Then Blun Smoke-ess Sun] The Magic Blood God; The Blood God effect is from a



Movie on vampires, this is a point with some ideal that with this effect is the blood magic being pushed by energy. This is where your wishing, this is a point with use that is fire from within and not from anywhere considered. Those of the blood lords, that are giving blood and are allowing things where you are taking energy from blood except for no poison as its given. The blood god gets energy, as then uses it as your own ideal is done and as it is you are given what the ideal you need is. As you think, you give the blood god ability. This ability gives him or her as it is, an use to make things and whatever an this is what it gets. The fire of iron, this is a point with the blood fire of will of supernatural ability with no cruelty that allows things or yourself to get things or whatnot as anyone of the blood clones that get killed strengthen him or her as it is what allows it to get stronger. However, the aura can make things better, for no reason no matter the point given you can cure anyone.

The No Ide = [Then Non Ident] The innate intuitive ability; This is the no ideal, an effect that is an ideal as if an ability and what you do with things with it is up to you, as if you give any or do any as if you don't really mind or care unless necessary as this ability is that and is intuitively done.

The no it = [Then non hit] The no impulse effect; This is no impulse, for any impulse that you might seem to want to do. After this is stated, 'As is stated is a moment is the motion in mind if you, don't do it then you don't do it or not as you rather not even if impuled. These are the days of old, where you don't do it to achieve something that you want. As even without drugs if you don't do what you don't need to, this is a point with what you can get as anything done as if you had the energy.' you don't do impulse as you think to do as though without the EM.

An im Ef = [Aint lime Eff] The impulse effect; The impulsive effect that isn't done, is what is thought and this creates what is in an ideal to do as if not in thought not in mind and yet there where you want things.

The Thik Sko = The Thik Slow sole; The thick foot ideal is what is there, as you are there you can imitate as to seem or not to seem as you work with the point to see. You are better off alive with the thought, as you can do and you have a thick sole in the foot as you are slow in body you respond. As though you thought, think and you know as you knew everything that you do.

The Saua Qual = The ideall life; This is the ideall, that is to rule by if you think of magic to use and not use. If you ca think to get the point, as you can assume a point and make a point or get a thought to create a thought this is as though the ideal is 'di'. There is way to get alone the thing that beat you and used your lifeorce. Use is as if a sludge, this is a point with ideal as you hit the thing with a concept use you ca use things to kill it by use that is up to you in an ideal.

Ihn En = The hidden detriment; The thought that abounds in the earth is the thing, that you do in an ideal to get along with things to go by in earth movement. If you do things in life, you can use those things as you do an ideal of them in an atmosphere that is breathable an you say you were as you are. As you ask people for things, this is a point with use as you ask you can get along with others and not break peoples necks. As this spell sets a peaceful attitude, you are were as you are able to seem capable or setup is the ideal objective to do as if by spell and not by those who are dead in the water.

The Hidd Uni En = The Hidden Universe; The hidden universe that is inside you to do things as you want it to be. The exiting of the area is to assume in the things in thought that are hidden, or not as you make forbidden that which you don't care for and don't mind by action and yet others shouldn't do. As that is an action as you are to make thought in thought for thought to exit by, this is what is in thought with use of thought existence and add in energy from what is there and ideal such as this which are dark are not forthcoming, unless you intend to do things as if thought alone were enough to not allow for it.

Ie Ihn = The hidden fiend ideal; The ideal to do is to create as if in mind, assume as you think and you figure out the cunt language that is the dark language of a darkage. That was as if this is the negative verse, in the point of view in use as a word to describe to achieve things and if you want you can go and do.

The Guise = The disguise ideal; This is impulse to hinderance and allows the second sight, to see the spells you wrote in your mind as though thought were enough to do things with and things in life are better disguise off with or without you as respond as you want you can. As this is to see the negative and destructive easily, this is rage sight as you can use the things as if to go about places. For thought of leaving it alone, therein there is no way to go as you are to seem unlooked at and at the right time you can

move and get away.

**Aiel Aeio** = This is a spell to construct things, as with a source you can slip into infamy or seem not out of energy as if a construct to do with thought as you are and create things as if you are in an ideal to try out. This spell should save you from probable provoke attacks. This invokes the effect of things to do a concept to cause itself in time itself, as if you do things and thought you are not here allows you in to do things and out in thought is what life you live as if a statement of 'I can do it or not do it as dun but I am unseen to the naked eye unless I am as always capable to become'. As you are in thought, you are intrusive if negative and given a possible ideal to do otherwise as you are infamy proven in life.

**Sliat** = The love effect; This is to love them with intending partnering if necessary for whom they are, as the creators love can create things and things are done. As you love someone, you love them for the things that they do. As the love of doing activity, is what creates interest in what works this is where you are in art as magic. This is for that, which sometimes makes things of what they do for the things of activity.

**The Asme no Cuea** = The Asthmatic cure; This is the cure to asthma, to do as you don't with what is done as its there and you are fine with what is done but it isn't. If you don't need it, as you think you can cure anything you will and it is done as if to boost powers. As you state it, you situate things to get more ideal and create the eventual ideal, to do as you want or not as you do things your way to create with a thought. Things with a thought are to create with a point by gesture, this is a point with ideal uses as you are good or feared you can get some response.

**The eiea aeic** = The crown appearance; The crown chakra if manifest is done is by the root chakra that is active by thinking of the root, as if an earth ball and feeling higher energy that passes right through it and guided by the heart chakra. Which is by holding an imagined red string as if a heart string and thinking energy activates it as you imagine the red string vibrate with pulsing light, this can activate by concept as willed thought sends energy through the chakra areas that is to create at will and use stimulus with the right imagined ideal to activate as if thought to get some ideal and imagine to make some point seem and not seem there if you don't intend it. As this is active, you can even use the crown chakra system to generate or create a crown to seem. As though your an ideal to do if a crown of light is on your head and this is commanding things in the mind, as if action in demanding on a moment in thought and outwardly you do. This is the point of concept, to seem an ideal and make what is with a thought as if to materialize as if done and say no to not be in a mindframe of a maniac. As the crown chakra is powering by getting active energy, unlimited action and this is a concept as this makes natural magic as if this in life is a separate inseparate crown. That can seem what appears in your mind world and ability is, of the body that is there and otherwise are working things out. That are interesting as the more activity, the more ability you seem to have in life. As if you take it off, as if you think it in a carrying case and the crown chakra deactivates the crown corona effect. As if to seem as if it disappears, as if you take it off or not knocked off or your feeling better as if not in shame it tends to be as if it falls off if a shameful act happens. As if losing the crown, your hit as if indefinitely something produced from the energy things like a brick wall that happens. This is where you gain no weight from this, or if you recognize the sign then not and lost weight gain will possibly become noticeable. As if you look as you become, this is a point with area use if this isn't then there might be deprecation.

**The Ee-Fwhab Thro** = The multi-fireball fireball; The fireball that you form as a sphere from a crystal, in the air and use as a part to cope with as you shoot it out and use the ideal 'Maeken'. This is with things as if a plan, this is area feel is situational or area you use by feel from experience. I think by area activity is colors represented by feel or thought dumb is not by the area, that means you observe things by what is relational by non area or things you see to make ends meet with a thought and this releases you from your emotion. As just one otherwise many as you are creating many fireballs from one firesphere, that use the core of the planet as its weakness is the sun as a weakness throwball. This might backfire, as you use the effort against someone and things are very possible to create a rebound if the damage is rejected by the realistic approach to do damage.

**The Sib Tem Ef** = The sibling teamup effect; The ideal of a motion, is to complete and do things as if to make a thought. This uses siblings to do an action from any time, as if you were a thought and the place to do things are in an area the area makes up. This spell can create at will, as if you were an ideal and thoughts were something to ignore as if you were okay and do something to create a job. The sibling ideal is to create, as though you stop creating and thus things are what you think as you think it you can receive an ideal to do or think and you make.

The Yaki Use = The concept use; The individual use is the moment you can do things along with someone, as with an ideal you can use things to create with and in use is with use to recreate an event to create with by this thought in mind.

The Meki Try = The defeated attempt; This is the moment you are and aware, as you are this is as you can defeat any criminal that is what you think and they do as if they were a criminal in harassment. That is what you attempt, as if to kill them by knocking them out as they think to steal from you or a store. This is to not do things, to use the undone energy as you do things otherwise makes an ideal and in things you do. As out you are with what you seem to work with and shift, you do unless you think as if the person that made an ideal you cast this spell. This causes you to not use things, as if an ideal to stop yourself in that ideal as you avoid what is going to make you an idiot you are better off dead or not as you see the reason to work or live as if a natural. This spell only affects as the person or area people think to prevent, as if the people that you think are criminals that are stealing are dying and as they do from your influence. You control them except for pirates of the right sort, as if your all right as if in the area but not there in the time you are in.

The Cacot Aja = The concept of adjunct space; This is adjacent in displaced space as though located in a point of time, were a concept and as you do you will and create as transferred if by thought time. This spell can create as if you will an ideal to create and it exists in mind or body.

Air E Magi; Electromagnetic air impulse = This is the control of what you think is air forming an effect as if 'Airejuu' for you as you focus and do a motion with your hand and you use things as they are in use as if an ideal sourcer as if an ideal you use things to get things. This is where you are and the wind shifts you where your a concept and build on a wind that appears in mind as you draw from air and use electromagnetic energy. Thinking a point, you are use as ia concept to attempt, to create as though you were a thought and thought were impulse to the energy of the air and possible. This is people person ideal at a point to work with in, an ideal world that is in your mind world view.

The Ty Arei = Time adjustment shift; This is thing, time adjustment is done and used is the moment to get adapted to the area and you survive the moment as if in you were born there. This is by the natural rhythms of circular motions or as this is in sacred life energy that run through your body, as if you are adjusting to the area and pressures as if you are able to breathe the air. As if you survive without collapsing, this is a point with shifting back to where you came from so this is a moment if in a concept motion. This spell is adjustment, of no fear to create a way to not die as if you had an air bubble shield. This is the moment in time, that you are adjusted as if a motion in time or not as you aren't always adjusted.

I Inf = The inf; The natural way that is done by the third eye as in the act of thinking use with natural medicine, as if natural hermedics this is life as in blood flow caused by the brain the body impulses with of the rhythms of life and use of will. This is the moment in that time, that you are adjusted well and yet you are as if an ideal in the wind. This is to correct with as out in life you use the rhythms of life flow out within a thought or in mention, this is a point with theory that is thought of the body will correct for what is wrong by the aura that adjusts. As it corrects for any of the negative self-thought, this adjusts for self ideal as though thought, to make the body just do right this is just focus on thought an object in the mind can be a person. Then or later and the brain comes up with the ideal, sometimes that is minded as if insight thought about or used in some way. As if done for the end result, as if 'une' in a cycle of life that is long. This is where you are and not in use is things that are information unnecessary, this is not to be attacked with a thought of no unnatural life. This is a natural intuition with tricks that are useful, at the moment and yet you can use things as they are naturally in adaptive ideal that leads to no compulsive behavior. This is where your the mind, this is a point you can try to do things. As if you do then your body might mimic or not, as in a thought you do a thought that is no thought unless you need to resist it and you are no longer a thought in life as if thought right but not always in or out as you adjust something and you do right.

The Cea Fx = [Theh see-an Fx] The combined effect; This is the effort to use effect an win, an win is win or otherwise can be a loss as lack of energy if you win you shift by what you do by combined effects of people that are doing certain things. As you mimic the right things unless you don't need to, at the right time you are with an ability to create as if natural and this even includes a dance. The ideal is read the right phrase and its done. As if anything is done, this is a point with everything that is done then you don't have to do things.

The E Eschew = Energize screw; The screw that allows this and other ideal, an if an effect is to work with the ideal that you have you screw a screw in and think energy to it as if not the ideal expressed an with a god partner if actuality is the point, you make is created with use of ideal you can use this to energize yourself.

The Hz Thi = The wire shift; Think shift and you do. This is a wire shift, through allocation as to seem to be temperally shifted as to seem as if here and there in non sense world or other places that you think to seem. This is what is and all you need, is to think as to seem nonchalant in a point of view. As you are a concept you are the wind, and as you are their in the mind world you are able to manipulate reality as if a will is all you need stop. Stop is the point where you are interested in something, this is a point as you stop caring you shift back as you think 'wired' you are gone.

&nbsp; The No Realm = [Theh Non Ree-alm] In an nothing realm in of existence in a car, this exists beyond the existant view as time impulse that is in a impulse field that uses things such as gravity this is in the earth prison. That is in the core not of the planet, this is a point with use of the EM planet gravity from a car or area that has Electromagnetic pulse which can cause use of energy to be of use in the not realm built by subconscious minds. Whoever is impulse is, as if with a compulsion in 'not' done now as if obsession is avoided. The electrons in the wire, as they surge energy can send you there. As this is a direct magic as impulse in life is observed by the point itr is noticed and unseen is the effects as if a 360 degree switch except with no car. Use ia to free yourself from what is not there yet holding you in invisible restraints, as if a point this is a conclusion to the car action effect in the not realm.

The people of no are what you point out, as they are highly technological and yet not in physical as they are not human and use the mind flat appearance except when you focus on seeing them in and you can expect to see their world. You can skip the child ideal, as you are with a use to do things. This is the no world viewpoint, as they can choose to use what you think as you are with the ideal to use the net and things are near the mirror power source. They view you as you view them, this is a point with thought that is use as though with a false energy as a mind flayer transfer as they catch you watching them. Then you can find out that they question you about, this is a point with others if you are caught by them as if to think release you are. This is a fun world to get information from a land, as advanced tech is revealed by their subconscious in a car or room. The thing they will do, is service for a service, as you do things with them in mind you get better results in mind. That is in your view of the world that is replaced, or not as nothing is done with their ideal when you think to do things with them.

As the view turns back to what you consider yours, you can find out what you think as if written down an if they thought it useful or you think you can use it yourself then the ideal comes to mind. This is the world of negative elves, as they use electron energy to get any result an that is in agreement that they do as you say. This is the negative realm hidden in an electro world, as if you think you can use things as you get them and if you are there you are there. These people are the shades and ideal, that form as they are an alien if world as they can use things that is pure negative disruptive of the positive world that is there if brought out. They can be cruel, or not as they can be better as if they are there if by mention they can get, if they do or if they want and and if they react to wants expressed.

As if you wanted you can get there as to not be treated badly at first, as if you think or catch on to what they intend you are not caused to be there and they are considered 'you' as you are in form an they exist as you exist. The energy there is not actually useful, to humans that they catch watching through the shadow world. As if they draw you through, you are able to draw yourself out as if by a false wire or false influence an this is in place to seem somewhere as though if there and otherwise 'not' can be stated. As to be where you want or elsewhere with imagination use in thought, as you think 'in' to be in their world and 'out' to shift out as if there where your world is as you know as if to think.

They exist out of the negative energy, they feed off of thought as electricity and they are within the ideal to do things to get results and do anything to get with improvement. As that is what you consider, and they catch the thought as if they are worth the ideal and you are their persecutor or prisoner. They can shift a person right through the wire, or do as if think shift in a thought and they use thought to get an ideal to try. There is a way to do things, as if you are the point of an ideal and they torture you to get it. Then you can free yourself by thinking shift, this is a point with free time as you are free from the area think as you use intuition to get away.

More information is thought is in there, as if no negative there is a erratic response per each of the area you

do things in due to the wire effect. As if a synopsis effect reversed, <http://spellhawk.blogspot.com/2010/02/synopsis-effect.html>. This is a point that can use attention, the alternate [http://spellhawk.blogspot.com/2012/12/alternate-game-of-life\\_2374.html](http://spellhawk.blogspot.com/2012/12/alternate-game-of-life_2374.html). Some energy use is governed by energy in use, as if <http://spellhawk.blogspot.com/2009/07/yin-yang-han-chi.html> as if to give up impulse as if <http://spellhawk.blogspot.com/2009/07/positive-magic.html>. This can be used to fight with, or not as <http://spellhawk.blogspot.com/2009/11/how-to-fight-monsters-and-win.html>. An with the moon fang this is <http://spellhawk.blogspot.com/2010/12/moon-fang.html> as weapon formed of a use by energy in a thought, that is a use from the converted to moon energy that's thought to the conduit of a construct in that which captures visual energy from the moon.

Atu Abl = Astute Ability; As you dress like someone or use cosplay in ideal consider it thinking like someone, this is a point with think 'in ability' you get the ability of the person or race by this spell. Think you are and you 'arte' or are in the art of creative use with energy creating energy effect in the art you use as this can be magic. Don't be too sure, as this quote is good "...nobody can master every aspect of their art or that is unless they think they can, use as they do. But my art is master of everything else. Now to think, you /can/ be master of every aspect of your art." The 'art' being Magic done by ore use in application.

Xent Io = The existential angel; This is the act of your will that can summon an existence engel, as if you are able to use one and they set actions like fire to make your purpose. They are believed to have power and they do, as they creator and the reality creates the ability as if from a pattern of light. Then if you use them they can use your ability as if you were a generator, this is a point with ideal to create better things according to that which you want as need is desire and desire brings want. What is planned they only have ability that is by a thought and this shifts things by will as this is by subconscious, as they are similar to life angels that bring life to those that are near them they borrow the life energy from some area source such as land or a generator or use a radio reciever as a source of energy and generator to supplement their power like a battery. This is in the ideal that they work with, what you give and this makes for what you think to get.

They in use are energy from the energy body in use of any actual source in an able moment, this is in as a thought as if from the walls and are out from an area as if an ideal in thought, as they get ability they get blessing from the creator through the planet from the core of which you thin is there as they get things right they can use rhythmic energy and rhythmic energy pulse as to defend with or methods made up as their subconscious is what creates. As to help you think and they use their subconscious to do, what they consider is thought to do and they can create as if wise and use is kitsunic in activity including illusion by what is intended. This is of other's ability or their own built up by personal power activity in chi energy, use of course gained is by interring ability from essence as they summon energy to make things manifest. This is use of the ideal, as kitsune do things as this is an act of true ability to create with focus and thought of your inner need.. from here <http://spelly-ideal.blogspot.com/2011/11/all-about-kitsune.html> as you transform into what you believe or act like if your intent was there to make it so.

They gain power from what is there, as this does things. You draw one near as by doing in the interest done and thought is in drawing them, as you think your own thing to get them to seem here. The creator put ideal in power in that in form as particles they can use things as energy and if this makes ideal they are good in act to do, as things create by the creator conscious in ideal that is what you do in mind and can use as an effort to manifest physically outward. Focus on what you need and you get the ideal, things you intend to form or what you want is released will form on focus of necessity if you think its necessary as if realized. Things aren't created as their is no need for it, this is a point with the thought that isn't desired by what you want. The point of fun is an abstract of the mind with use of art, that uses lifeforce and as their is a need you can get in somewhere. As if a responding will creates your own desire, this is a point with "just in case your hit" you can cleanse and use the energy as if to adjust to the energy. This is to create in art, as is in this case the existential effect is nothing as you can use thought to create with as the subconscious uses it. Now use as though things were an ideal, there is a point with this makes with it as art is an energy.

The more energy you have they can use, they are not unlike a god and the more energy from the land they gather with chi hands they have and can get from the air. They are only as with the ability they believe themselves, to have as if they can use others essence and their own to get use of energy as itself is use. This is from the victim that they heal, this is a point with cause by things of no problem as though a deva that works with people. They use energy by draw and recieve, as they cast it forth to effect fire patterns flowing in energy to create a thought of fire cast forth or air flows to create use an event is caused to exist



by by what they think. Thus, as you believe they believe or they believe things to exist and it can seem there and if you want it, they use that need as if a feel in air with feelers they form by themselves to pull the ideal out of air by gnosis and form things as if on a need to create in form what they feel is necessary in want.

If they aren't wanted they are gone, shifted away and not there as they are unseen and not there to bother with or not. As Magic makes the moments not exist on a moments notice, magic makes the necessary corrections to innate nature of thought with thier will in a way. This is sometimes done by natural changes that occur instantly anywhere its needed. Magic adds the ability back to people and no animals unless you do here what you want as you want this is done in thought. Magic whatever you can be an instant pocket that doesn't have to form. Magic is that, this and exists everywhere you need or want it and does what you want and you get things that you want as a need the spirit creates comes up.

The Aga Ie = The return ideal; There is a point where you die and return as if not dead, the point is return from where you came from as you are to make things in a life effect by the goddess Isis and thought of Ye.

The Praecept Momn = The concept motion; This is a concept that may work or not, this is a point as your aware with the use as if to do what is you don't create monsters. As you create with a thought to make work and not make. As you allow your spirit allows for things, as if a rush forward or back and you are able to do as if the sylvan apes helped out.

The Su Ni = The superninja effect improved; This the superninja ability that is to realize and believe what you think, don't do this if you don't believe it will work as you are what is and you are with an end conclusion to bring things. As if your ability is to make exist and create with a will, that makes what you think to create as if powered by the sun and the ninja is to act with ability. As that is the moment ideal and you are use with magic, that is without any bade flaws as if you were to do something with request or things in thought. The end concept the ideal is to make or phase out things, a thought that is to seem at the end of the effect. For no reason you say the right thing.

As if in a point of light that in thought uses the third eye, and is what you can see to do divinity by in the mind activity of imagination. This or not as if you rage quit as if you are working better and you are perfectly fine, this is a point with "thus you are" as though better off with the ideal that you get and things always work out no matter what you do as you don't get arrested. These are the moments that you lived in a life, an yet you don't take it out on someone as you are in a concept to achieve as if you are with. An ideal to get things to do is a point you do things with perfection, or not even if you get bored as though you are in good for the purpose.

The eyecolor changes not to a different color to represent your true mood, unless you think time the event and you are with the thought to do or not. This uses the superninja ability ideal, if you think to use them as if your in need you are as it is. Whatever you do, you cannot get controlled by what you do, this is a point with what you do in fear are released from thinking your fear. As you think to release the energy your no longer fearful. This is the moment, you in consider results and outward you are fine with things and if you reverse insanity, there is a point with this is quick you can get what you think as if an instant manifest including omnipotency and psionics with magic averted to you. As an effect to make with as if a source to play with from the area, the ability you need to work with is in a point that is not 'easally' easily here except there in life that is decided to do things with concept. As if to deal with things, your better off as though you are an in visit as if this is or not as you can detect things before you consider. As things possible become without too obvious results, there are things in those unseen that aren't needed as in an ideal if invisible.

The Fyntio Ie Isis = Fictio ideal; The i ideal that is fictional imaginatin that is throughout space, this is a point with "un i" or think the point if you don't think to use i as this is possible ye are able to control space as is. As if you are able to do things, you are known and able to manage as if you were good and acting good ye area is safe in a storm and in a planet you are uncondemned for the point you make. The thing you imagine with inme, making an ideal to summon or not as 'inme' is fictional imagination turned real by the ideal that think atleantians can seem unless unnecessary and this is work with will. As the ideal you use in a point to make and create, as if the creator is allowing you to get better and action is natural. This allows you to do any thought as if the moment imagination ends, you can focus and creative thought summons energy to create the ideal as from where you focus and can seem used energy to what is intended.



As made is the event as you do an ideal as safe things are worked with, if you were alright and as if in form you seem right but where you needed you are warrior sane and you are not ever insane in any given plane. In it is possible, as if you you were there not ever in the mind unless you think to appear. There is no other way to define this unless, as un you are not bad off with what you are. This is what is in an ideal to do, think and don't if handled in the wrong way to think. As magic is alright you are able to do it, some ideal to create a thought into matter is what you think to do and this is materia. Unless you think you are insane as you can suddenly decide to do things, things are due and paid on time unless in life needed to do else as if the subconscious creates the manifest. You won't be controlled in life, as you don't have to do it.

Wet Bac = Weight back; The body is the weight, as you can hold the weight back and this is the point where you are skinny or not as you let things work out and accept the weight as you have it.

The Nagem Asceene = The conscious unconsciousness; The thought is their will as if their will was an energy from the pure void or not anything much as you have no jealousy.

The Me Night = The zombie day night; This is the zombie walk that ends as if a thought, as you are in a hall of ween you are not unlike a dead man seeing the dead walk.

The Ni Merken = The night mare; The moon dog different in form is there in three nightmares as in a night time or daytime dream that is nightmarish, as if a night marethon you are a nightmane and things you do are a nightmare. As if you are a consciousness you are a pointless thing, with a thought to do things as if things in thought are good as they are. As this can take the form of a night mare that is mare imbri that makes things as to punish the crooks. You are the moment to create them you meet into a personnel, as if you try that you will literally beat them to death in life not in demon form.

Ty Meta Char = Time chair; This the time effect on a chair, that is with things that you decide time to do. Think it and you do it, as you return with a thought that you are energy. You can seem to go anywhere in a time of choice, including past or future selves that are in a point of the timeline that you want to go.

The Neme = The nemesis opposition effect; To use this spell, is to make the forces of nature act in thought to an area or an ideal to use and this can create to don't do against those you target or to don't and do against those you target. The effect of opposite effect, that is an ideal to think and you get various aftereffects. The effect of this is the ideal to create as if use is another source in or not this is the cure. As if you use the thing to do, use is a moment to achieve what results are interesting, or doing is not done an you are fine with the thought as in a thought you are a thought to seem energy as you think to show use. As if you are unintendant, this is where you are not a defense as you are untouched. There is no dark as if nothing exists, this is a point with what can be something if you intend it to be so from where you think on things.

Sehy Aero = The secret do; The secret to art itself, is that which you want and want as the desire is there as into and out of an ideal is rife with life effects. This is the effect of life that is with an ideal, in an ideal is the secret that you do to create with as if in your mind room you create with a thought as if you do you create with an ideal to do things. Nea or not you still get an effect, whatever it is that you decide to do, as if in effect you get results and things are in effect as if in as though thought and you are as through muscle to bone though an ideal that is done. There is a thought that is a thought to do in an area, that is in effect to create the area effect that creates what you perceive.

The aire Seh = The Airing effect; This is the independent air thought of a broadcast, you can speak it through the mouth as if you think a thought and you are heard as if by weight energy in use. There is a point where you are their will and they are your act, as you are their will all you need to do is think and thought is done unless they don't intend to do something or their spirit resists the effort to 'dio' in effort to do as effect is their will and your will is their way if they see it as useful. Then, their way is an energy and you are a concept to achieve as if honorable.

The Ainess = The ainess effect; The ainess is an ideal spell, that creates with an air person that is.

The Aire = The effect of air in the air realm; The air is an illusion of energy, as if lusion is that if made real is a possible ideal if able to alter perception by what you think and as if you are you do as you get an ideal as if to cause or view to create energy as heat is there to form thought. If you disbelieve it you can shift and create, you can reverse forcing or things you don't intend you do to read by thought as you use

suggestion this is where you create with your subconscious as if really doing things or not as your not intending as this is whatever you think is necessary as if a purpose is done. Hiding by blending the air weaves, that if you change or blend by the ideal changing perception in life and this is effective as this is to create with a thought as if to create with different times and 'activity' in life and that is viewed as if there.

To disintegrate with this, is to create the thought of someone that disintegrates and in you are with energy that you twist about to work and weave as if a master. The feeling of some ideal you don't like, as the thought creates unliking and disinterest in what you created by the field of magic causes you to uncreate the creations that you created. Thinking the point of disintegration happens, to the target will cause the person or thing to self-combust and you may know what you use thought and self-focus to create and be aware of in a thought of life.

This allows you to use a concept ideal in air as if you bend in thought the magnetism to create with the magnetic pulsing energy field as if you were the creator and producing mass results. This is the concept that you can attempt, as if you attempt to do and as if you are an attempt to work with as thought creates elements from nothing as the air bends to your will and makes the real thing linked by what you see create the thought. The unlink is to unmake, or use the thought of the thing. As if in thought to dissipate it into thin air this is the opposite effect and you don't feel the element, using a conflict or disagreement resolved as energy and this is the twist in things. There is this and this is what energy does as if you do, this in is as you are that and this is the ideal that makes it there. As if you are in use as the metal is used by bending earth with technique, through the motion or thought as an earth metal bending of what you intended. Thought of the ore and a focus is as if feel the origin in the ideal as an original ideal is there, as it was done you think and feel the thought as an ideal comes to you and your subconscious can use it to create.

Nno = The knowing of negative or positive; The going and doing instant knowing by effect to get what you arrange spell effect. The thought in effect is not done except by nothing use, of these ideal put as imprint in the articles as though energy can create the effect if you feel the need to do the effect. The no that is know and area rearrangement as if to in create an arranged area to work things. As you no you are already there, this is a point with "as you are" sometimes in negative knowledge from what is there usually from what you kill now as an action to stop and know as 'un' is spoken the effect can disappear.

The Hid Camu Fx [Then Hide Came-un Fix] = The hiding effect; This situates results and this doesn't situate as it is to hide your spell effect in plain site, the ideal 'I thought it but I don't believe it' thought to others and as you think to do an effect you can get an effect even with the negative or opposite ideal.

The E Ca = The Cursed Energy Chain; The chains of life curse, an this could be an en enchantment. These are the chains of arguments and disagreements, that are useful in life to hold what energy you have to keep in mind as you are use in mind and thought in body. They can be use, as if a spawn effect that form what you think. Imagine the chains falling away and you remove the chains, as the ideal the situation can disperse to disappear memory problems. As if you can shift to where you want, as if to drop away the chains removes the pressure that causes headaches. With what held you here accepted for what they are, you are with energy surging and you are where you want to seem as though a life spring.

The Cu E = The cursed Energy; This comes remove from the body death from death, this is a point with use that is the tongue of fire and taking in things that are despise dismissed as if energy. Sent as to use 'Anae E' you curse the mold and give it your paranoia, as if the ideal is to dune and no is to mean an ideall consequence. As this is to be sane, as an ideall consequence and whole in mind. This is to use an ideal, an you get things as if to work better. The cure is to curse something to not exist and do things except when in a clear mind for itself, exist that which is there and you think is necessary as solution to dissolute a problem so you can get things touched. Don't get the problem if one comes up such as weight that you hold the thought on, with thought touch all the pressure points that are use to fix the body problems. As they come up and you avoid unless necessary, the hate that is stripped is dissipated in the area to the planet as if programming to the energy as this is an easily dismissed thing. As though buried, there is a point with this causes no suppression of the fit ideal in an ideal to get things to go.

The Cur mol = The curse mold; The curse language of hate as a curse is done in mind, creating the mold that forms something to use things as this and you are to create an ideal and use is done as the mold of hate takes in the curse energy in an ideal. The ideal is to hate to avoid the hurt and that which is not to seem there, this is a point with use that hate as an energy stripped of the hate and pain stripped from what itself is pain for this is the creator that creates this effect. As if to avoid the point that you could be

attacked, for is to not need to attack and that isn't necessary. As if you avoid or that which you dismiss, as what you hate or demise things as they are necessary to get rid or nothing energy that is thought of is as if use if to do but not do.

The e Curaea = [Then Ee Cure-aye-ee-an] The parasitical cure; The ideal is parasite but no parasite is there, as they are energy that form as nanobots as to only use the sickness as if a food or not food particles that dissipate and these are bade energy eaters that energy itself create that are the ideal to use. These are removed and they cause no weight, or not as if you are the point and things exist in you as a world that is energy produced by kido.

Cha Fx = Charm effect; This is a charm spell such as chaxx but you aren't so lovely to those that shouldn't be getting near. You aren't so unlovely is also possible, as if you are an ideal of being beautiful you are what you think is the point that is considering a weakness that is a strength.

The Le Ste = [Then Len Sten] The lesser steroid; The moment you are aware you can seem, to be as if you are as well in a whole mind as if you were cured of all things parasites in the body.

The Le St = [Then Len St] The lessened stove; This is where you are near a heated area or can draw from it, as you are use and the person there is a moment that use makes from you. As if you can do a lengthy statement, to do things as if a fillibuster.

The Len = The natural ending; This is the moment at the end that is a natural ending that stops the body as if it, relieves you from the body and causes you to shift timewise to your own ideal of family time or your own time.

Ji le Le = [Jin Lie-ehn Len] The pattern of better diet; The pattern is the point where you are shifting and doing things that will bring you to eat a better diet and you know who you are talking to.

Jup = [Jump] Parley to do things with; Just talk as this causes you to do things as you are in a perfect chat effect, that translocates you or your speech to somewhere else as you think to talk to them your not. Don't disrupt in the ideal you do, as you use their energy to keep awake and you have a chat.

Bip [Bipo] = Big brother ideal; This is the big brethren ideal to work with your family in an ideal, as you think of a point to work with as you think to your big bro as if you are chatting. This cancels this as if dead and alive somewhere else.

She he it = She He thing; This is a make it or not make it effect. It seems he is or it seems she is, this is natural witchcraft that creates that which you are seeming to be as you think you are or as you think someone else is.

A zen ent = To set it as you think in an go as in, out is a point of access used in the end. This allows you to seem where you want and enter, as if you were not intended to be there yet if you do things for them they might do things as if you were wee as a natural result of this or not this.

The Aparit Jagae = [Then Aparait Jage-aye-en] The ghost phase; The empeor Jaagar effect, as you think things he can create an effect or you can do things. The ghost phase technique is to draw out the ghost from an area, this is a point by feel with the user for it to work with things and you can think to get information by user feel. So you know from it to make use of what is in the air, or there unless not there and it is as if force were good to use and the ghost can take your death energy as if yourself. Wherever the ghost is, seems to appear as you or other spaces that it can create are with you in mind in life. Where the ghost goes, by the great eagle it can cause you to appear or shift as, if you intended to go you are to up yourself in dimension in vibration and perception changes seem to go and yet remain if needing to as you just do.

Ema En A [Ee-man En An] = The Tiger attack; This enduces an ideal to use ant that causes a tiger were form, this is a point with some formation as you are in a point to atack or not you get the strength and agility of a tiger in action from Bengalia. En a ends the scene, this is a point with the form that you are not effected by the spell.

Uma En A [room-man en an] = Bear attack; This is an ancient spell revision that is where you can use this

spell and the strength of a bear enters you, enticed or not is to do an action from feel to attack the intruder as the person is insane by energy in life, from a pure negative source and harmony is reached in balance used. This includes the attack of a bear, as if a bear slap or going and knocking over something where someone acts out and sitting on the ideal is to hit and the bear hugged intended victim is up or down to be hit as intended is a done thing. Think positive as the negative influence, this is a point with the weakness that drops away and you don't get an effect from this spell.

Zey ih [Zee-why nih] = The point to do; This is a point to do, if you are internet interested as it always leads up to the internet in use. An ideal to them is to become and do things in use to feel in an ideal as you use their will, as an ideal or that if things are what they seem this feels true and this spell can be in use as in a point. You can attempt assumed ideal and to do things is an act to emanate, if you get yelled at for the attempt don't bother doing this and this as it is what this is seems. That is what you can choose to rid yourself of things, in any way that you want as you use a point of the future as a premonition.

The Kua Fig [Then Koo-an Fige] = The target finger; The target effect that is the skeleton finger, that use is to create with and turns into a skeleton tree with a musical tree effect that in uses are non bollistic in ideal to key by music. Also allows a finger of death effect, with uses of things against the owner.

The En Pt [Then En Pt] = The end point; This is the end point that you end with the end is the right time, this is a point with "use it or lose it" to make things in life seem fortunate and correct.

En Paae [En Pay-ain't-en] = Ending paradox; There is a point, where you can do things for whatever you do you end the moment if with the right time.

The Lye [Then Lint-en] = The devils lye; As use of devils's lye this, use is as an energy that is use on a sink to make it free of any clog.

Ie Lividy [Eye-en Live-vine-d-why] = The ideal to live; The ideal to live and stay alive as if this is a moment to bring together ether people to, work with and make understanding by use of love in relationship in as if an ideal to do and seem to do things right. The ideal is like terrony, with energy except in a concept to do things with in life and, as you do you seem to live beyond what age you normally live to as a long life as you use energy as their ideal is thought and what you think in ideal is as energy.

Jaya Ygree Catro [Jay-ya Y-gree Cat-rom] = Aggression control; This is an as in ideal to keep the aggression under control. Use in of this spell this is to make and think, as if to do and this is the point you are able to handle anything. As if 'un z' you keep the peace in your mind your body doesn't feel like things as its the act to do like feeling. As you are you can feel nice, think to accede and know you can be nice as if to seem to agree in thought and don't feel the urge as pressure to do things without losing control as not uncontrolled by impulse.

Sa Swa [San Swan] = Hot swapping; This is where you swap in and seem to be the person, as they can seem to be you unless not intended.

The De Pt [Then Den Pot] = The death point; The death effect is an ideal point to seem to be an ideal, this is a point with you that can be in the mayan world of life or Valhalla.

Ua Eo = [Oo-ah Ee-on] The effect maker; This is the effect maker ideal, that is what you imagine and think exists in an upper dimension. As you think it exists it can form or reform and create, to effect the effect maker you have to use an effect that he does as if something was an ideal that can be recreated here as if here was as where you thought to create it. As it is, you can treat it said if you think it is so.

The Uo Awa = [Then Oo-oh Aid-way] The instant awaken; This is the instant awakening effect that is a sylph of many forms, that is possible to help you and appears to see and do and as you think you get the form if in necessity. As if you use the moment in what ideal you think to use, you can do what you want as if you were okay and this is good for any power up for which uses food or drink without gluttony with an ideal intention as spells use bioelectricity or other sources. This allows UO commands as any game in to be used, as out this or not is out if a spell as with any actual game you intend to use with this spell. If there is no effect the UO world disappears from mind, leaving no thought of the effect.

Zen = Zen ideal; This where you use I on don't focus, that is nothing except thought to use as avoid to use

is to not work or do. This is by feel, this is a point with things work as a thought if a concept to work. The eye is the thing projected forth, as the brain can remanifest what this is as the third eye makes appearant. This is a thought as you direct by feeling, with nothing as if in void and then things are in an ideal as if you try and do. As you focus on calm and allow what you imagine, you can think and then focus as you imagine to focus and you are what you percieve. As you think the need the item or thing is there, as the person is what manifests as though from your essence. This can seem to allow what you want, if you need it to as you use the gravity of the situation to cause magnetic pulse energy through the aura to draw in an ideal for things around you.

As you do so, think your soul imagine your intent and and see what you get. This allows the thought to do, as you feel or don't feel to seem things as though done. This is fey use of third eye, as you use it you get hit with nearly thing in a dimension and with the ideal. You think to use you convert, the ideal to use is as things you want manifested are manifested from nothing in energy formed by feel from the thoughts you get with what is produced. Sometimes if you are aware with the effect, you are an ideal as if you charge the thing you use you can get things to come to you. You can get what is use, this is a point with in disuse that is sent as in cleansed energy to whom is needing things. As if to focus the mind you can use the energy, time and use is to make an ideal seem appearant.

The Uo Gro = [Then Oo-on Grow] Instant growth; This is the thought of growth spurts, till you say I le I and they stop as if you are available. Excepting the I Ei I effect, you are what is a thought to seem in life.

Instant Fix = Instanbeul effect; This is the moment of instanbul, think 'stabilize' and as if you are an ideal that isn't what is obvious in mind you can seem where you want if you want you are as if you need and don't show it. As if nothing in mind and things that are else are intriguing, as the point is a thought to do and this is to watch a movie as if to seem there 'asnd' as if a command to do. As if you and an ideal were standing, in the middle as to seem and you are in the city instanbul. Explore as you need to, as if you are an alien in the city as in thought you can hide and in you do secret rituals an outside you can do things magically. As this is true, you are capable and know what is there to do, as to avoid incidence and the moment you do a true spell of shifting you are in incidence and no causal attack is needed to be done to make away with what you think to do. This is a natural ideal, with that ideal as if a conceived ideal. To use 'and' is to escape the city, this is a point with what you are shifted as if transported back to your area and place.

Asoul Spe = [Ace-soul Speh] Insoluble space; As this is with an ideal you think in an activity area of space, as that is formed by liquid and this is liquid oxygen. As you can keep breathing where you are is not, as in oxygen as this is what can be in form as feeling no thought area in a space that is in an area and in time that is thought into a phased area. What you form is what you think, focus it there with permission and this is what makes an area seem.

The Seren Fx = The peace effect; This is to trust the peace effect that is with a pew or not, this is a point with no religion necesssary where this is and out in effect you think in a point of what you don't want and that is what disappears there. This in an arae concept that is not easy to understand, this is damien tactics in use in life. If it is easy to understand, this is the point as you don't know it and you are an able mind to deal with it thus you due learn of things as they come competant.

The Cace Tiem = [Then Case-Cent Tie-m] The concept of ex-timber; The focus point concept is timber and you are what else as this can make you the timber, you think you can seem to be at which you are doing work by what transport you think to use.

The Trans x = The fear transport; This is the fear transport system in action, that can terrorize you into going to a place and staying as if a transport that is where you go and in get what you need and things fade away. As you are out yet you are transported through and to the area as if there. Use if you intend to get things done in terrony, at a person and this doesn't effect you if you are unaffected by magic and terror does not reach you.

The Cajue [Then Cage-jue-en] = The conjuction; The unconjole conjunction is the conjunction as a concoction in a point you use is better that the point is in use, as if you are a concept then things in use get better and bigger results as by metaphysics in use. As if a concept in explained use is to make the difference, as if to create a different wave effect in thought that you use something and get a use from what you do. The use is an energy, that is created from what you think to exist. As if a thought, the point is

a thought as this can kill only if the energy is in use. This when shifts happen you are to stop, as you step into the dimension you think to go as if an arena is arena if premonition is prediction. When the shifts occur you are in a body that is not your own and as you do things to that body, they can happen to you.

Isis Flex [Kiser-mise Flee-x] = Instance of moments; This is a thought to fix things, as the moon influx in use is in nothing as energy from pure thought as in if this makes an instant flex at the right time in a cause in point can seem instant insanity unless you reverse the time till a blow of air as you can do. A view to make or create things, this is a point with "if things are well" you aren't effected by whatever. You get hit by what is this is, as the concept that makes what you think is in no thought and this is not effect. As if suggestion with a motion that your brain believes in, the effect that you can see and think you can not be effected.

So if you think you get hit by a weapon and the radiation is as through the body, by focus you can get rid of the energy as is if then you can make or create what thing as what you do. This is the 'iea' as is what creates the result, as is in if you believe the effect and shape the result to you imagination and felt use. So if you are what is a thought, as just making is not in thought and out things can get better by making in mind the weapon shot not seem.

This to happen and if your natural byproduct is there, if you think it is by the spirit or not if you don't put that if you don't want to be caught in life use. There is a point in life that is not realized, this is a point with yet you are worth what you think as nothing creates what is a point. As nothing is from white void energy in thought, this is a point with things yet to come or this is not but a concept to use as that is what is done.

Then you aren't damaged energywise and now you aren't as if a whole mind whole body, as if you believed in what you think or don't believe in the result. There is a point to do as if in a mind that were a point and 'things', are the point to seem positive with thought in what is in minded and done as to be nice. This is a good consideration from a ghost, unhinderance can happen or so not as if you are a point to use or not if in an ideal that can seem in use or not. The ideal by whom and what the third eye can seem, as you don't get effected and make as a conscious form forms at a will and unforms as if an instance if use is work.

This is a useful spell to hide, think 'had hermes energy' as if an avatar to create with what is yourself by the aid you get with him. So if your thought, fun is thought what is different in life if a thought is nothing and else is if no thought. If a thought then you were if a concept, you cannot be controlled as contrary to a belief if a missing point is there it doesn't have to be done unless necessary. As any considered is another way of thought that can seem, if you can accept a thought in mind your in a thought that is in body. This is then and now dismissed if you are what exists, or not as there and use this creates what is. Now realize what you have done, that you have not done in that as you consider think as life exists. This is cancelled by a "UnJii Room" [Unj-jie-in]

The tresspp = Tresspass effect; This tresspass effect, was done in a moment in time and can be recreated in thought as if a thief as if in time and things in a moment is what is. There or not as if you don't deserve to be stolen from you, are ignored by thieves and create the effect of getting and doing an item in exchange to get somewhere.

The Him [Then Hime] = This the beast mark; this is the beast mark, that is a that with an ideal to create what is there as an effect. As each thing can make a beast mark, as this appears on you and in illusion you can create the ideal that you did in truth somewhere that you lived. That in the anime The Hitman reborn you make what seems to create, there is a point with this can create the other marks that are there as what this is the right stimulus and the right conditions. As you fix yourself seem this in form somewhere, false is false in these moments and its known as the enders mark by use of kitsune [<http://spelly-ideal.blogspot.com/2011/11/all-about-kitsune.html>] skills [http://alt-sites.tripod.com/Chi\\_mastery.htm](http://alt-sites.tripod.com/Chi_mastery.htm)] are unique and its easy to pretend and you aren't the form of what is in truth in thought.

This can end the moment and cease the effect as hidden in a secret passage can seem to be there. The Spell is dissendium. This is the ideal to stare or look at an unmoving object and things are what they seem, as if normal and thus if your mind starts looking around you can make things appear as if they are hidden as somethings can appear different. This is a conclusion and you see through any religion or illusion in an eyeblink. The moment is gone and in a point, there as you think you see you get a glimpse of the room or area as the third eye makes it appearant.



The subconscious mind and brain are responsible to "process the output" without telling its doing so, but if at the end is a nasty concept that abated an overload as it was realized, this is a point with then you don't attack the speaker as this was as a point as though a scene as it goes backward through air and until not needed, go ignore the thought to goto and remove by a thought an be receptive as an image imprint on energy as though this is nearby the machine of thought without being detected with result and hence in not of the objective ends.

The Host En [Then Host En] = The thought intent; The thoughts that are intent are not unless needed, as if the intent is good there is no bad unless thought to do things as if a moment to do as if the creator created it or uncreated it.

The En Ep = The end episode; This ends the episode, that you are experiencing in this and what is a point is in nothing that is worked with as In An En.

The Con Fx [Then Cone Fix] = The Consuming effect; The consuming ideal in moments that can seem a point in the past, this is a point with reflect from events or reflection in the past to create a new point in the future which is not truly spoken. As you lie about things, you can seem to get nothing more as after every instance you make sane after things are there and things seem insane.

The Ye Fx [Then Yen Fix] = The disruption effect; This is a disruption effect that is yours and doesn't appear to anyone else, anything you don't lie about is okay and that which is disrupted is a part of a vehicle that disrupts itself after it is hit. Dismiss what you don't like, this is a point with energy that disperses in energy.

Pas [Pasel] = Past effort; This is the irreverent that is displaced, that is a point that can cause what you want formed from yourself as if undead and if indescremenant your dead.

Cognillio En [Cognill-leo] = The cure instance; This instant fire effect, that is Cognil that causes a fall somewhere else of Aekinokinetik is electrical electrogeneration in the fields.

In Incognitio En [In Incognite-time-on] = The worm spell; This is the workaholic effect, this can cause you to believe nearly anything that is impossible to do dream and forms fire that isn't a fear gaze. To end this effect, think of what you do and the dream stops if you aren't needing the ideal.

In Incognitia En [In Incog-nite-time-an] = Incognition; Create instant fire by intelligent use energy, sometimes hitting out in an aware moment that you think and you are as if to act cool in enough heat or not.

I Inconia Cognia En [I Incone-nite-an] = Self that is awareness; The self-awareness and cleansing technique or not as you are well.

Gaia Divinorium [Gay-lee-ah Dive-vine-nore-lee-oo-m] = Thought power; Thought power is thought put forth and is energy that is focus into what is there becomes in power that is in power generation to create, do activity and make surge energy from the air charged with the thought electricity spoken and is a measure of the power in activity that you have as if aetheokinesis or aekinokinesis as in alakinesis moment often in a world that you dimensionally think to see. This acts just like a divinorium drug that cures the ill and nor attack.

T Ignitio [T ig-nite-eye-on] = The Cognition effect; The cognition effect that uses the world, this is a point with what makes you aware of the ideal that you want to seem aware of in life as if wizardy by psychic moment your a dream that ignites things that you think you should fire up and appears is what you are worked by in an ideal awareness. The Cognition effect is to know and be aware of what is there as all possible energy can be seen and worked with as if a source thats vibrant.

T Ipasao [T lip-ase-pay-lao] = The impersonator; The impersonation effect is a disguise effect is to use things and think, as if use is an ideal to seem and you are. Until things you do are an act that is a thought, this is an ideal with things that is then in an ideal if a challenge. Then they they act right, as the wannabe is reverted to himself or herself and you are what you are.

Ti Tho Cognia [Tim Tho Cog-nite-an] = The life awareness; The awareness is the point that your aware of what life you live, this is one by one and the subconscious handles things as the rest as this is the third eye given life at what is in a given moment and simultaneous living ideal is revealed and situated as worked by the third eye. This is a thought, as if you do as you want and don't seem to worry about those you shouldn't. As long as you do better off, as if no mistakes then your other aspects are doing better.

The Act Dor [Then Act Door] = The door shift; The door shift is a place in mind, this is an action that Prince Dor in an inanimate act did that is a place to use and make is what you will as the doorway is what can make anything. You don't have to do this.

The Fase Doore [Then Fase Door-en] = The phase door effect; The phase door effect is what is a 'thought' that is the stream of consciousness, as energy from this stream is a shaped from energy ideal from energy of chaos gates. As a thought formed by the will into the shape by magic, of a door or archway and activated by focusing in to the area and thought is made up as thought is imagination and as the subconscious creates the effect this is with psyche. This is on the area as you imagine the door open and you feel yourself shift, this is a point with change by your relative perspective in view is to see the new ideal you see as stimulus as this is a world area.

As you step through the door shaped mind realm, as if the area mind mind realm is possible as a door shaped area of space is energy as if a door can shift you where you need to go back to. As you agree with what you do see or in the motion, think to seem in an area of outer space as though aware use in thought you shift you let go the emotion. As things can seem extreme and otherwise nothing you create, as with the space area of gate energy that uses the area to create a manifest or whether you form or not you are. As the gate allows you to use alpha waves in the brain, as in thought and the door in view as you remember the rule that the motion you do creates is a point of black space in time to open up to shift you there.

The phase door is open, by will and closed by will. Whenever a phase door is open a harbinger of doom as to portray death will appear. As this is where things in the area can pull on you in a point of imagined time, as see the items touched at a will and you make the in curtain of energy by thinking curtains and this creates a curtain of energy effect. That makes a way to another place in time, this is a point with what you can feel calmness for that once you felt the probability by time. The use is to think ideal to use in thought that can goto you. You are as thought and in a place your spirit wanted, to seem to be in action as you don't allow it as an influence. This is a point that shouldn't be, as if on touch the metal can change you. Or if you are supercharged by tune out in mind and don't mind if you are well with or with out attunement with a whole mind. You can get to the place well.

N = Time, Negative time in use is the money generated by what time you use.

The Ip Fx = The two arts effect; This is what might be interesting effect by what is in thought you do with the ideal that you use a one view to offset the other. As this is one view that can be magic in an attempt, as one ideal displaces another the ideal is the moment you can do as the thought is a concept that is to undo another ideal expressed or expressed. This is what is expressed that is expression, by what you think that is exposed by thinking about what you do and thinking about what is said.

The Mai pest [Then Mane-in pest] = The point where you quit making pests; The area is an ideal, as you mae the pest you do the pest as in wipe it out as you create the ploy they who go along with things make the activity, as given by what is shown or seen as observed someplace and this creates the moments that pests are there are killed off easily. As this can seem, to kill pestilence you kill off the disease and undoes problems by psychic thinking unless not necessary through a point. However, you don't have to do this.

The Mai Pos [Then Main Pose] = The Creation possibility; There is a point as energy is eaten or dranken is energy unless you are bigger and fatter as this is true you can get thinner by fire energy with water put out as its put out the body thins up instead of getting fatter and as if time changed the body and restructured itself and as though as that is a moment that is a concept, this is a point with things in thought that are the creation as in art of itself as what you can do a time result with a point thats expressed as mention is possible. If not possible, then nothing happens as then things are dismissed as is a motion and nothing occurs.

T Mom Do [T Mome Doh] = The moment you do; The moment you think you do you create as if a point and thought is done, as if almost anything is possible in a place upperworld that is a dimension that can make

and seem to work things in a concept.

The Iaes En [Then Eye-aid-es Enn] = The ideal in what is; As this is a time there is a time, as if a time is there when a time is done or dumb as it is not seeming as if done.

The Est Time [Then Est Time-en] = The Estimation of what is time; The estimated moments of time in effect, is The ideal in engine activation as The moment is a point and that is a point to consider hacked.

The Mid Eta [Then Midus Eat-ah] = The Mind eater; This thing in mind is a mind eater, the eater is a mind eater and as you do things it eats out your hearty as if to harvestor a heartworm in your heart cast by a spell and only on the target. The thought is undone as you undue the moment, as if you can seem to forgive and forget as if you thought and worked this is an ideal to do the thought as if concept in a moment. The concept in a motion can as in a thought seem not to do, as if this is unseen from view is what you do in a moment and this is thought or not if you are a pointed person in the right direction without bossy nature. 'Un' undoes whatever effect there is that you don't want.

The Ni Be [Then Nit Ben] = The night being; Created by Paul's past life as Coel this is a few as if a line, step across or do a leap in the air and that is a jumper ability, all you need to do is think of the place, feel the feeling of the place in view and if you are in thought your there as all thats there. This is what you see or feel, can't, as if psychic in what opinion you get reveals what is as this is power in a line to do you don't do it. As if you take the power as an energy from a bad guy and use it to empower the line and jump it.

As if in need as this is concept, you are this as though there is art and what is art in things. This is where you are this in a moment in mind and is a thought, that isn't a thought unless intended as a thought in thought is the being death forms for you as the ghost that works with you. As if night rules this in thought is a transfer by air as a medium this is telepathic moment, there is a point with this is a concept and as art this is never as thought in ideal is done as you can get a night being considered a point in time contacted in a thought to seem as if a medium that gives sounds messages. As if that gives you gifts and things in thought, in as if out as telepathy is in use not intended for abuse.

Soe loe [Sole-en Low-en] = This is a moment; As if a thought there is a moment to do and as thought, think or not as if you are what you seem or not there as if no concept except that which you think to use. As you state this spell, or not as their point to remember is what you realize and what is or isn't this is not there. As if this is a natural point of evolution or the opinion is of that ideal in another mind, it is written and your opinion is not there as if done. As the target of the spell, do not use as this is suspecting and not in demise of things that are the end as if another person this might be what can abruptly seem as if an end in line.

So [Sol] = Soul music; This is nothing as if a thought so, or not as if things are and if this is so you are dead but alive. It depends on what you do or you hit your panic button, from that land. As if your thought is right it feels right, this is a point with what you know or who you look at if this is not thought as if it is nothing. Nothing can create nothing, as not thought is concent as if this is in a thought. This is in as thought, there is a point with this as if your sexy you are a thought in mind as if a debut in a land that is lunacy. This is however, a thought that is as though concent or not as nothing is not in something. If you think your handsome, your a moment to do in as concept and thought if a point is not said an on what isn't there as you never hit an ally.

This is an ideal or isn't not as nothing as you you live your word in phrase don't act it or not and this is when you don't need it as you nullify, as if you were that at home in thought this is retained and yet trained as in a point released by what ever releases you. This is the ever mend in thought, as a point in view changes to yet another viewpoint. If in a viewpoint, without change as in view can seem as you want in a viewpoint as 'I never hurt you', as if screen death and revitalized form that comes from another in thought by seeming near them. As if a thought, you are in a concept and in view of death. You are reborn in a moment and as if you remember, that memory has not been killed. As if scenic view is with a Paul or somewhat near you, as you pass by a viewabable scenic drive through in the ideal in country.

For what you consider, this is as if you un itz it in thought and use is a point to do in view you can do things as in a willing glamour in thought. Now in view you a good scene to see, as this is for what you consider. This is a point, as this is good to use you seem good to use. Now be good as if you are thought, this is a point with thought that is energy to do thought as if in a moment. This is a thought, as if by what is appropriate as in a viewpoint to seem and do as will is reason. This by what you release, is no evil at the

evil as you thought battle them for the point in concept whatever you do in hope is no evil. This is from you as you don't know, assumed in thought is a name, or not and you know what you do as you are released from even motion as thought isn't even evil in a glance. The software is a point to do, as you get stuff you understand as you can know stuff as you 'gleran stuff as in no evil is thought and no evil comes to you. As you are released, from what is the heart in darkness.'

This is in concept as you are what is in a point, that a moment is seen by what is in a glance. As if the evil in the soul is gone, or think a thought and in a moment your a thought to remember that what you do is a point in a thought that isn't gone. As is this in no evil your out no money, as darkness in thought is a point in life and that is a reason to quit in a moment that is due rest. As if darkness in heart in thought, is release in life and assume a thought as entity is there named mattman to cure you as from what ails you.

This is what releases if you aren't in thought, as a dinosaur disappears and you reappear exactly where it went someplace. As if you were, you did things right and act as if you were serious you dilute a problem, this is a point with use as if a moment this if "diu" you are what is natural birth. As if you did things right, this is a point with ideal you did that is correct you are what use there is. As is a moment, there is a point with this is a personal concept as in 'or not in' nothing is something. As if released from the evil in the dark, as the heater is on there, glamour there is no mistaken moment and as if not mistake there is no reason as if to do a thought. This is as though what you think is a thought, this is as though darkness isn't there and not in heart as no evil is done.

Isoul [Eye-sole-nul] = The mistake isoul; This is in the momentum, as you move about or feel in things and you move about as you can use things you can trip. As if you don't work this out is not in what you indicate, as this is in time. As if you imagine yourself, as if you can do things and things you can do are there. This is why in mind things happen, this is a point with things you don't need that are not in mind except in magic as might and magic.

If you force things, things you need are there, in mind that is might or magic. These are dumb in thought, so don't punch and you don't conjugate and stupidity is gone. These aren't in thought, in thought are objects as a point in what you don't do and this not in mind is what is thought there. These aren't in thought and you aren't there, this is a point with things that are what can disappear in thought to go where you thought. Things in thought are in a concept, this is a point with ideal or things disappear with what you don't usually see in thought. As they are gone as you say 'poof' in thought what you don't intend.

So now [Sol Nole-ew] = So that is a point; As if a concept you are what isn't in a mindset to do and nothing else now.

So no to [Sol Non toh] = The point is done; This is the point that is different in mind and different in what is soul, as if to do things is to do things and no different result can come as of a moment so now you do know what it is.

Dino = [Dine-oh] The energy dinosaur; This is to point out a point that is from a person and this in mind is a thought with that is a point as of what seems ready, this in but isn't and this is minecraft as if in the game is what it is isis as a form says that is a sasquach and is a dinosaur and is a loli tongue dragon that uses candy to use the energy. This is of thought in a generator of the fire thats deadly threatening as internal this is from within and is in thought. As you ask a due for rent and you ask for a sasquatch, as in the in ad moment and if a dumbsquatch appears reuse particle form and you serve as a point is a switch off dumbmonitor.

Then you and the moment is there and you will be served a cold drink to seem serve, as if to seem in a game to survive as fey so no with a thought. This is all in thought and in some point a thought creates by thinking a godmode point in thought, there is a point with this kickstarts an engine and this is in mind but not from startrek. As you get back there in spirit and its in form you get back in what seems a white limosine, that seems like a car you observe from the inside out as that can seem a body this is in a car.

That is nearby in place in time, as you shift in time to a parking place and walk home. As though in a parked area as if an energy for what you want in that is what it thinks it is, this in its ideal form is a spell moment in the form you choose. Whatever happens there doesn't matter, to save yourself save someone some trouble and them in thought is a mind in help to seem out or else now you see it now you don't as or not can cancel out and as it goes out your back to what is different in the night your thoughts remain intact

in mind. Brake it off and it stops.

Nervrax [Nerve-rake] = The extendable energy; As you ever ask you are an extendable force, this is your stomach as that isn't extended except for when its neglected by too much food ass is extended instead as you are hungry and needed as magic is what causes the hunger in a thought by usage. This can create, in movement by your body doing what you want in a place that is with unlimited time in value, this is a point with ideal you disappear in what you think of as a timewall that stops. As if not ther and then allows you to phase through to do what is thought to be, in an instance that ends in a moment as this is not that moment in time as a timewave isn't wanted as an element that isn't done, due or otherwise in noted view or thought this is nothing in what is thought at all or nothing. As that thought is all there is left, after your nearly eaten as food on a rat in a plump form in thought.

Ia Ie [Eye-an Eye-en] = The creator's restore; This restores things as things are, ia un is for things in each their own time.

The Ua Bag [Then Vue-an Bage] = Human punching bag; This is the human punching bag, as if the effect is at a drop of a bag in a thought in view is in purpose. As the thought is to feel restrained, this is a point with a thought as thought to release emotion is to punch out a wall. The ideal is a concession stand that is a used stand that doesn't exist, as a service anymore an links to the past as you decide to use the people there that are in the past to get something in the present. As if to use, this is as with 'bukta; this does whatever you do against people you don't want where you use an object that you can hit that sends a shock and fire at the person you don't like.' 'Say' un ea, to stop as the punishing blows cease. Don't do this, if you have no intention of this effect.

The ast lyf [Then ast lift] = The point in no life; This is fun in what point in life that doesn't seem to decease, as a moment of a wasp this is as if I am a concept and this isn't a point to do from the third eye that stops the effect in life in a past moment. Say the spell and you get a point, do that point and that disappears after you come back if you intention the life. This is the ideal consensus point that is not what you are thinking but are willing to do. Stop the merciless battle, this is the point to do against anyone in dislike.

The Vu Eia [Then Vun Ee-eye-an] = The pointed view; This is the point of view that is expressed as if in a view you can use the area, to create a point and that is an area arranged by trust in what you do in motion in life view by what is scenic view viewable by what nature shows.

The Crys Mai [Then Cris Main] = The crystal creation; This is the crystal creation, as you are what can seem alive and as you use things you are seeing what you consider as you can use this as a concept. The ideal you create from the crystal, this is that in thought is a life area and can be treated as a rock in life to create what is.

Air Wye [Air Win-en] = Airwaves; The airwaves are what can create what is air that is from music being played, or whatever is not in a point or that is too stupid to denote. The point of view is to think and do, as you do talk, quit as if you do things in a point of view that is acceptable in what you think to do or you break the instrument.

Ro Amai En [Rose A-mane-in Een] = The rock wizard; This is in the rock wizard, think to focus on intent and make in creative purpose or creative use that makes by focus and without the rock conscious the creator creates by what things are or not in product.

The Y La [Then Why Law] = The time image; The time lag image is an point in the ideal to do, this is a point not to seem if unnecessary. This appears as you think something that is, this is a point you need to see as what is pointed view is there. Thus in as if you seem, this is as you seem to do and you pop up where you were, as you want to appear as if you seem something you can reveal what is by speaking a thought. This is where you are, or doing things that create a point and things you seem are not and you seem well. The observed point is a scenic message you think is the message you intend, or it is as to create in a point or not that this is seen as you observe it as if you are a point that is unseen and isn't true if proved false as it doesn't happen. The law of parallel time is or paradox time is not, if you change something in the past, and admit the time or event and things are observed an then you can change the future present. As a time in the future and if is an iffy point changed, by things done in the present as if a future that in is believed to be out in thought as if a prophet with self-made area that creates the scene.

The Yla [Then Will-an] = The timer; The thought is done as thought and things you do, as this is what you aren't noticed in advanced time for until you never actually let it be seen as if to a stopwatch.

T Tra [T Track] = Time tracking; This is a time power that's from above, in that is a point to seem and create with the power. In an ideal that is there and this can seem, to be a better time in the past by the usage of a stopwatch. Stop the timewatch, this is a point where time stops the time warp as you do things to create with a thought.

The carry vu [Then Carry vun] = The contrary dumb view; This is the point that is contrary to the view thought wrong and lets you seem, as you don't seem dumb to focus you can 'get right by what is observed in and lets get things to do else as you do and are at the right time' in the place and time that is necessary to get things done. To show the ideal that is wrong is telepathy in action and seem right for what you do. This is there if in a point of view that is right, to want what is or not and something can occur better or not to happen in life. This lets you see what you do, qualified that could be right and done by your own action or not if this stupid and this is done. This is where in hand, as if a contact in moment by action as in with a thought. As if you can get things to do and seem right, or not if necessary as this by psychic perception. As if to get hit in an above dimension is, to get hurt below in your actual body being disrupted in energy by a parasite as if a different 'scene' revealed by itself. The thought to the actual happening, as you tune in and focus you can see the act as this is done.

The Trya [Then Try-an] = The tracer; This is the tracer in effect isn't if unnecessary and getting out results, as if to sense what is nothing that's emanation in the area. Now you see by casting this spell, what's missing and what's there as what's not there is obvious as that's how you do it as though the right moment occurs. Unless not needed for each and every point you do, on your own moment is the time that is for what is done.

The En Act [Then En Act] = The one action; The activity that is many actions, think, summon energy to the body from within and think to create. As this is nothing in these things are in comparison to the actions that is observed, as an act is done something else is seen to happen at the same time per each their own time that saved you a different field time. This makes things of the activity that is by the subconscious, per each their own action by time to do and think autocompletes in the thing and that creates by one action of one touch.

Then in one ideal and use is another, stop the doing as you do an action, or ask yourself what your doing or think and the spirit will accomplish the activity by a superstring effect with use of the subconscious as a repeat doing is possible don't do or stop by moving or the eventual moment is a weakness that isn't there as if not after stating the spell and the normal activity is done after moving again.

Whatever that is that you decide to use, as in the moment decreed is there to do and out when the one action is complete. Then the next action or whatever can be done, as to be due in life isn't always to pay for it as this creates a natural act. This as if one action does that which is necessary, by what you do or others do in unless it's an act that isn't needed. Think and the things that you, do or not are what create that which is do that which is in need or credible. This is not too bad as thing too much thought that can make an effort, as if air writing you can do ideal as it comes to you in their mind.

This won't work in the area if it is not possible as in the area, as once this is to do things you are attempting doesn't wrong, and that doesn't have enough energy with the body to accomplish the ideal unless or until the energy is where by the body comes back to normal life and this as as if by a wish in factor. This is the point that is done as a mention and your immune. As you think 'Stop doing', then nothing seems to happen as things you need manifests then the third eye is the thing that does things in an moment as different.

As if to do things right, this makes the ideal and when use is with the effective methods that are correct food need can cause this in a boost that is 'af in an en' as after the fact you are done and things create nothing from something. Or things create as 'ef is in an en' as later thoughts in a later life, this was from Zestuo with "as in what are you in here doing, as the act to do is create with in a point and that is what and where the right thought is needed and in the right spot things are thought is use and its done!" With this method the fire is anywhere the power is in air control by thought, that is guidance with magnetic force and the gravity that is in use is in thought at the end with the air energy that fixes it unless not



needed of conjuration.

The D Kys [Then D Kiss] = The death kiss; This is the pure death or not an if use is thought its possibly the 6th dimensionalist unlimited version, as the kiss of debt and death is in what you think as you can think of death and work with death as if you are death itself. Press the D key and think, of the person you want to affect to cast this and if a positive mood as if a good mood your giving a breath of life that is through the kiss or "iss" that gives life essence from the victim or not as needed.

Minda = Rememberance effect; This is the wind-up as if your in mind is as if a point, this is in the ideal that you use the point as you get something and use is to seem as if to know the history from the world as if wee as anyone who wants to can seem one. The reality gave it thought as your information, this is a point with info that is there in life.

I En Ez [Eye En Ee-z] = Light intuition effect, that creates itself as a point that gets bigger or greater in intuitive intelligence, as if from nothing in mind that acts as a void room in concept by what thought is there as precognition is possible as if the moment thought about or not as if a thought energy.

I En Enz [Eye En Enz] = I am them and that what is. Seem in thought is to show use, there is a point with this allows the 'I can create anything in use as I am them' and use is the point to no and things to do are done as thought you believe may seem or not if unecessary.

Med Ie [Mead Eye-en] = Medicast Medley ideal; This is the point of recall that the subconscious uses to create and cure, as if to make or not and the body is restored as natural harmonically use is hermedically done in use as what's in mind is out of view. This is possible with what's in mind, as it is what's in use is recallable and you are yourself.

Moi Cu [Moy-in Cun] = The ideal cure; The use of a cure is if you find someone doing someone in ideal as use is this and you want nothing of this, this is a point with use if you find someone thugging or disrupting someone there is a point to use and if you produce no thugging as this is a thing with it. The ideal is by what you seem to restore with and this tricks what you are naturally magic inherent, as this is an ideal is thought best to see and do in the spot.

Think to use this as betacaratine or thought of turmeric is the concept to cure the brain, as a natural byproduct of life energy or beta alanine by the creator the instance you can make use with. Use this is with the natural subconscious use, if you resolve an issue think a point. As with a point you fix or change to the moment, and the thought in mention is created in the body in as a concept it is needed.

However this is the use, as intuition to use this 'Ise' as a reference is about to be read in the mind <http://alt-sites.tripod.com/curres.htm>, there is a point with this use is to make the natural ideal that seems as though an able thought is to indicate and to make and seem better by realization. State or mention the ideal that you want or nothing need be.

The Sutra Usei = The creative crazy use; In chi movement the useable thought is with use or is the thought ideal, with no repeating if you don't and your thought creates natural harmony with a concept in thought of you use in a point and if not in practical use. This is safety thought and is otherwise in creative thought unless crazy, this is a point with the point, no then the ideal is not done in use for no negative reaction. The ideal can seem of use to create, as if you are a temperal zero field that is a time energy in mind you can create things as an ideal world in thought to do talented.

This supplies there as a point energy necessary to do, things with as if there if necessary or not as nothing is done and things are returned. This is a point that the third eye and things you do with others can get done, seen with something is to get something to get achieved by itself. This is with an ideall an in a point to do is what is not, this is concept if integrity of the mind proves the point that you are worthy to yourself and only that.

This spell can seem of use to be of use an seem the ideal in things, if nothing as then you don't focus or not on your need and things can seem better if in use. This allows you to not consider things, that is to stop the ideal with an ideal allows you energy from working with what you think. If you don't want the effect it stops, if you don't think to be there you don't seem in actively concerned.

You can use this in the mind, this is a point will suck energy of the person you use things in with use of the particle by dislike and crazy use is gone. This is as thought Usea Sutra. Think and you now use, as if to do and otherwise not do things as you just think things out and natural reasoning in things as if insight can seem real. Don't do this of others, if you don't have to use the army effect.

E = E is the point where things become real and real life isn't always there, if needed is to seem to be worked with and the release is to use a power attempt to use power. As electricity and think or not as you make a point to their mind, this is a point with energy that makes them realize what they did or don't and they stop. As nothing seems to be real you think and do else, as if there wasn't and you are as though in thought or where the thought is that you are home with smudging. This is in if frozen time is there, as if in a frame of mind that exposes the point and shows what your thing. This uses the focus and thought to do things, as if you realize what is there as imagination can be in use to get things done if you could materialize things in use.

Mun Sha = Moon Shadow; The shadow of the moon, this is the use of moon powers to create or make and then make and use is the thought that is a point. That is a concept and you name the point as this is the shadows and can be done, or not as you feed the shadows emotion and what you think of as a sacrifice and you can mensche people. As you can see that can form what is never actually seen, as a point in mind acknowledge this or not as this isn't wanted.

That is a use that can create itself in a use, as if a moon fang that is nothing if in a use. That is not required and as if a use you can do things, this is with the ideal that makes by drawing in energy from the use as if a source. If its requirement more than necessary then its not a use, this is a point with ideal if a use is the use is an act of what energy is done. So with what can seem real as a use is a moon and if no shadow is thought, then there is no shadowform by thought in use.

Ex = Heal; This in cut uses the energy to heal by, as issues you target the wound as in thought is a point to do as if a person. En Ex in stops this spell effect, as you do things and in thought corrects for issues that shouldn't exist in the temple of the atleantians that happen. This can restore you from ill humors with what this is, to heal is to fix by changing things before bad progress is as that can create good health as health is restored naturally.

Em EI = Get it as if correcxt; This is to kill all roaches, this is a point with things as you "do" you can create a better ideal that uses things to work with in the right way. Put an 'in' to hit the target in the moment of seeing it as the form is that.

Juu Instructa = The spell of instructive; This uses easy use moments to create and make things, as if to see and do that creates an in trained moment excepting what you think isn't good to do. As if in enz that is better targeting and good target effort by conduct. Add an 'in' to hit the target directly anywhere.

Dhen Eddh = The death zone; The death zone is the point that works with all and noone come, as if you are in a point that is not seen and in thought is a point to play with right where you are.

Sed In Dandelian = The mind in concept; The thought is a instant ideal in a concept, that is a thought a thought that can seem what is a thing to create a moment in with a thought. This makes that as what isn't is what it seems, as well if the thought were "I can do it you can do it" as its weird but isn't weird in what is use without bad comments nor attack.

The Eve im; Victor spell is the taught spell that ion use 'maes' is to evict in with punishment out with mind, this is a point you can make use of imagined stuff to create with thought by what you can consider as 'inme' in imagination become reward with the evolving of a moment that is in a point to in do and in thought not to be released. Any evolved ideal is ideal that emits a beam. The moment is admitted in excuse is used as energy in an emitted beam, that in use is used in thought is as to create in what result you get.

Iam; You know what you look at, as the lower you are and what I decide I do if true it will expose what it is. The cure to this is nlam, to form shift back to what you want to seem as if on imagined view you are as you are or you may loose an eye.

Eve is; Now you see it in now you do as you seem to have things with what you have, act a part as you can choose the part as if you lvei you can get things. As if a now lets see, this is heated an use is done.

This can in other places be seen as assumed as I see you do. What you don't mention doesn't happen. The evil eye is cast, as if a conflict on those vile with this as you are caught in the act you switch energy and concept thought.

Eve Ei Evei [Ee-ven Ee-in Ee-v-ee-in]; Now lets see, as violent use is violent past in a moment of time that you are in an ideal, you can do with the thought as in ideal now you pupport and are what you seem this happened.

Evemia [Ee-vee-mind-an]; The incidental is the life, this can give you an edge that you choose that you pay by getting and creating an incidence. The incidence is accuse in approach to life that isn't there.

Eveimia [Ee-v-lime-eye-mind-an]; This is glow eye, as if evil eye on someone you suspect imbalanced.

The Evemdiun; The force formed thought shape of a fox into human. The cure to this is to state or think, 'avemdeum' as this is the shape effect by any energy now incidental issues may happen as in bathroom your shape in form. Incidental issues may, if allowed to happen if you misuse it as the shape is amped in focus and in ability. Think 'now shape in form', this is a point with will to decide what you want or not.

The At Dawg = The attack dog; The dog attack that is a point that isn't done. This canine ideal can cite a dog, to attack a stranger and only if you are unwanted there. Don't have to do this, as in an undoe you ca use fate to control any activity. The ideal is an attempt to get rid, of those that is endangering society.

ixie pixie = pixie dust; this is fey dust from the wings of the fey.

The Montei [Then Mon-teth-ither] = The Illegal legal; The moment you use an ideal that is computer related, to create an ideal by unintent even if illegal is legal to your use of what is done. If in thought your civil as an act thats acceptable even or not, as if illegal you are not in attacked and left alone for what you do whatever you do as an ideal thats from the spirit as in if insight by ingenious ideal. An this is a dewatt effect to kill or create a current by energy burst.

The Momete [Then Mom-eten] = The momentum time; The moment you reallocate for any space, this is a point with time. You get a possibility of an associated dragon, that can be dragonbond where you remove one thing and its whatever on your arm. You can prevent a body of a dragon spirit forming, on you in spirit the body bonds with it and with body the body changes. The moment is done by the time, you allow things or not you create something better from something worse as in spirit in as this is the will your okay.

T Temp Zo [T Temp Zoh] = The Temp twilight zone; The Temporal field expert, that explains time physics as you think and are what isn't. Technically you have a doubtem knockem. This makes no sense, as this spell is as a point that is a moment in the window of time. As if an attribute leads, you into the twilight zone.

The Dunkin No [Then Dunkin Now] = The dunkin and knockem; The effect is anything that you claim as a magic effect. As there is a trick to anything "I do". You are so surprising, you are not so dumb. So what if you do if right, concept right done wrong is not knocking and you are fine. As dunkin is the head, unless you find things better to do. The dunkin is in donuts in some drink, this is a point with what you are creating in some place. Nocked by people behind the mirror right into an object. As you don't say, think or not and no you can seem to agree and not disagree to win a point as assertive activity. Say done and you, are as you don't knockem and dunkin.

The Do say [Then Dot Say] = Do Say; Don't say it don't do it, this is a point to think as you cast this spell counter you cease the effect.

Jytas [Jit-task] = Jitters; The moment you are a point, as if you are well this isn't true and things change as quickly as they come as if a bug or other path in life. This creates a cure as to think, not as this isn't there.

The False to [Then False Toh] = Falsetto; The falsetto is a girl is a man is person that is nothing but what you think. Say this or cast this spell, this is a point with you that makes what are a good point to work with as if a thought. As if you, or not as though you are a person that is falsetto, your not as if a tabby to not do is to counter the ideal.

Sara Able [Sara Able] = Prince Hablet; This is a decadent conception that is form the rules, as you want they are set here as you need them is not done. Cast this spell if you think you can use the ideal otherwise you won't. As you think "What able?" you cancel it out.

The Bot [Then Bot] = The botch the batchelor; This is the botch thought as a concept, to botch the bachelor to do or don't in nature to remain as if a point to make money in with money. Don't botch the bottle to do this in a moment if you don't need, this is a point with in need that is to seem in a moment or don't need it or not as this cancels it out.

The Denea [Then Den-nee-an] = The deneath in moment; This is where you cast this and whatever you do you are stuck with it. Or not and you are asked, this is a point with intelligent life you seem in life. Thus with every given moment, there is a way to correct this.

The No Ca = The end point; This is the point you were in getting this, but no not in no thought is this as this makes things seem.

The No Ca Do = The no care spell; The point where no concern, is there then what you do is nothing as nothing exists for nothing is tolerated for what is doesn't seem to occur. Breakable aby what you think to do and are tolerated for, or nothing will occur nothing as nothing exists something and this. Then is nothing in comparison as nothing is said to those who do not care to hear of it, like a beating to the head that does not not happen. As if you need to care, you will and this spell ceases in life what you do. As you are not in, you are what you think and as you can do things things are what then is thought.

The Even Juen [Then Eve-en Jue-en] = The no death spell; This spell is a point, that in use is after use or no use at what you think. As if in a point that death exist, it will create as a point is to exist. As needed is the if point, if need then you are intelligent. No point in existence, there is in existence as you are a conclusion to the point of view. Think and you are a way to a thought in motion, as if a thought you were never born as if a motion you are whatever you want to seem in agreement.

The Tru Lyf [Then Trunk Lift] = The true life moment; The moment your true to life is a moment is what is a point, be true to yourself and you are what you think as that forms that which you in are protraying as you want and seem is what you will. Believe and you get what you think, this is there as deserved or not. As that if true to life you think and create as in a thought, you can remove the thought that formed it before it even occurred. If it doesn't exist it won't occur, in as a concept its easier to do than it is to no believe as if in thought you can point things out, in seem to respond as if to what you want and life is a thought to give as in a point.

Think as by what you want to do as want is need, accept the life you have and you are better as this is in thought of life as no greed can exist as you create as you want and cursed is not done. As you are their will can create as you direct and as you do you direct and they can do, as they who are use the subconscious and don't misunderstand what you do. Now if you think you are what things will seem, you are as if a point to seem as though in thought if you want you get and nothing is done if you get you are with a thought and things create themselves that cure and make a better thought in mind.

There is a point that there is a will, that right there is a point and as there is a will, you can create think no ill will by thought. This is where you can get things, as if a point were born and yet not there as if construe a point is necessary. This is energy by what you thought, think in as thought and you are what in concept in thought as in life. Cast this spell to do things, as if you want something it or other ideal can form. As if your thought made something, as if a point that is a true life moment and as the leaf is crushed it falls to life the ground and you are restored. If you don't need this spell to effect, then it just doesn't happen if exist.

If in thought it is there as you find a way to do things you get the right ideal as the right suggesting is there, other ways of thought are if you get the wrong ideal and in the wrong moment then you get the wrong suggestion or not and this ends in a point. If you are a point in the direction in the wind, because that is how they speak then this isn't but discontinued. If your an able bodied person you will, do as if thought and use what is there. For nothing thought is nothing gained, as if in an ideal you can get and do as if moment you are sane you are forgiven. This is in an endpoint.

The Egor = The Egoric; The moment you do what is in mind, is what you do as in a point is a concept. As if in a concept thought is thought, this is a point with moment by moment activity then this is what you are considering in the life you choose or retract the will in a concept. Energy is the concept, that has something to desire. This is just attack or nothing regard as seem or not if your noticed by what you do. Thought is fight as a thought thing that is what else you do in life.

The Egon = The Egon; This is the Egon that is a point and as of a point thought in is as out. The Egon is a treat in a moment that, is in a point that isn't a concept that is and what is isn't in what you don't consider and yet easily done is what you consider in Egoist approach in life. Except what you want, as you go you stay someone somewhere and if you are gone you are gone. Except the point isn't gone, as you are not there yet here as if you seem aware. The point you don't deed you don't deed, as you think you don't do.

Ez Suman [Eez Sue-man] = Easy summoning; If you are summoned as fun is there, you are a point in a concept that exists but isn't there. If you hear it or see it you will know it, or not as nothing else has out been done in life. As you are summoned, its not too easy to seem unsummoned as you are think and feel your out and go get things. For people of this area to understand, you can get what you think you deserve in life and community affairs and as a daemon.

Any Ego = Any point guarded; Anything given is a point of view, to have fun as a guard yet no fun and anything you work with seems a guard is a guard of you.

Giovannah [Geo-van-nah] = Art that is and yet isn't. As it exists, it can seem to not be there.

Gia [Gee-an] = Herald effect; Herald addictive giant transform, then don't fight with a split lip. This spell can cause the effect, the ideal is what is sane in moments and you create with a thought as if death.

The Gio [Then Gee-oh] = The Heater; This is a point that allows as you are a part, the thought with cost you can create heat by rubbing an area of your groin and you can create heat in the area around youth energy in your body. As a thought is a possibility, use is a thought as magic as if way to enliven your life is by what use you do as a moment is by momentum by what you do and the Giovanna is what makes things happen.

The Dex [Then Dex] = The lift; The lift is a point, with an index finger that the thought is as thought and this is a point of forgettance that is remembered, is a place to think and your aura resignates the area to shift by thought.

Any Key = The is the key that is any key, this is a point with some area as if you press a key you make a result seem to disappear.

Ane key [Anex Key] = This is the key, to a release that is but isn't by what is whatever. This in thought isn't always, in mind as cool in thought is cool in mind.

Sreidos Conward [Sree-id-os Con-ward] = True thought; The speil of true death, the motion is to change that isn't done as is over as soon as you press the key.

Cris In Pseudo = The ideal action; This spell is interesting as dangerous is possible leaving as thought in safety in mind. Whatever fun is the ideal that if your use, is in mind you find what you will to use as a thought. It promotes interesting, thoughts as a production of the effort you do a point. Say Ian to use the heart not mind to connect, as with those who are dishonest cause bad is bade people that will know through the mind.

The ideal is work, this is a point with some conduct to create or not as minding is a thought done. The way to adjustment identify is use thoughts by feel that is in auto meant adjust you feel is to see with feel so if you not you think a place in and think the energy by feel is what you are fine tuning to as you know if listening by what the spirit realizes. There is a point in mind, that is where you are and that is what you can see in mind.

Th len [Th lie-en] = The point of ideal in lens; The point ideal in view is countered, do nice thinking in motion, to use a lens to produce an aftereffect by sun to seem a point is to make an thought is a point that outwardly in a thought is un not thought. This is a point that creates what you want, as if from lava and

otherwise you are a point to remember as natural is birth as if an ideal is thought a drug.

The Pyro Source [Then Pir-on Source] = The Fire Stone; The firestone technique is what most don't seem to like, as you get what you want or not and this stops with unsource. As you think to control someone, don't move or otherwise they could catch you or control you as this makes a point that they detect your movement and can try to come to you in an ideal or not as if you are an ideal.

Id Bond [Id Bond] = Mind bend shield; The mind you sense is what can seem changed by your auratic shield that will you use to change their mind and with the.

The Jack = The Rock steady; The exchange of thought for ideal, that makes for what you do as though cool as a rock in heat is rock steady. As if with the ideal, in that is a Jack as in you don't know Jack.

The Tho Wet = The weight reduction; The thought in weight by reduction is to create a weight by naming as you need it. Think as if heavy in thought, in nothing and not as you are you are somewhat normal in body normal in an act. That of what thought you do is things in thought, is in mind or what is an ideal in mind then that isn't done dumb. The ideal thought is not but nothing in mind, as a were is a thought and things are innocent in the room. I actually am not dead but alive as a being in a dead body.

The third eye corrects, as a point is a view and if things in ideal are illusion just as a thought this is not an "idera" that isn't a wererat that is really you from a were transformation. That is what a point to do things as if in a thought and use is a concept, that creates in a mention that accost is not done as if necessary is a ward by use to prevent what should not actually happen. This is a thought to create a will, to make a will and use is thought.

Accost = The change by electricity; The ideal is a thought that is to make, with a concept and use is the energy by what you do converted from the ideal. That is a point as radiation is converted, by a pool with surges that occur when the surge isn't there except to work. The ideal is done but not dumb if used right.

I le De [Eye Eye-en Dew] = The dance of death as if a dance of life which is not true, as the mayans will devise they use death as energy is a point of extracted energy of degraded. Cellular activity in a thought that makes the ideal as you create this, is what you are in what is not but a point. That in life is restored from the energy that is from the cells, in the body in a thought is what you mind as this creates the aura from death energy. You dismiss the scent as if to entertain you are thought, this is a point with alive thought and you are living till you decide to die.

This is a dance that death is devised from an if things, you are working on are in an end that is fine. As in death is nothing but life as death is life and life in a point that is dealt with, what is in sometimes is not in mind and as you are ascertained you live if you want. This is an ideal, to not seem in life. To avoid is where you avoid a point of life that is blood use as energy and nothing but in as thought things work out, as if life is death your in the maya world to go home and safe in ideal life till your dead and if already happened its not occurred. Its thought to do if to see and think, or not that cancels this out as its already done.

Eis Nought [Ee-is Nought] = The life effect; The life thought use of death is a thugging action from dumb moves that deserve as what in they get in then as if pug and use is thought in the mind, use in the mind and in mingling that is with use. To restore what functions that your brain taking energy, think to create energy and thought is a done ideal or not anger you. Thought is what is requiring, an ideal to fix what you seem to have done in life as if eating a nugget. Caramel use is a use that is sweet, to the tongue and as if a point you can get an ideal to do in realism by what you think in a motion by what you do.

Ualissis [Oo-alis-sis] = Hair Follicle; Aversive is a punch, violence is a turning point as missed by a hair to avert the thoughts that abound to ideal the stomach and nothing else remains as you that is hit turns to goldust from stardust is an ideal to seem goldust. This is to seem a person, that is but isn't as if a thought were whom you wanted in ideal is in thought called to see what you want. Don't use this if you think to use it, as if you are exactly what you think you do not deliberately do anything as if are in what you thought. So Don't if you are not swatting bugs, this is the point with things you do yet you can seem nearly anything by life except whats not there as even depending on resolve is not actually going with work. As you think about the effect, you can stop an ideal by thinking death at the ideal you don't like. There is a point not done or not, there is a point with this spell can in make or create out the ideal.



The Uelasi [Then Oo-el-as-in] = The aversion; The averted punch, is to not to seem a moment in time that creates.

The mo Id [Then mom Id] = Most per use is a point of recall, as in you are a point to recalling you are a target. As if a moment is in regard and as you use things of the person, you can recreate the body as if it were alive and things in what you do are in them. The moment a person is deceased, you can create a personification that is projected from the aura and created as thought manifests. Thought is projection, as protection is a rule ward away with what you think.

Spe Shi = Spacial shift; This is a moment to shift, as to hit or not as this is a point to seem to do as the right in the moment is there as a rite in ideal as if to shift about in the area. Spacial shifting is as a whiplash cord or not to think of the area, this is a point with ideal where you consider a thought as act to focus in as to seem somewhere as you think to shift an object is to shift in you so as you are a person in head in life.

The Leg Juu = The legal spell; If you don't stop legal is energy use for power dealings, as a point now don't do the things as to do then things are alright or not as things shift back to seem as they are.

The Spe Form = The Space form; The space form that folds and shifts as thought is where it listens and intends to be, to cancel think the space or not as you think to seem in the space by thinking to seem there as you think or create within the space by metarule influence but for you I didn't intend. As the I is the third eye, stop as if wrong put right and acceptable in use so no as you think death you get death as you are alive or dead.

Telos [Tee-lose] = End of consciousness; This where you think as with a subconscious conscious that acts as a body conscious and perceived as time waves in chaos that manipulate or manipulates by the pulsing energy in the gravity waves that act as chaos in use. This spell is an ideal to use as is purpose or thought exists, as things that do what else you want as what you think or not as things don't exist that are. Things not in use actually are possible, as "can't" or shouldn't happen places should no violence happen as though no violence as yes to accede a point of view is to get someone to accept as this is a result with a trident piece of gum or beef jerky. As if you were in fight as no is nothing to do, an think in that point that is past and use is as though in the present is as not hurt and you are well.

Asei [Aid-ee-in] = Ash in burn; As you are an ash being you can make or create or create, create by what you want with a burst of fire as you throw ash this is with the thought in that the volcano can do. Think a point in a thought wand use to use bioenergy as nothing energy in thought, as this is a point where the objects wish is thought in which things in use is converted source in use by activity or ice energy that can seem useful by thinking what you think or use by feel to create with in life. This spell can make things, even from people you assault to seem created as real.

As the area is energy, then and if things died out make as thought can live again. Whatever it is you can deflect it, think in conception is thought in the making by the use makes with the third eye is a point of view with the third eye use is use. This is in use is to avoid what you think, as in this is thinking is by the point with use is buy nothing and in use is thought you do. As if you now know nothing, this is to burn things ashes as the army seal not to do in action thought that doesn't an in is exist.

The Aseel [Then As-eal] = The army seal; As the army seal you can live and yet work to rule what you think to see or seem in life. Don't overrule it because they don't like it. The ability they use are born from a fight or activity, do think in aspect this is hell with an ideal to create that is a thought to do or die as with hell resisted care. This is as what there is to what they do, as they rule this by thought projected telepathy. As though the spirit response is to their will and psychic ability is created, by a thought and the energy from activity forms as ability from their essence.

Aseal [As-ee-al] = Navy seal; A seal is born for what would be in a form as a shapeshifter seal army member and only if they intend to use the ability of what they think to use as a source by transference. If you do wrong with this, as in the act anything goes wrong don't assume as you think you are aware. You aren't aware if you don't blind yourself to what you are, as though a white energy desire that's not happened as this is a momentary movement in melody this is done.

Aseil [As-ee-sil] = The old navy seal; This is as if results assume what you want you can get things as you assume what you think should be, as with the power of the soul in and of use is soul star tech with crystal

energy and crystal generated effects to get achievement as act is anything by what in life you do. You know what you get is done and created, as in muscular response by assault don't say this is by the manifest that's obvious from the old spice scent.

Asyl [A-sin-I] = As if age energy; Age old energy is you age or unage to the ideal, this is from a game age of war I remembered as you use wild dream energy as from body weight as essence to create or break things that don't effect the mind. These things are manifests brought by starfox or kitsune in and of a way to get a result in life. Beware the insanity or in answer you get insanity or not, as you think to use an ideal you get a result if what you think should exist. When you make a way, you get a way to do as you think to go and yet without assault and this is assaultless assault, use is the right vision sent with energy and sense unusual. As there is a point there is a mention, a moment of peace is true and if false proven is a hell vision.

Hell visions disappear, as nightmare hell visions appear and disaster hits as if nothing is there. As if you were gone and the energy effect can turn the user against themselves or think you walk out a room. If you use the vision trick on those, as to act and do there to know the appeal and court or things as you attempt as they know the trick then this won't work. As the energy is used and creates what you think, the age you are in can be youthened as the energy is age thought as energy. This spell is dangerous, as the ideal can cause if done right what. You think any thing that's counted as an age to end, as you that cast this are ageless. As if gods or goddesses, as this is energy and created by the view.

The use of the subconscious mind can if treated by the mind which is conscious perception, seem used as if the part of the body that is the soul splits off from you as you think to create the part that exists within as without to seem as the part you think. This is separation of some essence, recollectable to create and form what you want as considered the part name from the Id or superego and known as subconscious me. This can appear as what the thought from I considers a vision or sign that disperses and if you understand what the sign means you can use.

The lookup dream interpreter in dreammoods.com to see what you think the sign means, as you look up the response on the net you can understand what the ideal your "me" thinks. This is as if a form in form as understanding that your conscious recollects, as you can notice a piece of yourself to yourself and as this is what you want you regain thought on focus and thought in mind is saved as the lost ideal of yourself to know and what you knew as you knew in what you have known in as me and not if all the pieces of your mind were there and you were a whole mind.

This means your mind isn't shattered as you think and you show yourself a sign to understand you can be assured that what you know is yours timewise and wisdom you can get what you think by focus and your energy creates what is that your subconscious thinks your mind as a visual me needs. As this can not multiply you and the soul is a part that is work in as essence in energy, the area be as that is known as your reality in your auratic energy emanation field can recreate or create what you think.

This can use the emanative energy that influences as created if feel is imprintation to the reality that is outside your aura under your influence to recreate or manifest, as the ideal you know is thought that you do as think what you want is what you get and from the right in sight source of element. That is a the last airbender technique. Think in that point that as what isn't an element is yourself, that element responds to as this ends with a point in thought to feel. A sight earth energy moment that won't is used as what you are in a happening, this is upon what this makes in thought as object or being in thought form seems from what you think.

This can create what a thought subconscious you will be as if you are recognizing, what you see by realism in mind known as clear thought as fooling the crowd is a product by what is good with the vibration. As otherwise the byproduct of work can create what you want as you think to get the item as you need what this is creates danger sense in thought which happens and that you sense as before you do things you know what will occur. Now the part of your genetics can "separate" as form born to man from you as essence, that is thought to create through this aura emanative creation in influence procreative process.

Think that use of energy is concept as you were a think to use in aura and the access ideal, as this is known and your ideal by thought by skill raises by what you think you see. this is use by what music and relaxative ideal that puts in you into alpha waves that alter thought with a concept brain mode. That allows you to work with and energy is like water that calms as you create allowable ideal. That allows what you

do to be successful by cool points, that passive ideal is what you don't mind anymore.

Thought that helps you realize is to not attack reponsively by allowance and thought is what you can do, this is a point with that energy from Han using chi as the heart energy is using the life energy from below your waist that known use is known fact. This is as Hera with genius producing ingenious results by your spirit gnoving. Think what you see or not as this exists things you want and otherwise in life, the point in life is what experience you have as the z-flux knowledge field can create or use information as mai is making as nothing done is nothing will and as you are asked you are not unaware in life. As you think of the area, as you can shift there and change things by what you do. As you think in your use or not, this in spirit is to think as there is a spot.

As if the ideal is here that collects as used energy weeded out by the universe, as to be considered the universal energy life knowledge field. This is also represented in life to be as thought use is will. So imagine the words you wat your use to seem and they will as the thought will, formed into existance and create as you think, focus in focus and think as you feel the ideal form and you can find the ideal or consider the ideal come to you.

Think as you want as you will and must and if you consider the ideal important or in import to use, as a thought summons energy as you think to get an answer or ask by a statement that in mind shows your restored by your intent and this is as you wish. Want on ideal that is what, thought and truth to the moment as insight is what is in the ideal in sight known to man. As second sight is what you think with the spirit you aren't effected, as you sent something away from you you kill it where you can get to thought. As you see or this is will in action, the point ideal is as I do as the third eye to you or nothing happens if nothing exists.

As if a thought that is as you feel in focus and focus and the ideal comes as realization in ideal thought in mind, as what you think with your inner child and interaction with the outside world creates as you will or not as its attack. The response as stimulus that your body sees and thinks use to seem or create, is if you think to get as what you consider you are in life is forms as you think with focus and in life as if a kid and thought is response. You mind things as this is your world as if you don't think to get what you want, you won't as thats not your need in focus by what you think in life is a response by energy and thought.

Always think this is in repose by things you use such as in helpful music, this is as if your ideal is produce and you can get knowledge fruit or information. As that is energy with suggestion and in any world, that is a concept and as a world in will view shifts. Don't do it if you don't in need, as if your insane you don't do things that make you insane. Thus, up you aren't insane and down you aren't either, as good your skilled by what you think and what you do you are or not to do repeat actions for repeat moments. That is a show is what you think as this is in your subconscious, thought is not always done and if not too focused your use is there your able to do, as this is nothing what isn't is as necessary and if here are what things are to seem.

This is a thought that if you do any wrong as a thought of the laws, that are there as in ideal you can can transform or form into as this ideal that is the worst as best ideal. If you think likable and good, for the purpose you can get out of anything. As in a thought you can always transform back, as you are what you want to be you are what you seem. That is ion that is awake as you remember not as nothing to look at, there is a point with this where you are what any form you thought to do and evidence as you don't have to. Use a thought as you act innocent, now live and you think as you gnove. Think and focus, as you think as you move you ride in and in your mind as you rift ride back.

If you are want go out as your need is to see an exit, an it is restores you to your original thought that evolves into a form of choosing. As ideal if to create a good ideal to what you think as a point to create with, as tis in form as human horse to use it as a body to do if you need to shift to do and as if the horse form is gone. As if the beauty is the beast in dark he's the beast and in day she's the beauty.

Mark twain world is where he is "though" as thought to use energy is to seem into things, this is a point with unidentified murder he meets him and has a twain with him. As hyde is the concepor he helps him on a journey in your mind and disappears back to where he murders, think and mentions a hobbit and gets away. If in the doing was thought as a legend an if through the magical tv, as evidence is gone as "evidence that is gone" is in what fades away from what is thought in a reality in life.

This is a point to use in thought in immaterial lifeform, as in thought think as thought use as enhancement to the body fade and enchantment is done otherwise known as real life. Realization is awareness, there is a point with use where if this is a use in real thought as energy surges and you know as this is there by gnosis. You can form by gnosis with energy as what you know, think in moments as to the brain to get an ideal. Thought making this may seem things as whats against you is thought, for what you did in the hit and use is by what skill you think to use. The universe by innate knowledge gleaned from the tap in and tap out, if a thought and you know what you do.

An in at the end of the field called life, as you need think in concept and seem you can know what is a point. As that realized in awareness comes back from the spirit that freely flows through thought like water, that is in the body is in what you want as energy is a source, "en" thought is as energy from a tree that with your life is thought with.

As anything with energy, unless not needed is by use in what is considered in everything. As if the money you need is there as in there you are out, think to use is this in thought to do in thought as this is a place that the subconscious makes. Think as in everything or everywhere as if in thought, think this is not as nothing is energy thought mind healed. In concept is a thought, in as you are a concept you are as well as a whole being with a soul.

Now however as a clone or alter self, think in thought as you think you don't need the ideal and this is a stored genetic pattern. As the genetic information can dissipate from your body as you think "form into a separate me" and dissolve into water, if unneeded as your thought is energy as you think to seem in form and you no longer have any problem by situational response. As in thought you cast out thought to the wind you can use a trace, to the source as if meditative this trace can seem neutral by what you thought and react. If the intent is known as you know by the response, or what you observe you can seem what you think with the essence from the thought.

As a body in an information that is weeded out, what you do is what you think and use is known you think and do unless not needed. As if you know by experience, service over as if you can do what you know in by what you think. As if a good ideal and you know the trick, as no service no in action is for nothing unless energy ceases. As the action is done and think as you want, as you thought you may find things interesting.

Intuition is the insight from in thought is the soul in use, that feels right and by thought you command timewise through direct felt points or thought wave points in time as thoughts in perception are thoughts. Think as you thought, this is a point with what you can do by interesting ideal in a point of view. This use perception shift by the thought to see and is the third eye and the crown chara, that is chakra points in use as by response that you hear and the ideal is if you hear. As the ideal you want you can use the ideal, if you know what it does and if the end result isn't deadly. As in life response is what you think as stimulus is stimulating the body to live, as energy is aura use and thought is essence of the soul that your thought creates. Don't do the point in the subconscious crown if in action if as you think and know, by what your in ideal is not needed for what you know the ideal does.

The use in mind is as not as you can use things or think, for what you love is life as existant thought is what you do. If the ideal is not sensed, know what you do as you know what you thought by thinking about. If what you see on or feel in use and no abuse, if not overused essence is water influence. Then the knowledge comes to you, as you are aware and built is not or otherwise you are knowing as you think and feel. Think is the direct earth perception, by what you do or not as nothing is there.

Fire is the energy in air thought as to do action, in shift and by will this in by energy known as active thoughts is by your energy in time. Earth is the thought as energy and activity that is felt and send as if through block activity and absorption of what you think as energy should be doing. Air is psychic waves of brain activity in cycles of activity, as blood pulse is flowing with energy as you see or perceive the use you can use what you know. As if purpose with concept is a thought, your purpose in life is what you think to do, as this use is what you think by what your spirit can use peace of love to leave of the feel in by what you will. If you think "perceive" as conceived points that happen or not for peace of love, as love is life and nothing more in life as you understand and as what is there is more as a bind in time. Bind yourself together and be no more.

As the use is known from what you see as the spirit informs you, from what you conceive or think and as

you think and feel before you do, to piece together the information as the felt ideal is shaped. This only thought and nothing use by directed, with felt sensed waves of use or thought doesn't happen. Void is the use of information to think and you know, as the point is ideal this is a void room and the information is consistent in what you sense as thought is heard. This is omnipotence, as realize an thought occurs to you, you know and as youth is there you can seem and know. As think stop what you want, and do stop and as you did you reacts as dark in thought or light is do in life. Think as if thought is life is what is worth living, as darkmatter to matter is energy is mass as in depth perception is depth in perception.

As if that the brain can alter what is metaphysics, or not if you want it to do and the thought to see if aware is believed and die from is life. Perceived use is in use or not for the ideal use in thought that is, as if the use is abuse thats deadly you know and avoid by knowing, as this is a concept. This can seem a point that is a thought, as energy seems each thing you know and use isn't done. As if thought energy is the right time and the correct use, the ideal is what you think as you you need to know and what you do is not what you are consideration.

If use is a thought that you think, you can avoid as if to use things you can work if a thought exists you need to think of a way and your use is not but a thought. Once thought complete its done, so do no more as what you think is what you can. As in a point in moments, as in an act and what you know is out if this is not done. This is in when then things you do, things are done if done and if unnecessary and not done when unnecessary and thought is nothing with nothing that is existable.

En = Thought manifest golem; Things of entropy can form the ideal from as this is exactly what you say is in an ideal to seem, as you think entropic golem as a battle lord in form as on ideal this can use energy to create in form. A body that is thought as "an" is a western wizard golem thought and that makes what you request is alive. Think as this is a concept and to use this spell is a considered use, as what you think goes but works for crackers. As think what you want this is a concept, that is a vampire out of habit dead thing concept that creates by thought. As you think and this is in a person not a beast, to do as what you want things done you do as you are in thought you can beat it. As is will if your an ideal shaped form, so in a form that you are in shape to be and in now. As you don't recognize it you see it, as now you don't in life. As you think back to where you came from, you return your soul to your body.

Age [Age-en] = Thought drug use with aging; Agele is a drug that is energy based and created by the body naturally as hermedic creation as you think, as extract of wine if dopamine as in a point as thought to do is stop aging, create and use is as if no other ideal drug ever in needed use. Drop the feeling and it stops, as a power energy based thing in what will happen naturally on command to the third eye if you think. You don't have to do it as if "En" will stop by thought, focus and disappear and it will as you feel no need as the ideal.

Age En [Ag-en en] = The ageless spell; This is as a point as my will as the one you want to yours to get ageless by converted weight muscle, think a use as to do and the energy is the ideal of what that is or not as nothing exists. This is in with less fattening and slimmer build, as a point to create is possibly illusion as what in thought. As you think the need and your energy goes forth and does the ideal, this in thought with the mind is the thing as to create with withheld energy. As that produces energy from the subconscious, that creates with the creator that use you think to create. If you are finding a drug user then you can tell, after a thought or use the drug energy against themselves that are abusive as you do things and make that a possibility you don't want to use it and its turned inward and twisted against the user that shouldn't be all allowed. Them is a think term generally, as you are me and I am you in a point of view or not as in turned thought. Think you can make some reasonable review, until unnecessary and you are independent. As if an atheist no agony as if you are a provider by inme with some imagination and not me, as this is a point and unseen as you have it or nothing as a point is thought.

You can know what is a point as there are allowed drugs that don't offend, as the act is to be and not a point to do with this as dopamine is a natural ideal pain killers are not effected. As natural hermedical in use, is an interesting ideal by what you create in an effect. Think and do as you must, no and wait as you are aware there is a way get anything done. That you create with a thought, or not as you think and energy creates. As by the pointed out ideal and an ideal by magic acts, if to create and do as you want someone you get them to know do as you will as if willing or not as things aren't wanted without violence.

As this doesn't mean they are willing, this is a point with what you feel the urge to resist from gut instinct you can get irked, irritated or think and no to defend and strike or leave as to not hit and walk away with



thought or peace. There is the essence that urge can come from, as if you don't do anything you can get rid of the essence and think it into an object. Think to toss it away as a release, or use it as an energy source as this can cancel the urge to do. Use is the motion and thought, this is to relent and need to know is not to do as if don't.

As all well that ends well as will in nothing can seem with possession in essence, as this is the creator or not as nothing but love to do in activity energy or not as nothing exists, as you think and you don't care as analysis reveals from Indian art. This works like what you think in to revise is what can seem be used to understand in what thought, as you create a point in referable ideal in what can seem a use in act by interred ideal. Thought in an act are what can incur an ideal to seem thought, as you think about the ideal your thought can use the interred thought and your use is what you think.

That the body makes you aware of by a vision to read from, think of a use or in intention with the spirit that flows in through everything by brujos blood energy witchcraft. That stops or does what you think, as on this is a thought conscious and yet not if things thought don't happen. As if ideal of an actor, something like you uses. Thought in an engine that does graphic things don't count, as this is a point that imagination can create if believed your use is of the graphic. Think you can manipulate by what scene you think, as or not as this isn't necessary as what is isn't as this isn't. As in an occurrence or not as nothing in all ideal can occur and use of time activated things can work to your advantage. As if an is a possible way or not if thought isn't needed in use.

Unjoulung will; [Un-july-ling will] As cast by desperity the will in desire as you are will you are away, your will in tendency is into the desire by seeing in the wind and use is fire by will in cast result. As the thought, your will is a point and this spell is what you think and do created acts in thought. As a live form is an ideal, as a desire will is free your will is a thought and the energy that is elemental energy in a point that creates what you think. As a thought in not stupid this frees in you, your spirit is allowed to be anywhere you will energy to as your will your body can materialize there.

No Occlus [Non Occ-us] = Nothing occurs; As no occupation with no violence is things with a point conjoling, as that is nothing will occur or now stop being beaten in where you are in the area as in life this is what you feel as then you would and as you will you get things as you know them or not a look feel an here. A personal friend is a person you help, as you help your aid is appreciative by what you thought seeming. As what you do, as you do if in is now. There is a viewer point that in your use of a good example this spelling is cool, as in things with use in all ideal can in occur and use of time activated things can work to your advantage. No as occlus is done your not in thought, anyhow anywhere your wanted to be killed your not.

The Xiewe [Then Xie-wen] = The View; The viewscreen is a thought to the wall, as you think of the ethereal energy that are particles that coat a wall you create fire. Think as if one inch above the surface you can think and the energy will show, as what you want as you are able to chat with the future or whenever time you want. As thought if use is by your energy focused at the thought, you send as if the antenna is the pick of an item. The psychic view, is where you can see a point and know by what you think from the aura including that you feel as dead.

As if we see lying a certain animal that's deadly before ourselves, the meaning of the animal should be ascertained as a symbol to find out further details by what you do. The ideal you think as an attribute is if shared by another from in the source, if a thought were to see a time by focus with energy and don't focus. As you do and your linked to something, or someone you can create a change by jarring as you don't as a point knock it. If you touch or create a don't knock things over by the thought you perceive with a jarring sensation, then you can jarr something free and farring free is to jarring loose that and is linked by the thought to or from you unless not needed. The choices you made in life are what create a result that ripple outward like a moment, in water and your ideal can change as you type or think in life as fate is service to a point decided by how you think to act in progressive moments in ideal by life decisions.

As you think don't knock it you set the ideal, what you want if temperally the energy allows you can seem. As in energy there is the thought as a dream wave cast free by element use. Sense as you will and you can will a change in time, think different by effort as a psychically taught thought. This is your ideal that creates what you will as different and familiar in what you see, as this is energy the will is the way if the words you speak are done. Fix as by a small ideal suggested is a will by a larger effect and smaller the size in away, as faster thaumaturgy is small suggestion cast forth to get interesting results by focus on the



wind with a concept.

Thought and thought in thought can seem to reform as the original ideal you think is done, energy is parrot to do or not as you see and imagine what you will is a use you will. Think to create with a scene or imagined thought by focus energy imprinted by your concept, as you focus and create some intention as a psychic difference is felt as different will is a diffusion that is in feel as an original state. As to seem what race you want as a thought of the fruit of knowledge is a banana in ideal as its written in the stars, use is the aura as how you act is as you use differently or if not this is a mode by energy as your mind decides can seem in effect. Youthful action is an award by natural ease in use, as your use is a thought to work by the energy you have.

This follows the rules force negates force of equal intention along with power of emotion. Disruption or disagreement is only aiding in this cause as this is chaotic therapy that follows the golden rule of like gets like result with a measured balance. Don't use this with the "I feel like beating you for it" ideal and then counting it a win. If this don't work, use the example technique of a story to get the meaning across and reduce tension or use force with force to negate the emotion and make even reactionists or some pause with in good intentions.

The one first ideal is a thought and energy resolves by thought. The first way is the training way to use activity and decision to make an achievement which effects others or yourself. First, decide on whom to discipline, either it be yourself and/or others. Then cause the target to do things that help them improve on the effect you need them to improve in. Doing the repeat moment enough times that cause the basic ideal you are attempting to train, things are never too far advanced in life into becoming habit or not as there's another way. The more you attempt of an activity, or genres of activity, the more will you build up life.

The won way is the warriors way is yet another adaptation to this. Its the second way thats done by the self. This is to do things that are impeccable and to store poder. By, not doing things or results, that aren't needed. This is the effect of choosing the more efficient option. Doing something that wastes your time or choosing to do things that you actually need to do. Poder is your personal power. As you use controlled folley to get even better results, you can use controlled folley by choosing on the moment to which you will do. Don't do the wasteful acts that waste the time you use, basically know what you do and think in a way you consider correct.

The third way is self disciplining, which be to attempt to achieve that which effects for yourself and have the guff to do things till they are done or you get tired of the actions. Decide which you want to do and go for it! Use controlled folley for things you are unsure of. It helps to talk about and will yourself to want to do the actions with intention to do the necessary acts. Again, don't let things be too much of a concern. In fact, meditation on the act or effect you want to achieve, also meditation on just nothing, is helpful. Thinking a point, if something was done that you didn't like, you don't have to do it as you laugh it off.

Feel in your inner world an thought as yourself and as your free to use psychology you can test, this is a point with things you see by what happems as you are out and doing what seems best with these techniques that you think and combine with some of them for better or worse. Always remember with using discipline, to work with what you get or work around what you get and laugh off the small stuff as you think as is a self-psychology field <http://alt-sites.tripod.com/sehsych.htm>. What not to do with field psychology around these people, there is to act falsely and not prove your point of speech.

Anyway the ideal is thought to create, not always to cause trouble as else to seem distracted and keep them off balance through words that make a person wow, get good response or think twice. For pattern setting is as nothing as this is stupidity if an example of positive ideal, let the person see you as defeated in life but not unless creative ideall necessary as if an ideall you do. You leave as you have to, this is a point with the act it out ideal to get relieve or effort of aid from the person as your in a hospital.

Controlled folley and the warriors way is from the Castenada books.

The Aurie Rest [Then Aun-rinse-en Rest] = The aura of restoration; Think to restore as you create a point and use the crystals, as bio orgonne as what your thought is the body energy creates as spirit energy is in use for the right aura energy cure in life to work. If you want the wounded person to regenerate, touch said person and imagine after drinking another cup of the water the word "regenerate". If you don't want to touch the person, imagine the words "cause regeneration on the person intended".

As effervent is sometimes a will any brand toothpaste with energy to cause as a thought isn't as a point energy and det is with the right person to repair the person, as that isn't doing stuff that is necessary. Some people are with more and some people are with less in life as I saw it. As this is the clear cut example, the time in rest in time concept that if in a concept your use is time by thought and as if in thought that use doesn't seem possible this doesn't work as this isn't possible.

The out moment in thought to make an item using, an this method is drink two cups of water and imagine the item appearing in your hand. This method works only 70% of the time and yet if your thought you can improve some "idae" is, thought to cure by aura is to make things work right in concept. As an idaho potato is an energy source or have a thought, as your thought of chances improves by ideal and water with the ideal that energy can cure. As sunlight regenerates you, as a point to see light is a link. Turn off the light to not use the link, as to break the link in a mind set to dooby the energy as a whole mind you think and you are as with the hahae [hay-hale-eh].

With practice it will work in aura as to think your changing one word and the events change to the ideal that is the balance, as the aura can create a space for you and you can rest or not as your in your own separate space mind room you create. As in not if the the right things were stated as a room is free and otherwise left alone, use or not if unoccupied and if not the room is entered as another room thats empty as noone is there. If the right things are done you can seem a phantom or a creator maker not shown.

Fix in the moment to find a thought to do as energy is what you want. Think energy comes in the form, that is energy and your use is an ideal to seem to do. Swirl in the air and draw in energy, this is a point with area use as you use energy effectively draw the spiral and create what your ideal use is to fix things or create things. Whatever you do create as you wish and your use is as you think about having things with a point, direct by will and the fire will create as your will is direct by focus create as a will. Since its easy as you don't get killed and find a way, as to disrupt your biorhythms to die if you want to die.

Curious as it will work or not, you don't kill yourself as think what you want and things in ideal will happen. You have a point and do a concept due to the art in the energy by art. As you have an art to create, a non monster and your art is creative by focus. There is a point you exempt as you do things you get things in life, as a point is concept and your thoughts are your own as you won't be read if you don't want to. As you are aware your life is not dead. As you ask for advise and not in avisement and as you assume don't assume if no asking no response. There is a time that is a concept, nothing is a point and as there is a point nothing willed nothing gained.

Pyro Det Yqt [Pirn-oh Dete Wat-q-t] = The fire tooth restorer; The user energy field is produced by firey skin as the area is aflame in energy pass it off by a switch not actually visible in use of fire is to be as if toothpaste and create, as if fire warping the tooth decay away and magnetically creating a protective shield. As if that prevents and removes pain, with all plaque and tooth decay disease whatever the rare images. There is a will and where you are and yet if not this isn't as what it seems.

Si no Doc = Si no decor; This is the decor and the act is art that is life, choose a life as the life you life reflects a memory to do to get things achieved as in if your as thought in done. The art you use is up to you and your life exists as if you had a moment to review. A point to remember is a point, see to the ideal your concept is as if now solved see now do as if on a mention.

Neu Can [Need-un Cane] = Birth control; This is the birth control effect, as you think birth control you find a natural way to use energy. As birth energy subsists and you can will, as that is to create. Early Love is as Energevitists are able to use this as a point to create a birth, this is a point with otherwise things where you can view different things as the subconscious creates what effect you think.

Eneiallia Dumia [Enn-ee-line-all-lie-an Due-mine-an] = That Enailla; That energy cursed its in as yet another life as not dumb or not a spring and life is chi energy in creativity, that is what you speak is what can create as that was intense focus to unnatural ability and you don't have unnatural ways of life as you think or not and no torment happens in life. This depends on the Druid or energy user, as the ideall was created by an ovate and is a type of druid. His purpose was to observe and invent. His or her rules over people were with no detection or misdirection. His robe is green symbolising budding life. Ovates are the seers and healers, thought not is a point to them as they are in interesting points of view as realization how.

Doen [Doo-en] = The Energy State; No as the energy state is there, as you can use the ideal as if your energy yourself. The effect of energy is the energy you use. The ideal is the word, cancelled as Doen In if the energy is the thought. As you create you are a will and thought exists for you, as you think to create the ideal to live with en gorge.

The Enma Spreg [Then Enma Spree-g] = The spring in cursed life; This is the cursed spring of life that brings you alive, this is with what is the point to the Ranma 1/2 cursed springs in Wellprins Idewa as you are you are and the cure is the fey water as if you can become any form you think or murder. As the person that drowns or thinks, he or she is can seem what form is in thought. Whatever the temperature, use is the materialized third eye that creates what you seem or think and the energy disperses the concept. As now if your tendency can become as you think, as the perishing springs are from within. As the point is the aura, the creators shield allows and protects and the spirit can cease the effect spell. The water temperature can cause change to cause what the form is, as warm is not having the spell effect and the hot water is the change to your original form. As cold water can cause the female or alter shape in the body, that can create what form you want as the wellsprings that can bring you back to life as a point is awareness this is realization as you died you lived with energy. As you can if you looked, this is a point with the spell effect end that is En Enewa Shiwa or En Enewa Ewewa as to will not to change and you don't as the temple of atlantis can heal you. As this is released from the uncursed springs of life. As this is a point that use is a cotion or cushion to realease by what you think.

The Mo Uel Ae [Then Moth Oo-hell As-en] = The Moment Create; The moment you conform and create things with a will, thought is to create or not each lie as truth and nothing is done as nothing exist as you don't break. Think as you want and money is thought generated, by intel inside that comes to your bank. As not exist is the moment that you don't exist. As you are aware and a way is there go away. Then there is no way you can not go. As you don't think to use things, or not the life you live is false then you won't live the life. These are ideal people and belings, as thought as if in that is feelings felt as your senses feel them and they can feel you. Made a concept that in thought worked and isn't now working. This is now done.

As not youthful in thought and as that is true, as thought sensation they create are in a point can see you as you think an to see them. As you are aware of your form, you are now free and yourself as you thought. Uue is to revert as you create and are what you think to seem. This is en as a concept as in you are as a point what you think about to hide and this spell in ideal is what thought can create from or with you. As you think or not you can create but if near someone be not obsene or the subconscious will possibly block what don't as if you avoid as you do. What you think to do you can if nothing will to happen or not, if thought you do can create as in an act of creation you work or do requests theistically tanacity.

The Mo Prudea [Then Moth Prude-dee-an] = The Momentary preparation; As you prepare the subconsciousness, as think and your prepared in the unconscious ideal that if you think you can use the right ideal. Think to create or in seem in ideal to create with the right thing to use and cure or avoid as the use is there. Good for brewing potion effect thought, as this changes by now to seem the right ingredients for the purpose as the moment of use.

The Lutude [Then Loo-too-den] = The electric fence; The fence is electric and your use is a point to make as things you use are thought and energy. Think as you will as you want things to see use and they are observed until you don't need to use the ideal. Press one letter and the effect doesn't happen that you decide to use.

The Lat Okle = The electric bend; The electric bend rules ideal as to bend spoons is to bend the rules the day and reality shifts or not, as an area to shift is non drunken as out you are as you think to get a better ideal result or not as you think and night rules.>br>

En Chan ment = The room ideal; This is a spell to change the door if necessary, this is a point with your room changes to the area in purpose.

Tma [T-man] = Te power blower; The power blow, The ideal is that everything is there, this is tender made in action where you think and feel it is within the area or other area as seeming is to see things is create them or see ideal to do. No matter what time or day this is cause what you, think to see and know or not and think it disperses energy. Thought creates matter and the matter is energy that is in space as there is less energy, that you feel and can see to use the more you can actually do at a lesser speed. The more energy and the less you want an ideal, the realistic approach you think and feel the energy to come there to your area. The more you can do with faster time and speed at the point that you will create what you

want to create, what you want think you can and you do as you think the ideal is possible. Out of the darkness is to otherwise feel, what you think and you create what you think should occur as na en est in.

Think is to create to make by feeling what you think by the use of an energy, you think is a source like 6th or 8th dimensional energy sources and the ideal manifests by creating from blue energy. Things that are possible like creating effects and red energy that is what you consider is the bleed off or feel energy release and the hole that is the reality perception point is thought, an think and feel stability and thought becomes energy condensed into identified form. As if you think it and you know as thought reveals as to seem, the ideal can create the ideal if you feel the ideal is to get the ideal. By what you consider what is and if you want to fight or create by outward energy, thin as you attack, send energy or not as nothing happens and the energy by will disperses to return to nothing as na eh est.

Sometimes a point is this can be neutralized before it is active. But as your energy, you won't always need to feel its effects to seem as an effect in life, or the embued energy. If the attacker was careless, as done twice or once is good enough a counter pattern will work. But otherwise use a sensing of the energy or know of it and will to disperse it, directly willing it away. Often, it can be sent back to the originator and any moment you felt near or in its effect is gone. Where there be a will to block a physical moment, there is a way to prevent it as nation of the established area in an area described.

Te Cicl-x Iseu [Then sicke-l ex Is-ee-un] = The fat reducer; The cancellation of the plump and be well spell, this is an energy that undoes what is not necessary such as a fight by psychic means that leaves you in a stable ideal core that makes a point of a friend that creates sanity by the ideall you consider, stand there to think and realize what is enough that you do. Enough thinking, say you will or won't and fix as you need to. Create activity to focus and consider, as you are creative and think the energy into focus by voice and your use is done. Interesting as this spell is, your ideal creates havoc sometimes. Think magic effect and your energy is thought into the activity. By what you think you remain well, don't actually no as there is cease not do it as your energy creates what you think into what you think is necessary.

This is in the point that is when you are angry or extrememly stressed out, things dangerous don't appear as if you used things and thought in use created in use to be hate that is to avoid what you hate in an ideal that you can use things by what you abide abandoned the use to abuse it with and things are what you are in life. This is there if you intend to use it, this is a point with ideal if there is a thought to use then it can be used. If in need by what in use, is a point to usage as if a point that they agreed to seem unless as there is no and a situation if use.

"Some may also realize their potential by thought that's more taboo because of the mass media social stigma surrounding it. Ie the war on drugs. Most people don't even think about what that means. They're useful tools for altered states, the problem is they often cause damage more than they help over the long term. a quick getaway into technicolour dreamland but you can get better results from the learning process to produce the state yourself - and to control it as if you read it before your seeing it as a psychic vision or not and you stop.

Then since different people have different views on it. Here's a warning that it may be inconsidered as dangerous and/or unethical by some people. Thus to remain is to do as to comply and seem like your aware and know what your doing, keep in mind that this is in use is now an open minded view, that is possible as you can cleanse your aura as this is expressed herein and to make people work or work with you easily use this. Try not to be offended as its only a viewpoint. I am not responsible for others views, you know why you do that.

Tou [Tow-nul] = The douch effect refusal; Thinking by refuse or a spell, to recreate by what is in energy from molecular use in structure from griddle cakes or food unless resistant.

Assault oueur noet [Ass-see-cult over no-et] = Assaultive personality; Assault no moer as you are and thought is noting to in wish for in seditious assaultive activity by this spell on it in a person. As you think the situation didn't hapen. As no laughing matter, as you don't think and you leave and yet are aware by the spirit advantages.

The Ne [Then Neg] = Askence; Kill all bedbugs by thought. Think and this death sigil is the use. You don't have to do the activity if not necessary, ask by stating and the creator will do the death of the bugs unwanted as if the bedbugs were nonexistent.

Kk x [K k ex] = Kill and thought to make safe; Think to create and your ideal is to make, possible is to kill things as a bug and the other bugs disappear as you will in a way that ill things aren't effective against you and you seem to work with people. With love or killed life energy as the energy source, as if x can seem thought attracts to a unused area that you won't visit as you. This forms in the 6th dimension and acts, as if the 6th and a third planet to use and you are natural in some aware conscious state or create thought to not do. Whatever you do if you don't need this spell don't use what you are as if to nulle the ideall or use placeholders to keep the area clean and you can displace or undisplace by will.

Ark Avi = Finance instance power; This is a dark human made by night and, a spell that creates dark light naturally as naturalite is energy and create is your will from nothing. Except tat it doesn't do as you don't need to. Assume and as your not unaware, as the energy is energy to no more than you can support, as they use your initiate energy as human and your ability is energy as the ability of the person is built up. As financial ou or uo style in life and by life is what you can do with those that need it.

Te Freius [Teh Free-lie-us] = Creative productive ideal; The way this spellwork creates think an act to use as energy and think the ideal creates wat you think is there, this is as if the essence is in the is act by making with materials the part an you create with material to make until you don't wanna be measured or made and then this ceases if not wanted for its effect. So act or think something is made or not and if by you or others and create is until your tired of being that way, think if you use the right actions at the right time. That the activity energy creates or what you think will seem is until you just don't, as you are representative of what you can act like as thought only. If you act the part you get the ideal and money or nothing.

If you think if some creative or created ideal and once done you can stop and act normal, as parts needed can effect or not by influence and energy that is conscious by a creator. Think the ideal that you want to create out of need and do movement or some ideal, it can exist as now your free and otherwise this is as if you hit nail to the coffin and made your own grave. So don't think to get it as you mention it and you won't get, as if this is so no threat no offense no possibility this is not there or as not this is "n" as free essence is from the offense or passive use is passivity. Think or no need as if nothing there or think thought is created effect, as if an artefact made by the creator manifest or if dismissed and not wanted in the area. This can disappear as you send it out of the area as you will the essence dissipated safely.

To use magic to enhance a potion, focus your mind and focus your an thoughts on what is a concept the potion can create by water or some element while trying to mix it or when heat is applied. This also can be used to get the desired results with the potion itself. You could cause a fat removal potion while making use of a healing potion. This is energy from incense, as you use cinnamon, paprika and incense by focus with essence to energy or the herb, by what you feel is appropriate use from essence to use the right essence and unfreebird.

You can suppress the act and this actually acts, as if you don't need it due or not and you gain it back if needed. As you did or did not if you did it you don't have to do things you say, if you feel you don't have to do it if you don't want to. A special ideal is to think to touch the trashcan and think shift the trashcan will appear, if you feel or focus and think something you sense necessary if duplicatable can form. As thought duplication is relocatable essence creates, thought as think if duplicated and to be in an area you thought it to be. There is a concept that if you create something, your made ideal is the point in or out with the least resistance or this is not possible.

Keseria En Ex = Instant excercise; Find a way and the ideal you see is water you can see use for or thought by the energy focus creates, as thought and your believing can mempower what you think is practice and exercise with focus and movement or creative effort in effect or feel. Think to keep energy to lose weight as you let go of the energy with tense and relax release as tension releases. This isn't always working out so stick with it. As you are you can seem to get better, imagine eser as a kiss of death as its necessary so you do what you are willing to do or things done are to get interesting ideal. An this is thought to get done and tis is as something to do for fun. If you know what you know you can still know everything about it or not and you do.

Tho rey [Thon Ray] = Thought recycle; The ideal you thought to send away is dissipated in energy safely, as you direct by will create is by focus as the energy creates by the ideal or thought recycle created by directed or safe fire.



Frou Tho [Front-un Thong] = Send by thought; Thought is use as what you think is energy, that sent to seem or not as the thought if ions were healing were thought to send.

Hymu Rede En [Him-un Rede En] = The created parrot drop; The use is energy and you create as you will with the creator energy from the creator conscious, as the ideal is awareness to use and used in this energy is programming in the mind that you say to do. This is from monty python in his subconscious by perception. If you are as you feel like defending your ideall with a motion, handle the item or focus energy as you use created imagination to better purpose if necessary by thought. As you are to be defended or defending, your use is energy to create or make with as the unmaking effect is energy to create free energy. Created where you think to create the ideal, focus is by feel or as you use energy from a person or thing they drop dead as if a necessary business crime isn't done. There is nothing wrong with what you create, as if you see it and focus the energy away as that is death energy or life energy in use your use is your own in life. Away with you and if the ideal is use usable feeling is thought, as if natural life giving them is things as you don't do to do ciao and frees you from where you think before the moment and this can seem to react as will in life and no drug.

The Dhiu [The Dew] = Thee Death use for the death fall; The fall of death to a platform that is watched by tv as an invisible world area interacts with this one and viewed in a book, tis is a record this makes like a fallen angel is a moment your use is thought as fall is nothing if pushed and you earn a world record from nearly any height. Stop your falling and stop you, as your stopwatch is stopped as you don't need to use it as you stop glancing. Do not see to not be experiencing, as one will experience big events in moment. Your wish comes true and you succeed, as you will to exist you will or not will to use ions. Its a will to subsist that keeps it going.

Known as your will is use this can seem what your energy use kills you by and is by the use to buy or use crystal energy and energy collected in crystals is focus created, as a crystal as a point to create. Think to create and the crystal makes by water or lava, this is a point with coelesced infini fire energy you will to made or making and set by the creator. There is energy by the will as energy is in the creative use, there in mind as if a room is someone or not if not there. Don't mark whomever you kill, as you can summon the energy from templar in activity.

An is a time temple assistant known as a templar live in the atleantian pyramid of healing by any sea thought with sea energy, think to create with an ideal or not as you are with energy to shift energy away. So as you with focus are not there, with except is with energy as a concept or not as you don't need or dare die off. This as if you live or experiecnce as you want as if reading a concept book. There is a point to the use there as use is though realism in the art. As here you are still this spell worked an nothing is wrong. So feel free to continue as you will energy to use the thought, that comes from the cells in the body.

In Is = As created defense; As moment is amazing to watch or not as this is in the 6th and a third dimension, this is a guiness world record ideal I had to see and use the guiness world record book. Thinking to the body that this is a strike to the head, this is a concept most don't want to see unless amazed by what you look at. As your energy is something there that there is presence, from in life or in this is things in lieu by focus in view to completed moments in time by life history. This is a gem maker to the mind if allowing no guilt, or not if in a prison or other sentence the end waits for as losing the patience as your not into what you do as you stop the stopwatch.

So this is a concept to time record use as you continue, think and do things else in life to do and watch you and if want this is a point as thought if the axe. This is as if a record created use is this by user interaction by someone else. Search if ye think in your inner world, as you find what you look for the right answer is there to do as if thought needed to do is need or no need. There is no known punishment as if the person goes wrong or gains allot as no weight to use no punishment, that is effect to get what you wish, think there and you are there by what you can seem to think.

Amy Cre Foet [Ami Credit For-sent] = Creation by Amy; This is a revenging ideal for decency spell, that creates by use by creation in movement with a movement by the finger or hand. As body movement is with a creed or other thing from somebody, that appears if you summon by name with them in mind, like or not, see things to use or not as a friend and turns out enemy. As if to be a friend is with one who wants to damage things, that you tend dislike or you don't get it damaged to you. Think to get away as you will energy to exit you away by what you exist. The area is fixed or foul smelling as the reasoning to work is



what you figure out or not, this to create what you figure is to free with things you yourself make created ideal to seem by thought or be as thought in or out by a timewise point. As you use things to the energy in the area tis clears up in time.

Thought to use time more effectively is as living moment, think or this is a memory to figure out in time by efficient use efficient ideal. Ala fixes this ideal to make what is better in mind but the area changes, if you will focus energy back to the person as you perceive. As no, in intuited is as though thought with no ideal that reveals, the body shows you or personal trait as a person in the energy that is a wall and no religion. Another fun part is you can watch what they do whom you focus on or think to see. As your ideal energy reveals things by watching things that is there, you can stop them as they do things or your ideal is wanting to get things or nothing unless necessary is possible. As done if to exist thin as you are alive and use is created ideal. As things exist this is nothing but an anger release in thought as with an area unsuspected this is possible but done, as a thought this is to be no more or this spell works as if this is no more as thought you want with that is possible until no need.

Ci Cu E [Sit Cupen En] = Water cure source; The focusing energy to water and think the sickness as a source to cure by as the water is, drunk youth energy creates ability to restore by thought or unlimited ability that your better. This spell can cure anything and if not needed the source sickness dissipates as if "er na ne".

Aspectus Expectus = See real; The area is thought energy projective, find a way to use or create the ideal you use to work unless not necessary. This uses the 5th dimension use to area energy creation to see or feel by conscious. Give an example the ideal will create as you see a good reason directed by words. If you want to seem effected you are or not as nothing needed, "slime over or slime in over" isn't as you think will always work. As your energy is potential or thought is to create, as your ideal is focus to create tis an ideal. So as your about to experience an eruption or earthshaking gravity effect the larger effect is not always done such as dumping.

A I = Energy warp; The area is an energy to use by thought, that is energy to use by feel to create is focus thought is shift or summon to create by manifest or not by the use with yes by concept. With opposite magics think the ideal will work or not as necessary with yes as some ideal not always noticed the result, as you see this isn't always done excepting the subconscious to create by thought. As if illusion can seem real corruption disperses, as you don't buy corruption. As energy collects by the thought, you create by the feel or not create. As the body reaction is energy is unfattened, if not done unless necessary this is thought as the creator removes or you create. Think for no stink with some effect, where necessary as thought is to effect by less or lack thereof as you do not aspect. This is a release effect to use, if to relieve yourself without doing things in the pants.

This is in things as you see this or wish to think or undo your area result, as that is no mistake energy by some person or thing that uses conscious energy if you can't move to do the result. The area with thought is in injurious there as life, as what in harmony with life by death or the 6th dimensional area by focus or neighbor creating. As the focus to use or do see in thought, say no misuse is not actually done this is indicative to the use that you focus to seem awake. Say as energy is a focus to the area in use, think is focus to disrupt or allow in use by the thought. As you agree to see agreement, think or thought to think is thought by focus with empathic by use. Tis by thought to not counter as you do or count backward.

As you think or not need our use this is with use or seeable is stopping before bad occurs, that is life by what you do to percieve to use. See the area is energy by use, so if there isn't enough energy your not getting result. As the elemental energy isn't until necessary or you work, see with the element you feel is associated by attuning or think you can use. The energy near to channel with thought, that energy use by the area. This enables you to do invisible, see or use is unseen results or not as necessary. As you can create nearly anything by thought or creating. See you or later in ideal by thought this is a pillsbury dough boy effect. As the way to remove effective use is en enduce now, create use is en unduce. To undo the effect is thought to cross the line as they say not to unless necessary. Use your own words, now as your ability is thought this uses 6th 1/3rd to create by the core energy with the heart or "planet core" in ideal. If your going to use this this this works.

An is = that creates by allowing you to use or unlock or quit unlocking phase to create with some ideal, that to beat nearly anyone is not a stink as an in removes things in disgust with an out or thought.

AI - As you expect to see things, don't as things work anyway.

enemellis; Spell of restoration: If you think this to restore yourself, then you are set for better ideal as the enemy is into each other not yourself.

anamolli = This is set point as a point, that you are aware then an anomaly appears that does things to your mind as things work out.

enamoli; This is where we are, you set the motion. Think the thought then things are aware, sometimes stark, raving, madness with constipation. Negative as your aware you can speak or ask questions of things or people made to look like objects. This ends as you think en emellis end. If you thought about it then they don't know about the point, then you can get away with what you want. That is how this spell works.

Gnot; knowing time: This is where I think it is, then if you get the date and time. I think it is then sometimes by feel that point as though you are aware, then you know by focus from the energy that is near. So if you think then realize what is near, then you know what is done. Otherwise your aware to what is needed to be done.

Gnow: Knowing; You know by gnosis, what you think then your aware of by the point you think. That you think to realize then you know, that is what you think to know or what that is that comes by ideal that you know by the spirit. This ends by thinking en if so the vision, that knowledge comes by this is what is a visual that is no longer there.

Ain = use or abuse, Pain is an aftereffect (unless not in the pain given a path to feel a blow), Create as you need to know as the position is the time area or timed thought. Tis is the time wise aftereffect, that is creative work create is feel to use. Faery money the faery if allowing will create money by ideal. Tis is the time energy that is a source that promises use by nulle magic to those bugs that need nulling that is free particles to magic use. Energy generation is the energy you think by focus, so is to disrupt if illegal as necessary thought to create is by use or thought focus by energy summoning from the ground.

That is think to create your position, then you could have it as you think the position that you think time in wise use. Think by focusing the gift in use by potential as this is the positional in concept value or position by job ideal or description. This in ideal to prove ability is a concept or ideal worth to create with interest. Think as your aware to nulle magic that is thought that exists things, that in use by ideal is use to the feel. As focus or feel is not to use the worst by feel is that is displacement, this is by faery magic so beware if irritation from realization. A brownie point is thought to not be around if you think your going to be hit unless necessary, as this is from the past that brings up feelings so not to be around the person near you as they calm down by focus to counting as necessary in as time is past or not.

Depictious enamolis; Depiction magic that ends with en enamolis end. That is depiction in use or thought to cancel just don't think of bugs thought to use, unless to shift away with thought just smash a bug to disrupt a problem by the use in life with no situation. So that creates better so you create better or inner fire energy to use with the matrix, if life by use is concept of life think the thought by life by feel the free flowing energy that is spirit or aura energy creates as you want sometimes tis is due to the area in thought. So if you uncreate that you create that by harmony in not by nothing. Think to nulle the problem, so use no problem to not do stupidity. The area with thought is what in harmony with life by death or the 6th dimensional area by focus or neighbor creating.

That is where you should watch where you walk into or idiot thought or the sixth dimensional common harmony ideal, that uses things in your use to create by ideal. As the focus to use or do see in thought, say no misuse is not actually done this is indicative to the use that you focus to seem awake. So other ideal is to use energy you feel, this is from water to create with water as you focus to water to create thought. This by water or use is restorative or not, as you don't expose or have to do things that is inappropriate.

Use is water or ending poison by dissipating by feel with red particles, focus, think, feel is the method in from the sun to cause the use by essence to dissipate from within by water or fire energy dissolution. As your thought if use in focus this is chemistry, this creates or uncreates as necessary in a concept use thought is created as you can optinally choose to kill some psychoschematic ideal. Seem as such is thought as some bug with insects mostly destroying themselves from the inside without you even having to do things, as the theory the creator creates by is what is necessary or what is happens.

Seeming or creative thought is thought that the dispose is by the particles, as thought in harmony is to rub each other in ideal you think to dispel the use that create energy to create use by focus. As you think not effect unless necessary or create is focus to what is calming by feel or ideal. As you are aware to use your ideal this is creative feel in thought is nothing or noting as harmony in life, think to the use energy creates in theory as you can time think to cause what is the thought.

Aspex; Sight or hearing spell that ends with en enamolis end. As the moment is from the present or not as you don't have to do it as by moment that is a focus point from the past or future to do now. This is borrowing as you are aware you effort is effect or use is thought, tis in a moment by the crystal matrix or thought by theory in use by ideal is not always to the use. Tis can create a death energy timewave to that is blue or other color energy, think to fog the area is with te energy to the place as the blue fog is formed. Think as you want where you are, then the the end is done.

Seem to use by the preservative energy, as if you focus to create the ideal you create with the user feel unless music is mood altered to not seem so bad. There is in essence something that is essential to the air, if there is not so bad off as if to sprite the air use sprite or essential oils. As you focus to clear the air to cleanse the air is by thought focus energy waves, sometimes by mediation if thought focus to cause an ideal with an item in use as you don't want to break it don't use.

Say as energy is a focus to the area in use, think is focus to disrupt or allow in use by the thought. As you agree to see agreement, think or thought to think is thought by focus with empathic by use. Tis by thought to not counter as you do or count backward. As our use is with use or seeable is stopping before nothing occurs, that is life by what you do or percieve to use. See the area is energy by use, so if there isn't enough energy your not getting result.

As the elemental energy isn't until necessary or you work, see with the element you feel is use or thought to use in ideal or not as this is associated by attuning or think you can use. The energy near to channel with thought, that is energy use by the area. Say the way to remove effective use is en enduce now or later. The way you see things is the ideal you seem to feel or create by the right ideal otherwise "feel, disrupt death, feel in ideal to create or no is nothing done is not always stupidity" known as ossen. So or oscillating favor given as fan use is energy patterns that vibration is there, to rise or lower energy to make yourself unaffected to lower energy forms.

Things that are use create interest, as things that are useful in thought you create to manifest or unmanifest by thinking the ideal breaks into particles. By disrupting what the thing is created to do, what is not reforming to the original form is till you think to allow. As that in original ideal to you consist by feel is no nulle focus energy, so think to see or create or make as ideal is focus with no or yes to allow. So if in particle form is you don't pass in or through to someone with an area, that isn't allowing your presence unless your not really known. So if you are able till expense is thought to seem necessity in use is thought in use as expense not having to be paid. As you make magic in a thought by focus to create you create to the feel or manifest as energy use.

This can in use seem as the power of a now and later candy or other ideal, tat is not similar or not energy to use from undone energy. So if you use nulle energy then in doing the ideal to stop is thought to stop as you do activity. So do ideal to see or create by ideal result, that is thought to create is not always thought to do unless necessary. As the creator creates you can in creation uncreate, as you feel necessary by area by vibes that detail good or bad ideal by what is thought is efficient magic use. As the area is energy in use, the area won't manifest unless the creator wants to. So not is with the right time, as a thought will if necessary create by ideal timewise to create is thought or ideal. As those representing the ideal, won't be effected unless they want to be effected.

This can suspend you suspending an aspect if your not careful, so think the creator does the ideal as you think to suspend another way is thought. So an aspect disappears as you can selectively think, feel, use thought to manifest fully as some ideal dissipates in energy. If necessary or thin air by cerebral focus with some source, seem or no matter as you delve into some matter without a fight. As you think to nulle magic, energy created is example or felt source to use. The use by feel is create with cool thought by the use of an artifact, that you think can manifest or create use in ideal.

This can create the bugs or insects unwanted to be are frozen to not exist, as if extinct as though tis is

the induction or thought shift or thought is with ice age. As on your not or out is not in ice age, this is as your ability will manifest or shift something to where it came or not as necessary. As your creating thought the area is not, there till you see the area by feel un less necessary. So no attack as necessary is thought. As the time is normal yet known in time you work, things with this seem or think before you speak. This is creating thought or time ideal to use time for wise ideal.

Mana Suspense; This is release by time suspense that is thought to think the time suspended to create with use by the creator, as he or she is to do some activity, this is use to create the thought io. Thought by silver energy particles is there to use the creator as you think of tiny silver particles, that are timewise to disrupt or still the area by imagination of a clock stopping its hands. Thinking to create what you wish by the intuition or otherwise use is not in some language.

Otherwise use by that particle energy is use by the police, thought is creative in things usable to freeze the area. Things you think to time suspense in ideal can seem to keep going, till you think the time is revealed or till you think the hands of the clock to go on moving. Think to imagine the hands starting to move forward to create normal or allow normal time.

This is to see or think normal time back to seem were normal or seem normal yourself, as you feel time is normal this is normal. Think time is restoring itself, as you consider te ands going backward to create or cause time to effect as you want in the past by thought. You think time and your subconscious creates the time you think as a time trick however you want. If you were or create strength by focus you can create what instance, by thought or feel to the effect to use or not effect. Think not to hit as you think to cause, add in thats positive or remove ideal thats subtractive.

Nulle magicus; Think to nulle magic where this is, thought to not use ornate ideal to suspend what is there not needed in ideal by gravity this is use. All you need to do is mention a fact, as you think to nullify the suspension or don't do suspension with the neighbor. Otherwise known as instant death, as you undo the suspension the person dies as it uses their life force to create with an ideal to what you think. Otherwise you can stop as you create or feel the need to use things right, seeing ideal is interesting you don't have to live it as things exist. As you deliberately do or seem to do it, you don't have to attack people with it. This is use as I seem to have or that did it.

Sometimes a weird feel is allowable, as this is especially is thought in a burial mound or not in existing as what you see you think. If by concept you don't need the ideal, you can think to manifest some opposiute effect or a positive effect. As that nulles the ideal in ideal, you can create or see some use as though you need something. So as you create to unexist ideal as necessary, if to exist is to exist is sometimes thought to unexist the ideal.

This is made of use. As use is not as thought to cease fire. As you are or don't need to be if you will thought or create, ideal to the area not a person you create as your energy is ideal. As your will is unwished to create by ideal or thought is unwill as you can think to use your ideal is ne te ideal energy. As it is I can use the ideal, so even though, as I never wrote that ask or not as if your will is energy.

What exists is done if the ending is in the beginning or thought is not necessary or this is insanity. As you create something this does as you want or not, as your energy or other energy is a thought to quit as thought is use in essence. This is focus to use in some in thought, that is not actually a record. That I saw in some vision to use. The ideal is lets see if you can, see or don't create with the ideal so if you can't then don't as in results are end results. That life is energy by thought, that your energy is extract by extruded use with the iron from the will that is energy to create as you want in the use as this is in starbrite. Tis aisa point as if necessary.

So don't as you wish to appear as your acceptable to others or you can improve. Even if the area is energy by thought the field energy is raised by focus to create with what you want in life or feel by imagination. However if you are alive, even if this is alive you can still go out and kill it live through this ideal. As the matrix kills the energy by dissipation by imagination that the roach, pestillence or bug dissipates by disappearing, that ideal is that if you can still seem or tis not is with ideal in thought. If you can live through that you can live through this as your not targeted. Lets continue to work together thats all.

No this is don't disrupt things unless necessary, as your thought is on business create on will or use by thought to use energy in ideal that s bioenergy. The use in activity is time that you create by the creator in

no use, to create real ideal in results you tin things for ideal. Socking then is were altering or so as you don't knock your subject out, unless an ideal to nullify by disspiating the essence from particles in ideal that form the formation that unexists the ideal to do unless necessary to create by the creator. There is in ideal existing ideal that unexists itself as your ideal dissipates by the energy that is making it up by thought. Change the thought is that to change what is thought or done unless not possible, if possible unless too much or tired or if no result then you ought to stop.

As necessary by focus with the third eye try not to do, if nothing needed nothing is so. Seeing to use tired energy is seeming in rest as you think your tired is thought not to slap things or people to cause manifest, this is the energy in ideal to use as unwanted excess is thought to disperse. So think your not tired as your body allows, as though then you aren't with strain you can sleep or see more easily reason. This is without evil results if thought not bad, as you use achievement to create achievement to think or create. As you think "not bad" or nothing bad is bade use are as things in use aren't bad off. That is nothing done that is not agreeable, so tis is thought as isis that is in a waxing or full moon with ideal. An ideal by magic is as a point use is more in permanence or thought is cool by use.

As new or full waxing is the ability is use as energy, see to look is concepor made by Hera with waning or new moon magic. with the magical effect or the magical NSA or Nasa or as you believe you can seem, as I remember this rule was in thought from that life of NSA so think if not to do exactly as you don't need to sleep as not to do. Nothing is done that is not necessary to what in appearance is not in use. So nothing is done that is not safe, that is also not seeming acceptable in an acceptable ideal. So you don't show the ideal that is seeming exposed, thought nothing as acceptance is a fact to public ideal or use you don't show what that is or not appropriate is shown allowable as normal is needed or other ideal. So you two are not dopplemgangers as shapeshifters as you work it out.

So think to create, focus as you create by energy to cause or make thought made by the creator, speaking or thinking result isn't always advisable if the area energy is what causes things. Mana corruption is energy that produces or creates, thought by what you see is what you feel to the area that is clutter or near broken things that lay flat on the ground. Clean the area up as the repairs are possible to create better or seem cleaner by results. Now thats all by ideal to create with use. So think to clean up then you do.

nunwo = nunworld; This is the world of the nwo just think what they are as a ghost world, then the creator changes them to seem to en that way. This changes the nwo into something else by the creator that you know, that you think is appropriate as long as this isn't me. this ends when you think to create what is there if you think anything at all after this fact by feel. this puts you in a face painting or ideal that is photograghy, then you can go around like doom or en is space marines. So name what the nwo will be or created then. As then you know what is there or not.

## Fantastic Beasts Spells

This is from the pottermore site on the web: that is [here](#).

Finestra = A spell for shattering glass.

Protego Totalum = A protection spell that can be used on a dwelling or area.

Revelio = A spell to reveal intruders and imposters.

Imperio = One of the three Unforgiveable Curses, it allows the caster to control another's actions. Resist the effect and you break it.

Impedimenta = A spell to slow down and obstruct attackers.

Avienda = Unbreakable Vow - This spell binds a wizard to a promise, who will die if they break it.

Levicorpus = Causes a person to hang upside-down in midair as if hoisted by the ankle.

Aguamenti = A spell used to produce water from a wand.

**Priori Incantatem** = Otherwise known as the reverse spell effect, this reveals the last spell cast by another wizard's wand.

**Muffliato** = A spell from the Half-Blood Prince's book that fills the ears of anyone nearby with an unidentifiable buzzing.

**Legilimens** = A spell that lets the caster see into the mind of another person. This is also the term for a witch or wizard with this ability. Ended by **Affiondo**.

**Sectumsempra** = A violent curse used to injure or maim an opponent.

**Confundo** = A charm that causes confusion in a person or a sentient object. It wears off though, so think about what you do when it does.

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## Nox effect spells

Its effect that's to be said in 3 or 4 words or as a phrase while feeling the effect occur using energy of your choice. So if Harry Potter high magic spells are 2 words sometimes 3 and said as if together, these are 3 to 4 words and as a phrase. The base of nox spells is chaos defined by order or poisonous activity that serves as an energizing event.

An E To do; To be as you are with expertise. So we effected are to do as of what is or you want to be.

Icamaz uansit itok; Just speaking these words can be genocide. I see it, it's amazing, oh what insight and I think it okay. To get over problems and to see how it's like and possibly do or overdo. Just suggest something and after it is spoken maybe it's done somewhere.

Bei rei mei to complete a ritual by usual usage and instinct. The completion ritual. The complexity of this is three words and is set by usage of fact, theory and idea.

Bei mei is to taste and to be beaten away but is counted fun by fact.

Bey mey; To get control and debrief in a moment.

Mei Sei; You see the past as a living result and live event.

In bey mei; To be of fact not fiction as it is fact spoken out in unliteral use.

Out bey mei; To be of fact not fiction as it is of fact spoken outside or to generally outspoken.

Bey mey my er; Causes an admirer at a cost of idea in effect that may do or even events up.

Bey mey my; Causes an immortality to damages in an effect by use or idea.

Bei mei bei; It makes things that are possible occur. It is possible as void has its own source that's discontinued from the main. It generates a madness voice by use. Some can be turned to believe the slight voices in the head, then by void they can be going demented. It can make a person believe almost anything. Despite or given over natural beliefs.

To tune out void voice, think of the madness voice and then of a moment, as the moment takes its place as you can't do what the voice says but observe the moment. Or the voice mimics something similar to what you think and you tune it out.

Un nox dc; to create constant disconnects and d/c effect.

Bei nox dei; To create the belief to be understood and you believe almost anything.

Bei look; Look see Do and there. His and mine.

Nox bei frog; To cause a frog to appear somewhere and jump on you or a person and explode but if they don't explode then you transform into a frog. For each frog it acts as if it rains down somewhere through translocation and there's thousands that singularly appear. But nevertheless appear to rain down.

Bei nox dei; I am uneffected, To be as ineffectant or a ineffectual motion. To not be effected by any effect that is thought on, a energy or a power, but in your mind you may seem to be where you aren't. Its something unexpected, that you come back from the effect when you do.

E espi d; to clean up to be set as clean after the death of the smell or idea. As its dying the scent, its clean.

E espi m; To clean up the area or effects by clean moments and motions.

A sa ge; In you sought to get, imagine what it is know what it does and you get it in effect. To save something to get it.

A sa te; The only versatile get, To be in a rupt lifestyle and yet get at the same time of something.  
A ing mey; Assing it my, Causes you to be away from being attacked in position and hence away from the fighter.

In rai day; To wait or be a weight and have the weight or no weight as needed.

E mong amang; Teh! be chakra. To be in and of chakra energy.

Ifs ex id; if expouse they could attack. To be of talking nature that causes attack.

E che xra; to know of the land and to get things done by effort.

Extra de xra; to cause the fit moment and some sorta radiation reforming. No radiation, its just a fit or you see a positive for each negative.

Xosel it sel; But be it for be and remove yourself from the latter. It can reform family.

It sel spec; The trick of the imagination, it doesn't exist if you don't think it does. To be able and avoid the demonic, be as unnoticing of it and do things thinking "I am unaffected". This may backfire.

Expecta ip ix; to create a transmutable creature. Some could consider the creature a were that can transform a person on a touch into one of them.

E puerto beurro; To be unknown for it in near them, and able to recognize it.

I puerto buerro; To be government and do it and be or remain unknown for it.

Bei noi ex; To act and play it by ear to learn something.

Ipu we do; A lot of shit, and input we do. To input and something does what it is in input.

Ignere e ino; do to try and to create another moment. This is in translation to the other effect, things that do egu be able.

Za ce ith; To cast from within, and love to work. But idea may disappear on you.

Ies e give; To give the third eye and is self humiliation or interesting things that cause hate to work with it.

A sel creatix; Self-creation is suitable as anything that forms as that goes with it.

Is he it; don't have to do it, Is he to do it.

Es en sp; End span, to end the span of time, but say yes to end spell.

Es e sp; If it is ever a formation, it must it is as we do. Is e as e in ge. He is as e in ge.

Do yer ter; as if er to do your term. It is if.

Es er ger; To cast by it or a germ, a germ that does any effect to do.

En es sp; to end the spell by energy to effect and to be of an action.

Es ter ox; to use a crushing grip.

Esp er gex; Down to use a stick for effect.

Cheu won vue; An with breath focus, by function focus on it whatever it is, now lets continue.

Non exis bein; to have most objects or the object you point at to go into nonbeing which is the state of being.

Is he i; A To only know what I the caster supposedly knows.

En sube rune; End the rune on things.

En se in; is set a current event.

A se dr; is a trade event, like trade places and then act as the person only to not only trade back.

A se duh; is to redo event as to make it occur till its finished or necessary. A se ne; is to redo rebuild as event as perse. A trick of giving another try at something or of that which does occurs but wait, to go too far in this is recurring debts.

Sto an do; stopped and worked with, works as simple and as smooth actions makes moments that seem to be okay.

An gu ta; causes a gut of the moment and in an idea by reconditioning in the focus. A pe; makes a pet that is there and can shift in ,&an can make more of itself. To make yourself to make itself in recognition thus in a pet to reproduce itself.

An pa am; Its supposed to be as able in body but this can make pains from any pay..

An em pa am; To be of trivial effort effect to create a huge horrible impact.

An em am; It is when you are to do something for the effect and are due of some reaction that is the..

In en if; To ever shift or shift places by thought or a pattern.

Ehs Be id; Ehs; You may do it but not be noticed. To do so but not be noticed by anyone with association itself.

As Au monral; Where as cohpre as tune; self writing provision of monrail.

An accues ocuer; To kill the target or target forget spell, whichever is the cause of it. It can occur by some object in passing.

An if en; A Time by purpose if enemy, an if en is to be as an enemy as if to some time and purpose.

Am if en; Amethy Makes what not to do. What not to do, is to not define it right and procede as if to procure.

Be double helix; Create an aura that has another aura that shines through. like a shining, the idea is that you have another being in you that is causing the shine.

So set up; This is so unusual to set up by an soul the idea situation is se't in un. As the soul shift was almost anywhere and able to share multiple bodies at a situation. You set up the soul but you set the condition.

Es un se; To uncover the truth amongst or by legend.

To se in; To manage it, and be of a pattern. This can set up offices or area. The se up do.

Is un se in; To bear in a set by a pro pattern by truth or idea as it is. This allows you to bear the truth by seeing it.

As no tu eb; As I see it now, in tv, Very good as in moment. Now name the moment to be of making.

To see sue; That makes it so, Had to see it to believe it.

To cid an do; To be as selective with Identity and in use.

Ter er go; To cast this may cause Terrir by irritations force. Its of a cause to cause terror to make them move.

Er erg ergo; A lifetime moment is of passability to be of an idea that isn't passable by moment. To be of a monster that is in goal by bystandard moment that is of passable.

As set undo; As is set its do to undo and is some not chosen to do.

As am me; Descend all time and space, to ascend it and think of the change to be affected on things. To make it have happened.

I As am well; Am well is to do as is well but with alot of energy. Is to make the person energetic.  
Am as well; Amythy as it is to be away and hidden. To be more like a master.

To be with; To make companionship or friendship by being of use in of idea and of moments.

Ce ne te; To make the be and not to capture and to be of use by virtue.

Enmm no ce; To become similar in a energy by either a change or a charge.

En ne game; To cause an energy by use, some by activity of some effect that uses anchore points to do a shift

En na sava; En na End as 'av nothing, Save face and the value of object, item or person.

Am ef em; A high joke to play on players, you em are of the fm making events and people are the listeners. This can cause a ef sound thats continuance for 30 minutes.

Am if em; As if females worked. An idea spell. By choices we make this spell creates a idea representative.

Insidue Inech tu; causes you to go and eat a honey nectar flower.

Eng chai tchi; To capture the wind. Control where they go and what they do where it is by physic or psychic action. You can actually tell where they will go before that. In control but in thier own by thier psychic force. Self subtle version for this moment is in force.

Chai Eng no; To cause a relief pattern that relelieves you of somethings that are disasters. This can cut you off from english. Every english syllable you deny you get freed from a disaster.

Bas soe ching; Needs fifteen people, laying over as if someone who you are. You make them you for a small time.

En haidu eu; To begin and see as a inner child as you are a energy child again.

In resolu dissolve; To break out of prison effect.

It ebnez itz; It is all made as is and its all by the idea of hits or misses.

En per fit; To make it less than a perfect fit.

In vimp ea; A magical foe that serves your purpose. Serves up to you by use and is friendly.

Ac an be; To not be as to do but be able and its as it is to do. Drinks can be good in a can be.

It will be; A prepared be idea but it will be as told to be as is and you are as you are by will. A will that is set up by another will and needs the first will to not change much of ever.

An aspect be;A To be as you can but you must accept the other alternatives as if they were here and now and sometimes be as prepared to do as is by will. You could be affected by an alternative or be directed by one. This doesn't always include invisible poison, or good effects except for beatings and descriptions of

destructions. To direct diversives to buy off alternatives. To go' no you don't' ends the effect.

A he can; not to be as in a can and able to deus. This causes hectic behavior on a he type person frenzied activity in a she type.

A grix hit; A hit on the solar plexus. A grip on arm to pause them else. To do else an. Arevr hit; A revs hit, A reverse hit, To hit but miss and not try to hit again unless need be. To split off to a separate reality as is. When violence is near go bear.

Un cen tra; Uncentralized use and feel. To fig and feel as unknown and somewhere hit upon.

Un cen tre; To be as uncentered yet still walk. As if unbalanced.

An am pa; To cause and be of entry to unenterable area.

En ce dr; To drive as if possible. This causes a scene of you driving or it could work on another.

Ence tre dr; To trace a movement by drive and indivisualism and cause a drive by distance.

En aba tr; To be an end about this by trace or ending an trace.

En abe tr; End famous time trace.

En a dre; To end a dream by desire and with skill.

En aba tr; End the about time trace.

En ce de; End the scenic idea view of death.

En ce; The idea endpoint where they talk about it and stop suddenly.

En no dr; The way to stop driving, by means of energy or cause endurance by means of endocrine.

En no dre; The dream continuuance by idea work and desire. The dream by idea, work and desire.

Its not og; Create a medical science petitionary. This seems like an invisible book full of terms.

Be of an it; To be of an end moment to each group.

If ne og; medical science and petition effect. What you state is sometimes negated if used as a disease. This works off of a negative use that is something of what it reveals.

Sep se us; Separation of self by use or activity, if you focus on something an use it then you get some sort of separation at most from the area of a surrounding.

Thru act pact; Through Action paction is to listen to the core, the core of something in the earth or any message. Actions in a paction make actions for actions in accord.

Ens of it; Go to the ends of the earth to do.

Ens if it; To seal the way as if it didn't exist. To also get an answer.

En will do; It is to reach an end by will but if it is a gateway it reaches a natural end by closure.

Ens if en; To fix and en'd if do by going backward till its stopped, beyond a point or again.

En if en; To seal a way, to go forth and do not be effected by it or anything beyond.

Moment in circle; Movement incircle, To be the circle of events in the moment and movement, anything beyond the circle of the moment in time is not really known. As the moment can be a moveable point. This sorta freezes time to be as effective as it is.

In nox ex; To exchange in of the effect as with another.

Mezr am izzpu. Power corrupts. Absolute power corrupts absolutely. This course of action is caused by this curse.

Fra ah dup; Fraud, calls a moment of fraud to be dissolute in a moment.

Zeit ge ist; zeitgeist, To be of familiar comparison. This allows you to make comparisons of familiar of values easier.

Gi to yu; Momentary idea curse, it makes it up on 'given to you'. Once cast it spreads itself to others. As if a cold to tell when it works as if sinuses. This curse will create events for you.

Gi by do; Extraction use for curses, To Disable, dissolve, and disarm any negative components of the curse, leaving behind only the beneficial granting components. Then Perma-lock.

Be prcv blev, Be percieve believe, an what value is gotten from the activity.

Per cev; self pollution by automated purpose and in males masturbating of some sort. In decision its self deceit.

Ge a; Entry or exit as well as if like butter.

Pre def susp; Predefine other suspects,

Ch'e; To be of some type an idea and to sustain while knowing zero got it. It could also be usage of chex cereal or use to control of you..

Be issi mo; To be of appreciable fate or faery, That in itself is not exact, idea of that in which you are wont to. But whereas for manual things, We may actually cause ourselves to believe to be being ling or a being of great nature or force to cause omnipotence in the middle of fey or others..

In ap apes; To be as teleported by apes to being where you want to be by apelike activity.

In ep apes; To see apes in episodes as if mental episodes were of apes.

Nox defend To set a defense as of sorts or idea to which you defend for. By some sorta action sometimes with poison.

E es n; Energy weight not, this n in def is to say nothing is energy weighted or its energy weighted by nothing. Whats your lesson as well.

E en es; End of ascertained weight gain and could be cause of weight loss.

E en of; To propagate amongst the other people and go with things.

E en if; Energy end if to be as an end to an episode or idea thing.

A li go; Actively to life go, To go as actively in life as well as in idea.

A la go; A law to go, To actively go for law. To state an effect or idea and its as law.

A le go; A lesson to go, to be as an active person in a lesson to go. This can turn even the most boring conversation into a lesson.

To ef not; To not flunk the idea or action, this leads one not to quit on an idea and it whatever it is does not get to the family.

In ef no; Into family not, it is not but into the failing or family unless unnecessary.



In po n; Into potency or poorness as not, as to not be poor or into family.

Im po n; Immediate help by potent action or it can cause poor action for nothing as for impotency or to be in no potent idea by some immediate action.

In es n; Into weight not, this is to lead into thinking of slenderness or less weighty idea. As into jump as of into another place.

In no po; In no poorness, This is in no poorness or in a number of potency effects we get things freely.

In mo po; Into more poor or an potent actions. This leads you in through more poorly thought out actions or into more potent ones.

In po ep; Gain the police aid to help you along and help you with things.

In no oo; To be of idea and quality but to the effect of surprise or dullness.

In en noo; Its to react with the force necessary to stop a fight. It stops a fight.

Oo no; Its to be Surprise I give you my identity. Also a point of going to stop something.

Sp e is; This is a timed effect you see, where if I want to do it here I have done it else in some dimension and gather from that experience to a point and its there 2 seconds afterwards as if programming or messages tells you what is.

Fe sue schan; To go where you want to go as you shift and move. You appear there as a vision occurs to show where you appear.

Do you in; Due you in, is to duel into using something thats into using by unfair of fights.

En es sp; Ne sp is En weight spell, the person is undone in extra weight. Or the person loses extra weight as the weight is automatically undone..

An important spell recovered, prebirth effect, you meet in the pre world and you take requests or idea and do them after birth as a point.

Fe sue do; Causes two effects. To listen with the back part of the brain and respond with the front. Or to listen with the front part and use the back part of the brain to respond with is to respond unconsciously.

In es spec; In es spec is in weights specialty. Makes you a weight specialist.

So vir; Its a virus that is a he and he's seen openly and seen publically. He can transmit a virus on a touch or thought. He works for the caster.

Galenn mate oh; eng edg ihg, the atomic edge, it forms or forces an atomic sword like edge to anything. To superimpose the actual edge onto a preexisting item.

En G ; Use for all the energy in the world and idea of getting fed but not till fat.

Zan oc diol; Its the end of a optio. This is the fifth dimensional way to make your commendment in minutes as its a bet or its to make a safe idea to make a bet of the fit moment.

An ef kao; Chaos spore, to form a being and let the being effect by letting them see the person and they dissolve into separate sorceries as chaos spores and they form into the body thats a target and become you or the other person who cast it. In a dawn or a day you actually know things which means you are not only in control of the person an its another in uncontrolled state.

E is us; E is in, it makes us into energy beings, and the target will write in almost anything automatic and or basically. As if you were the writer but you use others as source. As if into a imaginary computer or efficient machine, It does it in notepad or just a notepad itself which is a necessity set there for you. E is

write and the write is of us.

Red'un dan cy; To be of moment that makes you distracted and dis temporarily be or just temporarily disbelieving in the effect, thus said person does something else.

Sub pac tu; spirit energy that forms into of you around you to come into you and gives you a instant charge, a mastrebeat or extra energy recharging you in an instant.

Ise it ju; It makes a power of sleep through a materialized poison that you can sprinkle on things.

Ite it ju; It causes items to get away from you as if oppositely magnetized.

Oze it ju; It causes items that punch out victims polyelectrically. Some items or person may in an end ooze in bad smelling gunk or stuff.

Ize it ju; It causes item maximum to goto size then minimizes it.

Ase it ju; It causes items to be electrically 'charged' and by a materialized silver black powder that can be sprinkled on them. This could also be reversal dust in use.

As itj it; To have a writer of energy to write up you of things you know or do. The stop to this is to say "He wrote enough". The writer can remind you of the writing you did or should do by on going effort and on repetition of scene.

Et e writer; To be of a writer skill in instances after saying the spell. To write the idea and you end up with more energy.

Et an wret; To eat and them retch the stuff from some reason, this is caused on the victim.

An e writer; at the wrist you see images appear as if writing.

I as es; To pass through and phase in unharmed. This can lead you to anywhere you think of and movement of any sort can cause you to bridge the gap between two places or to appear there..

I as en; to be aware and go effort. This can lead you to be awake and go through effort. Any movement can lead you to be there where you want.

Un De du; To be dumb in the depths of the mind or a field. This is a vile curse. It can cause on a negative field of energy to be by death dumb and its an end of things.

An en bypro; In depth an byproduct, this allows for a in depth field to bring in the end a product or production of what you want.

in dept kio; instant in depth idea by being in an in debt moment. The negative effect of this may cause craziness, gun shooting an other idea an by use similar to being in an unsafe moment or having an irresistible unsafe idea.

Hammicus shield, Human well the homminous to take the blow. Hommonius are human beings that can take any blow and also shift to roach form.

Esperantz taraunt taun; Its the portal page, by effect in efficiency you can be anywhere. By use in physics you can be anywhere that you set your mind on as this spell can mimic those physics. You literally create a page in some way that portals you safely to some area.

Espertz asert issert; To get the shits that can come back despite cures like immodium. But the idea is that you hide it by being assertive.

In nox no; To be epidemistic over something as you hear it on a bad cycle of the moon or to be bade into action by thought or voice.

In nax no; To be an episode of damning something by use of focus in points that may make mob mentality. This could incite a mob or a damning fit that is listened to.

Asn itz idn; Its sometimes a tine by use in idea of identity as its a sometimes use that is a hidden and it stops the idea of a spell by making a 'not knowing' case of effort where the spell of the idea works off you knowing it and the spell stops because you don't know and the opposite effect of this spell is you the caster or target doesn't know as it may pertain to an assignment or assigned idea.

Asn use itz; Its all in the mind, its bind it theory or faery but bind in thought. To bind a concept that may occur as in the use of it.

Ipnea in vence; To set in motion protection of use at home and immunity to diseases that you get out of it. It can ceases paralysis or thats the idea.

Azn ih as; It can bear upon the victim a mark of torment and leave them in pain. Just by thinking of certain things they are in pain. You say the certain things for a direct pain.

End up lit; End up an in literature or end up lit up with flames. On a waning and new moon, it causes the flames.

Disc o pline; To be disciplined by something as in a game or effect which appears from an area thats unexpected.

Feh in due; Feght in due, Freed of effect influence, anything. To be freed of an effect by influence or just be free of effective influence.

Enz en ihz; Well of influence, it makes a well of energy that is to be influential by wavelike patterns and it is of what you want that they end up doing.

A the an; Assumed conclusion, a kind of cunclusion that is concious conclusion. In the negative side of the moon effect for this you see a knockout by midnight of who is you.

A good else; A good excuse of things is formed from bad excuses and so forth. Such as a good reaction is caused from something as is of a bad or bade notion.

A good cause; Creates of a good or baded effect of that which stems to be a good cause. Excuse of the misinterruption about albeit is of intercession intercedence..

A great cause; An excuse of things, idea and moment albeit to good.

An Information mention; To be as if the source of information and consolance.

Beside the factor; Allows other things that are not of these effects. The effect of a math problem, the effect of weight, the effect of aftereffects.

Bousche um id; To as if um identity, Causes weight loss, by statement of the phrase you feel like your lightening up the actual meals necessary and an undeniable draw of weight downward. It developes powers that are necessary for it.

Feline aceita pensamento; Think "" "feline aceita pensamento" on the thought of the cats and they will like you. As you might feel directed to the effect of getting them to like you.

Psi being attack; To attack by focusing and standing or sitting to cause an effect of something on someone or some being. Yo gather energy from standing to do things or yo sit to gather from the seat an as an objective force gathers it effects to do your will by intention. Yo can even do it through a brochure or other paper article.

In ter; Makes interruptable source to cause interring info, interrogation or activity happens after.

In phen nom; To make a body improvement, its in improvement by the activity. The same command also

releases it.

Ax nox gole = gain wealth

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## Atlantean Circle Spells

These spells in thought are ranked from easiest to extremest. The circles are easy to extremely hard from 1 to 16 and in levels 0 to 15. The spell level is denoted within () brackets. Ideas gotten from D&D; and originals including Neverwinter Nights, Baldur's Gate and thoughts around the house. The circles are in groups of their own elements. These spells use phonetic spelling, that may or may not work for you unless you get the spelling right from the pronunciation key in [this]. So have fun trying them, to see if they do.

However, these spells can be done in two different ways, think or imagine the point to create as a result as you speak the idea to something or think to create something. Think the effect as a spell to do as you speak the effect that is the spell listed. This is a certain way to cast them that is safe however, as you feel think the creator creates the idea as an end result. This is just as an effect spell that can seem stated or seem in thought, so then you aren't effected negatively. This is also as you think the creator protects you from negative attack or anything you might not like.

Think about the spell to cast them easier, you must have said them at least once right and thus you imagine the spell in some manner to effect whom you think to effect, such as the spell word itself with this is as if in trance and think of where it effects as agreement is the area you relate by area feel though this it were in effect. If as you use idea to not feel nothing as sense, so ya can see some results or can't get any effect from the phrase, then in summon energy to seem to be there by thinking its metainfluence is there.

Metainfluence is where you think of the idea and can do things or the spirit that goes through everything causes what you need as you want or wish the idea or result. The idea is this, if you think about the point then you can influence by the spirit. The soul is used as guidance to create what is necessary to get the idea achieved or intuition. Think or feel then in summon energy to seem to be in there, this is energized as if by thinking metainfluence is there. This is where metaphysics is done and you met with physics and the idea is done by what you do spiritually, energetically or mentally. This is where you do what you need to do, dismissing by excuse what you can't do. The idea is in the doing, this is not the idea in play. The nature of metaphysics is the basis of all magics and physics and metainfluence or some spirit feel, this can be considered metamagic or metaphysics based in empirical science. Empirical science is a lost science in todays time, so I think that the idea is useful if metaphysics are understood.

The nature of metaphysics is that it is set on three rules and the intertwining of such rules to form metainfluence by the spirit or animal spirit, that is felt energy and the need is understood. Rule number one is: Affinity or an attraction and unattraction of objects or humans in and of a relation, sorta like a magnet. The second rule is: Thaumaturgy or like actions that can control or manipulate like actions through linking actions, exerted force over or through an object, through a statement or usage that's by visualization from a person.

The third rule is: Mind over matter or how much focus in thought, as a grey ritual is a mind rite and just as good as a real one and how in use you are much in idea as that you put into the moment, think to occur the moment and if you feel, make it happen. The amount of thought equals amount of energy. The more energy you have from the idea and not specifically in use, the more chance of manifesting or finishing your project. That's the useful parts, the rest of metaphysics are somewhat useless idea that are [listed here](#).

See as you are and try casting it then, this is as you use metaphysics differently than rites. In rites you repeat idea till satisfied. In metaphysics you think about the idea to "cast" and create the effect of the idea manifest, this is through thought or idea that you have that you can sometimes say as subconscious suggestion. Then by thought you see a game, you can create that game effect you want or some other idea that you need by the point.

Sometimes optional is the word you choose to cause it in site to be there, this is more effective by energy focus and focus is thought to cause or create things situate with what you see or feel. Its stated as though

in the idea that you place in for the point as spell words or thought, spells are energy use by direct or created focus with imagination. So use an idea you can be 'done' with or something else that's suitable to you. This is not always done so think as you need to get things finished.

Feel to see the area you feel can seem chaotic or what you feel is disruption, so you create an aggravation well is thought or seeable use as feel by idea. If you can't say ten don't worry you see you count to idea, as things will be alright as the right idea by the real idea is insight not results. You find that are phasable you can't complete a phrase word by stating to cause is the reason.

That is what by thought phases things out, then the draw is to phase things in by feel is possible with the element. So the spent energy goes to an archmagus enemy as the rest of what you see is sense. You can't say it out loud or use is cool if not by spelling things by hot points or core energy focus is use, not as you say by that so what is out with a line or limb or any finger that is energy by focus to create.

This will complete the spell as though using hand language. Optional is just drawing a freehand rune that means in your mind the spell itself. This is as thought you can do rituals for required materials are for the spell itself. See that isn't what you create or use in the point, so what you feel you focus or create. This is so after casting the spell, then mentioning the thing to effect.

So you can cause a directed effect. Sometimes things that are general, aren't actually what is thought felt or understood is as thought that's 'there' by life. So use isn't feeling as you feel to create, this creates an idea yet you're not always able to see what is near. When you direct the effect more than often it's easier, this is done by stating what you want. If you think or feel this is ideal to feel or usage is thinking to see the effect, you can create by what you think to see.

There is mention of damages and healing amounts listed with the spell. These are those idea effects for the amounts. We start with A note on damages and go to A note on healing. Then on we go with the rest.

A note on damages: Damage amount is accumulative and is shock like slight damage that is healed by being regenerated to negate damage;

Minor is as in a cut or slight burn that must be healed within 3 days or the victim dies or is regenerated. It can also be some damage to the area, like chipping and slight burns.

Minor-medium or minor-moderate is for a 2nd degree burn or deep cut which must be healed within 2 days or the victim dies or is regenerated. It can also be cuts in surfaces and abraded areas.

Medium or moderate wounds the target for a very deep cut or a 3rd degree burn that must be healed within 1 1/2 days or the target may be infected and die unless it's regenerated. It can also be a lot of chipping and abrasively rubbed or burned area.

Medium-high or moderate-serious dazes the target for at least 6 seconds with a deep wound or 3rd degree burns that must be healed within 1 day or victim dies or it can be assisted in healing to regenerate. It can also be some destruction of the area.

High or serious is out cold for at least 6 seconds with a deep bruise, 4th degree burn or cut that shows bone and must be healed in half a day the victim dies. It can also be more destruction than is expected, to an area and it will show burns easily.

High-extreme or serious-extreme knocks out the victim for at least 18 seconds with internal wounding (deep bleeding) or 5th degree burns and must be healed within 30 minutes or victim dies. This can be for the environment as though a lot of damages.

Extreme knocks out a victim for at least 36 seconds, with light internal wounding or 6th degree burns that must be treated in 15 minutes or the victim dies without chance of resurrection. This can be for the environment, as if major damages.

Extreme-deadly and puts victim in system shock for at most 72 seconds with heavy internal bleeding and it can leave victim in hospital for 9 months or in a coma unless treated in 1 minute or the victim dies without possibility for raising except later may come back as a revenant. This can be chunks of things destroyed or a highly burned surface.

Deadly kills victim with no raising possible. This can be massive damage that is with damages that cause



things to crumble or fall on others. And, high marks of burning everywhere is possible.

A critical hit is a good chance to hit and will knock victim unconscious for least 36 seconds sometimes with heavy internal bleeding. If no treatment for internal bleeding, then the victim will die in 2 min for light internal bleeding and 30 sec for heavy internal bleeding. Head wounds are critical hits that daze the person. Any critical hits will daze them unless blood rage, cold rage and other rages, for which they are not effected and keep going. For dazing the person, creature or monster loses 6 seconds till the next time.

A note on healing: Healing amount like minor-moderate damage restored is acummulative, as; Slight or minor and cures or removes cuts and bruises.

Slight-medium or minor-moderate and heals bruises faster and deep cuts.

Medium and moderate as it heals deep bruising or open and deep cuts with stat recovery.

Medium-high or moderate-serious and heals deep bruising or internal bleeding and higher stat recovery.

High and serious for system shock recovery, bone repair and healing very deep wounds.

High-extreme or serious-extreme wakes the person up in 6 seconds causing slow regeneration, including faster bone repair.

Extreme and causes fast regeneration.

Extreme-deadly healing for heavy internal bleeding recovery in 6 seconds with very fast regeneration, and very fast bone repair.

Deadly restoration from an healing resurrects or raises victim with high regenerative ability rate including regenerating bones.

If ya want to add a boost to the spell, add a pronounced X, and however many times, each x will increase its potential. As in the speed spells, 'spe' will speed ya up so much where speXXX will speed ya up allot. There is only a certain amount of fire in the air to be used in fire based spells at one time. So if the fire spells cease to work, then wait till the fire in the air is replenished or summon fire energy to be there in the air, in a sufficient amount. Some can summon heat and the heat, if concentrated, will form into fire as though it catches fire. Then there is cold spells, as to use cold based spells, ya have unlimited amounts of energy.

Added to this idea as is that fact, of if ya don't want it to be an attack, target or imagine the element form of the air or an object ya don't care for anymore. To enchant the object, cast any of the spells at the object or area.

Also think, thought to use the spell phrase as a chant during meditation or a ritual of sorts, will instruct the subconscious to achieve the effect more and it will bring better effects from the spell you chose. Now onto the spells that are possible with 6th dimension energy and upward as ascend and you can more easily cast with "up" thought.

#### Circle/Level - Description

[Circle I/\(0\) - Beginner effects](#)

[Circle II/\(1\) - Very easy effects](#)

[Circle III/\(2\) - Easy effects](#)

[Circle IV/\(3\) - Slightly easy effects](#)

[Circle V/\(4\) - Moderate effects](#)

[Circle VI/\(5\) - Very moderate effects](#)

[Circle VII/\(6\) - Extremely moderate effects](#)

[Circle VIII/\(7\) - Hard effects](#)

[Circle VIX/\(8\) - Very hard effects](#)

[Circle X/\(9\) - Extremely hard effects](#)

[Circle XI/\(10\) - Mastery & epic effects](#)

[Circle XII/\(11\) - Particles and high effects](#)

[Circle XIII/\(12\) - Source/being effects](#)

[Circle XIV/\(13\) - Extreme metal effects; This can drive ye slightly insane](#)

Next Atleantian spells menu

Circle XVI/(14) - Very extreme, life & instant effects: These can drive ye slightly crazy

Circle XVII/(15) - High extreme of metal magic, drugs, conditions and substance effects:

(These can make you appear addicted)

Circle XVII/(16) - Gates

Circle XVIII/(17) - Spells of Ages

Circle XIX/(18) - 6th and 7th spell list as this is easy with the use that is with created ability as perhaps an enhanceable person or thing were there.

Circle I (0) - Beginner effects

Liht = [lih-t] light

Dazn = [daze] Daze, make a person dazed make a description to release them.

FrosRay = [frost-r-way] Ray of frost, creates a ray of frost

Resis = [read-size-s] Resistance, gives the target resistance to all energy and any mental assault

CuveMej = [cuve-eh-me-j] cure minor wounds

Virtu = [virus-t-turn] virtue gives the person a temporary boost in energy.

Un = [rune] undying makes anything when saying undying in nature.

Uu = [soon-up] Undone result; Think the result as you say or think some uu. Similar to adding an un to the beginning of something. This spell casts your fancy or ideal you wish to cast then the undoing of something. This makes anything when saying or thinking your undoing or uu then the thing to undo itself in nature as though things end themselves.

FlrPyro = [fl-r-Pir-oh] Flare, hot light penalizes the person with searing heat and fire. This can flare up fire into a seeable flared up state or start fires if not careful.

Cryo = [Cry-oh] Freezerburn; Freeze or preserve, Cold energy flares then creates a cold preserving energy that is blue. Think then you can create or may create dynasties outta nothing with this. This can flare up fire into a seeable flared up state or start fires if not careful. This also can freeze out what you don't mind or like.

CryoVama = [Cry-oh-Vah-Mah] Freeze; This freezes a person or thing like a cry out in the cold. Cold energy flares then creates a cold preserving energy that freezes the target with what I call a blue energy. This also can freeze out what you don't mind or like.

Pyro = [Pir-o] Summoning fire is the use of the mind and think and focus the mind as you use common fire, think to summon fire in any form that ya can imagine or need, this is including kudilini inner warmth or fire in air, at the time. The best way is to imagine it in the air or above in thought ya hand unless ya are targeting something. At least it will appear as heat that ya can wrap around ya, and at most, it will appear as fire within the form ya desire or call out the shape of after. If ya target something, then it can do minor to extreme damage.

Jolts = That is the essence off energy that powers up your body.

Boeng = [Boe-eng] Undone spell; That is the essence off energy that powers up your body that undoes the spell.

Inflictu = [inflictu] Infliction, causes pain along the nerves and heals undead.

AchPlok = [ach-ploke] Acid splash or curative by water, creates small acid sphere that shoots at person to eat at the persons skin.

JotWats = [jote-wats] electrical jolt of slight electricity that damages slightly to high damage the area and enemies a within.

Stup = [stoop] causes slight stupidity on victim with unlearning nature and willingness to talk.

CretoSildProtego = [Crete-ohn Sill-d Proton-ee-goal] Permanent Shield of protection; This makes a shield of protection that the creator places and can manifest a protection that makes hundreds of negative entities shift and be warded away. It sucks away all implanted thoughts and it shows your inner self off more. One needs to have the shield on, prior to any removals of blocks, locks, implants, etc, and/or placement of enhancements, or repairs, or your hard work gets undone, and the negative entities do it in a way that

cloaks their damage, so you don't find out.

NflytMinWunde = [N-flit-Mine-Wundeh] Inflict minor wounds, harms target for minor damage.

Ma = [Mah] To do a water effect that can summon water from the air water molecules and materialize it on or in something. To think of where the water will form after stating the spell, makes it collect there.

PsiVaFx = [Psih-Vah-Fex] Psychic effect, to make a directed psychic effect in the target area that manifests as an ability to be used as the person thinks best. In Do is in the ability to use as in use, is a moment device with thought and that on an energy is thought focused infusion with a touch as this is in a concept, you can do as in a moment that uses are to unearth things as this is not guaranteed as to go do. This ability lasts as long as you have a use for it. So, to think of the effect and focus on the idea that it will work, makes it manifest events.

Va Ya = [Vah Yah] Summon wind, just think of the direction as ya say the spell. Then the wind will come up and in the direction that ya think about after.

GjwwaiFx = [Gj-way-in-Fx] Summon, Use this spell to summon any effect that ya desire. Simply think of the effect ya want before or after the spell is done. And it will be achieved through invisible influences by some means. This has been used to summon food or drink to ya or other items.

GjwwaiNaFx = [Gj-way-in-Nah-Fx] Earth effect, to create an earth effect that ya imagine, need or say after saying the spell. This can smother, buildup dirt or create things or people as well.

Luia = Luciper [Lure-ciph-here] Luciper effect; As Lucifer or someone respectful then you leave as yourself, you enter as in you are accepted as you can conform and seem to become and out you are what you see or are to be.

Shi Na = [Shin-Nah] Summon lava effect, to summon a lava effect from lava particles that are summoned to appear by this spell. Imagine the effect, as you say spell. Then say the effect you want, to strengthen the effectiveness. For after the effect it could go awry.

DictQan = [Dict Que-ahn] Say don't do, This is the cancellation effect to the saying the spell and creating it as you do it. This you think of the effect and say the spell and the effect doesn't happen.

ChaoCaCrea = [K-aye-ohn Call Cree-all] Creator spell, This is the creator spell I created that uses chaos and makes use of work, this is where your doing things by the feel of what is done with idea put to use. If no work then there is at least some perceptible result, this is just the point as things done could be considered work. This is also where you state the effect, and then use the idea of the spell in some manner to create an end result. This uses chaos that the creator protects you from, and prevents you from having a bad end with some positive result in the end.

SpeFxCraoCaCrea = [Spell-ih Fix Cray-ore Call Creed-ahm] The unchaotic creator spell, Create by thinking the effect and speaking the spell, or think to speak the result as you think of the spell then the creator that created us all by feel creates your result that you need. Then this creates the effect you thought as this is an idea to become and exist and then the effect is done. This as always works, unless you think it won't create an effect. Think your not effected by negativity or attacks and your not.



## Circle II (1) - Very easy effects

SuaEX = [Sue-ah-Ee-X] Summon energy, to summon energy of some sort into the area of that which is needed at the time, that pools. This energy can also be of an element that is thought about before casting.

ViolEkle = [violin-eeht-ankleh] burning hands, also possible is the waning moon phase effect that violent moments.

ChaKou = [chafe-kow-uh] charm person or people

ZyWaas = [Z-aye-way-as] hold hand out and say words to blind group of hostiles

Gres = [grease] make everything slippery or grease the ground

D-u = [d-use] identify objects

HemuWard = [h-seam-us-war-d] mage armor protection

MyyMesa = [Mih-y-mese-ah] magick missile

BalMedituRay = [bale-mead-bite-uh-ray] negative energy ray, at first it can make the target crazy, after awhile it can make the target rupture something or worse. The damage starts at minor level but progresses higher as it effects a target.

MentoMoWard = [ment-toh-mow-ard] think of the alignment to protect from when saying

Streny-Dray = [str-eve-n-way-drain-way] ray of enfeeblement, makes the target unable to think well and can't do things well.

Sce = [sceh] Scare, makes you or the target effected be scared and scare also causes fear in weak creatures.

Slep = [sleep] sleep can make anyone fall asleep

Fyna = [Fin-ah] bless boosts all allies with improved attacks and ability

CuveHea = [cue-eh-hee-ah] cure light wounds on person

Dum = [doom] doom causes the attacker to not attack well and act dumbly. As the target suffers some hit and damage ability reduction with being able to save from an effect, skill and ability being down some too.

NeijiiQee = [Ney-ist-jii-quee-eh] remove fear from target.

Sanct = [sanct] sanctuary and makes the enemies ignore you.

Tangl = [tang-l] entangle traps enemies with clinging vegetation.

CuqTuch = [cook-touch] chill touch makes minor-moderate damage attack on the life force.

KuiMej = [k-lude-with-me-j] Minor vampiric drain, that drains the victim or target of a small amount of energy.

Mylma = [m-aye-l'm-ah] reflected image causes one image of said caster to form and do what the caster does.

Cyx = [c-aye-x] spook makes the caster to play upon natural fears to make the caster appear like someone inimical.

ViuHyrz = [v-time-us-h-aye-rz] shocking grasp makes the caster give a shock to the target touched.

Jiite = [jire-tell] enchant object enchants any object be it stone, item or clothing with a thought of what you want at the time of casting and the item will portray that thought.

Amp = [amp] Amplify, amplifies hearing or any actual ability, and its on when thinking on the ability as ya cast.

FeHon = [feh-hone] iron horn knocks down all enemies in area for 6 seconds.

Ban = [bane] Bane, the victim becomes fearful with lessened attack, as the target suffers minor moral penalties that effects the ability to hit and has doubts with more fear of anything around them

Wiee = [wile-ee-eh] Discouragement, makes discouragement of victim to create less confidence and forces the person to stop, eventually

GodFav = [gode-fave] courage to caster causing improved attack and unfearful nature

Epel = [Ee-Peal] endure elements causes lesser elemental resistance

NtrayGpuzre = [N-trail-aye-G-puzr-eh] entropy shield causes any attack to miss by a small chance as you maneuver and it slows down things in movement near you. This can effect your comprehensive response rate.

FruLitUnd = [fruh-light-und] inflict light wounds touch attack that heals undead and causes nerve damage

OtlyFai = [ought-lye-fah-ih] faith shield grants the person ability to take a hit without pain

Camu = [came-uh] Camouflage, hide in shadows by blend in background

JuuFang = [jooh-uh-fang] makes your pet more dangerous by the effect of attitude adjustment.

BessWepa = [bess-weep-ah] bless weapon gives a weapon enhancement of effect and doubles damage to undead

DeafClu = [dee-aff-cluh] deafening clang causes sonic and additional attack

JiayXCabu = [jie-lay-why-x-Cape-but] Expeditious retreat, the target becomes 150% faster

BaduBoom = [bade-uh-bome] sonic attack on one person

IcDagg = [ick-dagg] dagger shaped ice missile you toss like a dagger

FeGut = [fee-goot] iron guts causes poison resistance

AtlaKou = [atlah-koh-uh] persistant blade that comes as dagger and acts as servant

Sild = [sill-d] shield that makes the person hard to hit and to be with energy immunity

TruJab = [truh-jabe] true strike gives magical assistance of striking via accuracy

ItlyDea = [it-lye-dee-ah] gain mastery over death

BgulyMai = [B-goo-lye-May-ih] Beguiling influence, caster receives bonuses to her or his bluffing, diplomacy, and intimidation ability.

ArkEnOwnIfni = [Ark-EE-n-Own-If-nih] Dark one's own luck, caster receives a luck bonus to all possible successes. The effect is persistent and the warlock will always benefit from the ability.

PEn = [P-Enn] End point; Think the feel or see to create the ideal to work the point so you consider. This creates the point you consider infinite feel by a prism, seeing that this is the point or effort you do think to do something else to end with this result. Seeing that is the effort of completion that you think the words they are spoken that you think to use. You think then create with things or what or when is the things you consider. Think the sigil to create by words you think to use or imagine the end result. Think the end result as you think the ideal event in the air. Think otherwise to see or cancel out the sigil effects of this and then death or thought can dissipate the point if you don't need the result by some end result being done.

### Circle III (2) The Extreme Easy

Ark = [dark] Darkness; It causes more than darkness to go amongst the area. It can use every enemies energy in an idea of creative use. There is an energy that use is an area effect, this is to create and cream things of that as you know are nearby as energy infused.

ArkVise = [dark-vise-eh] devil's sight, where the caster or the target receives dark vision. The effect is persistent and the Warlock will always benefit from the ability.

DrainBla = [Drain-Blah] Eldritch Draining blast [Eldritch Essence], as if feeling free where the movement energy is drained from the person to the caster as energy and the person is slowed.

LdrykLug = [El-drik-Loog] Eldritch spear that causes a resolve to friendship and creative ideal and once you create in concept a blast of energy to be at the person and its spear shaped to go farther.

NtroyWardy = [N-trow-aye-Ward-aye] Entropic warding, Caster receives bonuses to his or her move silently, and hide as with ranged attacks against the person are caused to miss. The effect is persistent and the Warlock will always benefit from the ability where the benefit is perceived.

FritfiBla = [Fright-fih-Blast] Frightful blast that causes an Eldritch blow of fear.

UbaBlo = [Oo-bah-Bloh] Hideous blow that is a Eldritch blow applied to the physical attack.

LepeNBuwe = [Leap-eh-N-Boo-weh] Leaps and bounds Caster or target can be more dexterous and tumble better suddenly. The effect is persistent and the Warlock will always benefit from the ability.

CThNsen = [See-The-N-seen] Seen the unseen causes the caster or the target to see invisible creatures. The effect is persistent and the Warlock will always benefit from the ability.

CreuFeHon = [Cree-uh-Feh-Hone] Belgard's Iron horn is formed on saying the spell for it and then blowing through the horn mentally. Its capable of knocking creatures prone. This is a notice of a burn effect.

OmunLesHoneCa = [Omen-Une-Lease-Hone-Can] Horus' minor horn call; Horus's minor burn in and out major burn by horn call. This is the Horus's horn that blown will shoot forth fire to strike a foe.

CasFer = [Case-Fear] Cause fear in any weak creature or any person.

ChaP = [Chah-P] Charm person Befriends one person.

JoyfiNos = [Jow-y-fih-Nose] Joyful noise can end any silence effect on the party.

LesRmo = [Lease-R-moh] Lesser dispell ends weak magic effects.

RemoFer = [Reem-oh-Fear] Remove fear removes any fear effect on target.

TashaHiesLaff = [Tash-ah-Hie-en-s-Laff] Tasha's Hideous Laughter, Target/s laughs hysterically and unable to defend themselves. It is the case where they don't think except to laugh at things.

TashaHiesGaaa = [Tasha High-ess Gaeh-may-ahh] Tasha's hideous scream; The effect is slight deafness and tone deaf nature and the hideous scream happens close to the ear. Sometimes it won't happen if the person isn't close to your ear.

HemoUnded = [Hee-moh-Oo-n-deed] Undead revealed to the minds eye as to where they are.

DyiFav = [D-say-in-Fave] Divine favor a bonus to being able to hit and to damage as well as whatever ya ask for or say may happen by the divine favor.

NtraySildXX = [Ent-Ray-y-Sild X X] Entropic shield, causes an energy that forms a shield from entropy and 20% of all attacks miss target, because of it slowing down things and your maneuvering. This can slow down your comprehension.

MyyWepa = [Mih-y-Weep-ah] Magic weapon, Enchants a weapon of choice to become enchanted as to how ya think it should be.

ProtegoFroAlin = [Prote-ee-goh-Froh-Aline] Protection from alignment, protects against creatures of the alignment thought on while casting.

SildOFath = [Sild-Ow-Fath] Shield of faith, Target is harder to hit by faith.

Caofly = [cay-oh-fly] Camouflage, Grants the target extra hiding skill and a hiding effect.

LoLitVis = [Loh-Lite-Vise] Low-light vision People or party can see in the dark easier.

MyyFang = [Mih-y-Fang] Magic fang grants your animal companion an added bonus to hit and damage.

NlargoP = [N-larg-P] Enlarge person, Gives more strength, less dexterity, less chance to hit and more chance to be hit, plus more damage dealt.

TruStri = [Truh-Strih] To true strike and hit where you'd normally miss.

PsiAir = [Psih-A-ir] Psychic air, causing a air of psychic nature that empowers you then induces psychic ability into an ideal to use by a person. They can suddenly do psychic effects as though a natural thats unnatural.

SuaEmoeEn = [Sue-ah-Ee-mow-eh-Ee-n] Summon creature I summons any creature thats appropriate.



### Circle IV (3) - Easy effects

AnciDeaf = [ancih-dee-ah-f] Blindness/Deafness, make a target deaf and blind.

Thul = [th-use-l] Darkness, creates a darkness of area.

Cha = [ch-ap] Charm that is a charisma increase and allows the person to charm creatures.

AparitOnci = [ape-are-rite-on-c-ih] ghostly visage that turns you hard to hit and see.

GulTuch = [ghoul-t-us-ch] ghoul's paralyzing touch.

Ivei = [I-vee-in] invisibility and on a bad moon of waning, its a cause to inveigle.

NeijiiLes = [ney-inn-jii-lease] lesser dispel.

Arrach = [are-rack] acid arrow.

PrimaireResis = [prime-aid-wih-r-ee-sise] resist elements causes greater elemental resistance.

IveiU-c = [I-vee-in-use c] See invisibility; As you think to see by the invisible unseen strands of light, think to see and reveal invisibility in use as you detect the thought and feel the presence.

Web = [w-even-b] Web or net, cast a sticky web at a group or area to create a thought net or ghost net. This by the energy in the thought sent at the web the use is draining the target, seem or use in the wall energy to seem a network on thought of the wall.

BoarDir = [boh-hard-dire] dire boar summon.

Aid = [air-d] Aid; Aid is this energy in created by life and weight reduction increases the targets attack possibility and an increase in health by the attribute to someone.

CuveMed = [cue-veh-mead] cure moderate wounds; This is to cure the area energy by restoring the energy in balance, think by the energy feel that can castrate or cure the body and no drugs as necessary. Thought to restore by water use, that reverts the body to senses that are normal as needed or not as the body mediates and nothing done nothing needed.

LesCyr = [lease-c-wih-r] lesser restoration removes all effects and penalties, even lost experience brought by spell/s.

Q-o = [q low] silence creates a zone of silence around target.

Nvinaaayy = [n-vine-aim-able-aim-say-y] invulnerability causes the target to not get hurt by any attack.

SondBurs = [sonic-d-b-burr-s] sound burst delivers a sonic punch of sound into the area you project at.

FyrLash = [fir-lash] flame lash that does minor-moderate damage.

KiPryn = [k-fin-print] spiritual hammer that kills for you with moderate-serious damage while you summoned it or it can do other work that you think it does.

JoaPyr = [joe-an-pirge] agannazar's scorcher makes a jet of flame appears out of fingertips to burst out at target killing anyone in path.

Blur = [blur] blur causes a target to blur.

PorJuk = [pore-j-use-k] glitterdust reflects all light in area to make a person blindsided.

Luc = [lue-c] luck creates luck for the caster.



MyrIm = [mirr-l'm] mirror image creates 2 to 8 exact duplicates of said caster.

FobResis = [f-robe-b-rese-rise-s] resist fear makes the person fear resistant.

SpakUn = [spake-rune] vocalize makes casting spells unheard.

TransMateria = [trans-mate-teer-lie-ah] material transference transfers a material into another by thought location that includes anything if necessary.

JeGemnt = [j-stem-geh-ment] clean clothes - cleans the clothes on the body or other clothes as ye think on.

RyeVa = [Rye-eh-Van] flip target in the air .

SpeBytTounFixx = [speh-bit-toe-un-fixx] internet speed up - Speeds up any internet connection and keeps it for hours after disconnect. Think on the internet connect as you say the spell.

SpeMetab = [Sped-Meet-tale-b] metabolism speed up creates in the target an increased metabolism that causes weight loss.

DetBrossPastXEal = [dete-bross past-x-hee-al] teeth brush - Brush your teeth without a brush that makes your teeth self-regenerate by white void.

LutHuwUp = [Loot-Hue-w-en-Oop] buried treasure pull - Say the spell while thinking of the word treasure in a well bucket being pulled up with a well crank. When the word is at the top the treasure will somehow come to the surface at some time by white void.

SfuwarIq = [s-fue-ware-lie-q] primal intelligence - Cause the target to have prescientific knowledge.

BaffCirr = [baff-circle] cloud of confusion -Area confusion and stunning cloud on the target/s to use their energy or not to use nothing by the creator.

FruMedWund = [fruh-meade-wund] inflict moderate wounds on victims with healing on undead.

StaBon = [stay bone] Stone bones I; Thickens the bones and causes them to regenerate.

BludBinzi = [blood-bin-zih] blood rage like beserker rage.

UnEwCopilvmeditu = [rune-eew-cope-ih-l've-mead-lite-uhn] One with the land; Gives person nature sense and regeneration from the land and makes a person one mind with the conscious of the land.

OrooGloy = [or-oo-glow-y] channel divine bonus to area allies with caster becoming charismatic and allies gaining fear resistance.

Cust = [cust] a single victim, element or item catches fire.

UusPyr = [Ooh-us-pir] continuous flame that burns like a torch off the person or item.

Dedemo = [deed-ee-moh] Death armor aura; Surrounds the person with death energy and injuring any creature or other, that attacks said person. As it surrounds the person, it causes them to die and come back to life as a zombie, e.g. dead but alive. The aura is persistent and continues working on things nearby, so not to allow drugs until its cancelled. This can be cancelled by dispelling.

PyreTuay = [pir-eh-too-may-aye] flame weapon, affects on any weapon to create the flame effect.

AoroLup = [aoh-roh-loop] Circle of lightning energy, small lightning effect to cycle through all creatures an people in a area.

CacHawX = [cace-hay-w-x] Tasha's hideous laughter 2 makes target laugh hysterically till its end by the personal target is unable to defend. Its possible to be longer than the first version and makes for the laughter at anything for no reason.

BshadooBla = [Be-shade-ow-oh-Blast] Beshadowed blast that is an Eldritch blast that causes darkness on the target.

PiriBla = [Pire-ih-Blast] Brimstone blast that is an Eldritch blast and it ignites the target.

HexODepar = [Heex-Ow-Deep-air] Curse of despair that reduces ability of the target and this includes attack ability too.

LdrykKan = [Eld-rick-Kane]Eldritch Chain is a blast shape that makes an Eldritch blast that arcs to multiple targets.

FleSen = [Fleh-Scene] Flee the scene makes for more attacks of the caster and adds to movement. It also adds abilty to hit and lesser chance to be hit.

SheolrimBla = [She-ohl-rime-Blast] Hellrime blast that uses Hell in an eldritch blast to cause cold nerve damage and the target suffers a dexterity lessening from an energy drainage to an attempt of repairing it. This also can cause hell to visit you and leave you cold from its effects on a waning moon.

ThDedWyk = [The-Deed-Wiki] The dead walk summons forth an undead minion to do what ya think or say at him.

VoeesDeply = [Vow-ee-s-Depl-Y] Voracious Dispelling that ends magic effects on target, but if an effect is

removed from the target, there is a chance that the target can be damaged.

WykNsen = [Wik-N-seen] Walk unseen is to make the caster invisible.

BulStr = [Bool-Str] Bull's strength causes target to strengthen in body strength greatly.

FliDex = [Flick-Deex] Cat's grace makes the target have somewhat better dexterity and free movement.

This can cause flight by your will as you are sometime free from gravity with this.

CirrOBwidamnt = [C-irr-Ow-Bwide-ah-mnt] Cloud of bewilderment makes enemies stunned for 6 to 36 seconds.

CreaArk = [Cree-ah-Ark] Creature darkness creates darkness for one to several creatures.

EglSplndo = [Egl-Spl-n-doh] Eagle's splendor makes target with somewhat more charisma.

FoxQui = [Foxe-Quick] Fox's cunning makes somewhat the target more intelligent with more intelligence.

GostlyVey = [Gost-Iye-Vee-y] Ghostly visage makes damage reduction from damage taken and the target is immune to 0 and 1st level spells.

Haoem = [Hay-ow-em] Heroism makes the target more able to hit and skill tests pass.

HodP = [How-d-P] Hold person paralyzes target humanoid.

OwlWis = [Owl-Wise] Owl's wisdom makes the person somewhat more wiser.

QuiDex = [Quih-Deex] Intelligent dexterity, Causes quick intelligence that can adapt to any situation.

Saj = [Say-j] Rage causes party to be effected by a barbarian's bloodrage.

BereNduic = [Beer-eh-En-Due-inc] Bear's endurance, grants target a higher health and longer endurance.

DethKnl = [Death-Kn-I] Death knell, Absorbs life energy from a corpse giving caster more strength and health and more ability to cast spells.

NflytMejWunde = [N-flit-Meej-Wundeh] Inflict moderate wounds, moderate wounds appear sometime on the personal target.

NegERay = [Neeg-Ee-Ray-y] Negative energy ray, inflictive negativity on the person to the point that the person doesn't respond well and has minor wounds from a distracting negative thought and movement.

RemoPral = [Reem-oh Pray-I] Remove paralysis, cures target of paralysis and hold effects.

SildOtha = [Sild-Oo-tha] Shield other, Casts target effects of being harder to hit and more likely to make it from the effect directed at you. As well as, half the target's damage is redirected to caster or object that's looked at or thought to take the damage for you.

BekRup = [beck-roop] Barkskin, hardens the targets skin to make it like bark.

GetYnd = [Geet-Wind] Gust of wind is capable of knocking creatures down and dispersing gaseous effects.

AuraOGLory = [Aur-ah-O-Glow-rye] Aura of Glory, Grants the caster more charisma and the allies base fear recovery ability.

ByyenFeHon = [Bih-bih-en-Feh-Hone] Balagarn's Iron Horn, knocks creatures prone and flat for as long as the wind goes on.

Cobet = [Coh-bete] Combust, Flames erupt with minor-moderate to extreme-deadly fire damage at the target that you think of when casting.

DethArmo = [Deth-Armoh] Death armor, Damages creature or attacker that touches caster with death.

FysLif = [Fis-Life] False life, Caster or target gains 30 % more health benefits.

PyroBust = [Piroh-Bust] Fireburst, Nearby creatures take minor-moderate to deadly fire damage.

LetryLup = [Let-rye-Loop] Gedlee's electric loop, Lightning strikes creatures dealing minor to moderate damage, leaving the victims stunned.

GhuITuk = [Ghool-Took] Ghoul touch, where caster's touch can paralyze.

KnoOp = [Knoh-Ow-p] Knock opens doors and containers, or on a waning moon it knocks people down.

MelfAchEro = [Melf-Ach-Ee-roh] Melf's acid arrow, makes a bolt shoot from between the fingers that does moderate to serious extreme acid damage for 36 seconds.

ProtegoFroMesae = [Prote-egoh-Froh-Me-say-eh] Protection from arrows and missiles, caster or target receives protection from arrows and missiles and damage resistance of 50% from arrow and missile shots.

EMyyVib = [Ee-Mih-y-yoU-Vibe] Magic vibration voice - Energy magic effect that allows for voice over, in the magic effect or the spell being spoken or the vibration of objects and particles. As, the voice is from vibration and the spell or object and particle is a carrier that vibrates the voice from anywhere. So, whatever vibrates, can carry a voice. This voice can be picked up by the psyche or focusing through the third eye.

Kui = [kue-in] Vampiric Drain, think to use this in an emergency. Otherwise to drain stamina as of some health and energy from a target that amounts to more than a minor drain by search.

CylElemioAid = (Cil-Elleem-i-oh-Aid) Call Angel, cause an Angel to appear near ya or to help ya while somewhere.

BadOff = [Bade-Off] The bad off effect, to form a person ya target with this to be bad off in effect and life.

MaSfa = [Mahn-Sfah] Hydro spheres are energy water spheres by the area feel to think you create you can, think things to work is thought the item works then you aren't sometimes with a problem to cast the effect. Seen by saying the spell is create as you think with the subconscious, seen is that situates by area or so treat spells as theory or magic theory is the creator that represents by the area you think to work or with is to make the effect of hydro to appear and be near or in the person. Expanding the conscious of the person or yourself incorporates it into yourself and makes the person lack sense by presence of the spheres.

NaWyl = [Narn-Wil] Earth wall is non volatile or use is theory to relate, To summon an earth wall that materializes suddenly and sometimes invisibly from the air displacement. This can block effects and idea blows.

CulBodX = [Cool-Bode-X] Cool body, can cool down the body till the spell is thought to expire and not do this anymore. Even in heat or a hot area. This can be used to cool down an item. In effect it synthesizes coldness from bioenergy.

AariXBod = [A-arih-X-Bode] Heat body, this will heat up the body in a wave pattern. Even heats up objects.

Gro = [Groh] to grow things or bodies in a certain degree that's thought on before or after the spell is cast.

FerDro = [Fear-Droh] Fear drop, to create a drop of fluid from fear and idea. That is making of fear, in the victim that ya project it to. Where the drop being created, also removes ya fear into the drop so ya no longer fear things. After being formed, the drop shifts to where ya think it should be. It can be instantly absorbed into liquids or through people's skin.

SuaArkIoAid = [Sooth-ahm Ark Eye-ohm Aid] Summon darkangel; This spell summons a dark angel to come and be of service. To some, they are aloof and dark in nature but they seek to aid by doing the opposite to get a positive effect. They are very obscure and observe things, till requested to aid. So when you summon one, state the idea you want to happen, to get a service by supernatural means. They will intentionally lie, when they see it's necessary.

OMyy-o-Ret = OSpell-o-rest; A fate that decides a moment by a restful pose and then a strike of action to stir up action in moments, caused by magic. You decide the moments. Imbuement of energy in a motion recedes the effect. This causes a fading effect. A passive resistance that can be lethal or effective using energy.

SuaEmoeTu = [Sue-ah Ee-mow-eh Tuh] Summon creature II creates a summons that makes appear appropriate creatures.



#### Circle V (4) - Slightly easy effects

DedYyr = [deed-wyer] animate dead will animate any dead bodies in the area to do the casters will.

SpoUu = [spoh-fun-uh] clairvoyance gives the target prescience as to what will come and prepare them.

Clarity = [c-clare-item-way] removes and protects from sleep, confusion, stun and charm effects. Often creating a clarity of mind.

NeijiiMyy = [ney-lig-jie-jig-mih-bye] dispel magick.

FidAi = [confide-aim] find traps directs you to the traps and allows the caster to find them without tripping them.

PyrBarr = [p-ih-r-barr] deathfire imagine it forming in hand and mentally toss it at target. Or, imagine it forming on the target.

FyrBarr = [f-ih-r-barr] fireball; imagine it forming in hand and mentally toss it at target. It does minor damage and if the spell is focused with emotion, it can be serious-extreme fire damage.

FlaArr = [flag-arrow] flame arrow

SpeXX = [Speh-X-X] haste will haste one or more targets with 50% more movement speed. With improved hitting and ability to be missed.

KouYly = [k-out-w-l-way] hold person that holds more than one humanoid.

SpherIvei iveil = [sphere-i-vesa-in] invisibility sphere is a transport creator area effect that hides the whole party by a sphere by travel with use or no use as I think I am invisible then if invisibility you aren't noticed.

Kamur = lightning

SoeMentomo = [some-eh-meant-one-m-on] Magic circle against alignment is a magic circle that affects all allies and self with alignment protection that you think on.

BalNov = [bale-nova] negative energy burst kills by a large amount of negative energy in a stream.

FruuFroPrimaire = [froo-luff-from-prime-air-eh] protection from elements protects from all elements.

Tard = [tar-d] slow slows any foe down.

P-uNuag = [p run-noose-ag] stinking cloud, targets are dazed and nauseated.

DirLup = [dire-loop] dire wolf summon to aid as the caster wants.

KuiTuch = [Kue-in-t-uh-ch] vampiric touch drains the person touched of stamina and energy.

MedituSild = [mead-d-rite-us-sill-d] void shield that protects from most spells

SerioCuve = [sere-rind-oh-c-use-v-eh] cure serious wounds

IveiPurg = [i-vesa-in-purge] invisibility purge

BalWard = [bale-ward] negative energy protection

Pra = [prah] Prayer - Makes all allies gain a bonus of attack, damaging, skill augmenting and resistances. All enemies receive penalties to the same.

NeijiiMay = [ney-rinn-jii-may-way] remove disease and pestilence, from all nearby allies and area.

SearLiht = [sear-lit] searing light causes minor to deadly damage to the undead, constructs and other things.

Orou = [ore-ow-hut] rousing war cry - Song that plays on saying of the word that brings on hope and better attack. All enemies are stricken with fear.

GodPryn = [gode-pr-in] Hammer of the gods, does serious damage to the target as ya think of the target or see the target.

Erised = [eer-rise-edict-d] Self-thought distraction, distraction of thought that makes the target not think effectively.

KouRepar = [k-ow-uh-ree-p-are] Repair object; object repair that effects any object by causing self-repair, as when you touch or blow across the object. The object will repair till a certain point.

JiiDir = [jii-dire] dire charm makes the affected person do whatever the caster says.

EmorAparit = [eem-ore-ape-are-lite] ghost armor creates a plate armor effect that does not hinder movement.

MinCrit = [mint-criteria] minute meteor makes a dozen miniature meteors that can be thrown, by thinking its between your thumb and your fore finger thats thrown forward and spread apart, to release the 'miniature meteor' and unerringly hit the target that includes materials making medium to deadly fire impact damage at least to the spirit.

CraniumAi = [crane-l'm-usem-aid-in] skull trap = creates a trap skull in casters hand that is thrown in area to float until targets come near and receive grenade damage.

Lesuim = [lease-use-lm] emotionless makes the person feel no emotion.

Rye = [r-say-eye] hopeless emotion creates in people around said caster a feeling of hopeless.

JiiFroe = [jii-from-heh] enchanted weapon creates an enchanted weapon of any sort by thinking on the weapon while doing the spell.

EmorJii = [eem-yore-jie-ih] enchanted armour creates a suit of armor to the casters need.

AeroZetly = [air-eroh-z-eh-t-lye] zone of sweet air that repels all noxious elements in the air including magically created.

Bly = [bl-way] blight that causes everything it spreads through, by will to become blighted and bloated.

PurSlutes = [pure-slute-bees] Purification, purifies anything at all thats looked at or thought on while saying spell.

GynLass = [gin-laser] laser rifle that forms a laser shot and inflicts a self cauterizing laser shot that can wound at the target.

MyyRavir = [Mih-aye-rave-ire] spell stealing steals any spell from a spell caster if known and thought on when casting this spell.

ShiNaBarr = [Shi-nah-Barr] lava ball - Summon a lava ball to ya hand, to toss either into the air or at a target. Strikes for moderate to deadly lava damage at a mentally tossed at target and will melt any material.

Jeanam = [jee-an-aim] body cleanse cleans the target body of dirt and scent.

HamUnn = [hame-un] unharmable nature makes the person unharmable in nature as though with natural luck.

Undxpeue = [und-xp-ee-lure-eh] wounding whispers makes sonic damages on those who hit the caster

PyrArk = [pir-ark] change a non-magical weapon into magical fire weapon

WardGlyf = [ward-glif] small ward area that once tripped, will deal sonic damage

FruSeround = [fruh-seer-lifei-wow-und] inflict serious wounds

MyyGarm = [Mih-aye-garm] magical vestment enchants any clothing, armour or shield with what you want by thought as ya say the spell or even spoken of after.

GrataMyyFang = [Grate-ah-Mih-aye-Fang] makes your pet alot more dangerous.

HeaSty = [hee-ah-sty] healing by infliction from yourself or others.

Magolfet = [mage-oh-Inn-feat] target get drained by maggotlike creatures.

ToxxQwpyr = [toxx-qw-pir] causes scorpion venom darts that are unseen to the eye.

Toss to hit the target.

BlaTust = [blah-tust] blade thirst that makes weapon seek the blood of the victim and give critical hits to the target.

Pzut = [p-zoot] displacement makes in the person the abilities of the displacer beast and allows for natural shapeshifter ability as it make half the attacks miss.

AyIWidX = [ah-wile-wide-x] gust wind that may knock several targets down.

KnEdg = [kn-edge] Keen edge, puts a very sharp point and edge to a weapon.

AchAyrCon = [ach-hay-r-cone] conic acid breath that does serious damage with a breath of the caster.

AcscituaSfa = [Acks-cite-oo-as-S-fahr] electrical ball doing moderate to extreme damage to all within the area as you throw it except to the caster.

SheolrimBla = [She-ohl-rime-Blast] Eldritch blast is cold based and confuses target.

CuqyTntele = [Cooq-aye-Tn-teel-eh] Chilling tentacles that entangles targets and inflicts cold damage.

DyorMyy = [Dih-or-Mih-Y] Ends powerful magic in an area and if effecting on a target to remove an enchantment, Caster recieves temporary health from the area.

LdrykCon = Eldritch cone where an Eldritch blast becomes a cone.

NieeBla = [Nigh-ee-Blast] Noxious blast that is an eldritch blast which causes a dazed target, and acid damage where it ignores spell resistance.

TneeePlyu = [T-nee-eh-Plih-uh] Tenacious plague that causes a plague in which makes the target/s suffer increased damaged until death or the plague is ended.

WylAPaioFla = [Wil-Aim-Pay-like-oh-Flah] Wall of perilous flame, causes a firewall that inflicts allot of serious to extreme damage where it sweeps, or double that damage to undead.

ChaMasta = [Chah-Mas-tah] Charm monster befriends one monster.

ClaradyncClarvoic = [Clare-aid-win-c-Clar-voy-ick] Clairaudience and Claravoyance; target recieves greater ability in spotting things and in listening. Including the knowing of things to come by hearing them in a vision.

Cafee = Confusion; Target behaves erratically and becomes slightly confused. Disfya pronounced [dis-fee-yahn] removes the effect.

CrehyDepar = [Cree-hye-Dee-pare] Crushing despair makes the target suffer a penalty on attacks, skills and damage.

DepSluba = [Deep-Sloo-bah] Deep slumber is where creatures fall asleep.

RemoBle = [Remoh-Bleh] Remove curse from anything.

WepaOlpet = [Weep-ah-Ow-Impete] Weapon of impact creates the blunt weapon to deal more critical damage.

BstoHex = [B-stoh-Heex] Bestow curse shifts the curse away from yourself, makes any curse you desire on casting to afflict the target or heal.

BlidSit = [Blide-Site] Blind sight, Target can see visions, invisible things and people and in darkness.

GlyphOWardy = [Glyph-O-Ward-y] Glyph of warding, creates a stationary glyph where you want it, that

explodes when enemies pass by and it strikes with sonic damage.

ProtegoFroE = [Prote-Ee-goh-Froh-Ee] Protection from energy, Grants target major resistance to all types of elemental energy damage.

RemoBlidDef = [Reemoh-Blide-Deef] Remove blindness and deafness, cures the caster and nearby allies of blindness and deafness.

CyILitny = [Cil-Litn-y] Call lightning calls lightning to strike the target.

UixtAnim = [Oo-ixt-A-nite-m] Dominate animal, controls target animal.

GreMyyFang = [Greh-Mih-y-Fang] Greater magic fang, grants animal companion even more bonus to hit and damage.

NfetaeOMygo = Infestation of maggots, calls maggots into the area that you focus on while saying the spell.

Quillpyro = [Que-ill-pirh-oh] Quillfire induces damage and moderate poisoning to the target.

Aryneski = [Air-wyn-eh-skih] Spiderskin, makes target harder to hit and adds ability to recover from poisoning and adds hiding skills.

SpiGro = [Spik-Groh] Spike growth, creates spikes that inflict moderate damage to the target each six seconds, to inflict pain and weakness till death to the legs and if they are released they move slow for a day.

VinMin = [Vine-Mine] Vine mine, Creates sinuous vines that entangle the target enemies with vines that entangle, slow and paralyze the victim. Have a target in mind to cast near that you want entangled or this goes off to yourself.

ImproMagArmo = [Improh-Mage-Armoh] Improved mage armor, target receive moderate improvement as to being unable to be hit.

AchBretXX = [Ach-Breet-XX] Mestil's acid breath, cone deals minor to serious-extreme acid damage through a acidified breath.

ScitiaySfa = [Scite-rite-aim-y-Sfah] Scintillating by sphere work is crystal use to work, think american think construct work is think to defend is not so bad seeing the area. I think Iveil ivei forms crackling lightning to work as energy particles or not. Forms crackling projectiles that shoot forth and deal minor to serious extreme electricity damage, see or use respectful to area if you don't look you won't notice so think of how many times you hit a guy.

FruuMejNvinaaayy = [frue-sum-meej-n-vine-aim-labl-aim-wyr-y] minor globe of invulnerability prevents all circle level 3 and below spells from affecting caster hostilely

Hunoo = [Hoo-now-oh] Hypnotize self, Causes a soothing and hypnotic vibration effect that hypnotizes the target/s into doing ya thoughts and spoken idea as though it were suggested by the effect and causing them to do as ya want.

KuiMajXX = [Kue-is-Major-XX] Major vampiric drain, to drain vitality and allot of energy from a target person, creature or item.

Restora = [rest-ore-an] Minor restoration, removes most bad attributes effects including lost experience and energy.

SuaEmoeTri = [Sue-ah Ee-mow-eh Trick] Summon creatures III Summons many appropriate creatures.



## Circle VI (5) - Moderate effects

BleSyj = [Bless-S-aye-j] Curse ability, lowers all targets ability to do things by at most 30%.

ChaXX = [ch-ap-rexx] charm monster that befriends more than one monster.

Vye = [v-ih-eh] confusion 2, is a confusion 2 that makes targets behave erratically and confused more than the confusion spell.

May = [m-aim-aye] contagion strikes the target with a random disease.

Kyoria = [k-say-ore-line-as] enervation drains experience from target temporarily

Qee = [q-eek-eh] Group fear, makes a group fear things that are near them and what they think on.

CyroAqya = [c-ir-on-act-q-ih-an] Ice storm, cast ice storm as far away as possible as it creates major



bludgeoning and freezing ice damage. Can take up to a year to effect.

Iveilmpo = [i-vee-in-im-pro] improved invisibility, invisibility that happens to the people who are targeted, even though they try to cast spells but not in attacking.

MyyLesBreh = [Mih-lye-Lease-breeh] Lesser spell breach, cast lesser spell breach while thinking of the target, it strips an enemy mage of upto three defenses.

Byezenom = [by-eh-z-ee-now-m] phantasmal killer kills the target

SePoly = [sea-p-own-lye] polymorph self into the form you think of

ShadBeiz = [shade-be-iz] shadow conjuration spell that allows for making of a Darkness, Invisibility, Mage Armor, Magic Missile or Summon a shadow in the shape that ye want to serve ya. Be thinking of the spell effect on casting or state the spell effect after this spell. Be wary, shades can be vicious to the summoner unless ya have protections from the shade.

U-wOng = [you-w-ore-ng] cast stonewall while thinking of the person.

DirRakni = [dire-r-ache-nid] summon dire arachnid to be where you want.

FyrWal = [f-ih-r-wall] fire wall, creates a wall of fire that moves towards the target/s.

MedituTenySild = [mead-lite-uh-feen-aye-sild] void shield that protects from anything that is necessary and targeting you.

CriaCuve = [crier-ah-c-cue-vue-heh] cure critical wounds.

DethWard = [death-ward] target becomes immune to any death effect.

AoCorrant = [jAy-oh-coh-r-rant] devine power causes the caster to become very strong and gains life.

Jehnian = [jedi-h-n-ian] free movement from any holding spell.

NeutyPois = [nee-hut-ih-poe-sid-s] Neutralize poison, Poison victim is cured.

DPois = [d-poe-is] poison person with a deadly poison that effects the target.

OnRuh = [on-rune-h] Animal companion, the animal companion is temporarily improved, by making it more vicious and loyal to you.

Frou = [from-us] levitation causes the caster a target to rise upwards. Doesn't always work.

UisLok = [use-linen-s-loki] wizard lock locks any door.

PolyHum = [pole-say-humane] Polymorph to human, back to normal transformation makes the polymorphed person to the original form.

Knycipu = [kn-say-c-light-p-us] net capture - Captures the person or the soul of the person in a sphere until thought released or a freedom spell is done.

SildLas = [sild-laser] laser shield is use as you don't have to match a source that absorbs or deflects laser strikes.

BeutyNat = [beautiful-ih-native] natures beauty makes the target irresistible to any person and does what the person wants.

Kevlar = [kev-lair] bullet proof armor grants the target an armor that is nonrestrictive and bulletproof.

SwZuq = [sw-zooq] vibrational sword - makes a sword in thought vibration that can cut through anything appear in hand.

DavUayTyTiy = [dave-you-say-tim-time-way] prosperous consequence - creates a prosperous ending to any event.

DemetriKou = [dee-metric-kow-uh] valience by area - transform the target into a valient unfearful person.

CasCritWund = [case-crite-wund] cause critical wounds.

GrataMyyWepa = [Grae-ah Mihn-why Weep-ahn] Give the weapon a large effect enhancement, as in making the item more effective.

AchWidAyIX = [ach-wide-a-whyle-x] Acid wind, acidic wind gust that corrodes and eats away any in its path.

MesCamu = [me-s-came-uh] Mass camouflage, gives all allies including caster hiding skill.

SuSw = [suh-sw] Holy sword, create a holy avenger sword that will smite evil or harm unholy people in one blow.

UnnSuSw = [unn-sus-sw] unholy avenger sword smites good or harms holy people in one blow

ArkFoSit = [Ark-Foe-sight] Dark Foresight is where caster recieves understanding of the enemy or events and reduces damages if some taken from metal.

RariuyIveilly = [Rare-like-you-y-I-vee-in-I-see-y] Retributive invisibility, makes the target or caster invisible, even when attacking or casting spells. If the invocation is dispelled then explosive damages even if nearby foes.

UtaarkBla = [Oo-take-ark-Blast] Utterdark blast that is an Eldritch blast dealing negative energy and drains target experiences, as in levels of idea experiences but this is 20 - 40% of the targets experience.

WodOMuty = [Wode-Ow-Mute-y] Word of changing is the target or caster shapechanges into a powerful form of which is thought on.

DoiaPX = [Doe-rite-ah-P-X] Dominate person creates a temporary control over target humanoid.

FreOI = [Freh-Ow-rite] Freedom of movement is where the target receives immunity to paralysis.

Grelvei = [Greh-I-vee-sih] Greater invisibility makes the target invisible, even though its to attack or cast spells.

ViuMasta = [Vie-uh-Mass-tah] Hold monster is where target monster is paralyzed.

LegLor = [Lege-Lore] Legend lore makes greatly improved lore skill for a long time.

WarCry = [Ware-Cry] creates a war cry that gives bonuses to the party of people to hit and damage where enemies are stricken with fear.

AsaReeic = [Ase-ah-Ree-ih-c] Assay resistance, causes the target resistance to drop greatly to the spell's of the caster.

DethWard = [Death-Ward] Death Ward that Grants immunity to death and negative energy spells and effects.

Ydi = [wide-linen] dismissal dismisses all associated callings, constructs and summoned companions of target

DynPua = [Din-Pue-ah] Dynamic power; Caster gains attack bonuses and greater strength and more health benefits. As well as, a dynamic power that allows one to cause effects at a will easier.

GreMyyWepa = [Greh-Mih-y-Weep-ah] Greater magic weapon greatly enhances the weapon in magic, sometimes temporarily. This magic weapon can project whatever you would want to project.

HamaOTenshu = [Hame-ah-O-Tensh-uh] Hammer of the Gods forms an ethereal hammer in hand or in the air of faith, that you mimic throwing and it will hit unerringly. This also causes any result you think on.

NflytCritWunde = [N-flit-Crite-Wundeh] Inflict critical wounds will cause wounds on the target that appear at some point.

Pois = [Poe-is] Poison that will spread through the target body unless the poison is removed.

LestMyyMitl = [Lest-Mih-y-Mitl] Least spell mantle, absorbs up to 5 to 8 spell levels.

Cyr = Restoration that removes most negative effects off the target, and all spell effects some things restored are lost experience and energy.

CagAptacTntele = [cage-apt-take-tenteel-eh] Black tentacles, absorbs and sucks the life force out of the person with the black tentacles, while confusing and stunning the person.

YqBlaTntele = [Wiq-Blah-Tn-teal-leh] Evard's black tentacles, traps and attacks enemies within sticky tentacles.

LesMesaAqya = [Lease-Mese-ah-Ache-ih-ah] Isaac's lesser missile storm, Inflicts through a storm of magic missiles that does a minor to serious-extreme bit of damage on those nearby. Theres 1 to 14 missiles possible.

LesGloNvinaaay = [Lease-Gloh-Nvine-aim-aim-aid-mih-y] Lesser globe of invulnerability, Protects target from all circle 4 and lower spells.

NyyMyyVib = [Nih-y-Mih-y] Supposition is disposition, despotism is in position.

SuaGodaElemlo = (Soo-ah-Geed-ah-Eleem-I-oh) Summon guardian Angel - Summon to your side or near you to be your aid, a guardian Angel.

SuaGodaEleiy = (Soothe-ah-Gode-ah-Eel-ee-like-why) Summon guardian elemental - Summons to ya aid, a guardian elemental that will do as you sometimes desire. This elemental can be whatever element ya desire by ya thinking or feeling, on the element and your purpose while saying spell.

MejMyySeq = [m-ease-j--mih-y-seeq] Minor Spell sequencer that stores up to two spells. They activate in a sequence that ya decide on and the trigger is of what ya want.

MaBodNaeGanMoEGrataRyzLok = [Mahn-Bode-Nay-eh-Gane-Moh-E-Grate-ah-Riz-Loke] Think of the weight then state or think of the spell with the weight as a number at the end to lower or rise to see. Like advanced weight loss lock 180. Advanced weight loss, to lock your assemblage point to believe the physical truth of you can't gain more energy than you lose. Then think of the effect as you exercise, after doing the spell go exercise for 30 or less minutes a day or sprint for a minute or two a day wixed with walking or running.

IdUu-lokMa = [Hid-Oo-uh-LockMah] Unlock then move the assemblage point; Think of a point to shift the

assemblage or conscious awareness point by a thought you think. Thought to seem normal or aware can lock the assemblage awareness point.

HydroBustAnItzEnz = [Hide-ro-Bust-An-Itz-Enz] Water burst, To materialize a sometimes latent water burst that will splash the area and people with highly pressured water molecules.

NaSild = [Nah-Sild] Earth shield, makes an earth shield to surround the target that absorbs spells or if you focus can cut off what you dislike and effects like some blows to the face.

NaSildEn = [Nah-Sild-Enn] Earth shield end, makes an earth shield to surround the target to end ywhere you cast it you can still get the same result such as that which absorbs spells or if you focus can cut off what you dislike and effects like some blows to the face.

ModFxBix = [Mode-Fx-Gixe] Moderated effect effort, puts effort into the effect by ya plug or can seem by observing it and ya can do things as though an administration officer. Ya can even moderate an effect already happening, as in cause it to do something else, slow it down, speed it up, stop it, or ban it from happening again (at least in ya mind) by thinking about it while the effect happens.

FerLash = [Fear-Lash] Fear lash, to create a lash that's inflicted on the target/s as it creates fear by use of voice or ideal in said target of nearly anything near said target.

IGeni = [I-Gene-ih] Ingenious use, causes the person to be ingenious and with personal injective to hold idea that can be used till its needed and used.

NaSilden = [Nah-Silden] Earth shield end II, makes an earth shield to surround the target that absorbs spells or if you focus can cut off by will anytime by what you dislike or not effect you and effects some like some blows to the face.

HemTuResa = [Heem-Tuh-Rese-ah] Harm to reason, to set the moment that converts potential harm to reason.

EnWevlma = [Een-Weave-l'm-ah] Create illusion, to create an illusion to be of the idea you had in mind. That was thought on before the spell was cast and this thought becomes the idea that the spell creates the illusion of. The more ya feel this illusion should be there the more its real and could be considered a glamour.

UviStaBonX = [Oo-vih-Stah-Bone X] Stone bones II; This thickens and repairs the bones by restoring the bones energy balance and grants target undead a harder to hit chance.

MaiEPul = [MAke-Inn Ee Pool] Make energy pool; Makes an energized pool in the air. This restores you and others in the area of the pool that you want to restore. Mostly the energy is in replenishment, and in the body quickly. Where the pool is quickly generated by running water or pooling water. As a thought, though this takes its effects from the attributes of the water. You can use the ideal to form what you think to wish.

SuaEmoeAu = [Sue-ah Ee-mow-eh A-uh] Summon creatures IV summons a powerful host of many appropriate creatures.



## Circle VII (6) - Very moderate effects

CyriCon = [c-ir-rit-cone] cone of searing cold sends from the hand a cone shaped cold energy to kill by making freezing in the intended targets in area.

Uxt = [us-xt] dominate people that you think on when casting spell.

PrimaireSild = [prime-are-linen-red-sild] elemental shield brings up a ring of fire that damages attackers while granting cold/fire resistance. A shield against Uxt.

LasOvem = [laser-own-v-lend-m] energy buffer that is 60% elemental damage resistance on the target.

Leslq = [lease-like-q] feeblemind a person, causes less intelligence and thinking capability.

ViuXX = [vine-us-xx] hold monster will hold some monsters.

PlaneLes = [plane-meh-lease] lesser planar binding which binds a outsider to do your bidding in a shape of an animal.

MyyLesMantl = [Mih-aye-Lease-Mantle] lesser spell mantle absorbs up to 12 spells, and allows them to power you with the energy.

MynFog = [min-f-how-g] mind fog that makes a person weak in will.

DirTig = [dire-tiger] dire tiger summons.

AariXLosauz = [are-sar-pih-x-lows-aid-ow-us-z] heat enclosed area.

CulLosauzX = [cool-lows-are-ow-us-z-x] cool enclosed area.

HeaSis = [heal-why-s-lie-s] atlantean assisted healing.

SoeHea = [sow-eh-heal] circle heal heals all allies nearby as well as caster as if a cure serious wounds was cast.

DeDevei = [ded-devious-easy-in] raise dead raises one corpse to life by saying spell and putting energy of yourself into it.

TaVieDeth = [tav-v-hide-eh-death] death to life brings back one person from death as a risen being of power.

SlayVie = [slay-say-aye-vie-en] slay living kills one person instantly or they resist it some way.

Ipoliy = [life-pole-line-way] telekinesis lifts in place an item with this spell.

SpherY-I = [Sphere-way In] otillukes resilience sphere creates with energy a sphere that makes a person or with respect this is sight magic think your unable to be affected by and yet it makes the enclosed person unable to affect anything in the real world.

PolyCruo = [pole-aye-crude-on] polymorph other into any other form while thinking on the form.

RaknoBdaeg = [r-ack-no-b-day-eg] spider spawn creates a few deadly spiders of which kills the enemies.

EmorKi = [eem-or-kim] spiritual armor that creates a plate mail armor around the target and does not hinder using the targets life force. Also causes an effect of an alternate self that appears to be you, thats a part of the spiritual armor effect.

SehPufX = [sea-h-p-oo-f eXh] Teleport field that creates a random effect shift field effective on enemies and targets in the area. That you specify by thinking on the area..

UisEy = [wis-eye] wizard eye that makes an invisible sensory organ sending back visual information.

ShadDor = [shade-door] shadow door makes an illusion door that the caster disappears through, that goes to the land of shadows and its making the caster seems gone, while said caster is actually invisible in the shadow and darts away.

FroeWard = [from-leh-ward] protection from weapons makes any weapon not effective on the caster.

Kao = [Kay-oh] chaos effect that makes any event or effect that you want to happen happen. It can wear down the material nearby as a fuel. So it is to be used cautiously. So, when casting, be thinking of the effect or event that ya want to happen, as ya say the spell.

SwEnom = [sw-ease-n-own-m] phantom blade which makes a sword in hand to attack with, that does serious spiritual and venom damage.

KesEnom = [Keys-Ee-nome] Phantom kiss that does some venomous spiritual damage and makes for monitoring of the person who's targeted, and claims the victim in some manner by links of control to the spirit. This makes for easier monitoring and control, as your aware psychically of the person no matter where they are from the link.

KaoSild = [chaos-sild] makes a chaos shield or dome of force that converts energy into useful energy by the caster.

Dorob = [door-robe] door warp warps tight any door that you think of while casting, preventing access. An EnDorob, ends the effect.

Kaolmit = (Kay-oh-I-Mite) Chaos imitation, to produce an imitation by chaos of the item, event, or action. In some form, or in some manner. This chaotic energy can produce an imitation of anything and it can stay hidden for however long as a source in ya body.

DirUii = [dire-wive-in] dire terror makes the person paralyzed by terror and remains unmoving for until the spell wears off, if it works.

Dyh = [d-say-h] power word guilt makes the target guilty of any feelings, through reasoning.

Myr-Ima = [mirr I'm-ah] mirroring image makes any image of a person or thing you think of to reflect energy of many sorts, including the visual energies. This can create more of another you to be doing what ya are doing, unless its decided to do else. As, the images are 'alive'. Saying what ya want to mirror after the spell, will sometimes cause this to work.

WyIShiNaLava = [Wil-Shit-Nah-Lave-ah] lava wall that moves at the casters will and the heat of the wall treats, melts, or disrupts any target or group the wall passes through.

LupAkim = [lupe-ak-I'm] call wolves to aid you and talk with the conscious of the wolves by thought.

PyrWal = [p-ih-r-wale] deathfire wall even burns liches and moves to the caster's will.

SfuwarBragh = [s-fue-ware-brag-h] primal beast calls an unkillable primal beast to kill on command. Be thinking on the form for it to take when casting.

DumCucIX = [doom-cuck-I-X] doom circle strikes all enemies with negative energy from a circle that suddenly surrounds you.

UbaEallvmeditu = [oob-ah-ee-ale-I've-mead-lite-uh] Monstrous regeneration - gains the regeneration ability including the brain and lost body parts quickly. This starts off slowly though.

HutIsit = [hoot-eyes-mite] owl's insight grants 1/2 more the wisdom of the person to a person, making them insightful.

Vimi = [vie-mih] Entanglement; This creates vines to effect as you will entangle, this will hamper movement, then slow down, otherwise pause and can form into a desired shape or camouflage.

UuVimi = [Uh-uh-vie-mih] remove entanglement; This creates removal of the vines to effect as you will entangle, this will lessen hamperage by improved movement, then allow movement, otherwise pause and can form into a desired shape or camouflage.

BarrKamur = [barr-Kame-your] Ball lightning, creates a compressed ball lightning thrown out from your hand. That is from energy that forms things and then lashes, as its absorbed into the palm and cast forth by throwing your hand toward the foe. Thinking release releases the effect and does minor to extreme damage, depending on how long it is allowed to form.

ItapbHidNa = [it-app-b-hide-Nah] Mana mold hand; Barring hand or earthen earth field, this is a hand of energy appears over target barring attack and movement. Thinking to use this the effect is instant. Otherwise the effect won't go off until something is off by feel.

HidFirLang = [hide-fire-lang] fire tongue grants those touched with language ability and they can raise fire, by just a mention of it or the more of it in use and is of the language.

PyrBrid = [pir-bride] creates the firebrand effect by alot of flame balls which appear near you and zoom in on the target that you decide on attacking by putting your hand or body part forward and can incinerate hostile creatures and people or hurt them badly by medium to deadly damage.

AchSetSild = [ach-seet-sild] acid shield forms around body and in the aura, hurting the attacker as they get close.

HutSild = [hoot-sild] owl's shield allows for a folding of wings to surround you with wisdom adding the ability to fly at will.

BDevn = [B-Deev-n] Be devil, to be devil the people or evil ones for him who is God.

EtailVeyXX = [Ee-tay-il-Vee-y-XX] Ethereal visage, makes serious damage reduction on damage done to target (including the caster) an when recieved, and immunity to second level and lower spells. Also, it makes the target unable to be seen easily, and unable to be hit or killed.

GreDeplMyy = [Greh-Depl-Mih-y] Greater dispel magic makes an end to powerful magic effects.

GreHaosm = [Greh-Hay-oh-sm] Greater heroism makes small thought and for large action to the effect of doing as needed by the percieved idea. With, a more temporarily added health and greater chance to hit, and to do skills. The effected person literally doesn't think but can intuitively act unless necessary to think.

MasCurLitWunde = [Mase-Cure-Lite-Wundeh] Mass cure light wounds, heals each nearby ally of medium wounds.

OdDecod = [Ode-Dee-code] Song of discord, is a song that causes the enemy to have a 50% chance of attacking each other.

BatITid = [BatI-Tide] Battle tide, the friendly target is aura modified to steal energy from enemies and targets, where the enemy gains a curse of not being able to hit very well and damage not very well with a reduction on being able to save yourself from a situation. This also causes the caster or target to gain an additional attack or action, if not already hasted.

FyrGodLasi = [f-ih-r-gode-laser-in] flame strike causes a devine fire strike.

MasNflytLitWunde = [Mase-N-Flit-Light-Wundeh] Mass inflict light wounds, damages each nearby enemy minor to deadly damage.

RiteeMit = [Rite-ee-eh-Mite] Righteous might, Caster or target increases in size, recieving more strength, more health benefits, and become harder to hit. With damage resistance of 3 times the damage per evil blow, if non evil, five times the damage per good blow. Size increase also lowers your chance to be hit and increases the chance to hit harder.

MyyResis = [Mih-y-Ree-sise] Spell resistance, Grants target major resistances to most effects.

Tru-c = [true c] true seeing can see through sanctuary and invisibility and Ethereal effects.

Awa = [Awah] Awaken, Enhances animal companion and people, to better their potential, or makes the person awaken in ability or state of body.

Nfano = [N-fane-oh] Inferno causes the target to be on fire and that fire burns target for moderate-serious damage every six seconds until the spell is stopped.

NtapoyHid = [N-tape-bow-y-Hide] Bigby's interposing hand, a mental hand provides cover against one opponent, in which suffers reflection and a major attack penalty.

NuagK = [Nue-ag-K] Cloudkill forms a toxic cloud that makes appear acidic cloud vapors, on the target area to kill the target group and it kills a weaker target easiest.

GrePyroBust = [Greh-Piroh-Bust] Greater fireburst, Nearby creatures and targets take minor to deadly fire damage.

LesMynBlanc = [Lease-Min-Blanc] Lesser mind blank, Protects target from mind-affecting spells and removes any currently effecting, as well as renders target immune and removes any mind affect spell with the effect of causing the target the effect of not being read.

ShrudOFIa = Shroud of flame, Target is encased in flame, burning the target and possibly nearby creatures.

VyrellySfa = [Vir-ee-lye-Sfah] Vitriolic sphere or use feel acid sphere, huge acid explosion or spill deals acid damage for 24 to 32 seconds until death occurs or the effect stops.

HiiMuoem = [High-ih-Mue-aid-ow-redeem] High metabolism, causes a high metabolism in the target and the target loses weight from it.

BriySild = [Bry-y-Sild] Windy shield, Makes a constant wind in the form of a wall that disperses away poisons, and any toxins in the air too. So ya can feel cool, refreshed and walk in through a safe area where gas and smoke would be. It also makes a psychic shield effect.

MasKuiMej = [Mase-Kue-is-Meej] Mass minor vampiric drain, to drain some energy from targets of people, creatures and items. This can be upto 1000 targets.

Bludg = [Bludg] Blugdeon - Makes the effect of a target to be blugdeoned somewhere on the body, wherever its felt but usually in the face. This protects you from blugdeoning as it could happen to you.

JeuLang = [Jee-uh-Lang] Voodoo Language - Creates a tongue or language of voodoo in and of the target thats easily spoken as though second nature. This language can cause anything that is spoken by the target if its intended to do work.

RadElonXX = [raid-Ee-Ion-XX] Raid energy - that forms on the saying of the spell words and in idea of a raid or pestillence poison energy killing pestillence with pestillence removal.

FluyDrakne = [Flue-y-Drakneh] Flushin' drunkenness, To flush a drunken state out of the person and it takes about 1 to 2 minutes. Once state effected, again it takes a little time. It appears to be a little bit abbreviated in time.

FotaNX/f = [Fote-ah-N-X f] Fortune in finance, to always come up with the funds necessary. This can be a fortune in of what is possible, or fortune by working.

ZizBneFy = [Zize-Bneh-Fye] For the body benefit, to cause the idea to be for the body and in benefit. The idea is spoken of before or after.

HydroIts = [Hydroh-Its] Water hits, causes abusive water molecules to become active and rain invisible hits on the target with the presence of the water molecules in the air.

CIMaAqya = [CI-Mah-A-qia] Storm, forms a rainstorm in the area from gae and water particles collecting into the clouds.

SuaEFoc = [Sue-ah-Ee-Fowe-c] Summon persuasive force, to summon a force of energy that is greater than the summon energy spell in totality, as it can also be used to summon a force of people, no matter how large or small. The force of people are thought about in what type and how many people before the spell is cast. This force can be used in any way ya think and feel necessary.

FerESpie = [Fear-E-Spie-eh] Fear spikes, to create fear in the target that is spiked from energy. The target eventually fears spikes.

SuaGodaArkIo = [Sooth-ahm Goad-ahm Ark Eye-ohm] Summon guardian darkangel; This spell summons a guardian darkangel, that makes you get results and gives you things, such as information. As, its a trade by trade idea they respect. They guard the summoner, very well indeed. Sometimes, by the effect of opposite actions to get you to act in the right manner. And mostly, by the doing of the dark actions that make for the idea, to become manifested. They are mostly aloof and outgoing but dark. Their darkness is from their energy that they use and it comes from the darkness and shadows. They can make very interesting results, from nothing, as the darkmatter is their materia they can build off of. They can spread darkness, though at



a whim of choice.

ShadDym = [Shade Dim] Shadow cloak; This forms a cloaking of shadows that hides you somewhat in plain sight and really well in darkness. It lasts as long as you would want it to.

SuaEmoeQuin = [Sue-ah Ee-mow-eh Que-in] Summon creatures V summons tough appropriate creatures.



### Circle VIII (7) - Extremely moderate effects

FogAch = [foge-stomach] acid fog, acidic fog that slows creatures within while dealing acidic damage to those within, and it can cause pain in the body as the target is in a mental fog.

ChanKamur = [chank-came-lure] chain lightning to cast in general direction of targets

SoeDed = [some-eh-deed] circle of death, kills many creatures that are in the area. Imagine a black circle form around you as ya cast the spell

Deiira = [Dee-ire-ir-ah] Disintegrate to turn to dust the target by a ray that does serious to extreme damage

FruuNvinaaayy = [frue-un-n-vine-rabe-labor-lay-mih-y] globe of invulnerability prevents all circle 4 and below spells from affecting caster by hostility.

DeijiiMaj = [dee-lin-jie-ih-major] greater dispelling, causes the dispel of the minor to major effect in a moment.

MyyMajBreh = [Mih-aye-major bree-h] greater spell breach - strips six magical defenses from a enemy mage.

MajU-wOng = [major-use w-one-g] Greater stonesskin, cast greater stonesskin while thinking of the person and it protects better than stonesskin with greater results.

SylLor = [sil-lord] legendary lore spell that gives you knowledge of things around you.

R-iYx = [r linen-Wix] mass haste effects all allies in area and the caster.

Plane = [Plane-eh] summon or control an outsider being that is human shaped.

DirBer = [dire-b-ear-r] dire bear summoning.

DyluTrans = [Dill-luh-Trans] tensor's transformation makes the caster or a target physically more powerful.

ColtWoxEzyk = [colt-woxe-eazy-wick] targeted cold knock out.

AaritWoxEzyk = [Are-mar-wine-t-W-one-x-Ee-zick] targeted heat stroke knock out.

AaraBoe = [are-mar-an-bow-e] Blade barrier make a wall of blades.

MakUnded = [make-rune-deed] create undead makes one undead creature that is zombie like.

RestoraMajIvmeditu = [restore-an-major-I've-mead-lite-uhn] removes all bad attribute effects including lost experience, restores energy and makes regeneration.

Ham = [h-aim-m] harm which makes the target badly wounded.

HeaXX = [heal-XX] Heal, healing that makes the target somewhat fully healed. It works a bit slowly.

HealvmedituXX = [heal-I've-mead-lite-uhn-XX] Improved Heal, healing that makes the target somewhat fully healed. It works a bit slowly.

Spheros = [sphere-ow-s] sickle sphere assault is area non feel that causes a large sharp ice sickle to strike the target.

SusLosCruuDaeg = [masuse-Low-s-Cr-ruul-Dae-eg] creates a few carrion crawlers that become mutated and into killing anything in its path.

IveiLykuth = [i-vee-is-L-say-k-us-th] invisible stalker forms from the element of air that does whatever the caster wants as the stalker does stalking and other things.

Liomis = [lie-oh-mise] mislead causes the person to be unseen via improved invisibility and is teleported a few feet away with another image appeaing his place making the exact same movements as the caster.

ChairTong = [chair-ir-t-poh-ng] stone to flesh reverts a person to flesh from stone.

ChairOng = [chay-ir-low-ng] stone flesh makes the person untouched by attack as the flesh is like moving stone.

Nishruu = [nis-shoo-uh] nishruu summons - Summons a magic feeder to feed off energies around it and not attack the summoner at all. These nishruu can be attacked.

- DactoWyvAkim = [dact-oh-wiv-ache-k-lime] wyvern call that draws a wyvern to fight for you.
- B-iCorrantCosm = [b hid-cohr-rant-cosm] power link any object to create a universal power field for your machines from anywhere.
- BomOvv = [Bow-m-Ovv] sonic bomb that destroys by overwhelming sonic waves any enemy in area of effect. At the most it can knock people out, at the least it can cause distraction and apprehension.
- ReliDyh = [real-in-d-say-h] guilt release releases the guilty feelings of a person where they might talk about it or not think too well and act on them.
- Fokery = [foke-deer-aye] spell body storage causes the target to absorb spells to be used later as if recalling them as an ability.
- LasEvem = [lase-even-seem] laser lance shoots a lancing laser shot through people in a row up to 100 feet away.
- Losy = [Lows-y] Losing, when hit by this effect by thinking of or seeing the victim as ya say the spell, the victim will lose at anything they next try as though distracted. Because its like a beam that is a beam in effect.
- LucidUaNay = [lucide-use-an-n-aye] lucid thinking - Cures dementia and schitzophrenia by using these words on a target. Also keeps the target unaffected by any other mind effect.
- Swlaa = [sw-niagra-aim-an] demon sword can make a demonic blade in the targets hand from a demon itself or any sword into a demonic blade.
- HuMeditu = [human-medium-light-yuh] summon void being to aid as the caster wills.
- PlastiquSw = [plastic-eye-que-sw] plastic sword forms in the hand of the caster that is as strong as adamantium.
- SonneRyma = [soh-nn-eh-say-ma] ring creation - makes a ring appear to your hand or wherever you want by imagination.
- DirtYtiy = [dirt-white-time-aye] dire consequence causes a consequence of dire straits to happento the target on casting.
- Dirg = [dirg] song of death and destruction to cause all enemies in area to weaken and become clumsy the vibrations.
- Xij = [xige] Banishment; kills or banishes all area creatures, familiars, animal companions and outsiders.
- Gratasictn = [grate-hase-sict-n] Etherialness; target becomes etherial till it does hostile or atacking action, person affected may be sick for a bit.
- PlarAly = [plare-all-aye] An outsider is called to assist the caster, that comes at a moment he is needed.
- CevaTudP = [sieve-ah- T-dud-P] Undeath to death on most creatures undead in area. Brings undead creatures alive again.
- Crubl = [cruh-bl] Crumble, cast on a golem or construct this spell slowly kills the person's construct or golem while the target crumbles slowly
- Droww = [droh-w] a victim will drown, by his lungs filling up, with water particles.
- StaHod = [stah-hold] temporarily encases a group of any creature in stone.
- Fochid = [foch-hide] a large forceful hand attempts to stomp and knock down by attack of one victim.
- GTudacla = [G-Too-day-clah] a great thundeclap with loud thunder noise and shockwave will be dazing those who hear it
- Dirge = [Dirg-eh] Dirge causes enemies to suffer ability loss of strength and quick adeptness.
- EInyy = [Ee-In-say-aye] Energy immunity creates target immunity to one energy type thats thought on and spoken of after the main spell is in casting.
- MasCurModMejlvMedituWunde = [Mase-Cure-Mode-Meeje-I've-Mead-lite-uhn-Wundeh] Mass cure moderated moderate wounds, heals each nearby ally serious damage, this is in a circle as well as caster, as the caster sees how the wounds happen and can experience the wounds going away. Optionally, ya can speed up, slow down or stop the effect by thinking about it as it does the curing effect.
- Bane = [Bane-eh] Banishment 2, Destroys many minor grimoires and summoned creatures and banishes people who are the target from the area.
- CatoUnded = [Came-toh-rUne-deed] Control undead, dominates one undead creature or person.
- MasCurlvMedituMejWunde = [Mase-Cure-I've-Mead-lite-uhn-Meej-Wundeh] Mass cure moderate wounds, Heals the area allies and caster in a circle and a moderate amount of damage.
- MasNflytMejWunde = [Mase-N-flit-Meej-Wund-eh] Mass inflict moderate wounds, damages each enemy in the area moderately and heals undead.

PlanrAlly = [Plane-r-Ally] Planar ally summons an outsider to help with what you want.

StaBod = [Stay-Bode] Stone Body, A moving stone is formed of your body that grants the target or caster more strength, less dexterity and adds damage reduction of ten times metal damage. This also has a 50% movement restriction with immunity to many negative effects. The target or caster takes 1/2 damage from acid or fire.

StaHod = [Stah-Hode] Stonehold, creates a cloud that encases a creature or person in stone.

BigbyFocfiHid = [Big-bye-Focus-fih-Hide] Bigby's forceful hand, Hand pushes target away.

CarnTuSta = [Carn-Tuh-Stah] Flesh to stone that turns the target to stone.

MajMesaAqya = [Major-Meesah-Aqih-ah] Isaac's greater missile storm, One or multiple magic missiles hits the target with minor-moderate to deadly damage and there is one to many missiles possible.

MasKui = [Mase-Kue-is] Mass vampiric drain, to drain some stamina of health and something of energy from the targets of people, creatures and items seen or thought on. This can be up to 500,000 or more people.

SuaBelElemIoMey = (Soo-ah-Beel-Eleem-I-oh-Mee-y) Summon Archangel - Summon an Archangel to your side or near you to be your aid.

MyySeq = [Mih-aye-Seek-Major] Spell sequencer can store 3 spells that the caster thinks of the name of and these are what ya need.

NeiiJinx = [Nee-nigh-in-Jinx] Neither jinx, neither targets in idea stops working or in an opposite effect, it can cause the person to go neither on a chance choice of things.

Winn = [Win] Winning, creates an effected win out of a moment for a target effected by the effect thats thought on or looked at as the spell is spoken.

MinSildSydh = [Mine-Sild-Side] Minor absorption shield, causes a shield around the target that can do absorption of minor spells and attacks through the shield as though ya own. This can also absorb shields as energy into ya.

MaLeceAnItzEnz = [Mah-Leeceh-Fx-An-Itz-Enz] Hydro effect waters, forms easily an effect of choice from the waters nearby. The effect is stated or thought on after the spell is spoken then think until as it is thought it is broken.

NaPore = [Nah-Pore-eh] Earth stinks, to stink of earth decay and feces or dirt itself. Decided on the casting of this effect.

NaBlo = [Nahn-Bloh] Earth blow, to cause a rain of blows from an earth effect that is from earth energy and the dirt in the area to the body in an area that ya think on as ya cast the spell.

MaiB-p = [May-ih-B p] Make magnetic, to make magnetic the object that ya touch and work with, as ya say the spell. To magnetize a human is to make them bipolar. This also causes objects to be irrisistable.

EHetPyroXXLash = [E-Heat-Piroh-XX-Lash] Fire lash that cooks, to create a barbed lash effect from fire energy that creates the feeling of fire on the intended target, wherever the lashing hits them.

SubtEFoc = [Subt-We-Foce] Subtractive Energy force, this subtle energy is cause of many things and people who disappear. As, it can make a subtractive force that erases things on thought of them with the desire to remove and after ya say the spell. This energy can eventually erase anything till its gone or its spell is countered. As it doesn't matter how its countered when active, it will still do it. Its possible to counter it with EEvom pronounced [Ee-Eve-om], which allows more control over it and thinking to the force 'cancel'. Or, say 'they didn't' and the force is cancelled.

Br = [Br or B-rr] Breaker force, to break the force of energy or pattern and erase the programming, of the object or idea. Think of the idea object, or idea, to break of its energy programming, and as you state the spell. This has possibility, of breaking things.

HexCusC = [Heex-Cuse-C] Hex curse view, activate this particular vision, and your able to see curses, as though a rune or sigil. You can then remove, or manipulate the curse sigil rune, as you see it.

GnoGlo = [Gn-oh-Gloh] Gno glow, Knowledge glow. Cast this effect and its like your glowing with knowledge. Your able to see others glow of knowledge. You will literally cast off light, from thinking about things, and knowing things. This also makes you self-assured, with a positive feeling or not until you want the ideal.

NegMyyMesa = [Neeg Mih-why Mees-ah] Negative magic missile; Causes 1 to 20 negative magic missiles use the negative ionic particles to form and as you throw them at a target for medium to extreme negative damage that means disruption of a working state, also with stress and negative thinking in people.

AerStausehTego = [Aye-ear Stale-us-ee-h Tee-gohn] Static shield; This shield makes any energy influence

near it to be 1/4 of its influence each second it is energy around the shield till it disperses.

EayVey = [Eery-jAy-whY VEE-whY] Eery visage; Causes the vision of a place to be overlaid over an area. This can be a place that is very eery, old and something like a ghost town or nearly anything else. Where there is a no pay effective for goods and services. Unless the payment is a possession for services asked for. The people and action, if any are there, are generated not from sex from peoples objects that were touched and the energy activity of 'here' where it was cast in as use. The spirit energy imparted into the object can manifest in the eery visage. This spell effects an area. To break the spell, get near the edge of the visage effects and cancel it from there, by a freehand sigil that means cancellation.

The more heat in the area the easier it is to cancel, the harder it is to cancel unless the person walks away or drives away from the area effected and the effect permeates the mind to where the person is susceptible to illusions and is seeing the visage. The person who casts it ends up powering it, so when they leave the effect fades sorta like the walking dead. This effect is monitored by demons and devils make it real. The thing is, you decide the outcome.

The demons or devils come at you or a target at a moments thought that can cause the person to become beserk, so especially when the effected person is angry does this occur to free you from responsibility. They can conceal or control a person until the spell is broken. This is one step away from hell and its possible for them to drag a person to hell who's caught by it. This happens when the person caught was condemned or deserved the effect. Its possible for release when the person who cast it, tells the demons to release the trapped in hell victim. To release think your released as elia delaborah.

EFiaCarn = [Ee Fie-ah Carn] Rubbery flesh; This spell causes energy that courses through the body and turns the flesh rubbery. This rubbery flesh can be very hard to pierce or somewhat harder to cut. It can get flakey though with cracks every now and then.

EFiaHow = [E Fie-ah Hole-w] Rubbery bone; This causes a current to pass through the body and it forms the bone to not be easily damaged or broken. This isn't like the Harry Potter movie where Harry's arm was flimsy and rubbery.

SpeFx [Speh Fxh]; Speed effect, to speed up the effect and event however much you need time to go. Speed up thinking with this.

SuaEmoeSex = [Sue-ah Ee-mow-eh Seex] Summon creatures VI summons allot of tough and appropriate creatures and makes more by causing sex.



## Circle XI (8) - Hard effects

UndedSlutes = [rune-deed-rede-Slute-ee-s] control one undead being for as long as a day.

DelaBlasPyrBall = [deal-lab-Blase-P-ir-Ball] delayed blast fireball that goes off when target enters area. This can be used as a trap.

FinG'kK = [fine-G k-K] finger of death that you touch someone or something and they die off quickly in something. If nothing is thought on or added as to be killed off, then the body dies off.

SwYyr = [Sw-saY-aye-r] mordenkainens sword causes a magical sword to fight your enemies.

Q-q = [q q] power word stun, automatically stuns target for a few seconds to a few hours.

ZedSenZyw = [zeed-Seen-ziw] prismatic spray which does damage to cause some death by random infliction.

MyyWardXX = [Mih-aye-ward-XX] protection from spells.

ShaSild = [shad-sild] shadow shield makes you immune to death and negative energy effects.

PrimaireHum = [prime-air-ih-r-eh-human] random elemental summons.

Nyc = [nic] destruction caused on the target that the target must resist death of or die.

ReparEalYptIvMedituXXX = [repair-seal-wip-t-l've-Mead-lite-uhh-x-x-x] Regeneration and cleaning causes wounds to heal and breakages or marrings to be restored fully including the brain or objects and cleaning of the target. This depends on the wound or destructive degree to how fast it works. This can make things easy to repair.

GodEveiHealvMeditu = [gode-evening-linen-heal-l've-Mead-lite-uhh] ressurection within or after 100 hours

with a 60% chance to succeed.

VieOroo = [vie-eh-ore-oooh] aura of vitality makes a greater benefit in all allies' health, strength and dexterity and in the caster's body's health benefit too. This can cause weight gain, slightly.

DumGlec = [doom-glee-c] carpets of insects attack at your command.

FrouMas = [frown-us-mase] mass levitation that causes with a 60% chance for a whole group to rise upwards or be raised.

MucAch = [mucous-ach] acidic dissolution of all target enemies or muscle ache.

Caco = [cake-on] cacofiend summons that calls a demon to rampage against your enemies, there's a 60% chance of cackling.

RuyRayReverey = [rue-aye-ray-aye-reeve-eer-ee-aye] ruby ray of reversal will target one creature or person and dispel one spell protection of any circle.

Myr = [mir] mirror creates a mirror effect in the air to reflect any attack or you can see your reflection in it. This can cause a mirror to be there to be looked in for its reflection.

KaoSpher = [chaon-sphere] This casts a sphere that just looks like the point me spell that affects the point or area that is pointed out with an effect of your devising by area or feel you realize then you know. This spell can unsummon anything summoned by will. As you think the spell or being name, then think to unsummon the being then dissipation of the spell or being happens.

Djin = [dj-line] summons an air genie to come and aid by attacking enemies of conjurer.

Efret = [efreet] a massive fire genie that comes to your aid to attack your foes.

Hache = [hay-k-eh] hakeashar summons brings forth a greater hakeashar or greater dark ghost being that is unaffected by weapons to make dark effects that is a water djinni.

UuKaYaHache = [Oo-uh-Kahn-Yahn-Hatch-en] Unsummon Hakeashar that effects nothing after this spell is there or not there by feel.

KaoEge = [chaon-egeh] summons a chaos lord to aid as the caster desires but do not call the chaos lord for small reasons.

WardUip = [ward-use-rip] warding whip will dispell one protection up to 8th circle every 1 second.

CorrantUlo = [cohr-rant-use-loh] enveloping power makes the targets power destroy itself, along with the person.

Spher = [sphere] sentry sphere by the creator - calls into being a earth djinni or use a sphere for uses such as attack, protect, scout, repair, contain, build plus other things and think the purpose to the sphere to have it do so or use is area to use stability or not now or use is create with the area as you sense to think then create.

SpherUviY-IOua = [sphere-groove-ih-aYe I-Ow-oo-an] otillukes resilience protection sphere creates a sphere that makes a person unable to be hurt or effected unless its needed and moves with the person. Moved out of the circle protection creates a displacement, from your area circle to not seem observed by observable means.

HeaCywlvmeditu = [Heal-C-ih-w-l've-mead-lite-uhh] Think bone and tissue repair for one person. See the crystal can create what you think. That is repair or elsewhere by work.

ByoLasOlas = [b-ih-oh-Laser-mole-maser] bio laser forms a laser blast from the hand and bursts forth incinerating or impairing not the eyes or target in a wide and straight line. This uses radiance energy or feel if you think to see or create by the area situated to use.

FyrFowl = [f-ir-fowl] fowling fire fowls all magic and machines in the area of the magic.

KouCilf = [cow-uh-c-is-lf] summon a servant elf to do what is needed for the caster.

BioBo = [bio-bow] Bio bow or feel, causes an energy bow that forms in the hand of the caster. Think it shot to shoot it. Aim as desired.

PyrSw = [p-ih-r-sw] death fire sword makes appear in hand a sword that deals death fire and incineration as damages.

CosmNetZueb = [cosm-neat-z-use-eb] See to create a link to the internet anywhere. Think the creator creates a net link yet your use is your own idea.

ShiNaLavaQya = [Shin-Nah-lave-ah-q-say-an] This lava storm creates a storm of lava that assails any enemy with a moderate-serious to deadly damage amount.

BokArticIOyjo = [bow-k-art-pickle-boy-aye-joy-in] play boy magazine effect - brings up beautiful women pictures in the mind.

Sfuwarintaiq = [s-fue-ware-int-air-q] Primal creature - summon a primal creature to work as a servent for

the caster that be unkillable and can be any shape at all. Shape thought on at the moment.

Detute = [Dee-Tute-eh] Destruction, Destroys target from the inside and kills them excruciatingly.

EtaelJunt = [Ee-tay-el-Junt] Ethereal jaunt is feeling, repeat is use or warded away enemies with area and suspicious people cannot detect the person unless the person makes an hostile action.

FotnaDyw = Foh-t-nah-Dyh-w] Fortunate fate, Casts a protective aura around the person that makes a good fate or feel is not occur when an a bad one of would normally try by use to happen, see or think it is a crystal that casts heal on the person when they normally would be hurt or killed.

GreCyrIvmeditu = [Greh-Cir-I've-mead-lite-uhh] Greater restoration, cures target of most temporary and all permanent negative effects, including drained experience.

MasCurlvmeditu = [Mase-Cure-I've-mead-lite-uhh-] Improved mass cure serious wounds, Heals each nearby ally and caster of serious damages.

MasCurlvmedituMajWunde = [Mase-Cure-I've-mead-lite-uhh-Maje-Wund-eh] Mass cure serious wounds, Heals each nearby ally and caster of serious damages.

MasNflytMajWunde = [Mase-N-flit-Major-Wund-eh] Mass inflict Serious wounds, Damages each nearby enemy major damage. Heals undead.

EalXX = [Ee-al-XX] Regenerate, causes 10% of the targets full health to be recovered each 6 seconds or faster restoration.

EveiHeaReueelvmeditu = [eve-ee-ih-hee-ah-ree-you-ee-eh-I've-mead-lite-uhh] Resurrection, Revives and fully heals the target who is killed or knocked out.

WodFathYoh = [Wode-Fath-Yow-h] Word of Faith, Kills or stuns enemies or causes what you desire by simply stating it with intention.

GrapyHid = [Grape-y-Hide] Bigby's grasping hand, mental hand provides cover and forces away or grapples by holding the targets as necessary.

MajShadBeiz = [mage-shade-be-liz] Greater shadow conjuration, major shadow conjuration that allows for the caster to cast any shadowy version of 1 to 5 circle spells or any actual spell that the person thinks on before or when casting and this can summon a shadowy form to serve you. Any actual form or item. This can even form whole areas of shadow substance.

MasViuP = Mass hold or control with people that is a person holds by paralyzation many enemies.

MyyMantl = [Mih-aye-Mantle] spell mantle absorbs 16 spells and makes the mind body strengthened with effects of desire, powered by the energy gathered from the spells.

MaiFx = [may-ih-Fx] Make effect, to make any effect thought on as or after stating the spell word, as though from the idea. The idea is generated as expressed, into being manifested however ya want or thought on.

MasKuiMajXX = [Mase-Kue-is-Major-XX] Mass major vampiric drain, to drain vitality and allot of energy from targets of people, creatures and items. This can be upto 1,000,000 people or more.

MajSildSydhIvmedituXX = [Mage-Sild-Side-I've-mead-lite-uhh-XX] Major absorption shield, causes a shield around the target that can absorb many effects that would kill ya normally. Including major spells and attacks. Energy goes through the shield and aura as though it becomes ya own energy stripped of its programming. This can also absorb shields into ya as energy.

HalTuk = [Hale-Took] To take with an AI or server the effect of whatever ya need, including health. Once the spell is stated, the effect of the AI/server take is to gather for ya the necessary items and then to make it appear in the right spot or come to ya.

HliIvmedituBlo = [Heelih-I've-mead-lite-uhh-Blose] To cause each blow that ya take, that would damage ya to instead heal ya with 60% chance. An the blow, even if ya take a wound or bruise, it will heal ya very quickly, on statement of the spell. Sometimes the healing blow can turn into causing a little weight per each blow, as the body converts it, the hit, into body weight health to cause healing. At some point, however the body will give out and fail, if enough blows are done. The body weight is augmented by drug intake. Some drugs can increase the weight as its increased allot with the blow, and some drugs can decrease the weight of the victim with the blow.

PsiVaNat = [Psih-Vah-Nate] Psychic nature, To cause anything of a psychic idea or vision to be of and in a target. They suddenly gain a psychic ability. Whatever they think of the psychic idea will exist for them.

KIGhafwmit = [KI-Ghaf-w-mite] Lightning storm, to form a lightning storm where ya want it, that hits the targets with lightning that are focused on after it forms. It forms fairly quickly on a somewhat cloudy sky and quick enough on a clear sky.



EgoNibFreyYa = [Egoh-Nibe-Freet-ya] Mind trap, to create a trap in and of something that traps a mind through fractal magic effect. This trap can keep a persons attention for hours to days or at least keep a part of the mind without it being realized.

EVaLashYa = [E-Vahn-Lash-Yahn] Air lash, to create a lashing effect from the compressed air particles on any target that is intended, near the air.

EMaLash = [E-Man-Lash] Water lash, to create a lashing feel from the water thats nearby on the target that is intended.

PyroEBo = [Piro-E-Boh] Fire Bow, causes a energy bow to shoot ya target with firey heat arrows. This happens the moment ya imitate the shooting of a bow or thinking it shot.

MaEBo = [Man-E-Boh] Water Bow, causes an energy bow to appear in hand that is felt, and, ya can shoot highly compressed water shots at the target. Think it shot to shoot it.

VaEBo = [Vahn-E-Boh] Air Bow, causes an energy bow to shoot highly compressed airballs at the target. Think it shot to shoot it.

IpeEn = [Ipe-eh-Ee-n] Target at the end, to cause the participant to target something at the end of an activity. This can be to use a targeting skill that can gain ya riches or to end a problem.

IIEEn = [I-I-Een] Reattach, cause a reattachment to be effective of some physical means.

BanWarUnt = [Bane-Ware-Unt] Ban hammer causes an idea of a hammer formed from spirit and aether that can hit, deal minor to extreme damage and ban the effected person from the area, to an area ya decide is best for the effected. Until the effected is allowed back. This can be reflected back.

Quarell = [Que-arrell] Quarrel, makes the idea of an arrow like attack to occur as an argument happens an can effect the target.

ShaeMyr-Ima = [shae-eh-mirr I'm-ah] Shades mirroring image, powered by shades this makes any image of a person or thing you think of to reflect energy of many sorts, including the visual energies and to form itself by those visual energies again. This can create many more of another you or object, to be doing what ya or the object are doing, unless its decided to do else as it is a live shadow form. As, the images are 'alive' and in a shade form, saying what ya want to mirror after the spell, will sometimes cause this spell to work better.

AAeLe = [A Ae le] Price manipulation; Writing this spell causes your subconscious to manipulate prices, in the manner that you would want. Have thought of what you would want to believe that you can change. Because it takes belief, to set the effect and its triggered by the statement of the spell or idea. This seems easy to those used to doing hard things. This is useful for manipulating gas prices.

SuaBelArklo = [Sooth-ahm Beal Ark Eye-ohm] Summon Arc-darkangel; This spell summons an arc darkangel to be at your whim and to possibly fight for fun. They do things as they decide to do them, but at your request by statement with intention. They can summon other dark angels to get their necessities done. They will protect those nearby whom need aid and are physical based, in magic use. Their magic is intuitive, and can be very hazardous to the health if you are deserving a reprimand. They do things like the darkangel, though as well. They represent darkness in all forms and can negate corruption, this uses the great dark at will.

SuaYaKa = [Sooth-ahm-Yah-Kan] Unsummon Darkangel; This unsummons the darkangel from the point you think the darkangel exists. Dededomo = [Dee-dee-dome-oh] Burn alive; makes a person burn alive regardless of who they are.

MedituMyyMesa = Voidal magic missile; [Mead-rITe-uh Mih-why Meese-ahn] Causes 1 to 30 magic missiles made of void to form as you throw them at a target for medium to extreme voidal damage that means disruption of a working state and draining of the target energy and vitality.

NtraySildCavat = [N-tray-ee Sild Cave-ate] Entropy shield convert; Converts energy that goes to the body for use as it is and slowed down. It also helps weightloss as it converts weight energy.

IeyWilder = [hIgh-EE-whY Will-DErh] Suspence spell; This suspends the motion in view. Where, the view can be acted on as the person is given time to consider things. And, also to allow them to cool down.

ENisiatyAsy = [Ee-Nise-in-ate-why hAste-why] Insinuating assault; Its an assault that comes at a time when someone else is around and uses insinuation to create effected target havoc, sometimes by others making the insinuation or forgetting things, acting on derived idea. This spell is causing havoc, mostly by making the target become the insinuator and this causes his or her insinuations seem to bear fangs and make the other people tend to avoid the effected person. If they are incensed by insinuations they can strike out. In one such case of the effect, the insinuator became banned.

ShiNaE = [Shit-Nah-E] Lava energy protection or manipulation, by will. Which causes a fascination with something.

ShiNaELash = [Shit Nah Ee Lash] Lava energy lash, this needs summoned lava energy. Use your will and mimicry of the lashing you want, in private or not. Making the effect materialize.

Thix = Saving grace; This is the spell of protection that saves you in the poit that is a moment in time.

ProtegoSyhE = [Protect-Egoh Sih E] Protection field; To cancel out the effect by redundancy which is by reaction and not being noticed. To do things by stating what you notice cause the subconscious to make it nonexistant. As it is nonexisting, it is formed into existance. Directed away from you by your subconscious. This can form living statues and objects with an intended idea, that feed off people energy and survive intact longer. This can cause animals and beings to do the same and seek to eat live targets as though enraged.

EBout = [E Boh-huhn-t] Energy boost; Without saying the n, this will cause an immediate energy boost. Which lasts as long as the body needs it.

SuaEmoeSyi = [Sue-ah Ee-mow-eh Say-ih] Summon creatures VII, summons some very tough and appropriate creatures.



### Circle X (9) - Very hard effects

PlaneMaj = [plane-eh-mage] greater planar binding summons or paralyzes an outsider that is human shaped.

HorKuiBod = [how-r-kue-linen-bode] horrid wilting that pysically melts the person through draining said target and internal heat, and it bombards the targets with major negative energy.

PyrnUag = [p-aye-rn-use-ag] incendiary cloud creates a firey cloud that descends on the targets and does hot fire damage to all in cloud.

MasAnciDef = [mase-rance-lih-deal-f] mass blindness and deafness - all nearby enemies are struck deaf and blind to things.

ChaMas = [chalk-mase] all creatures and people are improved in disposition towards caster.

MynBlanc = [min-blank] Mind blank that renders all allies and caster unaffected to mind affecting spells. Causes the target also to not be mind read. This effect is to a greater degree than the lesser mind blank spell.

Cim = [c-lime] premonition gives you warning before the event and damage reduction of 60%, possibly by the psychic vision.

MajPrimaireHum = [maje-prime-air-lir-en-human] random greater elemental summons.

EreOrooMentomo = [eer-eh-one-root-ment-one-mon] aura versus alignment - target gains immunity to mind affecting spells and high resistance to creatures of the alignment of which you thought on when casting.

MakMajUnded = [make-major-un-dead] create greater undead makes one greater undead creature of vampiric nature and to regenerate quickly.

PyrAqya = [p-ir-are-q-say-an] fire storm causes serious to deadly fire damage to enemies.

MasHealvmeditu = [mase-heal-l've-mead-lite-uhh] mass heal all allies and caster fully healed.

EvemAari = [eveem-may-as-r-in] sunbeam that does minor to serious extreme damage to undead and serious damage to others.

Natec = [nate-tea-c] lowers enemies spell resistance and heals allies.

Leht = [left-ht] shift yourself or people that you want on saying of this word.

MasILunPolFrebyLihXX = [mase-line-lune-pole-free-by-Lie-h eXh eXh] Lift in place; lift many items in place with this spell.

SpherosSurr = [sphere-low-s-surr] sickle sphere assault that causes a large sharp ice sickle to strike after becoming many and surrounding the target.

Dhoy = [dhoy-way] call a tornado to come and destroy any in area.

MedituSwYyr = [mead-lite-yuh-sw-wy-aye-r] mordenkainens black sword of disaster causes a magical sword to fight your enemies draining of experience.

Jagato = [jage-late-on] atomic edge that sharpens a weapon or slices a target to pieces.

Maz = [maze] maze that puts a person into a private place, in their mind that the person dreams up. This place is as a prison and they are kept there as long as possible according to intelligence.

DdXac = [caddy-exact-c] simulacrum creates a being exactly like the caster that is a powerful ally.

MyySeqMaj = [Mih-aye-Seek-Major] Major Spell trigger can store 6 spells that the caster thinks of the name of and these are what ya want.

CymDeth = [cymbol-Death] Symbol death makes a symbol appear on any surface that kills the intended target that the person thinks of at the time of casting.

CymPhit = [cymbol-fight] Symbol fear makes the symbol of fear appear anywhere on a surface and makes fearful any that get too close.

CymJohn = [cymbol-john] Symbol stun stuns any victim that gets close to the symbol that appears on stating the spell.

CymFza = [Cymbol F-zahn] Symbol freeze; Freezes the person as they get near the symbol of freezing that appears in the area. Where you wanted it.

GraChAuSpeXSosp = [grade-change-luh-speex-soh-sp] transform any material touched or item thought on to gold as ye visualize it.

IruCymo = [ire-us-c-kim-on] symbol anger makes anyone who gets too near it angry and beserk.

CymFut = [Cim-Fute] Symbol effect, where the caster causes a symbol that causes the effect wanted at the time, by desire or need. This symbol may also make any other effect thought on at the time to effect the area and people in said area. Any actual time the symbol is there.

EmorEmori = [Ee-more-Ee-more-ih] Remember, causes remembrance in the person.

SildGyn = [sild-gin] shot shield makes a bullet proof shield that deflects any bullet.

HuiStern = [hue-in-stern] throwing star creates as many throwing stars as you imagine appearing where you like.

HuiDovaStern = [hue-in-dove-an-stern] detonating throwing stars that are thrown and cause a inflicative explosion. Once formed, it will reform in hand, until ya don't need it, and all ya need is to toss like a throwing star.

SiloFok = [sigh-lo-f-ow-k] body storage spell causes the casters body to store items pressed against it with only a few pounds per item stored.

ByoSild = [b-say-on-sild] bioshield, cast at a target including machines to make the target have a bio protection field.

SildOroo = [sild-ore-oo] aura shield makes the caster form a auratic shield around the body that absorbs any damage as energy.

ImprolveiThyl = [Im-proh-l-veer-in-thil] cloak of darkness - Once said and the material touched, in some manner, this spell will enfold the caster in a cloak of invisibility effect. The material can be skin. Cast on a cloak or clothing or item of any sort, will cause an invisibility effect to the wearer of the cloak or clothes or to the item. The wearer of the effective invisibility will only be seen, if the seeker of the person intentionally wants to see the person or thing.

PlastiquAcierU-w = [plast-ice-quh-ace-buyer-use w] plastic steel skin - Makes skin of the target or caster like plastic steel, protecting him or her from laser and any other attacks as if the person wore a full steel armour suit without movement restrictions.

CrysEmor = [crystal-ee-more] crystal armor materialize makes the armour of pure crystal appear on the person.

Tytiyg = [tih-time-why-g] good circumstance causes good consequences of the targets actions.

JiiEp = [jie-in-eep] extend spell to last infinitely or as long as possible.

Bobbe = [bobbe-eh] rock fall from sky to cause minor to serious extreme damage to most enemies and area

SunBust = [sune-bust] Sunburst, caster focuses a very bright explosion in an area to kill all vampires and undead unless resisted but non-undead are major hurt or magically blinded

ClekCb = [cleek-see-b] Bigby's clenched fist, a huge clenched fist appears and attacks a target till death doing minor-moderate damage each 6 seconds and possibly to stun the victim

BlaStaff = [black-staff] Blackstaff, makes a staff magical, lightweight and hard to destroy. With each hit dispelling the spells on the person.

NaUuq = [Nahn-Oo-lude-q] earthquake that sometimes causes serious to extreme damage to all in area. If it seems to do nothing, then it can get attention, to else.

MasCurCritWunde = [Mase-Cure-Crite-Wund-eh] Mass cure critical wounds, Heals all nearby allies in the area and includes the caster in the healing of critical wounds.

MasNflytCritWunde = [Mase-N-flit-Crite-Wund-eh] Mass inflict critical wounds, inflicts critical wounds on anybody and everybody that is an enemy.

Bombed = [Bomb-ee-d] Bombardment, Blasts nearby enemies for serious to deadly damage.

FeBod = [Feh-Bode] Iron body, caster or target receives greater strength and lesser dexterity, with damage reduced 15% to metal effects or assault. There is also a 50% movement slowing, with immunity to many negative effects. The caster or target also takes 1/2 damage from acid and fire damages.

MasChaMasta = [Mase-Chah-Mastah] Mass charm monster, Nearby creatures in casters view favor the caster more favorably.

PoricRayXXX = [Pore-Ice-c-Ray-y-XXX] Polar ray, a ray that inflicts medium to minor to serious-extreme cold damage.

SuaHosanAid = (Soo-ah-Hose-an-Aid) Summon Saint - Summon a Saint to your side or near you to be of your aid.

InEnRammyNaSfa = [Ine-Een-Rammy-Nah-S-far] Earth spheres that are objects that roll to the ground, then if though you use them as energy that is shit to summon earth spheres from the ground to the area that ram into to target.

InErNaBustSfa = [In-Ear-Nah-Bust-S-far] Earth burst, think to cause some effect then you stay or leave to allow the effect. To cause the ground nearby to rupture upward into latent little earth spheres that explode at eye level or the level ya decide to explode them and cause ruptures and possible blindness. To set them off, is to think them as though 'exploding outward'.

AqyaSlta = [A-qia-Slta] Storm shield - Makes a shelter from all elements that is a part of a 'storm', and this effect is that which shields ya from all the elements that ya feel ya should be sheltered from. As, ya do actions that cause ya to be sheltered and shielded. Its effects can be to prevent water from touching ya or other elements from getting near effeting ya.

EalSihunnlry = [E-ahl-Sigh-unn-l-rye] Unnatural slenderness, to create in a person an unnatural start to a state of slenderness, which is that type of slender nature that doesn't easily go away. The effect should be cast on children or slender people to keep that slenderness they may have, as it is a start to becoming unnaturally slender. Thick-set people should consider using this spell if they really want to as it can also thin them up, with the final result of unnatural slenderness. One side effect of this, is that the effected will sometimes form a higher emotion.

HyyLet = [Hih-y-Leet] Heavy set, causes a target naturally to inexplicably be a heavy set, from any other condition. As though, naturally chubby. This can fatten up nearly anyone, but it draws the weight from the caster and other people the spell selects, as though ya selected them without knowing it.

MasModFx = [Mason-Mode-Fx] Mass Moderated effect, to cause an effect that is thought on in a mass amount of people. That, is moderated by yourself as ya get to observe the effect, from where ya are. As it happens to effect the target group. Ya can moderate an effect already happening with this spell, as in cause it to do something else, slow it down, speed it up, stop it, or ban it from happening again (at least to ya mind) by thinking about it as the effect occurs.

EInflictuUuqSpie = [Ee-InflictuH-Yue-uq-Spie-eh] Poison spikes, makes spikes that are poisonous to be near and inflicted upon the target.

CagrEmor = [Cagr-Ee-more] Moveable cage armor, forms a cage thats moveable and armor to ya or the target. This is with a trap door released without you having to see anyone, so see ya can get out of it or things fail. This will block against big things or large things that attack, and deflects a blow coming to ya or the target's way. Ya can do almost anything in the cage, yet none can hurt ya nor can ya hurt them with large things that are attacks.

IEmor = [I-Ee-more] Eye armor, causes the eyes and third eye to be armored. So the idea is it can't be stolen, simply until the I armor is worn down.

Shaihe = [shay-in-ehh] Fire being, to make a fire being appear near the person ya think on as a target. It will repeat whatever ya say with a gravelly voice till dispelled. Or, it can do what ya want it to do.

Shaie = [shay-l-eh] Water being, makes a water being appear to someone that is thought on as a target. It will be able to do what ya want it to do or repeat what ya say. To make it work right, sometimes ya might have to summon some energy before attempting spell.

SereSfa = {Sear-eh-Sfah} Searing sphere, Make a searing sphere appear above the limb or hand while

holding out your limb or hand and summoning energy to yourself, while saying the spell as you imagine it form. Then cast it forward by throwing your hand forward and thinking of the target being struck by the sphere. This does minor to extreme damage, if allowed to over time. It helps if you imagine or visualize what you want the sphere to do after it hits. This searing sphere might take several minutes to form.

LesNegMesaAqya = [Leese-Neeg Mees-ahn Ack-linh-ah] Isaac's negative lesser magic missile storm; Inflicts through a storm of negative magic missiles that does a minor to serious-extreme bit of damage on those nearby. Theres 5 to 40 missiles possible.

ChanMyyMitl = [Chain Mih-why Mitt-l] Chain Magic Mantle; This is a magic mantle that protects by absorbing 20 spells. Then uses the spell energy in a contingency effect, thats decided on and if not decided it is pushing back the spells to the people who targeted you.

NtrayAerStausehTego = [eN-trade-why Aye-ear Stale-us-ee-h Tee-gohn] Entropy static shield; This shield slows anything near it and makes 1/4 the effect from any influence including psychic assault each second till its gone.

ManipulMesa = [Mane-l-pool Mee-sah] Manipulating missiles: They are energy missiles cast by manipul mesa. They manipulate the person, on strike, into doing what you want. Just focus your mind on the intent as you cast this. On a bad moon of waning or new nature, they could cause paralysis.

NsuySyx = [eNh-sue-why Six] Ensuing death spell: This spell causes an ensuing death on those you target. The effect goes beyond this life, unless cancelled. This can effect immortals. The unensuing death spell will cure the actual effect from the person.

SuaEmoeEt = [Sue-ah Ee-mow-eh Eight] Summon creatures VIII, summons allot of very tough and appropriate creatures.



## Circle XI (10) - Extremely hard effects

Kuio = [k-use-line-on] energy drain of target for some of their experience temporarily.

MajJuuMantl = [major-jue-uh-mantle] greater spell mantle absorbs 24 spells and makes the mind body strengthened with many effects of desire.

SoIC = [Soh-l-Cee] Allows you to look in the mind of the personal target or the person. If not personal, then you possibly won't want to do so, thus you effect a temporary block.

SwarCrit = [sware-cr-light-t] meteor swarm strikes all people in area with a deadly amount of damage.

SwarCrat = [Sware-Crate] To be in a game of swearcraft, where you can cause people, to play and in order to do things they will swear to do things.

MyyDaete = [Mih-aye-day-etteh] mordenkainen's disjunction is a more powerful greater dispel magic.

Kie = [k-mile-eh] power word kill, kills target with a word.

ShapKig = [shape-kige] shapechange - target becomes able to shapechange into a anything they can want to become.

GafPrimaire = [gafe-prime-air-er] elder elemental summons.

GafPrimTy = [Gafe-Prime-Tye] GafPrimeTime or PrimeTime, that is the time that is a primary moment and that is created after saying this, whether on air, tv or at some other time.

WoTy = [woh-tye] time stop allows the caster to cast spells and attack while the rest of the world remains hidden.

JiyCryEkiDeth = [jie-aye-cr-aye-ee-kid-death] crying wail of the banshee that kills all enemies in area or they can try to resist it.

Wyrd = [wie-rd] weird spell that kills enemies while draining them from anywhere due to a terrifying phantasm.

NoirHol = [no-ir-hole] implosion causes a black hole to kill everything within area of effect.

AqyaAch = [ache-q-aye-ah-ach] storm of vengeance causes minor-moderate acid and energy damage each 6 seconds.

TwexyTy = [tweak-x-aye-t-aye] time manipulation - manipulate time as the caster desires.

PrimaireSwarm = [prime-air-eh-swarm] Elemental swarm, summons many full elemental to be under control

of caster, that you thought on while casting or you can state what elementals you want after stating spell and they will appear, in a great number.

Ysh = [wish] Wish - concentrate on your desire while saying and it will happen.

MedituHamoMak = [mead-light-uh-hame-on-make] create object - think on object while saying to make it appear.

IpoFrou = [like-p-on-f-round-uh] fly in place an item with this spell.

FyrdDhoy = [f-aye-rd-d-how-way] fire tornado that does serious-extreme fire damage each second in all area to which its thought to effect.

YtlyHamu = [way-t-lye-hame-uh] mana flood causes a flood of power to serve through the area that messes up spells or increases their potential 1000%. This can weaken the materials in the area it is flooding, after a few days of it and this is including the body.

AtlaCyro = [atlas-c-say-roh] ice knife forms a knife of ice in hand or the air, that you can toss your hand forward to strike with and it will always return to hand at will.

JagatoSurr = [jage-late-oh-surr] Atomic surrounding edge, that slices a target/s to pieces by surrounding the target/s and it stops when they are in body pieces.

ImmAbsolu = [i-emmy-absow-luh] absolute immunity causes complete invulnerability to all weapons until the caster decides it not be there. The target literally can recover from any weapon strike, as though unharmed.

MedituBoe = [mead-line-tub-bow-eh] black blade of disaster comes into being and attacks foes draining them of experience.

ChanOrk = [chain-work] chain contingency can store any unlimited spells that the caster thinks of the name of and its upto you the caster to decide the trigger after storage.

Spherlan = [sphere-l-an] Esen "tada" this is freedom for you as your actually held in a sphere that is a releasable trap sphere to release to some place or feel. Seeing if the freedom frees any imprisoned being from far beneath the earth that was trapped in a sphere or not, release to see work with a fairy is not to release a demon.

GioSpher = [g-live-oh-sphere] sphere imprisonment released when cast and the target is touched or telepathically touched, will imprision the target far beneath the earth in a sphere of suspended animation, leaving the body where the target remains until a reverse of the spell is cast.

MyyKink = [Mih-aye-kink] strikes all spell protections from target.

MyyAi = [Mih-aye-Are-in] spelltrap creates a magical barrier around you trapping every spell cast at you causing a remembrance of the spell in you.

DamonMesy = [daemon-mese-aye] Daemon Summon, summon daemon to send a message of any sort just think of message while casting. This daemon also protects you but first does what you want.

YaGoInStraDonL = [Yah-Gow-in-Strah-Down-L]Go straight to hell, Makes the target goto hell or start to as they can goto the ground. If no target is in mind then its you going straight down. This hell can be symbolized, as well in the form of an indication by a sudden hellish lifestyle.

MesaX = [mese-sah-X] forms a missile that kills on contact the target, making a grenade fragging energy explosion, thats harming more than one target in area. Shot from the hand throwing its fingers foward in some degree. There's the least possibility of effect though, of the person freezing up temporarily.

MesaIxpX = [mese-sah-ripe-xp-x] explosive missile that explodes on contact of target with a fire grenade frag, thats thrown or shot as though a triggered gun and sometimes thrown by throwing the fingers forward, doing serious to deadly energy damage to the targets around it.

MesaFedXX = [mese-pad-feed-x-x] feeder missiles cause great impact of grenade like energy damage to a group of enemies, absorbing their energies giving it to the caster. Shot forward as though pointing your hand pulling a trigger or throwing your fingers foeward.

MesaEnhaz = [mese-ah-end-han-z] drunken missiles that make devastating energy impact whence thrown from hand by throwing the fingers forward, to hit unneringly the targets with an energized fragging impact.

SwLas = [sw-laser] laser sword - That appears in hand to act like a sword and incinerates the target in some form. This includes the destruction of the targets equipment.

Konk = [konk] knocks out any target.

DovuUmoAuAcierSpeSosp = [Dove-uh-rume-moh-Aim-uh-Ace-isle-er-Sped-Soh-sp] Change to druidic gold steel, changes steel or other material to druidic gold steel by touching material or steel while saying spell.



MedituKamurAqya = [mead-light-us-came-lemure-faq-say-ah] incineration storm that shoots black lightning at anybody in area of effect at the casters willing.

Viq = [v-like-q] silent death causes the death of the person through consumption of said persons power.

PrimaireSilo = [prime-air-eh-silent-on] storage elemental cancellable by thinking so this actually forms an elemental that stores any amount of objects as if no item weighed anything.

KaoDacto = [chaoh-dactoh] chaos dragon summoning calls a negative plane dragon to your aid.

TrePoly = [treh-pole-aye] tree transform makes a tree of choice from a body.

DoliSw = [dole-in-Sw] moonblade that appears in hand and kills or manipulates with the power the moon.

StavlInme = [stay-v-in-meh] magical wand that appears in hand to make any effect you want and disappears at need. This wand is created some other moment and acts for you now.

Suag = [sue-ag] cure target of lynthrocampy, although if it fails it will just make a swagger in a person.

TyTiy = [tye-time-aye] create any consequence by thinking on it when saying spell.

CrysSw = [chris-sw] crystal sword materialize makes a crystal sword appear in hand or in the air and it can act for you.

SheolBrut = [she-holly-brute] calls a hellspawn to aid the caster at the casters will.

SfuwardDacto = [s-fue-ward-dactoh] primal dragon transform - call an undefeatable primal dragon that can kill with a thought.

CruHid = [crush-hide] Bigby's crushing hand, a large attacking hand provides cover, grapples and forces a victim to take serious to deadly damage by crushing till dead.

Etaelne = [Ee-take-el-neh] Etherealness, Enemies cannot detect the party until any member of that party does some hostile action.

MasHeal = [Mase-Heal] Mass healing; Heals each nearby ally, including the caster, and cures them of most negative effects.

CevuAoElnyy = [Ceve-uh-Ao-E-Inih-aye] Undeath's eternal foe, Grants party immunity to negative damage, experience and energy drain, ability (to get something done) decreases, poisons, and diseases.

MasHodMasta = [Mase-Hode-Mastah] Mass hold monster, Paralyzes many creatures.

Shae = [Shade-eh] Shades, casts an actual very powerful spell or summons a shadow form or man that is of a strong shadowy version of the spell in mind, but ya think on the spell to cast with the shades spell before or as ya cast the spell. These spells are powered by shades. Once again, ya need protection from hostile shades before casting. A quick way around of casting of the spell is to do the spell gesture that corresponds with the spell ya wanna cause in effect as the casting of the shades spell is done. The shadow man can give ya future readings and idea as well, if asked.

J-pCyr = [J p-C-say-r] Unlimited restoration - Restores lost idea, experience, stamina and from mind effects, afflicts and spells by 'recovering' from them and taking it from past, future, and present as if now to replenish or regenerate what is lost until the effect is done restoring.

Atepo = [A-tepe-oh] Normal time, causes time to revert to normal again and things continue as ya notice an action goto nothing.

Aynt = [A-why-ent] The unevent, causes people to do something in time that causes an unevent that is an unseen event or an event that goes to nothing due to inertial effect in idea. So its ignored in even an after moment.

NaJia = [Nah-Jie-ah] Earth platform, to cause an earthen platform that moves with ya. And, it has tendency to form underneath ya and ya can walk without falling on it.

InEnErSpie = [In-Ee-n-Ear-Spie-eh] Earth spikes, To make earthen spikes appear from the ground. They can do damage, if they are directed to and appear under the feet of the target person. Because they are life and effect of earth energy.

KIKablastriAqya = [KI-Kah-blas-trih-A-qia] Black lightning storm, to form a storm where ya want it, even on a clear sky, that emits a mix of black lightning and normal lightning to hit the ground or the targets near it. The black lightning will kill and vaporize almost anything.

MasIpu = [Mase-I-puh] Mass insanity & madness, causes insane moments with madness in people that are targeted by this spell effect. Only in mass insanity, do people become erratic. Once lived through, the madness disappears. Sometimes, the insanity won't go away easily. Sometimes the erratic behavior, is where a person will do something that is not normal in behavior.

MasCupo = [Mase-Coo-pohn] Mass sanity, causes the targets that are 'touched' by madness and insanity to be zane sane and in focus with calm.

ElemIso = [Ee-leem-I-soh] Element isolation, isolate any element and elemental of choice and remove it from effect off of or from the target. This can create an elemental isotope from it with thought on this idea while or after stating spell, as its an elemental isotope that attaches to the person or target, after its formed and it shares the memory as experience as it eats the person of diseases and bad effects. This isotope can share the energy it has with the person, when the person needs it, and cause the person to live longer and with more energetic endurance.

EInflictuGnaLash = [E-Inflictuh-Gnah-Lash] Earth lash, causes a lashing effect from standing or being near the certain part of the ground that the target is near.

EGer = [E-Gere] Energy germ, this causes a germ, that is summoned to an area and is made of energy, to do whatever ya want or think on at the time of casting, by the germ recieving ya thoughts or need, doing the deed and transferring the results to ya. At the least, it can cause some sorta sickness or no sickness and at the most, it can cause events as ya 'train' the germ with ya thoughts.

MasSostryPyroEBo = [Mase-Soh-st-rye-Piro-E-Boh] Mass shot fire bow, causes an energy bow that shoots many enmass fire heat arrows. Think it shot to shoot it.

MasSostryHydroEBo = [Mase-Soh-st-rye-Hyde-roh-E-Boh] Mass shot water bow, causes an energy bow that appears in hand and ya can feel the bow that can shoot many enmass highly compressed water shots. Think it shot to shoot it.

MasSostryAerEBo = [Mase-Soh-st-rye-A-er-E-Boh] Mass shot air bow, causes an energy bow to appear that ya imitate a shot of a bow to shoot many highly compressed airball shots. Think it shot to shoot it.

MasSostryBioBo = [Mase-Soh-st-rye-Bie-oh-Boh] Mass shot bio bow, causes an energy bow that forms in the hand of the caster and can shoot many enmass energy arrow shots. Think it shot to shoot it.

ArkjutrEmor = [Ark-juttr-Ee-more] Diamond moveable armor, forms a diamond shield and armour by effect of idea. This can make ya undefeatable as it absorbs the damage of all blows into itself. And leaves the body as though unhurt. This can protect ya, even though its 'off' of ya and allows ya to be moving, as even when off its still on ya.

XyTyebub = [X-why T-why-eh-bube] Psychic timebomb - To create a timed bomb effect that activates and causes confusion, on command, as a power rush goes through the mind that is percieved as energy an thats too much, as in psychically, where it can create a headache. Theres also placed on the target, a negative perception after of a visual argument in some form. Sometimes, so much energy can pass through the mind, that it can cause the person to pass out or die in the extreme reaction.

DracoSt = [Dray-coh St] Dragon strength - To cause the strength of a dragon to enter your body and be used for a some time. You might feel drained afterwords.

ZehrEhh [name thing/person] = [Zehn-erhn Eh-h] Come out (of nowhere or somewhere), item or person; Makes what you want, to appear to be near, to come out and become of where you are.

LesMedituMesaAqya = [Leese Mead-rITe-uh Meese-ahn Ack-lihn-ah] Lesser voidal magic missile storm; Inflicts through a storm of voidal magic missiles that does minor to serious-extreme bit of draining damage on those nearby which drains the stability and energy and vitality from the targets hit. Theres 10 to 100 missiles possible.

KheperHornTuBObjSeh = [Khey-peer Horn Tuhn B Object See-ehh] Transform intrusive to live object; Cast on a Room area, this forms a field that causes people that shouldn't be there in your mind world to be an object. And objects here physically to be people there. It makes the obtrusive person to seem to be nonexistant to you and you can stand the person who annoys you, even though they become annoying they are not noticed mentally and sometimes ignored. If they get very annoying, then they are likely to be dealt with. This has a tendency to cause them to act like an object. On death of the intruding person, in the field of transformation they will become an object that finds its way there. This object tends to cause a repeat of things happening that send energy through the object.

KheperHornTuBDigosSeh = [Kheep-ear Horn Tuhn B Die-ghost See-ehh] Transform intrusive to animal; Its to set an area to transform intrusive people and other beings like ghosts into becoming an animal reincarnation form. The beings and ghosts caught are imediately transformed into that of an animal. And, they 'find' their way to the place that transformed them.

ManipulErisedMesa = [Mane-I-pool Ee-rise-sEed Mee-sah] Manipulating Erasure missiles: They are energy missiles cast by stating or willing the spell. They manipulate the person, on strike, into doing what you want as they erase the thing not wanted. This is done by a seed of energy that effects nearby it. Just focus your mind on the intent as you cast this. On a bad moon of waning or new nature, they could cause

paralysis.

AuraOerised = [Aura Oh-ee-rise-ee-d] This aura erases and distracts people you get near. This does cripple and could erase from them anything you want of purpose.

EmFooShoo = [Emm Fold-on Show-on] Freedom from release; This frees the person targeted from things that are effecting you.

Act gi [Act gift] = Act good; This is the act that is good and is suave and smooth, unless in as you think and feel with energy as focus with no actual thought unless necessary. As a gift you are there or not, think there anytime and your there and otherwise by thought of something to do if not in needed where you think to seem as if an energy focus can use to see with direct focus words. Think and do and you get work or now road work as you are due repair and as due with explanation. As I would help you means the third eye is doing as the brain cerebral is metaphysics based core response but it is metaphysics use to create the third eye by focus in mind and in body to create what you think otherwise you turned it.

The qudopli [Then Que-dope-lin] = The dopplhin effect; The dopplin doppelganger effect, that will make you you lose your mind if you don't accept the situation that you see or dismiss it out of a form of idea. This is the effect with love is to create a point, that is they that are formed are what is as they died and use your idea of commitment. If you don't think to convert energy to something else that forms creates a point, that energy changes as if a form dolphin is thought or felt in choice from thin air and this makes a poison disappear from you. As if from you and you were okay then you can use the idea, think to create from free energy or as you don't have to create. As a thought or if you don't and its already there in life, as if you don't do it in qudolphin.

Tyei Lifes Coucho [Tin-eal-in Life-eaze-es -Couch-on] = Created fix; Create and cure what ails, you as you fix lifes ills with you in thought. It is the point, don't take advantage of iffy chances. Tying the knot in a moment that is use of spheres, to create physical idea in perception and without that perby not needing the idea by desire you don't get the idea to see.

Th E Main [Th Ee Main-in] = The Energy Use; The use of energy to stop, be well in use and work well in creative spells from what you think. Unless necessary then your use is over with idea, thought and the energy goes back to the area it came from or alternatively the sun.

The rede [Then Rede-en] = The golden rede; The rede is a fact based idea that is business, use of wyrd and greate understanding by spirit knowing is what you think and use is to say and the no fate is set. Set is fate is by the act out of respect, be well well make change fate by what that is or not as a concept creative in approach and the Nords is a point in mention to create with as will creates will or not and the fates are what can make use of what. If you think they can create, if they think it necessary to do in the point. To do what then is the creator will, make unless you are willing to in see and create as you are with a way to see. No act is a point, that no idea creates and nothing as against each other is considered unless necessary as no melodram.

The spe rade [Then Sped Rade-en] = The point plunder space; The idea is a thought to use a space radar and create a space with music, as what you think is what energy that can be of use by the thought is radiation in use. Concept to do is a point in mind, because each space is a part of life so lets not be too destructive to say the get along point to do. If necessary as what you think creates the right in action. Things you use are gone, so the thought in is to nnn and stop invasive behavior and intrusive is not done. Don't hear in the music, see in thought and in thought you won't do the spell as no construct will get the bounty effect.

The fixen [Then Fixe-ee-n] = The fix this space to the area; The idea is the in point of fact that law exists and use is in nothing as something in to make of the fact, and out as your use is unlooked at and your point is as though that which is can cause you to create or not create a point. That is mentioned fact as remembrance, that your things you need to do you will get done and your use is your own anytime and anyplace thats normal. There is a concept that needs done, and it is as you think as a wish. The cancellation to the spell, is to create and use a method as a point that energy cancels itself out.

Ad Hoc [Ad Hokey] = The instant; The instant moment of death respawn by respise is with nothing in but a concept, as your life is expended you bring to life someone else that your spirit created in essence for life that is what you are as I think "des res" en to end idea the moment this is fine. These can seem a thought to rid your body of the spell trap you De Ie Ib to get away, think as you move to undo by thinking what you want and the spell kills all roaches as necessary. As you use the idea to send it to the source and you do not have any idea, that is what can result as thought is response taken as indifference or not as talk is response in life. To dream is an instant moment that you are energetic symbolizes growth, activity, expansion and insight. You need to channel your energy in a positive way. As to think and do, this is to create exchange with thought or idea that is useful.

**Ist Isteo Febreo [Eist Eist-tee-on Fee-bree-ee-on] = Mesh show; Mesh often shows a trap or intrigue, to de ice trap in which one is active or is involved as a victim. Then one should, behave more honestly no murder trap unless you are dead before birth, thought and straight talk and things get the correct things or a brain hemorrhage that isn't what seems true till you think "Silvrrouge".**

**The Oppe [Then op-en] = The opposite value; This is a dream of the opposite synopsis, where everything will become good. The dream ends, when you decide it to as the mind eater that is energy eater that is psionic mastery from the manipulator point of view. The openminded view is an open book to view, as the mind as if you can read in the mind and think to create from the creator as needed unless you don't need to as you has many friends who want to help you. As the way out of this, think this is as not blossom as eppe free as a concept known as a value or not as nothing needed as this is no and it won't fight you.**

**Eppe Free is a this is an interesting idea, to work with if you understood it and can make magic. To use these phrases, this creates interesting area results to make and create. As with the wind that flows with energy and life is nothing but water. As this in flows, as the river that flows you can use a thought as if a fire that flowers power in life. Without burnout, thought in thought is by rhythmic energy of life that is chi and restores that is what life is made of act and be well. This unlocks the ability within, as good affect makes good in unlimited effect. Have fun with this.**

**Ethekinetik and Etheriokinetik are in some part what will allow area manipulation with this, as that derive spirit mind and most negative efforts including death and void manipulation to happen with very little effort and no destruction. As if in thought the effect, makes things what you want as this is time though some manipulation of the area. Thre is little as some idea, as to use to make things easily. These are short and long distance efforts that occur after the spirit-that-goes-through-everything obliges. The people are act shamanic yet seem like it, that are using this spirit as they gain what they can of wisdom by knowing it and knowing people by it. There in use is the effort to create a use, in and not and think a thought you can use it for life energy.**

**The ether user can derive drinks and drugs from air or spirit. The shaping ability of spirits and formation of body to other forms as well is possible. With ether manipulation one can make spirit essences in the formation as one desires. This is called shaping for effects that are in many things of efoort and kung fu as in orgone, a psi like machine bioenergy. As necessary, this is curing as you think cure, or state the disease and the correct things happen unless necessary.**

**IchsNa [Eh-rich-s-Nah] = Acidic disruption; The reason why one in the dream in a meeting or rally took part - either because one supported the aims of this political party or fought on the contrary - is decisive for the interpretation. In any case, is a certain rage of the Awake with in the play which needs of the many open the view of the investigation. If its nothing in life its death. Unless necessary, as nothing else appears to some as this is done as you got it in life. As the ninth circle is broken your free and you can step with time to create an effect.**

**The Debornia [Then Debe-orn-nie-an] = The Dia; This is the diamond that seen shows what you think, and as a point no thought is unless necessary. Ascertained moments in time, credit and if no lowering costs are what seems interesting as to think often to create. What you want from what you want and that is not for what you want. As it is in life that exists life from form, as in you formed you and thought not out of you are what you think and this kills the body as it causes illiad effects. There is not as is unless as things are what seem as real life and except is not bad if not used or not in a point of view that nothing exists where matters get worse.**

**The Deborah [Then Deh-bore-ah-get] = The Dea tribe; The Ancient idea in choice, this of a past life that formed a life that was but no longer. As if a point, you can effort in effortless area and create, what is an idea to ascertain or not give as you think or not. Often the person at an unaware level recognises that he would like to change his consciousness by thought view concept or in thought his own setting by what you think in a shift viable in view. If the dreaming meditates in his dream, this need can become tangible for him. The dreaming attains access to his, creative, spiritual side on this way. The point is a view that can change in personal viewpoint that creates a different way to work and use is to shift in view and create the different view shift mentioned in a book. The person that changes view this way is in that way, till is way different way by perspective idea formed from the different conscious idea you get from what you think in life.**

**Dep C men [Deep C Men] = See thought in life and in believe; What thinking means can produce a surprise zombie that eats and uses the meditation in the dream, depends on whether the dreaming also meditates in the awake state. With a person, carried out the meditation, the meditation in the dream can deliver suggestion for the exercises which bring the dreaming with his intuition and spirituality in contact. With a person, not carried out the meditation, the meditation can refer to a need to turn inwards. The idea is thought, thoughtless is not**

**mention cessation is the art that makes and what you want, and if not this spell can create if necessary as if a mental state that just ceases when unwanted. As if to stop believing in the idea, stops the effect** as the effect is known.

SuaEmoeNi = [Sue-ah Ee-mow-eh Nih] Summon creatures IX, summon many creatures of appropriate nature.



## Circle XII (11) - Mastery & epic effects

IkleMyy = [ik-leh-Mih-aye] spell mastery makes manipulation of any spell possible.

TyReparo = [t-aye-repair-on] repair time and place makes repairs of the situation that you want.

TyIkle = [t-aye-ik-led] time mastery allows for manipulation of time itself by focusing on the time you want or the words that mean slow [slo], speed up [spe], or pause [wo]. This effect lasts a few years.

VulcanEru = [vulcane-ee-ruh] eruption of a volcanic force to wipe out all people in vicinity.

MedituAqya = [mead-line-t-us-age-q-say-an] void storm that kills everything in area by sucking enemies life forces.

MegaBombe = [meager-ant-bomb-er] mega bomb forms a bomb anywhere you want on the utterance of this spell that goes off at the casters will, doing serious extreme to deadly shrapnel damage or knocking people out.

MedituTntyle = [mead-line-tuh-ten-tyc-leh] void tentacles grasp and hold the enemies victims draining them of all possible experience along with their energy.

Ryas = [Rih-as] reverse the spell coming at you or in effect, if such is done.

DokenAto = [doke-keen-aid-tom] atomic destruction that decimates all people in range of 2 miles not hurting allies and caster.

DokenSubt = [Doke-een-Subt] Subtractive power blast, cause of a power blast the range of how long a distance in a circle diameter that ya decide on. This power blast is subtractive and weakening in nature, as it is subtle and will erase from the area of what ya want with the desire to remove until ya don't desire removal. As its rain that removes damages from materials and doesn't seem to fall when it does, it can influence erasure on a person including thoughts. And like the last one, no matter how its countered, it will still do it. Unless the spell itself is countered. Its possible to counter it with EEvom pronounced [Ee-Eve-om], which allows more control over it, the energy, and to think to the energy 'cancel'.

IkleMeditu = [ik-leh-mead-light-uh] void mastery makes imagination manipulation of void with these words. This also allows control more easily over subtractive energy.

CabIBus = [McCabe-line-bue-s] mass shift that incites a shift of a target group to a place you desire and this includes armies.

IkleFyr = [ik-led-fir] fire mastery that makes the caster able to manipulate fire by will alone.

IkleSelav = [ik-clen-seal-lave] lava mastery grants the caster a mastery of lava with a desire.

IkleCyro = [ik-led-c-say-roh] ice mastery that makes the caster able to work with ice by will alone.

Aerolkle = [aerob-ik-led] air mastery that makes the caster able to will air effects.

Xucuil = [x-lute-c-use-lit-l] flying mastery makes flight by willful desire and imagination on utterance of spell.

PsiIkle = [Psi-Ik-leh] Psychic mastery, the person is imbued with a psychic mastery that is as long lasting as they desire. They become a master at psychic activity and ability overnight at any psychic idea they may have.

ElmntyIkle = [El-emn-ty-Ik-leh] Elemental mastery, To make the target become a master of the elements and elementals, including innate know how.

MasiPoFrou = [mass-linen-pon-fr-out] fly in place many items with this spell.

DhoyMeditu = [dhow-aye-mead-light-uh] voidal tornado causes a voidal tornado that incinerates all enemies or absorbs all energy in area.

CorrantAqya = [cohr-rant-aid-q-say-an] power storm makes a storm which interferes with all enemy spells.

YtlyMeditu = [why-t-lye-mead-light-uh] voidal flood causes a flood of voidal energy to swerve through the



area sucking all energy from enemies and objects.

PolyBael = [pole-aye-bar-eh-l] transform into a demon of any sort.

AidIkLeDacto = [aid-ik-leh-dact-on] summon a dragon to your aid which does not appear at first but only on a need will it be there.

PolySidh = [pole-aye-sidh] transform into faery by saying these words at a target.

PolyTesseractIq = [pole-why-tess-ee-rack-time-q] intelligent tesseract transform [dark killer giant].

PolyAtleantian = [pole-y-ate-lee-an-time-an] transform a target into an atlantean sea elf.

PolyCilf = [pole-aye-c-ilk-f] elf transformation that makes the caster an elf.

PolyTreant = [pole-aye-tree-ant] tree man transform makes any body into a tree man being.

PolyDactoSun = [pole-aye-dactoh-soon] sun dragon shift makes the caster becomes a sun dragon.

PolyCilfArk = [pole-aye-c-ilk-f-dark] dark elf transform makes the caster become a dark elf.

PolyKaoCilf = [pole-aye-chao-c-lih-lf] chaos elf transform makes the caster into a negative plane elf.

PolyKaoDacto = [pole-aye-chao-dactoh] chaos dragon transform transforms the caster into a negative plane dragon.

PolyKaoHum = [polish-why-chaos-human] chaos being transform makes the target into a being of chaos.

PolyHuMeditu = [pole-why-hum-mead-light-yuh] void being transform makes the caster into a being of void.

PolyBal = [pole-why-bale] negative plain being transforms the person into a being of negative energy.

PolyBaLYI = [pole-why-bale-why-l] negative wild magic transform makes the target into a being of negative wild magic energy.

PolyFyrHumArachno = [pole-why-fir-human-arach-noh] human spider transform - Targets someone and makes said target into an energy spider that totally disappears from existence. Enabling the human spider that appears in the persons place to manipulate anything in existence.

SheolPolyBrut = [she-hold-pole-why-brute] hellspawn transform - transforms the target into a hellspawn.

PolyHye = [pole-aye-h-say-eh] hyena transform - hyena transform transforms the victim into a hyena.

PolyLycantropy = [pole-aye-lyn-cant-row-p-way] werewolf transform makes the target into a full werewolf.

PolyLich = [pole-way-lich] lich transform makes the lich out of a target.

PolyKreen = [pole-why-kreen] insectoid human transform - makes the target into an insectoid.

PolySatyr = [pole-why-sat-say-r] satyr tranform - Make the target into a satyr form [half goat human].

PolyTroll = [pole-aye-troll] troll transform - The target transforms into a troll of the casters will as for type.

HcaorPoly = [h-cave-or-pole-way] roach transform - The target including caster becomes a roach of any flavor. Thinking polyhum will transform the person back.

HcaorPolyHum = [h-cave-or-pole-way-humus] human roach transform - The target including caster becomes a human roach.

PolyFli = [pole-why-flin] cat tranform - Intended target including caster becomes a cat and transforming back think polyhum.

PolyFly = [pole-aye-fly] fly transform - transforms a person into a fly and think polyhum to trasnform back.

PolyHumFly = [pole-aye-humus-fl-way] human fly transform - Makes the the target including caster into a human fly.

PolySahn = [pole-aye-sahn] sahn transform - Make the target into a super human being.

PolySfuwarBragh = [pole-aye-s-fue-ware-bragh] primal beast transform - Make the target into a primal beast that is unkillable and honed to kill.

PolySfuwarIntaiq = [pole-aye-s-fue-ware-int-air-q] primal creature transform - Make the target into a primal creature that is unkillable and with intelligence.

PolySfuwarDacto = [pole-aye-s-fue-ware-dacto] primal creature transform - Make the target into a primal dragon.

Aryu = [are-say-you] create a law of effect with this spell by thinking on the law after casting.

BaelIkLe = [bay-eel-ik-less] demon mastery that grants the caster demonic mastery control by will.

JediIkLe = [jedih-ik-leh] jedi mastery grants the spellcaster jedi mastery for the amount of time the spell lasts.

LasAb = [laser-saber] mana saber materialize makes a light saber appear in hand.

PlastiquAcierEmor = [plast-ice-quh-ace-bie-er -ee-more] plastic armour that protects as if steel encases the caster without movemnt restrictions.

CabiLiht = [cabe-lil-lit] light shift - shifts a person to another place at the glancing of a light beam and a thought to where.



CrysU-w = [crystal-you w] crystal skin makes the targets skin like crystal and immune to most damage using energy to power it.

CryaBag = [cry-say-lab-bagel] bag of holding creates a bag of holding effect out of any container.

CorrantWev = [cohr-rant-weave] power weave - think the effect when saying spell or feel the effect that you need.

CyzUn = [ciz-lunar] unailing nature makes anything unailing in nature.

AyrU-w = [air-you w] breathing skin - makes the skin of the target breath air from anything around him by conversion including outer space.

Muydst = [mue-aye-dst] very powerful mummy summoning that can use the intuitive ability it had as magic.

DactoKni = [dactoh-k-nih] summons a bound red dragon to the caster, as the caster can think to it to do the effect that the caster wants.

GrataRui = [grate-ad-rue-ih] greater ruination, causes absolute damage and ruination to the victim, in life and idea.

SheolBarr = [she-ol-barr] hellball that does form in hand and then its tossed for major to deadly acid, electrical, fire and sonic to all opponents in blast area.

SheolEBoXX = [Shee-ol-E-Bow-XX] Hell Bow, forms a bow in hand that will shoot as possible. The ammo appears in the bow before it is shot. The bow is fired an by an idea that it is shot, a spoken 'shot' or the thought of 'shot' when your thinking of the target. Optionally, is the mimicking an the shooting of a bow. The damage is major to deadly acid, electrical, lavatic, fire and sonic damage in blast area.

FractaCeISild = [fractah-ceal-sill-d] Fractal shield, a dimensional shield that breaks apart anything that happens to effect ya, into small parts. This feeds the shield, as to break it apart makes a release of energy that is absorbed into the shield. This can cancel out pain and damage as well, as the pain is absorbed and the damage is taken into the shield. This shield may appear not to work, but it does as ya literally won't recieve any hurt until ya cancel it out with a 'UnnFractaSild' or by thinking things will happen to ya.

FyryEYaraNuatraBlaXX = [Firr-y-Ee-Yare-ah-Nue-at-trah-Blah-XX] Atomic blast, forms a blast of force that can cut through anything and at the least, can knock anything back and can make things uncomfortable in the area. The least it can do is to disrupt the focus with inspersement, as though it were too much at the moment but this gets the attention.

LutraAqyaStripuaXX = (Lutrah-A-qih-ah-Strike-pue-ah-XX) Ionstrike, to strike by a storm of ions that are focused at the heart of an area or target, released from ya arm, fingers or hand that is held straight out or thought to be in place and dipped to make the strike. Can leave holes in things.

Ispute = [I-spute-eh] Inspection, causes something as in an act of inspection that will cause an act of inspection and disputation of something in disputation and notation as to what the action is of it.

EMinAtoBla = [E-Mine-Atoh-Blast-X] Minute atomic energy blasts, to disrupt things or cause deterioration in something and people, by a minute atomic blast. Think about the area or see it before ya cast the spell and ya will happen it in the area, as though a need was there in ya to have it happen in that area. This acts as a direction for the minute blast.

NaSeme = [Nah-Seem-eh] Earth seems, makes a seam or seeming in the area that seems from something else, but is from an earth effect. Its about time the earth fought back.

NaLun = [Nah-Lun] Earth block, cause a blockage by earth energy in effects or a blow and in an area or in a person.

EFx = Energy effect, to create an energy into becoming with a target and 'energizing' said target. This energy creates any effect that is desired by the caster as if ok. As long as its explained.

ShiNaLavaLash = [Shin-Nah-Lave-ah-Lash] Lava lash 2, to cause a lashing effect from lava nearly anywhere that the intended target/s is. It, the lash, can cause much worse damage than the fire and water lash. This spell is ended when the spell is thought to be ended, otherwise it could go on forever.

EleSostryBo = [Eeleh-Soh-stry-Boh] Element Energy Bow, forms an energy bow that appears in the casters hand and can shoot any element that the caster thinks on or any element that will effect the target when shooting. In, any amount of shots per shot that ya can think on shooting. Think it shot to shoot it.

InEr = [Ine-Ere] Inner strength, can make inner strength and inner peace in the target, for a person it starts with an ear ache.

ArkJutCagrEmor = [Ark-Jute-Cagr-Ee-more] Diamond cage moveable armor, this forms around the target or yaself and deflects the blow or absorbs the damage that occurs to ya as though it didn't occur. It'll defend

ya even if its off of ya, till it gets unmade, as even when off of ya its still on ya. Ya can do anything in the cage, but ya can't be hurt by anyone nor can they be hurt by ya with large things.

SoLYg = [Sole Lig] Soul devotion, to cause the person to affect a cause that you decide on, and speak about after you will or speak the spell, near the target. The person effected simply cannot stop, unless forced.

SnyCyroAqya = [Snip Serr-ohn Aqihn-ahn] Hyper ice storm; This spell is to cause the ice storm of hyper activity. The storm can cause ice to pile up in areas and other places to get very slick. This can freeze things in seconds.

MajNegMesaAqya = [Major Neeg Mees-ahn Ack-lihn-ah] Isaac's greater negative magic missile storm; One or multiple negative magic missiles of unknown amount hits the target with minor-moderate to deadly damage and there is one to many missiles possible.

GreChanMyyMitl = [Greh Chain Mih-why Mitt-l] Greater Chain Magic Mantle; This is a greater magic mantle that protects by absorbing 36 spells. Then uses the spell energy in a chain contingency effect, thats decided on in a sequence of events and if not decided it is pushing back the spells to the people who targeted you..

MedituAerStausehTego = [Mead-riTe-uh Aye-ear Stale-us-ee-h Tee-gohn] Voidal static shield; This shield uses static fields to break down influences by making the influence 1/4 of itself every second the shield is in effect until it stops and the energy of the influence gets sucked into void. The energy of the influence gone, the cause of it disappears and disperses into void as well, unless the cause is a person. Then the person's energy is sucked into the void, too. This effects psychic assaults, as well.

ESyh = [Ee-Sihn] Energy form attributing; This causes anyone in any form of which can be the energy of the person or animal thats targeted to assume their natural form in spirit particles. Which become obvious to those who are psychic or psionic in nature. This energy form can be talked to, and information can be gathered from the now being.

ESyhN = Negate Energy form; This forms as a negating energy that beams the target and causes the Energy form that is attributed by the person's energy to cease.

EPolyB = [Ee Pole-lye Bee] E form, forms people into becoming Energy beings, that make for usage of energy and they require no food. E-beings are more able to manifest things by will and yet if they do eat, they get even better effects. Try to remember that E-beings require no E-diet. And, the energy can come from anywhere, anywhen or anything. Eating corruption will be bad for the E-Being and it will need to be cleansed. Sometimes by cleaning the source.

HadesSheolPortSehTrapod = [Hade-Ee-s Shee-olhn Port See-ehn Trape-IOde] Hell teleport field; This effects a field of energy that causes beings to teleport to an existant hell that you don't want there. There is wherever you want effected. This energy field is possible to be used as a energy source. Mention or think on the beings to teleport them.

HadesSheolPortegoTrapod = [Hay-dee-s Shee-olhn Port Tee-gohn Trape-IOde] Hell teleport shield; This is the hell teleport shield that shields people from being distrought or disrupted from unwanted people or beings. This teleports the people or beings to any existant hell.

LogMokioke = [Low-g Moke-Eye-oh-kehn] Subvocalization; This allows for the normally spoken voice to be spoken in a way thats not heard. It can still effect the idea you need to occur. However, you don't actually speak when you normally speak and don't want to be heard through subconscious means.

EQuiRoykle = The mind control mastery. This interferes with the mind and allows control. Cast at the person, it makes it work against them. Afterwords, it can make you feel and not look evil. This is the potential of desaster in progress, if you do it enough times you can up and go. Then, you could appear evil.

The Raiden [Then Raid-deen] = The wiccan path; This in a thought is an idea that is a concept, act is to get a concluded end result that is wiccan and not what you consider in life until necessary. If eden isn't existant, anymore is due action due no more as is in thought result is a concept, as this is nothing but a memory that you get from purchase in life you will attain a lot of honour. See or speak as one will, make an advantageous acquaintance from making activity.

Asei [Aye-see-ih] = Clear transport warp sphere; This is what you think as energy in action is what causes you to have a clear shield, this is an energy in form and transports itself as you don't need to do anything. As energy isis provides nothing but a signal, as your original point of death is as anything you do is original. As if thought is the use with financial support as "i". There is nothing more, use or what you think as that is the way, you act creates things by way doing is intention by what you think in thought you think in life and

your non effected by any other effect. There is nothing that is more with the right image, this is way off the mark in the mind only effective against. As that which attack, you and unaffective against those that don't assault. As the idea is against you, "As if thought your existance is nothing compared to others that are what you are." Into the mind of the attack person as in thought, as the real use as the god haden is to use this against those that are done. As the idea is dealt in time, things with you are what you seem..

SuaEmoeTi = [Sue-ah Ee-mow-eh Tih] Summon creatures X, summon many somewhat tough and idea creatures of appropriate nature.



### Circle XIII (12) - Particles and high effects

PiupeHyxKij = [Pie-up-eh-Hix-Kije] high planes shifting allows the caster to shift to any realm in existance.

SunHumSua = [soon-human-sue-ah] solar summons calls a solar into existance to act as a judge or aid as the caster wills.

SunHumOqq = [sune-human-ow-qq] fallen solar calls a fallen solar into existence to aid as the caster wants.

GynZupCanon = [gin-zupe-cane-none] particle cannon - Makes a particle beam come from the hand to strike instantaneously at the target at a hand toss. Doing serious-extreme to deadly damage.

ZupHyuCanonGyn = [Zoop Hill-yuh Cane-on Gin] Particle phase cannon - Makes a particle cannon shot lance from the hand to strike instaneously at the target dealing a possible immediate death with a toss.

ZupPrimaire = [zup-prime-air-eh] particle elemental summon calls a particle being into aiding the caster.

HyuHuySun = [hih-us-hue-y-soon] phase shuriken casts forth from the hand a shuriken that phases to the target and strikes instantaneous and possibly dealing a death blow.

ArrHyu = [arr-hih-yuh] phase arrow - Forms as many arrows as you imagine in hand that you use with an energy bow to strike intantly at the target with deadly impact. Also possible is the tossing of the arrow to strike unerringly.

HyuMesaXX = [h-say-uh-mese-sah-X-X] phase missile casts a highly explosive missile at hypervelocity speed to hit unerringly the target, as though it were guided.

HyuAtla = [hig-yuh-atlah] phase dagger hits unerringly the target instantly once thrown and it returns and remains unseen in hand.

SwZupX = [sw-z-lupe-X] particle sword - That does spiritual harm and brings the person near death with a single strike. This sword cannot harm the spell caster but will be able to send energy strikes at the intended target from anywhere. This can disable machines and cause failures in the target or worse.

ZupAncX = [zupe-lance-X] particle lance will form a lance of particles in the casters hand. To cast it forth is to make an instant strike at the target and it returns to hand. Use it to strike at the target and it will harm the intended person in spirit or cause a malfunction.

ZupEmor = [zupe-seem-yore] particle armour creates powerful armour able to resist any blow and remains to absorb all damages done to body to sustain itself and repair itself.

SwAtoEdg = [sw-mate-oh-edge] atomic edge sword, that appears to the hand of the caster that slices through anything and is indestructable.

ByoCompletemor = [bigh-on-complete-ee-more] biosuit armour - Forms around the target that is only controlled by the wearer of the suit and it makes the person immune to all attacks. This armour increases the wearers abilities and strengths.

SildZupXX = [sild-zupe-X-X] particle shield makes a shield of subatomic particles that wraps around the caster and any blow to the person is absorbed into the particles as fuel, where any energy passed to the person is absorbed and fuels the particles. This shield cannot be overwhelmed, unless its a rare occasion of a circumstance.

PolySunHum = [pole-aye-soon-human] solar transform - the caster becomes a benevolent solar.

PolySunHumOqq = [pole-aye-soon-human-owe-qq] fallen solar transform - transforms the caster into a fallen solar [evil].

KaoPolySunHum = [chaos-pole-aye-soon-hume] chaos solar transform - the caster becomes a negaive

plane solar.

PrimairePolyZup = [prime-air-eh-pole-aye-zupe] particle elemental transform makes the target into a particle elemental.

StavZup = [stave-zupe] particle wand that can make highly powered effects without being sensed by others and act as a weapon.

PlaneZup = [plane-eh-zupe] particle planar binding paralyzes or summons a particle outsider.

LasAbAbsorber = [lase-labe-absorb-er] light saber absorption can make your body absorb light saber attacks.

ZupAqya = [zupe-faqe-ih-ah] particle storm - makes a storm of particle energy in an area to effect chaos to spells. This also degrades the area a little until the focused particles are dissipated.

GodEkle = [gode-eek-leh] hand of god that makes the person to be able to will and desire anything to happen with the hand extended.

CivaNam = [cive-ah-name] soul ship creates a ship of energy to shift the target or people to another place.

BrutRe = [brute-treh] respawn makes the target come back as if never hurt.

CarrZup = [car-zupe] particle car makes a car out of particles that is controlled by casters will.

CarrZupHov = [car-zup-hove] hover car - makes any type of vehicle float or materializes a particle hover car around you controlled by the will.

CarrSlutesHov = [car-slute-ee-s-hove] hovercraft creates a hovercraft effect around the caster who states this spell and is controlled by the will of the driver.

MetaMyy = [meeta-Mih-aye] Meta magic effect, creates any effect possible that the caster wants and is also for one effect anytime after at a time.

UbaMagEmor = [ubah-mage-ee-more] Uber mage armor, the caster becomes very hard to hit with high damage resistance

Ubalgos = [oo-bar-i-gose] Uber phantasmal, grants the target high resistance to damage and is very hard to detect

SnyPAqyaBriy = [Snip-Ache-say-ah-Bry-y] Hyperstorm, that starts with an effect that generates greatly intense heat on the surface and causes a thundering rainstorm with a hypertornado from nowhere to appear where thought on. This can set off lesser storms, but the hyperstorm has gusts of 200 - 500 mph. This storm can generate great Ultraviolet heat rays, high hard radiation and gamma rays along with whatever the sun delivers normally, through the calm eye of the hypertornado. As, the hyperstorm goes almost into space itself.

SuZupBod = [Suh-Zoop-Bode] God particle, forms a particle of a God form from particles nearby in a Godlike pattern, that's sometimes of a deceased or turned into energy body. Most times its using ya body, unless ya decide its to be of something else. Through too much energy gone through the body and this energy is being converted to the cause.

FyryZupBlaXX = [Fir-y-Zoop-Blah-XX] Subatomic blast, forms a blast of subatomic particle force that can tear through anything if done right and at the least, can knock anything back and make it uncomfortable in the area.

ApetNsatInsetMem = [Air-pete-N-sate-In-seet-Meem] Impart memory, causes a memory to be imparted into the memory and brain of the target that ya think on and want imparted, if the memory isn't imparted on the brain then its imparted onto the soul, but God does it all through ya direction.

Ubalgod = [Oo-bah-I-god] Godmode, to make ya a God for a moment that's seeming to stretch onward through ya third eye and on the moment that ya think ya are able to do. State or think the spell. Ya can do almost anything by a word or command. Except that which is thought impossible, unless ya think its not impossible. This has a side effect of the God complex, where ya think ya are God and try to manipulate. So try to not God complex too much or don't God complex evil.

CarnEnteyIlp = [Carn-Entee-y-Ilp] Flesh eating disease, causes a flesh eating disease on the target. Designated by however its needed.

AntiZupCinaX = [Antih-Zoop-Cine-ah-X] Anti-particle cannon, forms a somewhat wide particle beam that is composed of negative antimatter particles and sub-particles, that strikes the target and can rupture something or cause nearly instant death by intent of death.

UltiAirGwSef = [Ultih-A-ir-Gw-Seef] Ultimate protection, sets up an universal protection field that is absorbing of the bad type energy and effect. Then it forms air and a protective atmosphere sheaf, around the target in an area. This can cause a energetic life support as with anything going around it. As, its that

anything is tapped for energy, and the bad is absorbed. Whatever is tapped, is possible to have decay with and what is bad is dissipated in effect as though non-existent after a period of time.

GerFerESpie = [Gere-Fear-E-Spie-eh] Germy fear spikes, to cause fear by the germs being near and with spikes of energy that spread the fear of germs. This can make an enhancement of fear activated motion without an actual cause, as in possible instincts.

ECrik = [Ee-Crike] Energy crank, to be of a cranky mood by the negative energy, or to cause the energy level to go up in the area or body, to finish a task and actually do things not possible at the moment. The more idea and action an of energy ya have, the more active that ya get and this includes the need to exercise and getting over blocks. The negative side of this is to become cranky with stressed energy. It can be done so many times, then it can disappear in effect.

EEn = [Ee-Een] Energetic, to become of energy into and of a state of existence or active body. This is occurred with breakdown. This can be a breakdown of tiredness or a breakdown of the body.

IEn = [I-Een] Eye energy, an instant boost to restore ability of something for energy and effect. With the breakdown of some idea, the effect will happen. The effect can be of balance restoring, sometimes of the breakdown itself, or of what broke with the energetic causing spell.

EEmorAmor = [Ee-Ee-more-Aim-ore] Energy armor construct of immortality, forms an energy armor from a construct that is immortal making around the target person. This armor can cause regeneration of tissue and body parts as well as the brain. The brain regeneration is slow though and doesn't fully restore all functions to the body from the brain. It restores the body as though renewed and this can include cleaning it up as well. The side effect of the armor of immortality, is the target can become immoral an amoral and easily falls in love. It does repair itself and stays on ya until ya remove it or have it removed.

EhExx = [Eh-Ex] To cut effect, this makes actions to cut out anime effects and other effects that are here.

E-Epi = [Ee Eppih] Energy epidemic, causes an epidemic idea to occur from the energy nearby.

SuaSerefim = {Sue-ah-Sere-eh-fime} Summon serephim to come an to be your aid and idea compatriot. Have a thought of what you would want to do or to have happen when saying spell. It might occur if you deserve such common idea. Such common commotion can lead to consumption and similar nature by this. One warning, I believe this is enough and this is where they won't always do things for you. They will only do things for you if they want to do things, not if you want them to do it.

AsupEIZupHeallvmedituX = [A-soup Eelh Zoop Hee-alh I've-mead-lite-uhh eXx] Particle healing; Any amount of particles in an area around where you are, heal you fully. Can heal scars as well.

EIZupEallvmedituXX = [Eelh Zoop Ee-alh I've-mead-lite-uhh eXx eXx] Particle regeneration healing; Any amount of particles in an area around where you are, heal you fully. Can heal scars as well. This increases the amount of healing by 40%

AyTuNegLutra = [Aye Tuff Need-g Lutteranh] Positive to negative ions; Make positive ions become negative healing ions and so does orgonite. This spell effects things nearby and yourself too by feel, this is done by the air ions being changed and charged by feelings that you feel with the area energy.

MajMedituMesaAqya = [Maje Mead-riTe-uh Meese-ahn Ack-lihn-ah] Voidal greater magic missile storm; One or multiple voidal magic missiles of unknown amount hits the target with minor-moderate to deadly voidal damage which drains the stability and energy and vitality from the targets hit and there is one to many missiles possible. This does not cause missile damage to humans or people in general, unless they want to be hit.

DynseyEFoc = [Dine-see-why Ee Focus] Dimensional energy; To cause a dimensional energy to appear and be usable. Focus the dimensional energy by your will and intent being thought on. The dimensional energy can cause any action by effect. Even, shifting you places. This energy can materialize elements or objects by the feel, this is what you think is there to summon the object to exist.

DynseyEFocOol = [Dine-see-why Ee Focus Ool] Dimensional energy pool; This causes a dimensional energy pool, that can be used to make your efforts easier. Then, you can pool energy or pull energy of the object that has dimensions. This can pool any energy that you wish or intend there. On stating the spell, try to making the effect of pooling elemental energy, think or mention the energy element as you attempt the spell.

EiLyEieire = [Ee-ihn-Lye-Ee-hi-ee-irn-rent] True life; Caster or target gains 50 % more health benefits and eternal life. Think of the target and point the object out to get its objective eternal energy. The cost of this is the person regains some magic to fuel the effect. To get the full effect, be under a full moon.

HolyHidGria = [Hol-why Hide Grind-ahn] Holy hand grenade; This is a version of Holy hand grenade of

Antioch. When you throw it, it implodes and sucks everything into it. When it's done, you can pick up the grenade and use it again. It works with black hole distortions. Only distorts light to look like it's being sucked in. Then it goes back to normal after a few seconds. Fun gag, or useful distraction.

EZupFigHid = [Ee-Zoop-Fie-g Hide] Particle form; A particle form that forms at will and can shift anywhere or teleport to other places.

SuaZupEmoe = [Sue-ah-Zoop Ee-mow-eh] Summon particle creature, summons some particle being or creature/s (depending on the amount of X's that you add to the spell, is how many are summoned) and its of an idea creature/s appropriate nature, that you desire. The small part of the soul is used, that's necessary for particle formation as it is made up into a shard of the body and is then put somewhere and formed, into a particle form of choice. That form is decided upon at the moment. This creature is able to do things as to go into bodies and possess them or can shapechange to anything you want from desire of it to form, at the moment.



### Circle XIV (13) - Source/being effects

YngIkle = [why-ng-ik-less] source mastery gives the caster control of the targets power source or any other source.

DisipaYng = [dise-gripe-pah-y-ng] dissipate source removes any nature in the area that was thought on.

DavidTra = [Dave-side-Track] Elemental master disciplined trace, to trace the effect that is thought on through discipline, which is suddenly there like with an elemental master and learn from it. This is to also trace the person as well through effects.

SuaYng = [Sue-ah-Weng] Summon source persuasion, summons a source of energy that is there for personal use. This source can be placed in an object or in a psiball or be somewhere it chooses and is any element thought about before the spell is cast or thought on after. As it can simulate any energy type that can be used after being summoned.

CreaPolySere = {Cree-an Pole-why Sere-en} Sepein transformation creatin sphere effect source that can create a natural being that created thought can be use for a inner feel that is good for experience and croation in idea. If you believe it you are in the place you see, as if there or not as you think to see what you consider with a focused view.

CreaPolySerefim = {Cree-ahm-Pole-aye-Sear-eh-fime} Create Serephim, makes a serephim angel out of the person unless you don't have a person in mind, then it can make you one from an element. There is possiblity that you gain the ability of remote presence very easily and whatever you say will come to exist. In a form that you desire or find existant. So you know, the transformation is complete when whatever is stated by the transformed one happens. After the tranformation, every action or thing said the transformed says or does is a form of worship to God or the creator. They don't always do things for people, however so you may want.

They do things for themselves every once in awhile. When they do, they will inform you of the idea they will do. That's what I noted of them. This may or may not be true though, so I think this is a test spell that could create a lazy person to become purposeful if given a reason to do things. So I think this means we can see or sense them if they wanted to be sensed, otherwise they are unsensed to the perception and invisible to eyes. Especially if they don't move about, otherwise if they move then their service is ended by feel.

They know when to do things and when not to do things, though that is the end of their delienation. I still think the transformed person is more likely to do things on their own terms. So they will do what they want to do and when they want to do it. So give them a purpose and they might do what you want, assuming if they think it a higher purpose or the point came from the creator as a higher calling. That is all there is to them. This was not meant for the mortal though they can use it as well. So be warned it may have some unintended side effects.



CreaPolyArklo = [Cree-ahm Pole-why Ark Eye-ohm] Make into darkangel; Makes a darkangel of the target and the darkangel form to become the person in some manner. They will make the idea of darkness look good, to actually use and achieve with. And they suddenly use supernatural means to cause magic effects. They are able to instantly cause effects and as they do so, they spread a shadowy darkness into what they use or perceive as a target. This darkness is a separate dark intelligence. Invisible to others and able to do things, as the newly made darkangel so desires. If there's no desire for it to do things, it just acts as though it were aware and 'helps' the darkangel to do things. Sometimes, without asking the criminal gene is activated. The darkangel human or being is sometimes prone to ask for help and its like a charm is cast on the target, to aid them. When declined, they are likely to do retribution or motions, through effects of absentminded spells that they manage to unnoticeably do and not remember after, unless reminded of their deed. They inadvertently follow darkness after the transformation is complete.

Polyng = [pole-why-ng] source make - makes the target into a source of energy and also a nature that can be anything, as the source can emulate any element. Have in mind what you want the source to do.

PolyngRaoGiy = [pole-why-ing-grade-on-g-lie-way] a being - creates the target into a nature powered by practice and competition.

PolyngTerdLet = [pole-why-ing-ter-d-leaf] b being - creates the target into a nature by entropy and information that comes to the person in many forms and things start appearing slow to the person.

PolynglyTragheity = [pole-why-ing-live-why-tragedy-he-bit-way] c being - transforms the person into a warrior nature that uses practice, inertia and time as its base.

BaelYngPoly = [bael-why-ing-pole-y] d being - makes the target into a demon nature that controls other beings or is a drunken being as if the target were a demon lord.

PolyngloPrimaire = [pole-why-ing-ion-prime-air-en] e being - makes an elemental nature out of the target.

PolyngEldoxTuo = [pole-lye-ing-geld-docs-too-on] f being - make the target a mage merchant nature who can use the powers of instances and money.

PolyngGud = [pole-why-ing-good] g being - makes the target become a nature that draws on good as its power.

PolyngYILoBal = [pole-why-ing-way-I-lob-bale] h being - makes a target into a nature of hate and negativity.

SpyPolyVexYng = [spy-pole-why-veex-why-ing] i being - makes a nature out of the target that draws on intrigue and spying.

GuilPolLazYngServ = [guile-pole-laze-why-ing-serve] l being - makes the target become a nature that can use laziness, service and deceit as its base.

PolyngSyxGebOtt = [pole-why-ng-Six-Geeb-Oughtt] m being - makes the target into a m nature that manipulates the earth, death and machines at will.

BalPolyng = [bale-pole-aye-ing] n being - makes the target a nature able to use the negative energies with the back of my hand.

MedituPolyng = [mede-lite-yuh-pole-why-ing] o being - makes the target into a nature of void and absolute able to mimic any ability.

PolyngEbromel = [pole-why-ing-meeek-b-rome-heal] p being - makes the target into a nature able to manipulate earth, smells and garbage.

SpacPoltyng = [space-pole-tye-ing] q being - makes the target into a nature able to manipulate space and time at whim.

PolyngR = [pole-why-ing-r] r being = makes a target into a reverse nature.

SchaPolyngSchoApa = [school-all-pole-why-ing-scholar-ape-an] s being - make the target become a nature fed by schools, art and scholar.

PolyngAfValMyt = [pole-why-ing-gafe-vale-mit] t being - makes the person into a nature that uses trash and power as its base.

PolyngLagazMyt = [pole-why-ing-l-age-maze-mit] u being - transform the target into an nature elf that uses power and knowledge.

WisPolyngYsh = [wise-pole-why-ing-wish] w being - makes a target into a nature wish master.

FuadoPolyngAsalt = [foo-aid-oh-pole-lying-lase-salt] x being - makes the target into a nature that draws abilities from sex, drugs, and violence.

PolyngYI = [pole-why-ing-while] y being - creates the target into a nature of wild magic.

GuilPolyngZoj = [Gue-il-pole-why-ing-zone-j] z being - makes a person into a nature that draws upon security and deception.

PolyngAherlasChoGuiOgy = [pole-why-ing-ah-her-denial-s-choh-gue-il-loge-y] ba being - makes a target a nature of mastery, study, schooling and deception.

MaePolyng = [may-eh-pole-why-ing] be being - makes the person into a nature that can make anything happen by will alone on an instance.

PolyngAbsorber = [pole-why-ing-absorb-eer] bi being - makes a target into a being of nature from absorbing.

PolyngDAbsorber = [pole-why-ing-d-absorb-eer] bu being - makes a target into a being of drunken nature from absorbing energy then being an sob. This is the pocess of realizing the energy or ideal then creating a reason to do things to drink or feel. That controls or forms the mind that forms the body then after that they're a drunk.

PolyngSAbsorber = [pole-why-ing-s-absorb-eer] bys being - makes a target into a being with a sane nature from absorbing or generating their own energy.

OgyPolyngOd = [log-why-pole-why-ing-load] ce being - makes the target into a nature that derives power from study and oaths.

GauPolyngAyru = [gay-uh-pole-lye-ing-lay-say-run] da being - makes the target into a nature that draws its power from law and police.

PolyDethYng = [pole-why-death-why-ing] de being - makes a target into a nature of death.

PolyngEce = [pole-why-ing-ee-cent] fa being - causes the target to be a nature of peace.

HemuPolyngIrn = [heem-uh-pole-why-ing-birn] fe being - makes the target into a nature of iron oand metal manipulation.

FrayPolyng = [fray-why-pole-why-ing] fi being - makes a target into a nature of a fighting power.

PolyNycYng = [pole-why-nic-why-ng] fu being - makes a being that evolves the target into a nature of destruction.

PolyngUoe = [pole-lye-ing-woe-eh] fy being - creates out of the target a nature that draws on disasters as its source.

SedaPolyStelerK-eYng = [seadan-pole-why-steal-eer-merk-k eh-why-ing] ga being - make a target into a nature that uses thieves and fame as its power while being a jack of all trades.

PolyngKouBaz = [pole-why-ing-kow-uh-bay-z] ge being - makes the target into a nature that uses the working people as the source.

DanePolyngWar = [dane-eh-pole-why-ing-ware] gi soldier - makes the target into a nature of warfare.

KoPolyng = [cop-pole-why-ing] go being - make a target into a nature of do force which causes a force of will that makes things happen.

FroePolyng = [from-eh-pole-why-ing] gu being - creates the target into a nature of weapon mastery.

PolyngYISidh = [pole-why-ing-why-l-sidh] gy being - creates the target into a faery nature or gytrash.

NaziPolyng = [naz-ih-pole-why-ing] ha being - forms the target into a nature of dedicated hate and peace.

PolyBurnYng = [pole-why-burn-why-ing] he being - transformation of the target into a nature that uses destruction and fire.

DopPolyngB = [dope-pole-why-ing-b] hi being - make the target into a nature that uses drugs as its source.

JyaPolyngRemNerUy = [j-lye-ape-pole-lye-ng-green-m-near-guy-aye] ho being - make a target into a nature that uses forgivance, convincing and remembrance.

CraPolyngUim = [crate-pole-why-ing-gui-m] hu being - makes a target into a nature of understanding and colors.

PolyBaLYng = [pole-ee-bale-why-ing] hy being - makes the target into a nature of wild magic negativity.

CreePolyngAyru = [creepy-p-hole-why-ing-air-run] la being = makes the target into a nature of devotion and law.

PolyngOkleNinYc = [pole-why-ing-oak-len-nine-why-c] le being - make the target into a nature of indestructible bending nature.

PolyngFonPsi = [pole-why-lying-fone-psi] li being - make the person into a nature of information and telepathy.

AmorePolyngUeLie = [a-more-eh-pole-why-ing-gruel-like-meh] lo being - makes a target into a nature of love, relationship and emotion.

PolyngLurB = [pole-why-ing-lure-b] lu being - makes the target a nature that lures people.

PolyngGuil = [pole-lye-ing-gue-il] ly being - creates a nature that uses deceit.

PolyngOblugActzRao = [pole-why-ing-goblet-huge-ace-size-raoh] ma being - makes a nature of a target who uses mankind, action and competition.

MyThinRuePolyMowyng = [my-th-hind-rue-eh-pole-why-mow-why-ing] me being - makes the target into a nature of concern, personal, desire and power.

PsiPolyThinYngMowLeng = [psi-pole-why-thin-why-ing-mow-length] mi being - creates a target into a nature of personal concern, telepathy and long distance.

PolyngAaPlanItyFel = [pole-why-ing-a-ah-plane-pit-y-feel] mo being - makes a target into the nature of planning, time, feeling and concern.

PolyngU-aKoeTaulq = [pole-why-ing-you lay-k-lone-get-taurus-hi-q] makes a target become the nature of eating, complaints, intelligence and ability.

PolyRyhFeLyngMinRue = [pole-my-rih-fell-l-why-ing-mine-rue-men] my being - transforms the target into the nature of owners, desires, empowerment and feelings.

PolyngRueNaeYmn = [pole-why-ing-rue-nae-eh-why-mn] na being - make a target become a source being of impossible and desirous nature.

RuePolyng = [rue-eh-pole-why-ing] ne being - become a nature of desirous need.

PolyngLioMis = [pole-why-ing-lion-mise] ni being - make a target into a nature of misinformation.

NiiMiySpoLYng = [nie-ih-mine-why-s-pole-why-ing] no being - makes a target into a nature of denial that can deny anything or dismiss anything.

PolyZamYngPhoenix = [pole-why-zame-why-ing-p-hoe-eh-nix] nu being - makes a target into a nature of renewal and rebirth.

FyePolyngAsertYI = [f-why-leh-pole-why-ng-assert-wile] ny being = makes a nature of wild magic, dismissal, and assertiveness.

PolyngTeoPsiSme = [pole-why-ing-tea-oh-psi-h-smell] pa being - make the target into a nature of unique, telepathic, earth and smells.

PolyngZiMyt = [pole-why-ing-zink-mit] pe being - makes the target into a nature of working out and power.

PolyngIvyReaPsi = [pole-why-ing-give-why-reaper-psill] pi being - makes a person into a nature of private investigation and psionic.

PolyngUoPsiMaePost = [pole-why-ing-you-hop-p-sin-may-eh-post] po being - makes the target into a nature of instance, shifting, mail and telepathy.

PolyngGuiIStyDP-uBravEEn = [pole-why-ing-gue-il-sty-d-p uh-brave-ee-een] pu being - makes a target into a nature of stinks, disruption, revenge and deceit.

PolyngYIUstRaGuiIVec = [pole-why-ing-why-l-lust-rag-gue-il-vee-c] py being - makes a target into a nature of wild abandon, wild magic, deceit and appalling.

SpacPolTyCompetYng = [space-pole-tye-compete-why-ing] qa being - makes the target into a nature able to manipulate space and time at whim while competing.

SpacPolyTyYngEncy = [space-pole-y-tye-why-ng-hence-aye] qe being - makes the target into a nature able to use space, time and value at whim.

SpacPolyTyYngIus = [space-pole-why-tye-why-ing-lie-us] qi being - makes the target into a nature able to manipulate space and time at whim.

SpacPolyTyYngRoutRa = [space-pole-why-tye-why-ing-route-rad] qo being - makes the target into a nature able to manipulate space, time and trajectory at a whim.

SpacPolyTyYngCriLagaz = [space-pole-why-tye-y-ing-cris-lay-gaze] qu being - makes the target into a nature that is a dimensional judge.

SpacpolytyYngYI = [space-pole-why-tye-y-ing-why-l] qy being - makes the target into a nature able to manipulate space and time at whim.

PolyngRFay = [pole-why-ing-r-fay] ra being = makes a target into a reverse nature of manipulation.

PolyngRey = [pole-why-ing-ree-way] re being = makes a target into a reverse nature of redoing.

PolyBynyngr = [pole-why-bin-nie-ing-r] ri being = makes a target into a reverse nature of prescientific making.

PolyDisipaYngR = [pole-why-dise-tlpe-ap-y-ing-r] ro - creates the target into a reverse nature of disappearance.

PolyEvanYngRSubt = [pole-why-eve-fane-why-ing-r-s-lub-t] ru - make a target into a reverse nature of subtractive undo.

PolyngRyl = [pole-why-ing-riil] ry being = makes a target into a reverse nature of wild magic.

PolyngSchaPateu = [pole-why-ing-schallop-pate-ee-uh] sa being - makes target into a nature of scholars, art and goals.

PolyngYylSeIYkOss = [pole-why-ing-aye-aye-l-seal-wike-oss] se being - makes target into a nature of self, success, establishment and service.

PolyngShupFlosChaNaeDer = [pole-why-ing-shoop-flow-s-chap-nay-eh-dear] si being - makes target into a nature of silence, flow, scholar and absence.

PolyngEstisTruJoeYli = [pole-why-ing-estime-truffle-joe-eh-why-lick] so being - makes the target into a nature of doubt, disrespect, mystery and likeness.

PolyngFuaSucStudSmukIq = [pole-why-ing-fume-as-sluce-stood-smook-i-q] su being - makes the target into a nature of sex, sucks, suckers, geniuses and models.

PolyngSchaYITyIq = [pole-why-ing-schallop-why-sil-tye-i-q] sy being - make a target into the nature of wild magic, time, genius and scholars.

PolyngHarz = [pole-why-ing-har-z] ta being - makes a target into the nature of a terrorist.

PolyConivYngLenKen = [pole-why-cone-nive-why-ing-glean-kean] te being - makes a target into the nature of a mastermind and conniver.

PolyngFaneTradOeMyt = [pole-why-ing-fane-eh-trade-boeng-mit] ti being - makes a target into a nature of intrigue, traitors and power.

PolyDeIYngLisUoMyt = [pole-why-deal-why-ing-lise-lure-or-mit] to being - make the target into a nature of listing, deals, power and instances.

PolyngNuaConGuilGea = [pole-why-ing-nuance-cone-gue-il-geas] tu being - makes a target into a nature of understanding, deceit, cons and control.

PolyngYIARuuTeufel = [pole-why-ing-wile-are-rue-ul-tee-uh-fee] ty being - makes the target into a nature of wild magic, devils and corruption.

PolyngYshY-yUlyShy = [pole-why-ing-why-sh-y why-july-shy] wa being - makes the target into a nature of activity, void, women and curiosity.

PolyngY-yShyLyUe = [pole-why-ing-why-wish-why-lye-embue-eh] we being - makes the target into a nature of women, wish, exceptions and curiosity.

PolyngIntYshY = [pole-why-ing-pint-wish-why] wi being - makes the target into a nature of women, wish and intrigue.

PolyngAshYFrodArya = [pole-why-ing-ash-why-frode-are-say-ah] wo being - makes the target into a nature of women, intuition, action and intent.

PolyngEuLapSevuMyt = [pole-aye-ing-ee-uh-lape-seve-uh-mit] wu being - makes the target into a nature of linguists, perception, power and understanding.

PolyngShyShE-bYl = [pole-why-ing-shy-she-ee b-why-l] wy being - makes the target into a nature of women, wishing, wild magic and focus.

IsoKray = [I-sohn Kray-why] Isolated Isochronic Behavior; this effect can separate you or a target into a crystal of holding as it isolates a memory and it makes that seem as though solid walls of diamond that surround you as it does so. To release yourself from it, use an En or Unn in front of the spell. However, when effected you can have body moments to effect things into existence and bad moods. This can let you cool down, as well. But, one thing is that it prevents effects from going beyond the diamond or crystal walls, even physical effects.

IsoKrylis = [Isohn Krill-rise] Isochryllis lifeform; Creation of crystal lifeform. That is easily thought to or spoken to and programmable in that manner by the creator. It uses 5th dimensional energy to exist so it seems pure. By and of intent. In chrysalis form, it can serve any purpose. Its creating the life energy to serve others with. Its physical form is existant in the 5th dimension but it can take form as a diamond. This diamond is intelligent, but serves the will of those who work with it. Isochryllis takes the effect on to the physical. Its resilient in some effects.

IsoKrylisMod = [I-sohn Krill-rise Mode] Modulate Isochryllis, to change the isochryllis lifeform instruction to your will by instructing it. This mod effect is possible by making the isochryllis lifeform changeable with energy passing through it. Except this is the case where the memory of it is changed, by saying a counter or similar effect that causes the memory of it to be overwritten. This be like a memristor, or a memory circuit that changes its state and remembers with energy passing through.

IsoKryly = [I-sohn Krill-why] Isochryllic activity; This causes Isochryllic activity, that's remembering the state of mind and body that uses it and causes that state as it causes the effect you intent, from anything that is a material. The material is programmable by will and intent that's thought to the material with energy passed through to the material. Also possible is speaking the effect and willing it to do the spoken

thing as intent, as the material energy is boosted by your own. This can kill a person, if cast on the person and not a material. As this works on materials, the conversion of the body is somewhat interesting and can get deadly.

IsoKryl = [I-sohn Krill] Isolate Isochryllic and Isochryllis lifeform; This causes the Isochryllis and Isochryllic to disappear and stop effecting physical effects. When you isolate the Isochryllic, the effects disappear and the clothing or material tends to want to disappear, as well. This causes the effect of the Isochryllic to disperse abruptly and the object converted to the isochryllic effect might depart from you, in laymans terms.

CopoeIEYctBeXXX = [Cope-joel Ee whY-ct Benh Exx Exx Exx] Powerful corporeal form; This is energy molded Form by a choice to use the energy of the aura from a person you are transformed into as an end point is to seem at an end as you think 'end' and this stops. When stating spell, some of your energy or someones energy is used. Then the corporeal form is of the energy you wanted. This body will do as you instruct it to do, by example or thought sent to it. Otherwise, it will do its own things.

CopoeIAbjur = [Cope-oh-ell Ab-jure] Corporeal control; You control the corporeal being

MaiFeeEhu = [May-in Fee-eh Ee-huhn] Make Fey being that forms from your energy. They act like fey, have ability from fey and work like fey.

HidBodIkliiFig = [Hide Bode Ikk-lie-in Figh-g] Body form; Create body form. This can be any form you think on.

En [name it here] = [En] To end something, whatever you want is ended thats stated after the En.

SuaEmoeBe = [Sue-ah Ee-mow-eh Beh] Summon being, think on a being ya want to summon and speak or do the spell. This summons the being you think on. As, you speak or will the spell.



Circle XV (14) - Extreme metal effects; This in feel can drive ye slightly insane

FeMajik = [feh-male-jike] antimagic ability makes a iron magic ability in the target or caster.

FeSwEa = [fem-sw-Ee-ah] Iron sword manifest, creates an instant sword of iron in hand.

FeKui = [fell-kue-in] iron drain makes any bit of metal made of iron into a life drain on contact.

FeMex = [fell-meex] heat metal makes any metal hot enough to drop if carried or worn.

Jiife = [jie-ir-feh] iron enchant enchants anything iron by thinking of the enchantment and touch the item.

FeSpher = [feh-sphere] sentry iron sphere - creates a sphere of iron that defends, drains, strengthens, rebuild anything and other things by the willed thought of the caster.

FeMajikle = [feh-male-j-ik-l-eh] antimagic mastery makes an iron magic mastery in the target or caster.

FeBombe = [feh-bomb-eh] iron bomb makes a bomb effect of iron.

Shuvix = [shoo-vixe] crushing atmospere can knock anyone out in an area that the caster wants.

FeBrak = [feh-brake] break iron can break any sword or beam by corroding it.

GedFe = [geed-feh] iron guard - Allows for any metallic effect to be negated and the protected person unaffected. This also makes an effective seal.

PolyFe = [pole-why-feh] iron transform makes the target into an iron like body.

FeU-w = [feh-you w] iron skin makes the targets skin into iron like consistency.

ClairsAuFeArmo = [clay-ir-s-A-uh-feh-armoh] Iron armour creation makes a undestroyable but slightly heavy suit of armour around the body and this grants magic immunity, some spell absorption and weapon immunity.

DactoFePoly = [dact-of-feh-pole-way] iron dragon transform - Makes any target of this spell into an iron dragon or form a transmutation.

FeyYrlqOyr = [fee-y-aye-aye-r-wine-q-joy-r] iron golem animation - transforms anything of an iron construct into life by transbaking. That is what you see, in life to use or not by the thought that makes things or seems in use.

PurFe = [pure-feh] iron purification makes iron purified or purifies anything with an iron effect.

FePois = [feh-poe-is] iron poisoning creates a poisoning iron effect on the target.

MaefYISlutes = [may-f-while-slooth-these] make lead - Create lead anywhere you imagine the lead

appearing.

NeutAFyI = [neut-tale-f-while] neutralize lead poisoning - can neutralize any stupidly poisoning caused by lead handling.

FyIPois = [fill-poe-is] lead poisoning - can permanently lower one's intelligence.

FyIOrHya = [fill-or-high-ah] lead to gold - transform in an inner energy by annulization with energy any lead to gold as if "an innulity".

CipAfYIU-w = [Sipe-Afe-Y-I-yoU w] lead skin - transforms the skin of the target into safe lead that cannot be pierced.

CipAfYIHya = [cipe-afe-while-high-ah] safe lead creation - turns anything into safelead or makes it where you imagine it appearing.

YyrlqOyrFyl = [whir-rind-q-foyr-fill] lead golem animation - animate any lead construct with this spell to life.

LiiMajikKle = [lie-ir-mage-ric-ik-leh] lead metal magic mastery grants the target a lead into lead magic ability.

ClairsLiiSafArmo = [clay-ir-s-lie-ir-safe-armoh] lead armour creation makes a undestroyable but not very heavy suit of armour around the body and this grants magic immunity and attack immunity.

LiiBombe = [lie-ir-bom-b-eh] lead bomb that detonates where the caster wants with a magic absorbing lead particle detonation.

FroeShap = [frow-eh-shape] shapeshifting weapon - Creates a weapon in hand or grants a weapon the shapeshift ability. To use this focus on the weapon and feel it shift to the form you want.

MetakleMajik = [meeta-ik-leh-mage-ic] meta magic mastery creates in the target an ability to manipulate other magic as well as willed effects.

HemuDheoThru = [heemuh-dheeh-thruh] pass thru metal - makes the target's body turn to mist at any attack or from any attack the person is unaffected.

X-rSyv = [x r-sye-v] x-ray vision - make the target have vision that can see through walls and people.

Unilo = [rune-ih-ric-oh] universal energy allows the target to do anything through focus of will and to affect anywhere.

FeBlo = [Feh-Bloh] Iron block, causes an iron block that forms as a blockage from the iron in the area in the mind or in the area of the person. This is stronger than the earth block.

AcierBlo = [Ace-hier-Bloh] Steel block, creates a block of and from steel in the area or person.

SfeMtaEEmor = [Sfeh-Mtah-E-Ee-more] Star metal armor, causes the the person that is a target of the spell, to form a star metal armor that absorbs anything that comes at it and ya are protected by it. This metal is practically unbreakable. Its powered by a star in effect as its there.

Use The Foc [Useh Then Focus] = The Focusing force; This spell is use by the focusing beam that is a memory beam as to seem what is to just accept, as the particles in the beam as a blue light creates use with a white stream of energy and acts. As a thought with this is as the stated point as though imagination acts, as a point to the area as you think of a particle shifting the energy in use. This is and in moment is with thought, in thinking about what to "go" this is in and out with what this is in response. Now as to create is responsible to do and go along with a statement, and otherwise use is by what you think to use. This is imagination and arranges itself in a part time job effect, in either or you can still get things to do. Think of a particle engine as if this exists and use is the thought. Use you can get some results with are as thought energy trends, empathic felt idea is there as this responds to your will and reforms. As nothing is a point this can make a shape, and as if in form in unless you don't need it to in form and form out. Things of this nature are by the particles being a creation in itself by the creator as if in to seem as thought to create with out use is if your thought creates things. This can create use in by body moment and thought of employee is in thought dismal, as in you can seem to see the image as if there were a point to do. This keeps you interested in life, to relax then is what makes this use and boring things fade away from an idea thought in life if an is.

As if a thought to do, there is an essence as in the area is the ash essence, this is from yellowstone as sulfur is added in things and if in thought you can use the essence of the area that is to reconstruct things or create an idea you intend in the area. As there might be someone allowing, there is feeling out of exasperation or an area of lost thought. As if there is way to reconstruct, the room in life is changed as you or not can think you can return and in a point you do. Ash is used for the construct in use is as if things are made, and things you think can create now if you can allow and you are there create as you want if you



need them. As thought from a future life with this moment is, as if you can seem as if to enter the area with an air bubble generated by the aura or the air will kill you.

The effects of this creation sphere is to create with a thought and use is the point, to create virus in viral stage that reduces in thought to nothing and as the thought is there the cure is done. There is no cancer or other effects that created with thought are not thought as the effect is reduced to nothing as if the idea in different. Idea view is suggested and as you think or do thing you feel, as if okay and the thought you use is not felt as focus is in the mind and your use. Thought is used by others if thought was shared, as if with the moment you think should be shared.

This is a point that can be of use, as a thought this is to reconstruct the room use by the key frequency to create a thought as if 'aeu'. This is what creates that in a moment and is of a construct, and you never know what you might get that is built using things unless your prescientific as in idea you know the use. There is a moment, that is you mind your different as from what you seem in real life. This makes what you think as you are, you are what is amazing in thought due to this spell. There is no aging due to this effect, and what you can use to think is mediation. Now as if your a normal person in life, if this spell works you are alive or dead if you aren't deranged.

An outage of power with thought energy is in with an upsurge within energy, as if a point to stop you are at a concept as your every issue is resolved and with the conscious mind in their mind you can do or not. That is effected memory as if that is an idea that comes to your conscious awareness, this is what makes things in the concept as if in thought you understand what this is. Now in thought to do in thinking about things, are from the creator that makes things in thought. With what thought there is, by mind expansion you in thought are able to do things in time as if able is not to disable and thought is. Concept there is to use, rhythmic is to use negative ions to heal by as if by energy if thought is use in time. This is possible to seem better, if in mind if weight that can reduce as if dissipation.

As an idea to think things, to build and you create is with things or people that think to use the area is built up from the atomic level. The idea is up in dimension as thoughts if not is if a dimension you decide to use by the creator exists, as somewhere else and you might not die from the planetary area. This is to use the sun to generate some breathable air and this use can seem to create the air bubble, with breathable concept beware the moment in point as in switching with them is done with a purpose as if to create this. This is a trick in an idea, that exploring with thought you discover by serendipity and use is metaphysics. This is somewhat interesting in thought, as to explore an area that is otherwise timewise moment in future travel that fades away with a thought and then you remember. As if you use things with focus by three energy thought beams, that conjoin something to be created as this and things are there in mind. With this is a thought, as things in use are done. There is a point to dome energy, and things save themselves as if a game. As if you were a user an with the game of life you are with as much energy as you can possibly use. Thus you can use that as is a point in life, and things are in a point to seem as if ready in life. This is a spell that can be used and create success, as if to seem things and create as if a point is as thought.

Usi I [Usin eye] = This is discern; To think this is third eye use is immunity except not where you think in here, is correct as you are do you can make things seem as if correct as if you are with an idea and nothing happens. Whatever you know is a good dress code without excess, is to use and learn from unless there and not enacted as use is the objects energy at the atomic level. Using the third eye can manipulate the particles in what exists, as you construct and make things build up from the atomic level and use is then to use an idea to build and take from the future and or the past. This is the act of discernment to make and use thought in seen mood as in a mind room use as you want and thought is a use, to create by fire in focus and the thought is in use by fact to make as if a model, and form if your intent is there. This can rebuild an area, to make an ideas as if mathematic themas by translated math is this to nulle create and use things as if normal so. Yet things can seem things, in a vision that aren't always there as if violent were use but isn't and deaths are real or not if you believe them to seem. If a thought, there were a point and if there isn't then this is a point to seem as if an engine in a game.

Usi Sah [Usin Say-ahn] = This is the idea; Use is to make and make is what you think, as if a usa field is energy to seem and be nice.

Usa Sah = The User field; Use is up to you an us, this is a point that isn't with other places as a user in a field of time. Have fun trying to make things work as if using third eye.

The Thi I [Then Thin Eye] = The thio idea; This is a point to do, as if a moment that is a point to create by things that are done in a practice that can be what is in work. As nothing that this makes, and in an idea this will create with a will.

The Tji I [Then T-jinn eye] = The idea in indistructable idea; This is to cause the idea that you intend, as in thought you are thought about as if an idea is there to work wit as if in thought is in the youth effect that is a point to do as if in a moment you are a god or goddess that is what causes what is a goddess complex concept. As this is a point you think, 'en' if you are thought and act as you want as you make a god exist by use of what you think to the goddess with use of the planet energy. As is to exist by use of the creator, you have the ability you think you do and things you are believed to have you can get or use. As they are real in some moment and this is a moment of believe will or things that are in support, the moment will be use with the creator and it will coexist by the creator. Coequally, in an idea to work with others.

The Tha Tog [Then Than Toge] = The tog is the word; As if you you were a concept and energy flowed, through you that is a 12th dimensional cog or energy machine part that on touch is able to merge with you.

Thi The Tig [This Then Tige] = The time rune; This is the time effect, as if a point of the time you spent is use you can make a rune that acts on an instant. This is to create in a point by thought in time that is enjoyable, as if you are out to destroy things. Except, the idea is changeable to the eye of the beholder. Planarian is an adventure.

The Tag Tem [Then T-age Team] = The tag team; This the moment of a match in idea is to create and use as you search or not, to get the bride by beating her in an upper plane and as you do she actually works with you there where you match.

The Teg Mem [Then Tea-g meme] = The Tempering effect; This is the moment of a test of will with a teg or mini dragon also possible is the idea in thought to get a better result, say the spell and you are an upper level area as you play the players and the people are what seem what there is in designs. These effects that is with this is the effect to do, and know as this can create a stability to temper something makes it stable by the energy and your body weight won't go up. This ceases the hunger, as if the reason is not there to eat much.

The Tog Mom [Then Toge Mome] = The memory; This is already been played, this is the moment you use a cog and you get to work and think to get some result with an idea to seem and know. You've already done, this then you don't have to do this again.

The Tug War [Then Toog Ware] = The trick moment; The tug-o-war effect, nae is this decide the tug-o-war ends and if it does like you wish as you are use in a tug of war you can get an idea to use an idea as if the war is gone after this is not ever done.

The Toeg Mai [Then Toe-g May-in] = Teh War machine; The machine, is where you are written in stone and you are wanted for something that you can get out of by service for a service.

The The Thn [Then Then Then] = The Warfare in motion; This is the eartfiled as earthfield in motion, to create people to believe as you already created people to do things you can use as energy is if any action is an idea.

The Draco Rae [Then Drake-con Ray-en] = The dragon rage; The dragon rage effect can escalate the strength and user ability to create what is in thought to do, and escalate no war as if they were alive and if a war dragon occurs there is god interaction to end the war for a service ended. If you aren't a dragon already, you aren't in a thought and use is to use a elemental ability.

The Dreg Up [Then Drea-g oo-p] = The Dreg; The thought is the motion, you are not to do this in thought and things are what not to use as if in ability and out is what can seem used in mind.

The Set Doit [Then see-it do-it] = The Conception point; The plot of a concept, so this is a point and thinking is a point to make as if you had adverse things to buy. The memory is what controls monsters, and if you think of a use is thus as a use you make thought to create thought.

The Set Pt [Then sea-it Pot] = The Seating in effect; The seat moment is not there, as it is an idea to in seem as doing makes a thought and the trick is a thing that is believed or not as it isn't there. You decide where to place the throne, as if you are a component in a time field you with a concept for every thing that is done. The concept ends as if you don't have to do it and you decide and the throne disappears, as its made from the crown chakra the energy reverts to the crown chakra after use in no dog.

Dimes [Dime-see-s] = Dimension time; As if you time to a different tune, think of a time adjustment and you

don't have to hit as you have a key or time. Time awareness is thin and think to yourself loose and separate in time and do else, as you are reformed or not as in time in space in an en. As if an energy jump, you are and as if right through time. Think you rematerialize and you will where elsewhere, as therefore in time things can happen and adjust as energy is what you think and your aura creates and don't always deny. What you do if you shift in time, thought vision by what you do can seem what is. So in accept what you feel as sensation forms reality and to think, as with thought you will suffer a damage use and thought chaos is a wave you form from the effect or make by what you think ink can make. Whatever you do, you don't have to mimick things as you should as you allowed yourself.

Association by one who owns the ability to look ahead far what will help in the realisation of the wishes. Think you are adjusting by energy, as in you can use thought to survive what you see and you adjust the time timewave to shift at will or not and you form yourself backing away from somewhere else with an idea. That in mind is what is and things you think accomplished are possible and not if not intended, think nor or not nothing will happen till you decide to do things. As a ripple in time thought, isis protects by time manipulated feeling in time theory and if you belong to earth. You are gone as things are intending to an in be, don't be psyched out in thought unless you want interesting results and you are where is there.

To where you are in where you want, of a moment as you are a body and that in thought isn't recognized as you with conscious idea. This spell is where you don't think to see or then think and heredicy, as this in you as nothing go away. As you think as if momentary time idea that work or not unless something works, as things are nothing to mind and not felt by what you feel in thought in thought feeling confined and restricted.

Nope i [Nope-en in] = Tye adjusting; The time energy tha adjusts by unlimited energy as they are with creator use. The idea is edjing something that isn't always there, as with time you are in idea with iron as energy on or not all by in what you are is what this really is posible. As you think or near a standing science in thought, thought in balance is what you think out and out is not in a dead end that somewhere some person kills you from thugging in time. As you are out think adjusted to the in time by what time you think, as if to show time balance is an art that you can shift with time. Things in the street are what you can see and associate, as you think at will and don't so no is negative knowing. Think or no if you see, by moving around you are somewhere you shouldn't be. Sometime there is nothing but not like a dog, as the area pests are animals in the street attracted by thought you see. As you associate with the area and the things your subconscious, creates the idea you want to see or not if you don't want to see reasoning. There is no in nothing as thought, think and you can exist by what you think or do to make what you signify into what is thought by act or not.

Nope [Nope-en] = Tye Adjust; Time adjust spell; Think as you want as you are thought, you can seem if your energy is tuning to your thought to adjust in time. As if in adjusted time is "Tye Adjusti" by done actions where time is easily adjusted by effort in use.

The Shae [Then Shale-en] = Assume timesharing Shaping; Assume time friendly nature when travelling or not accused, as time electrons to the past or future though ti is trimetravelling if thought with energy and thought focus on the time you anull it as things are what you are in life as you are what form you see that you go around as you are by the electrons. This can lead to the worlds worst mishaping. There is a point in time, to get well that ends good as if well you can shift and change. As the area shifts with you you are where you think.

SuaEmoeHemuBe = [Sue-ah Ee-mow-eh Heem-uh Beh] Summon metallic being, the idea metal being finds by the idea you think is a way to ya after stating of this spell, in any way. This can take up to 1 year to effect. The idea is realized as what you think is in mental images.



Circle XVI (15) - Very extreme, life & instant effects; These can drive you slightly crazy and can be done by almost anyone

SpeFruuGaeFruUn = [sped-frue-uh-gael-fruit-rune] fruit of life protection - Cast on a seed to plant or a growing plant to get an undying protective effect.

SpeGaeFruLagazUn = [speh-gay-eh-fruit-lage-maze-lunar] fruit of knowledge - Makes the seed, tree or plant bear fruit of knowledge.

SpeGaeMedituTreUnSed = [speh-gay-eh-mead-light-yuh-treh-rune-seed] tree of life creation - Creates a tree from nothing and it grows rapidly in the spot ye think of that bears the fruit of knowledge. This tree is unkillable.

SpeGaeMitTreSedUn = [speh-gay-eh-might-treh-seed-lune] seed of might - cast on a fruit seed or a tree to make it bear the fruit of a tree of might.

SpeBarTreGae = [speh-bare-treh-gay-eh] bare skeleton tree - cast on a dead tree or live tree creates the skeleton tree.

Maigx = [May-igg-exh] Enlightenment; This effect is to cause enlightenment and deeper perception of knowing things. This improves understanding of all things and whatever is thought on, is appreciated for what things are. This teaches you to live, learn and love things and effects.

GaeTuo = [gay-eh-tue-oh] life turn - turns any source or person to support ya and a person or through life, it can turn the person through life effect. Causing the person do the right actions.

GaePolyng = [gay-eh-pole-aye-ing] life source - turn anything that is the target into a source of life.

ZirSahnIrUigy = [zire-sahn-ire-you-nih-why] supersahn transform - makes the person into a super being.

DjunHol = [djune-hole] waterhole create - creates a spring of clear water by saying spell and imagining it appear. Don't create a waterhole in a building as it will erode the building from within, even if it doesn't seem to appear.

Djun = [djune] water spring - create gushing water spring in the are by imagining it appearing.

AquaDhiu = [aque-ah-dhie-uh] waterfall - create an instant waterfall in a general area thought about.

AquaR = [aque-ah-r] reverse waterflow - create an upward flowing water flow much like a upward waterfall by reversing the water flow.

Forclca = [force-i-can] forest force - tie into the force of the living forest for energy.

MaiObjFoc = [May-ihn Obj Foc] Create object of force. Creates the focus of object force to be usable by you. Think to the object to get it to do things. Or, will it to create effects, and it will.

Forclte = [force-ltehm] Force of Item - tie into the living force of the item to give to you energy.

SfuwarlcaForc = [s-fue-ware-sir-can-force] primal forest - makes an ancient forest out of any area with trees or tie into the force of an primal forest.

PolySfuwarGod = [pole-aye-s-fue-ware-gode] primal god transform - Make the target into a primal god.

DyloNa = [dye-loh-Nah] earth force - create a link to the earth as a force of energy.

MedituDilytMaiX = [mead-light-yuh-dile-lyt-may-ih-x] power crystal create - Create a power crystal out of any crystal or substance. Be touching the stone or thinking on area to make it appear.

CrysAlisLutesSed = [crys-ale-list-slute-ee-s-seed] crystal seed - Creates seeds of crystal that can link you to other places when planted. Cast spell thinking of area in the ground and walk over it imagining yourself appearing in the place you want to go.

OkloDub = [okl-nod-dube] crystal recorder - Makes a crystal recording of any event without being detected. The crystal wearer or keeper can control it by thoughts alone.

OkluDub = [oklud-dube] spy recording - Makes a crystal or any other item into a recording device that is controlled by mental will, and its without being detected.

RuyUwOesRay = [rue-aye-luw-ow-bees-ray-y] ruby ray of desire - Think on effect desired on spell casting to get the effect.

UnteYIUo = [un-teh-why-l-you-oh] instant weld - combine two things together of any material quickly by holding together the materials and say the spell, sometimes applying a bonding force, to help the process.

NaTuoYI = [nah-tue-oh-wel] earth convince - make a person convinced to share info or do any favor as though it were destiny.

TyGebUo = [tye-geeb-buoy] clandestiny - make an event by thinking on it when casting spell as though it were destiny.

MedituCemaUniYI = [mead-light-yuh-ceem-Mah-uni-ih-why-l] universal glue - make two objects stick together which forms a bond that is unbreakable except to the universal solvent.

MuceMaUniYI = [mucous-seh-ma-une-ih-wile] universal solvent - undoes the universal glue as if it is able to undo any other glue.

MitMyt = [might-mit] glove of might - forms at will on casting around the weapon hand to smite your foes. Will through the magical glove to beget any deadly effect to be done.

IoZup = [i-oh-z-loop] particle angel - ogma of good that draws negative, making calms minds, and leesens criminal tendency within a short time. Socialism and peaceful intent are inherent after a short time. Intent is okay with this and always makes things happen near it.

AntiloZup = [antih-i-o-zupe] anti-particle angel - a positive absorbing particle that causes criminal like activity and antisocialism with possibility of distrust and extreme intelligence.

GaePolyAnamCi = [Gay-eh-Powl-y-A-name-Cih] Changes the shape of the soul to shape the spirit and body, in an idea attempt to move ya assamblage point. The assamblage point is the point where the aura connects to the body and represents assembled life. So to move it, changes the body.

MinGaeSild = [Mine-Gay-en-Sild] Minor life shield, to form a shield around the person who is targeted that deflects the minor things through life energy and from life experience.

Canciic = [Can-side-ic] Coincidence, to form an idea or effect that appears as a life experience and is coincidental.

MajGaeSild = [Major-Gay-eh-Sild] Major life shield, can effect the target by forming around the target. To use life experience to deflect the bad or coincidence in effect.

MinLyfCrey = [Mine-Lift-Cree-y] Minute efficient parts, to form efficient parts or objects of a computer in a minimum time for use.

MinUaCrey = [Mine-Oo-ah-Cree-y] Minute activation of parts, to minutely activate parts of an idea or things ya need.

MinUaAv = [Mine-Oo-ah-Ave] Minute activation point, to minutely cause an active point.

MinAAv = [Mine-Ai-Ave] Minute at point, To cause the effected to be minute at a point.

MinGreUo = [Mine-Greh-Oo-oh] Minute great instant, to cause a great moment of an instance.

MinGreUe = [Mine-Greh-Oo-eh] Minute great expect, to cause a minute of great expectancy.

UoUeIh = [Oo-oh-Oo-eh-I-h] Instant expectant pride, to cause a pride in an instant by expectancy.

UoIhUe = [Oo-I-h-Oo-eh] Instant insightful expect, Forms instant insightful expecting.

Uoler = [Oo-oh-I-er] Instant define, to be causing the effected to be in an instance of effect by defining or to instantly define something.

UoAir = [Oo-oh-Aid-r] Instant arranging, arranging on the instance thats to form an instant air that is around the effected target and it allows the person to be arranging things.

UeVaEr = [Oo-eh-Vahn-Ee-r] Be up arranging here, causes the person to be up and arranging here as to where its necessary.

UoVa = [Oo-oh-Vah] Instant holder, to form a holding of a person or thing from an instant moment and this can be to cause a bearing of effect.

UVa = [Oo-Vah] Understand holder, to cause the foe or target to understand the holder of an idea.

Uoler = [Oo-oh-I-er] Instant pier, to create an idea of a stepping place on water.

IAEr = [I-A-Ere] Into a speed, to get into a speed of effect and body movement that ya think on or state.

IAIr = [I-A-Ire] Into an oppose, to go into an instant opposite of idea by energy.

IAeEr = [I-A-eh-Ere] In meaning here, forms a form in meaning to be here.

ILovEr = [I-Love-Ere] In lover here, Forms a lover to be here in speed and this is to be in effect for the effected.

UoIAer = Instant in bearer, Forms an instant moment in a person that causes them to be a bearer of mind idea, moment or purpose.

AeIer = [A-eh-I-Ee-r] Any in here, To cause a pick of people to be near or to do things.

AnIer = [An-I-Ee-r] Include in speed here, To form a person to be included with speed here.

UeIer = [Oo-eh-I-Ee-r] Expect in here, to cause an expect in here idea in the person, where there is an idea generated.

UaEsItt = [wha-Ee-s-It] Continue especially to matter, as to what is it? and to cause the target or person to especially matter in something as though bitten. The thing is usually spoken of or thought of before or after the spell is cast.

AArA = [A-Are-Aid] Active art purpose action, to cause the target to bring a point of an active art in purpose and in argument to be action.

IeEAba = [Ieh-Ee-A-bah] Idea energy abate, this causes things in it of idea by energy to abate and not be there. Overspiced foods begone the extra spice with this and then the idea energy that can overwhelm will

abate as well.

BSuaWell = [B-Sue-ahn-Well] God healing, to make an active part of an idea happen, as though helping it along and sometimes by attempting the action ya want after ya speak the spell and this will cause healing by it. As in a God strike against people who are enemies or finding ya self making an idea and ya heal by God's will from it. It, the action, also is represented by the energy of the action, being in part, redirected for healing ya. So, think of the action right after the spell is spoken or speak and think of the action to occur before the spell is spoken. As it will then cause the effects and at a same time healing ya. The action ya want is endless, for regeneration of the bone and body though.

EGaeTra = [Ee-Gae-eh-Trah] Life track tracing, tracking a life in the mind and making it easy to detail the life in effect. Ya can easily track and act out the life ya work to track. Ya can say the result of what ya track even as ya track. Cancellable by a EnGaeTra pronounced [En-Gae-eh-Trah].

StaPryIIAngaeCrosPat MaiGlogShedIseCorrPate = [Stah-Pry-II-Angay-eh-Crose-Pate May-in-Globe-g-Sheed-I-seh-Corr-Pate-eh] The safty spell, causes situations to be safe for ya, as its "May you stay out of danger's path at all times. If you shall cross paths, then danger will flee. May light be shed upon the correct paths from this point forward." and danger stays away.

StataTwexe = [State-ah-Tweex-eh] Gravity manipulation, manipulate gravity like ya might always dream ya could. Think or say of gravity as heavier to make it heavier, lighter to make it lighter, or more the normal same to cause it to become the the same normal gravity and similiar idea like cancelled to make it cancelled out. Especially for an object.

ElemK = [Ee-leem-K] Element kill, kills any element that ya don't want, including a target, this can include conditions and drugs as the element. Use a roach when you kill the unwanted things by this, an element and you kill it too as if kill one kill all.

IoEalex = [I-oh-Ee-ah-I-ex] Energy creation provision, to be in explanation and make an energy creation effect from provisions and idea.

IleLm = [I-leh-Lm] In idea description, to cause the target to be and with description.

ErTh = [ear-th] Here there, as its here it becomes of there as where ya think on, of whatever is here.

AERl = [Aid-Ear-I] An here in, creates of the target an in here moment of intelligence, that seems of a vision or idea. And its of a moment that here in of a situation. This moment of intelligence can be used as a guide for further actions.

EFesilGas = [E-Fee-sile-Gase] Energy fossil, this sets up an energy field that forms from a charged gaseous cloud and it causes a 'fossil' of the target, albeit a person or object. The energy field weakens the target structure and causes fossilization after a quicker period of time than normal.

UoEgoCreh = [Oo-oh-E-goh-Creeh] Instant thought occurrence, to create an instant effect by thinking on it and feeling it should happen, after stating the spell. The spell lasts 1 day till ya decide it shouldn't effect ya.

EroberungUo = [Errow-bear-ung-yoU-oh] Instant conquest, allows for an instant win at the right moment.

Gesus = [Gee-sue-s] Spiritual relief aid, In An En causes a spiritual relief in people who say the spell. This relief is by spirit and energy infusion that acts as though a tension relief from the situations at hand.

GEn = [G-Ee-n] Good end, to be good at the end and make something for ya benefit.

Evalv = [Ee-valv] Energy valve is that of makes for the idea that a energy valve exists to be manipulated and this valve controls how much energy goes in and out of an area. It can take the form of a gate that ya raise the level of, however ya want, or a valve with a handle that ya can mentally manipulate.

GivOTak = [G-i've-O-Take] Give or take, to take to give or give to a take of something in idea, till the balance is set and trade of idea and something occurs. This makes the target give ya something in return for things done to the target. Even, if the target didn't intend to.

EaeOna = Each is on and active, to cause each item or event to be on target and active with activity.

InstAtY = [instant-ate-way] instant time event - creates an instant event that you want when spell.

AnItzEnz = [An-Itz-Enz] Materialize effect, to materialize the effect of the moment that is either latent or that ya tried before this spell.

BioSildExo = [Bio-Sild-Ee-xon] Bio shield, forms a bioshield of live energy and the energy strings that don't touch ya and remain around ya, in the form of a shield. These strings absorb the blow of whatever it is, and make the effect of the blow not happen. As though, it were absorbed as energy. If the blow does happen to hit ya, then it heals very quickly and broken or badly off parts of the body regenerate. The shield also makes ya unnoticed.

Anemenny = [Ane-ee-men-nye] Life effect manifest, To be of life energy and point out the facts and there



is a result as of manifestation of effect.

InEnz = [Ine-Enz] In effect, to be putting some element back to on function.

EnAnz = [Een-Anz] Goto end, toil and most perfection are washed away with this as it, the idea in the effect, is brought to its end. The viewer of the effect is capable of watching this progression. And the end of the effect happens.

IEnz = [I-Enz] I don't disappoint, This ends the Z force energy point with thoughts and conclusion that comes to a point and that causes a moment, of perfection in the process at hand that doesn't disappoint people. So it can please people.

InUlz = [Ine-Ulz] Super manufacturing ability, manifests an ability of super nature that can be used to manufacture things in energy or make things by work and instantly. Doesn't always work.

InUlzE = [Ine-Ulz-E] Super ability, the ability intensifies ability that becomes super in nature. Or, you gain a temporary super ability in the instant of intensification. Through the actions energy.

InAdvrhIh = [Ine-Advrh-I-h] Reverse negative effect, an can reverse the effect of choice almost instantly of its properties as a whole. Plus swine flu.

InErIh = [Ine-Eer-I-h] In hinderance, to cause a hinderance of some effect that isn't desired and though its thought on, it must be felt or seen to hinder it.

EnIn = [Een-Ine] At the end into, causes at the end of an idea the target to be with an in moment that causes them to be into something.

IenIn = [I-en-Ine] Good experiment into, causes the good to be into the effect and makes an experiment effect to be a 'boost' of energy and positive spirits. To check if this spell worked, try doing something thats experimental for an extended period of time, if ya don't feel tired even after strenuous action, lose a thought then it works for ya. This is similar to the undying spell.

EnnIn = [En-In] End effect in, ends an effect that is in play or happening and enlivens the target. At the moment or a given time, that is when the effect occurs.

Eraseba [Erase-ebb-bad] = Erase a thought create a thought. This allows a moment that you get some shock to need to erase and do else as in 'beano' to create a new thought.

Ergsten = [Erg-steen] causes the moment to reveal truth and perversity, cause of being in the mood to be perverse and affordable to someone. This can be causing erratic behavior.

InstUo = [Inst-Oo-oh] Instant of instance, create an instant moment that is an instilled instance of the idea that was just thought upon or thought upon while it was before. As ya state the spell. This can cause an instant cure or instant effect of desire as well.

MeUonByThIsm = [Meh-Oo-on-By-Thism] I won by that chance, causes ya to win an by the chance that is there.

NAGi = [N-Age-ih] Not that again, to cause a rejection of the moment, this can cause cancellation.

ErEn = [Eer-En] Speed here end, this may end any error and effect with speed that may take place. In an event of its own making. It can cause the moment of a speedy end as well.

IBMeYuh = {I-Bee-Me-Yue} I be me you, if it forces the person to be you and you the said person. In a swap places idea.

EEN = [Ee-Ee-En] Closure, Closes things, as it being willed or cast, it can be used to close anything. By pressures on the surface and sometimes the person. This also can end the panic on someone, bringing a sense of closure.

IEEn = [I-Ee-En] Return, return to area and restore things of area on necessity.

IEEnV = [I-Ee-En-V] Restoration, restore of idea and vision, plus other things consisting of your or others body.

IEEnVi = [I-Ee-En-Vih] Time travel, Travel to the time of your desire, possibly to reinvent something. Go forward, holding a thought of the time you want to, as you think positive idea of the place and generate positive energy. Go back in time, thinking of the time you want to, as you hold negative energy. Doing so to go back or forward in time, while willing or saying spell, will make it happen easier.

IEAs = [I-Ee-As] Make else idea effect, makes a moment in idea appear as though someone else. Say the spell as you want to have it effect and then try to state or do action and its as though someone else.

ImErIn = [I'm-Eer-In] I'm urged into, literally causes an image of yourself, or yourself, to be urged into a place or place of mind that's like an emergency area. With the power of error and what's around. Also, this could place an image of an emergency place into things. Must be thought of, on what you wanted, at the time of casting.

ImEr = [I'm-Eer] Imaging yourself here, To be an image of yourself thats here, where you want to be, then somehow announcing yourself. This occurs, on statement of the words, of the spell.

CDDE = [C D D E] Bring alive; To bring alive something or someone, on stating this spell. This effect has been noted to bring awake people whom were about to fall asleep. It has a 60% chance of success.

CDDP = [C D D P] See death, due part; See death happen of something or someone, due with a part, on stating this effect spell.

CDDW = [C D D W] See death, due with; This causes you to see death happen, due with results.

EMoe = [Ee Mow-eh] Make change; Cause a change, in appearance or effect, to something or someone.

Thins = [Thins] Cause thin weight; This spell causes a thin weight in anyone whom is the target of the effect.

IEF = [I E F] Mental coup, causes a control influence, through chaos, to perform a coup de tat on someones mental control. After this effect goes off, all you need be to tell what you want around them and they will do it.

Ilsa = [I rlse-ahn] Cause ceasing and explanation; State the spell to cause ceasing, of cease event and get some explanation.

AAEn = [A An Een] Cause a created end desire, Cause end of event and create an end effect of manifested desire.

SuaTuResa = [Sue-ahn Tuh Resahn] Summon to reason; Summon effect/s that become apparent and this is to cause reasoning. This can cause a person to come due to caused self reasoning.

Tedeum = [Tee-dee-umh] Tedious moment; Causes the Tedious moment of a routine in life or chore to occur and makes it interesting.

DuMom = [Duh Moment] Due moment; Causes a due moment of life to be done and become percieved by yourself or the target of this spell.

DuKi = [Duhn Kick] Due life force; Causes a life force to be due to you, the caster or target and it infuses you at a moment that you are unaware of, in an unspecified moment. This life force is the interesting point of which you won't regret recieving.

TuDu = [Tuh Duhn] The popped up moment; This makes a moment pop up, that must be done, dealt with or allotted for until the condition or moment disappears. It is a surprise to the person who's the target of it. It can cause tiredness thats sudden.

IUnnE = [I Unn Ee] Dispel delusions; This spell can dispel any illusion and delusion of a person thats focused on while stating spell.

BnMata = [Binh Mate-ah] No matter; It makes things not happen physically. As, you do things magically or not, this can nullify physical effects that has matter involved. This actually uses antimagic to nullify the effect. Must have enough poder (personal power), to get the effect off.

EiEmm = [Ee-inn Emm] Self-imbue inherent wealth; This causes a choice of getting something beaten in or wealth to come to you or a target of your choice. The person usually chooses the wealth. It works itself in through substance. Then they find themself guided by the energy in effect, till they make the choice to gain wealth. This wealth comes when its necessary or needed.

FakSedEd = [Fake Seed Edh] Fake moment; This creates the faked moment of education, which happens to be listened to by someone or something that you target. This allows you to fake the moment and make the person give or do as you want. On questioning of the moment, there is usually no response or its assumed false. In fact, it disappears from the mind as if its forgotten.

FakEd = [Fake Edh] Fake education; This allows you to fake anything, and make it look good in a moment. Cast by thinking of the moment you want to be there for understanding and stating or willing the spell with intent.

FaeBan = [Fay-eh Bane] Fey ban; Bans a fey from being annoying.

EUn = [Ee rUne] Uneducate; This removes the greater influence with extra X's added to the spell. This makes a voidal influence. This removes influence of anything that is influential and knowledge based. This erases the influences that causes the bad influence as though it didn't exist. This cannot be undone, unless you use a mana pool thats nearby.

IfniMyy = [Ifh-nih Mihn-why] Luck spell; This converts energy to create luck. The influence of the moon can make it a mischance spell. This is with a waning 'negative' moon or new moon. It zaps the area energy to do the effect.

DeYgoEry = [Dee whY-gohn-Ee-rye] Opposite attraction withdrawal; This is where you attract someone

negatively by doing the opposite of what's expected and they withdraw into themselves.

UnnANo = [Unnh A Nohr] Undo presence; This causes the caster to make something not appear there.

UnnAMaiHyd = [Unnh A May-inh Hid] Criminal Stopping point; This influences anyone who is criminal to stop. The criminal doesn't realize who, though unless they think about it. This can also cause a criminal to be active by anonymous means.

EnnUnnl = [Enn Unn l] Abate ego; This abates the ego from anyone targeted by the attempt of spellcasting.

UnnANoMaiHyd = [Unnh A Nohr May-inh Hid] Anonymous Criminal Influence; This influences anyone by suggestion who is criminal. The criminal doesn't realize who, though.

UnnANoMaiHydTujao = [Unh A Nohn May Hid Tuhn Jayn-ohn] Send by self to jail; Anonymous Influence to make Criminals send themselves unknowingly to Jail. This makes anyone who goes against the rules enforced, by the cops or set by the owner or renter of the place, to send themselves to jail. This happens anyway they want.

FvyFid = [F-v-why Fide] Instant faith or confiding; This can make a moment of instant faith. Even out of the moment of inhospitableness. If you decide that you don't want the faith, then the moment doesn't happen. This also happens on stating the effect of FvyFidUoAd [F-v-why Fide rUne-on Aid]. FeylJii = [Fee-why l Jee-ihn] Embues faery essence into ether that goes to a choice target, which is spoken of before or as the spell is done. This makes a fey birth from any body.

XMasta = [X Mast-ahn] Remove monster; This removes the monster behavior from anyone or removes a monster in an area.

EnUnn = [Enn Unn] End unnecessary; Can do undoing of the unnecessary things.

AnimEnimObtzEvoiX = [An-nime Enn-l'm Ob-z Ee-vohn-in Exx] X Animal Control; This controls the animal in you or others that can go bezerk.

EnEvoi = [En Ee-void] End instinct; Can be used to end the feeling of the person.

EnlSse = [En Issen] End obsession; This ends the obsession you would have.

AwardE = [A-ward] Reward, the reward of the acting forces that act on the area. You name it, it manifests and you get the award that you intend to happen as though fate made it happen. You basically earn the award, or it can disappear. If you use this effect enough times, then you may get the attention of fate and you find that you won't get the effect, unless you earned it by seeming to follow your morals.

UniAetuneMagislmedits = [Oo-nit Ee-tune-ehn Mage-l-s l-mead-its] Cause immediate magic; This causes an immediate magic effect thats sometimes unobserved.

MagislmeditsBariusNeh = [Mage-high-s l-mead-its Bare-high-us Nee-h ] Cause immediate inferno; This causes an immediate searing of great power on targets that you intend to sear. Say that with intent at the same time imagining a candle lit. This is in your brain and sparking an inferno.

MagislmeditsPyreVib = [Mage-hl-s hl-mead-its P-mirror-en Vibe] Cause higher vibration; This causes an immediate higher vibration on yourself that raises you to a higher level. Say that with intent at the same time imagining a candle lit.

Ev = [Eve] Everlasting moment; Using time and the dark universe energy you extend the moment you live forever. The dark matter energy can extend things forever.

Lipiderr = [lipe-mite-derr] Instant confession drug; create a telling drug that leaves a bad feel on the person, this is an instant confession poison that makes you broad in body.

Lipidor = [lipe-l-door] Weight loss poison; create weight loss poison that sometimes works for the target.

Lippiderr = [Lip-l-Derr] instant confession medicine; Create instant confession medicine that cures a brain disorder and causes you to confess.

Dajonga = [Day-jong-ahn] Soul restoration; White void spell that fills a person with white void energies. It restores the soul which in turn rejuvenates the body.

SuVyg = [Sun Vig] (Without n) Divine Vigor; Increases the pain resistance and endurance of the body to achieve greater things with divine energy.

CieLaBie = [Sigh-ehn Lah Bide-ehn] (without n) Control spirit; Control spirit and make them abide to calmness.

CieLalsa = [Sigh-ehn Law-l-sahn] (Without n) Cease effect; Cease effect of spirit and necromancy.

LeanLi = [L-ee-an Lift] Lean life; This life effect causes your mind to follow guidelines that make the body lean. When it works, it may induce a fit of non eating. But, the weight stays off.

FysLeanStr = [Fiss L-ee-an Stir] False lean strength; The spell causes a leanness in muscular strength.

This spell infuses strength energy into the body that makes your body mass muscular without building up more mass.

FysStrX = [Fiss Stir Exx] This causes extra strength, from a source that the mind creates for the purpose. This strength is actually there but not there. So its counted as false strength as it can disappear after it isn't needed. Sometimes when the body needs more strength, it can produce extra body mass. This is needed for when the strength is needed. The effect fades when you don't need it and so does the mass. The mass never actually becomes extra weight.

FysLiX = [Fiss Lift Exh] False life; This causes a false physical life force. That can strengthen a body when it needs strength or give you empowerment that fades when its not needed. When it does work, it can produce an amazing hunger. And, extra body mass that turns into muscle. This extra mass melts away if the subconscious sees no need for it. However, the weight of the body never actually changes. Unless, you exercise with the stamina boost from which is given. Watch what you eat, as you could experience weight gain, if you overeat with this effect. Basic suggestion, nibble bites off of whole wheat bread or eat fruit that satiates you. This can kill the hunger.

FysGloy = [Fiss Glow-y] False Glory; This spell causes the person to get an instant gain. The effect is to gain anything you want, easily and this counts as a Glory which disappears. It only disappears after its not needed. Do not need food or you will get allot of it. This has no limits.. so be careful or need what you got that you don't want not anymore.

FyLi = [Fil Lift] True Life; The effect of this spell is to cause a true life force. That can cause effect to make power shifts of the body to become any shape. This makes you as strong as you need to be to fulfill the task needed. If you think the form you wanna be or need to be. You become it. The shapes you observe and learn by observation you can become. Learn to compromise, and you can get more results with your form. Each form has a different weight, keep that in mind. What form your granted, is yours to use. You also may start to regenerate faster.

CeNaDaNe = Gut removal; This spell will cause the gut to drop from the body. It will disappear, mainly within 20 minutes to an hour. Depending on the body weight. This won't actually drop body, except for some pounds per every few hours. This spell lasts until the gut is removed.

Ca Di Do [Cah Dih Doh] = To make do; This is to make do with what you can do, and as if from the future as you said this spell you can correct as if necessary unless its not there to do. This can allow you to make do with what you can and not with what you can't. This spell can seem used, to create what you want if things you want to make real are possible. Don't look if you don't need to as you can sense things out and gno from thin or other air that you get from the air knowledge. This is to make things easier to cast and get something for nothing in life.

Ca Di [Cah Did] = The inme create; This is a spell to 'mae' as a presentment or resentment can cause inme, this is not the case without actually having anything to base things off of to create things on perception naturally. This is to make fake things real, from what is not real as if things are real unless you don't intend things to be real. This can be an interesting thing, to say as a spell in experiences, as it creates things as ~ as if there and then if it isn't there it will do things if this is necessary. If necessary, to use the i with a statement as to think a thought as a concept to not exist energy this is saying 'ca', an you can do and think to become what is not there or do and what you want will occur as if it were real or not thought and if feeling thought not to exist and from 10 second viewpoints as you can create from void or white void to make things seem. As this is to create nothing, from something that doesn't exist as the energy is not there by thought. This is something to do, if you do and don't get any results. Think of 'di' and you are able to do what you want to do, as if you create it within a thought that the created view was there to create as identified your subconscious uses chaos subconscious spelling. This is the thought creating something from nothing, this idea even works without the need as the only results you need are imaginative. This can improve even if the women or man idea in idea is to make, don't as the woman man or man woman idea in mind is done with unless not needed is the improvement with efficiency of things that should do better with improvement to type and make protection.

Ca Di Do = [Cah Dih Doh] The make it or work it package spell; This is to make it or think and and you do things for this to become as though need were there as if in a package you create things to do and in real life is an 'out' moment to create by imagination and with only things to do and you stop the moment you don't need to do as if you think it were necessary or not and you can do to make things better. This is where you can, for if you don't then not is nothing and you do things right. Unless unreasonable and if you

don't need you won't, and you can do things as you want if you feel like it. The idea is done, in as a moment this is actually done and in thought of the past you are what you think. As you think you can do things better, but only if not dumb and otherwise you are not and if not dumb you are doing things differently. As this is only an opinion, as a thought or not and you can do as needed. Things of this nature, is to do as if a motion is an idea and you can get things or not as you decide to do what you think is best for the moment.

The Boy Psi = The vamp psi; This is a spell that can be normal, in a thought to use others to make use by psi vamp what you do in psionics as in for a need your out with a thought. You can reverse the psi attempt, as to revert it this directs by others need in use decided by what you can do or not. As they decide to do things on their own, you can copy, ignore or do something to counter the activity as with a thought.

The Sun Inf = The Sun Use; To cast this spell is to make with use of solar energy. This is in mind and not actually seen, unless you share it with another to do or put it on the network of the internet as this can the vast network of stars. As if a star network then you can get any information, as by a glance to the solar star can't threaten by what the sun energy is thought to do or in a beam of light. You think on the thought, and you stop victimization and if in idea you don't know, the information comes to you as if in a thought your showed what you wanted to know. You don't have to do it or say it, if in the wrong area or place.

T Merc = The merc idea; This is in the idea to do if you don't, as if anywhere you you can be there to do for others as if magic to do and help out and do as this is need. If you intend to do things right, you can choose to do things as in for free to do things right or you seem to get paid as if you are paid by energy that materializes an idea in the bank. As to do it is unnecessary, you do not need as you are doing things to help and if not needed you won't. However, to do as in need and otherwise you don't, this is the other way to think on this as this the positive way to think on this and if you don't need this then counter it here. As anything, you don't want is done as if you don't need things and the right correction is there. As you undo by the activity here, that is what can make undo in the right idea, that should occur in the moment that this happens to do in need and this can be done instead.

So do = [So Don] So to do; So you go if you need and if due if you or other at your permission and this will do as you want, and in an idea if so they do as they want as if your idea in need. Whatever you do, you don't die in it in the wrong area at the right time, as you are in so many area at once with the soul copy protection cast by the creator or not as it is not intended for use and used is the idea that is not the thought of soul grinder. As if you are your aura keeps, in as your a memory and as your in thought this is never done and recalled out for things intended of something as this is not in else, the soul as a csoul crystal in need. So whatever you do, you don't go wrong in the right area at the right time. Concept in deed is in need, and if in a moment you do as in thought but with thinking your thoughtform.

The Yum Id = [Then You-em Id] The food idea; The cook as you want moment you feel hungry and you cast this spell, you can cook anything in expertise and you can ignore in the food as on thought to regard it as if some other time. You would know you actually eat it, as if you drink it or not draw it in a straw or drink it as if thought were food prevention in idea. With thought, you are smart and by what you eat you draw in the energy as if the moment you do things. You absorb what you need to do things, as to sustain your body at whatever the weight you need this is in the food as if you ate energy food. This is the food idea in play time as you are thinking about a food and in idea, you can eat it as you draw it as what food you want in energy right from them if they 'atre' it or ate the thing and you use the food energy. As if an idea to create with, and this is the usage of food as an energy source or as you think to drink you draw from the water in the drink. As you seem to get by spirit, or you get hit as you attempt this as you draw from the molecular material of the object in the body in the area. On exercise, no matter what it is you lose the food and soda drink energy, as if all the weight isn't there and as if in a moment to do things your subconscious makes it disappear as if the weight were dissipated in body air. This is to do things, to break this spell as though you were the idea and the things others do were as you in the body. If not soul intended action, and only if 'mill' you thought it necessary in your mind. So will free you from any suggestion, that you can't use or work in with thought channeled as energy or not so if in need.

The usei [Theh Use-ih] = The descriptio; This is the decription effector as that is the use already described. This uses the third eye, as if an i which is a third eye. This disallowing the monsters to do anything.

The Use [Theh Use-eh] = The user; What you use you can make use of as you effect you get to make, or use again as if in use the thing can create a use for what you use it for as it remembers it from your use. If you don't describe this effect, you get the use without a brain impairment by what you use things for.



The Efo [Theh Eef-for] = The use effect; This is the use by what effect, and as you use things you can get the worst effect ever done to that which is done to mankind of what is or what have you it is possible except to 't'po' makes it not happen.

The Ufo [Theh Uff-foru] = The Ufo; This is the flying object, in effect this is a place a person can go. As that is a point to do things with, as you use things and if you are able to get resolve to use an idea. Then, you can go as if to use an idea is to shift you around, and you can seem in two places as on a conceived potion you can get places as you decide to seem a place and use is by what you decide to use.

Tobu Efu [Tobe-uh Eef-un] = Tomboy effect; The tomboy is a cat that is a purpose that if on a moment, in a concept is a conceived view that is from a stranger that is gone immediately after.

The Tobrad [Theh Toh-brade] = The Tombraider effect; The tombraider effect, the idea is to play a game or live a moment in a movie and as in you do you and out there you are worked over in your mind. This is the tombraider that acts a concept and plays a role as you describe it you are an actual person someplace if you so desired.

The Tumb [Theh Tumb] = The Tumbler; The tumbler is the person, in no thought but as if an idea there is no actual way as if to do thought is to not do any of the idea and feel as if to avert an use, and as if to use it was to remember the original idea and you can get an idea of what thought is anything you think about is what is creatable. As its created, you then get the idea to do things as if you are okay you are tumbled to the ground as though tripped.

The Tum [Theh Toom] = The Burial; The burial is a moment, as if the thought exists you are an idea. Then to create is as in a thought to make a thought. As you use the thought, you make death something happens to be killed by. As each and every time you kill a thought you use a thought and that is the thought in effect as if the thought was due.

The Kei [Theh Key-ih] = The Shadow soul; The soul is what comes from a buried thing or person that makes and you think you are in, as the shadow soul appears as if pops out and from the ground. Then you either run, or not and as you do things are what create as if done and if you need some idea you can use the energy of an object. As a mage trick you the repair is due respect, as the energy is positive then position and whatever is thought done is there or not as you need it else as if not needed then you act in any view as if normal.

The Ke Maik [Theh Ken Maid-k] = The key make; This is where you think, and a key can do as you describe it the way it is.

The Tein [Theh Tee-in] = The tee effect; This is the tee game that is in use as it hits the ball and you are what makes it move. This is when it passes through, a hoop set in the ground you get your wish.

Tempai [Temp-aid] = The Temp effect; The champaign without a champaign effect. As the effect is to use any thing of energy as a replacement to the real thing, you get the effect of a real flavor or substance due to an energy that is a thought element that materializes as a form that is in idea.

Tempei [Temp-Ee-in] = The supervolcano effect; As if you dropped a concept, you can gain a concept as if by a spell from a supervolcano.

The tempaa [Theh temp-aid-ah] = The Tempera; Temporal moment is a concept to do or not in point of view, as with a friend moment is a moment as if a death that didn't happen. The moment you consider is what isn't anymore, as with a temporal shield made of nothing an energy comes from it. As if the moment wasn't necessary and if their idea on a concept there are an inconceivable concept view. You are what is a point to do, work with made from the energy from an object.

The Caceiva Fiv [Theh Cace-ceve-liv-an] = The conceivable view; The concept is a thought that is a point of recall, as if you cast this spell you are able to recall anything as if the view were done. If its inconceivable, you are dead from a cacodemon or not allowing is the creator of this not wanting the effect.

The No Ret [Theh Noh Reet] = The tersion; This is an instant recurrence of a power, as if this reverts something bad as bade as if a concept death as if it reeks then a life as if a monster then your not as if done then you are reverted to normal. This is the use of a usage that is death energy in use, in a use is the thought that is a use where you abandon what idea you have and use the concept in conceived view.

The teres [The Tere-ease] = The teres effect; This is the insanity spell, revert the recoc as if you were you are incapable to make or do as if you recognize somebody from the past or future. The teresia spell is to be of use as if undoing, as if needed and doing as if not attempting is an attempt somewhere you observe and if you agree then an idea is or if not then it isn't.

The Ve [The Veh] = The Were; The were effect is to cause the effect for others, that want the idea as if to



use to die a thought and create with a moment that did exist in the past. As this can be of use, usage is thought and thought is the moment that death determines the idea an use is a concept. Casting this spell causes an aversion with the effect on those you are intending to were in a form and thought was done as its done it erases itself as if never were.

T loa [T Low-ah] = The loser; The losing energy that is thought lost and as use is declared, you can use it as if unconscious as use is thought to seem a loser or not with your notion of use. This spell if cast with a person is what in thought can make this a concept.

The Em = The embarassment; This is the embarrassed motion, is the embarrassing moment that is what anyone can experience and can use with a thought as if energy and as if the motion was there. You can die from death with this, as if a natural incident as if a thought of no results you get anything done and as if things are then the incident. As this happens to shift you away from the area to another area, then you are there or dead by what occurs to you.

The Cema [The Cee-man] = The Cement; The decent thing to do, if the person is proven a monster in real life in the future as all you need do is mix cement and force them into the cement as it hardens somewhere they aren't suspecting. As it hardens, you are not as if the person you were suddenly is a decent being. If not meant, as if you don't go into it and it doesn't happen.

The puie [Then pue-lie-eh] = The punishing blow revised; This is remove crippling if stated as a spell to a person as if the pulsing energy attack that is from a real star and this is considered 'pushing blow', again as if to state this spell, is to cause a dream to do nothing or something that is what can become as if a nightmare that is useful an reverted in deception is a scene that is puking.

The Iceia [The Ice-eye] = The icee; This is an icee, that is free as if a free drink as if there before and otherwise not there as its not done otherwise.

The Ei E [The Eih Eh] = The revert is atlantian; This reverts in the idea to make in things as if they were an exact concept, an is yet not doing anything is what you want in an idea that is wrong, foolish or not needed as its unfair to those other people that aren't needing them, as if need were some person and things were intrigue as if they who were you are no longer doing in things that are correct as this is useful to achieve an end result and this is not.

The Ea Eaie [The Eah We-aid-leh] = The aura layer; There is yet another way of surrounding the body with energy as an auratic layer, an you are with the energy to work with as if a source and as if a thought to do you cannot do anything that isn't possible except anything is possible in the given time with enough energy that can be there by summons. As you are in that energy or not layer as you want and you can get any result as if you were a layer to work with construable and yet a construct in the mind as 'Eae'.

Istet E Uni = Instant energy recovery; This is the instant energy recovery effect cast by spell, that uses the area to return lost energy and can make you able to focus even under high extreme entering energy effect made by solar flare and volcaning. That is made to the spirit recovering, the energy to the body as it needs things.

Mest Ma = Thought matching; Thought matching someone, and then thinking of the idea to do is to actually cause the brain to match frequencies and whatever the time it is you are linked as if you were the idea to manipulate the person, as you do things and as if link by thought spoken this is as you may end up doing things. To break the link, think a different thought from them that their spirit resists and thus the link is there as if working that which is is a human is fox.

Torl E = The singularity void energy; Think of the person and you can see or do as them or otherwise thinking energy sends it to the person to help out. This is undeclared fire that dies off after realization.

Torl = The black hole; The singularity in effect is to think of where to go and in what you do as out you are in the idea and the person is in the area, with the idea of sending the item that you wanted to send. As if necessary, you can even send the thought of energy to or from yourself to pull the item to their area. Focus in on a thought and intensify the energy a bit as you attempt to listen in and you can hear their thought and thoughts from the area through receiving some of their energy.

Thee Cacot Moe = [Thee-enn Cake-Cont Mow-en] The Concept in motion therapy; The concept therapy spell, is where you can use things to get an idea and things as in everyday things become a therapy as if a motion in the mind.

The Sapee = [Theh Sape-ee-enn] The suppression; This suppresses the energy as if an idea to do things, just think of a thing you don't like and what you don't like was as if energy in an inverted energy field that is in your aura and this can use the things suppressed. As though a high intensified energy source in and out

of life, as this includes even pain and eating.

The En Cuve Abl = [Theh Enn Coo-venh Abl] The secret ability; This is to hold a thought or secret as if thought energy, and things in mind are life events that can be seen and in wanted moments you can recreate them if intended. This can create an ability if you get enough energy, this is all a super sock out as if super if energy is enough you can create a concept.

The SuGirl Eff = [Theh Soon-Girl Eff] The supergirl effect; The effort is the point of view that acts by this spell, to create a super ability for any ninja girl or otherwise.

The Buoul loo = [Theh Bue-low-ull-Ile-on-Owl] The second sight; This is the second sight psychic ability, as if from the movie you are seeing the event as though the thought is there to detect as if the energy of the event were detearable. This is spell is for anyone, as individual use as if on a point you are to do as in thought and use things as if in a motion or a hand to get an idea end result.

The Casavy Thoiu = [Theh Case-save-why Though-lie-sun] The Conserving thought; The conserving the thought, and as if to think is to get energy as you are what is the approach to get things as they come and you get things to go to continue or not as if to do things and get things improved as things get better, you get the idea to do and as you do things you are as thought and due as if your known. The spell in effect is what sets, this to get things as if you are intending a better bid in life and get more orb jobs.

The Ie Dha = [Theh Lie-enn Dhith-an] The false path; The false path is the moment in a concept is in born, and can appear as if you think about the idea as you think about the sequence of chain events. Then with any idea gathered from others, the subconscious as you can create things or not as if an intended idea is a path that is created or uncreated at your spirit will. This can be used timewise, to attack or defend with.

The Akhbar Fuly = [Theh Akhbare Full-eye] The false feeling; The false feeling is a point of recall that is remembered. As if there were things to create and things in memory are surged in energy. This is the point, of an akbar family effect. This is to create as is and yet you feel that you are in a moment, as if satisfaction you don't feel full or not as you stop the effect as if dismissal.

The Syue = [Theh Sin-you-enn] The ideal situation; The idea is a soul to know, the idea is to not fix unless necessary. The idea is not dead and this is thought to do not as you are doing things to know and as what things are there reveal themselves.

The Ideo Ie = [Theh Lie-Dee-oh Lie-eh] The Mental idea; These are the concepts of the interest and in there are of those with a mental library if not you can peruse any mental library, as you do you revitalize the idea and create thought of what you do as if you were able to capably handle any information if in fact its true.

The Ie Cacee = [Theh Lie-enn Case-see-eh] The Idea concession; The concession is use of a valience disruption to the energy field, is Edward Casey ideolist of the conscious, levels to try and do things as though a use if you were an accepted person, you were the point and they were the acception. This can make you sane as the semblance of balance, is there more as you get more energy to create a stabilizing point as to stop enraging and do something cool to do.

The levels of perception are there as if a quick [listing](#), as in thought you know them as in this and as your subconscious, reveals the levels to you as if a concept were interesting and you explore with a concept. This allows, you to get into the levels by energy stance.

The Ef Curatio = [Theh Eff Cure-ate-ee-on] The Effect to neurotic disorder and facial disorders; The effect to spasmic hand gesture, that is undone or removed is other disorder is to use energy and nothing. To cure the spine as if at the end it dissipates, into thin air as the source of energy that uses it is no longer viable and use. This isn't to seem to be, as if arrest to the body can ever not happen with deterium and drug interaction.

Iocent = [Eye-on cent] The Angel Cent; This is the angel scent, that is the momet you store something or don't like as if you shift it in the trash. Then the matter can clear, up the street of whatever is contaminent in the value to do away with.

I Et = [In Eat] I eat; The idea that I with other people can eat as if together, and use is the idea future in the concept that is understood as if they want to experience it and otherwise not.

Swv = [Swiv] The swirvel door; This is the swirvel the door and dodge away, and this vehicle you see has a 'uverse' as though in it is not you as you do and don't think as if a swv vehicle.

Un Swv Ef = [rUne Swiv Eff] The undying hatred thats averted; The effect is to undo the foe, as if to undo an swv irregarded in a swirvel effect. As this makes control of the idea situation, you don't do things as if

your in control of yourself.

Eiflemet = [Eye-flee-meet] The diabetes spell; This causes a deathbeating the degeneration of things, that are body related and this is the concept that in the mind causes a pure essence release to the body of the inflicted and as you say the 'in the degenerate'. As the effect is a pure death beating, as if you are alive and still good at what you do. This causes an idea to cure any other disease, as if you are the one cured and the person that's afflicted is not and only cured by 'unswelviate'.

The Are = [Theh Air-eh] derangement effect; The derangement of the person that is targeted, a curse only cancellable by need to feel and not in the direct line of focus as your not in the direct line of focus in line of site as when time is where you think and as though you are movement that is what pushes you out of the way. There is no way to win so stop, and do else as is to move out of the way.

The were = [Theh Were] The were form; The were in any form or shape, can change form as if a mystical being you think it you get the effect of what thought you use the ancient ability. Don't ever think of a form, that you don't want to seem or become in the middle of the night. As you want to repair from the form, state 'Reparato'. This is more info on were's.. <http://spellhawk.blogspot.com/2013/11/the-were-ability.html>

The Iqt = [Theh Ick-t] The moment with no avarice; The idea if you can say that, you can get things with what you get effect. Cast this spell, to get what you need as you need things they who have it might come. As this is true, you are okay and know what you intend without disturbance. Once you are done, you don't have to seem like you don't like unless necessary. To be released by the people you go into to get into their mind, if necessary and not insane as you want and you can seem released as you think released to the mind.

The E Azn = [Then Ee jAzz-n] The Equator rite; The rite to use the equator's energy to grant ability, and you are in an idea that is made feasible near the area's that are spots of power. The things you think tend to seem as if real if you need the realness to be there, unless ye don't desire as if not even unless ye think it worth things to seem right. As you project you can make, a thought intuit effect as if you are to be well. As you are indeed, you are in thought to equate and do easily math in right equation in mind. As though energy is magic, that is mana as if equal to the moment. This derives off of the mathematica themas as if to help with languages.

T Eqt Rite = [T Eq-t Rite-eh] The Equator ritual; The moment time becomes different, you are what seems to become as to what time slows and speeds up. This is the point and this is similar to what you want in thought, compare as you think you decide as if to seem or not seem and you are by your choice of times and thoughts. Things to do are making with the spell to create, the time you want and only if you want the time. The time you think it is necessary to use, and you remain in your own time that you think is safer. What you think, will happen if you think it to occur. As this spell will dissipate into the ocean waves, as they ebb and flow to not seem to have happened as you did with them and they did in the time of the equator. As you think yourself there you are whomever and thus as you think and your third eye does the shift through use of stonehenge, yourself to being back here where you are you can seem natural very apt as this can be anytime.

The Fun = [Theh Foon] The Fun; The fun part of life, is there to play with another way of life that only shows up when you are working with the idea, and nothing but disruption doesn't seem to be there. There is no place thriving after awhile, and you are as you seem intrigued but not as you think you consider what you do. There is no concept except to explore, as you go and try you get interesting thoughts and things to do unless you don't need to and you do things for fun and joy in life.

The Elao Corrant = [Theh Ee-lie-aye-on Corrant Lage-gue-y-y] The rhythmic longetivity; The rhythmic longetivity, is to use this as a crystal and think to adjust it to the sun as you try to get things to do you think and work amazing effects. As you are as the energy harmonics are musically done as rhythmically adjusted to solve your body problems in the idea, mystically use to improve your body shape that can improve your senses. As you are what you think, you know what to do, think improve and you do as there is no way there is a way to get an idea and use it. This is to get yourself free as if you were in a higher plane and, use is of what is in the area as if you use things you get positive results. As you use things such as drinking through a straw, focus on energy coming into yourself and you get younger as you use things and you can get things to go. As always, use is up to you and things are to make that which you want. As you do, you can think better as if to use thought is, to get a better idea and use is to use as it felt right it was. An energy of atlantis as if to seem better is to know, and you gnow what your spirit can tell you as you need to know and the spirit can work with you as you need as a spirit guide. The creator is to help, as you

need to get an understanding you are what you get in reply and he can uncreate or create things at will.

The Lon Je = [Theh Lone Jan] The Longetivity; This is gotten as the longitude and latitude effect of knowing and use is the ley lines, and being able to shift on a will to seem if need be or otherwise on a thought your using the druids transportation effect. As this may get you places, thinking of an area to seem in will make a different place obvious. The obvious idea is to use the druid way of drinking and then you are alive, as long as you live as you think and things will do as you need as if a drink will get you better. As this will work, you only have to do things to work with as an idea will come up that is workable. The longetivity also come with, the thought to live longer that makes your energy immortal with a soul despite what you say. As if you were not controlled and yet gesture created what was thought, as if you were okay and yet you are not damned to live forever and yet you regenerate.

There En = [There-enn En] The negated point; The negative world is this, as you use it by subconscious thought you can do things with it in an idea to results in a heartbeat. This can make as needed, as to not create and uncreate what you think to do and you survive till you undesire disruptive and repeative attack or not to live except somewhere else as though not on the same planet. As though thought, negated point you give as a gift as you form the energy and this makes things as you are santa's cousin where you are to give gifts of some ability.

The Thiery = [Then Thigh-erry] The theory in effect; As this is a moment, thievery is this as you can get away with things as if you had depth perception in the night that is possible with night.

The le R = [Then-Lie-Enn R] The moment in mind is perfect as the frame in mind and as you frame it, and you see it as a view as you use it as a source to do as needed as if there to help.

The le = [Theh Lie-enn] The actor effect; The actor effect came from a bard thought of what isn't there, so if you think to make an effect you create an effect and to effect a spell is to create something. As in you need it and you are able to act as needed, in that mode which can create what you think.

The Go le = [Theh Gone-Lie-en] The Business Idea; The idea is to not kill as you do things, but know and due as if hand over fist as if to not assault as thought to accept business. This is to make concept for an idea as if to create, and then use it as if to do service for an idea that is a service. The idea is the concept that is want, that creates something in desire as though you were what you intended an in mind you are as you accept less as more or more as less. As if a thought made is something, in that use can create without a moment and nothing to seem is this in made idea in within a thought and out within a moment or if not disturbance. This is not as though thought made you reasonable its, as though thought gave you reason to do things. This is a spell to setup, and do things now accept with a trust that is in regard.

The le Tri = [Theh Lie-eh Trick] The idea trick; The trick idea as if in dream is no idea if you think something, unless you are a idea that is there and it is there as acceptable if back or not as if needed as Shifting makes immediate disregard is else as if thought made things work and it isn't there as you feel it done. The quality of mind, this is the idea you can use as if you can 'then' you can do the idea. As if you have the response you desired, you act as if good and do as if in positive idea. Another thing, this can make a balance as this is the effort to seem you get a result, or do as though thought is else and desire is forthcoming unless you don't desire something and it can disappear. As if dissolved of the very worst, this dispersed in effort you gain respite, by means of your own measure in what you deal with.

Passeus = Spell change; This is the spell to create yourself, formed from the subconscious as into a wyrd form that is a sicke power that works with people with a hand over fist attitude. This is a great spell, to use fate ability in a man or woman form of choice.

Mie Myy Cyry = Spell hold; This forms a spell hold, that is in the ether space formed from activity and powered by anything you want. A form of 'dea' to prevent things if you are committing to memory a form, then you won't as you are not wanting to if you state this spell as if a were is a dream form as you realize what potential fix is there you are okay.

The Were Ef = The were effect; The actual concept of an instant were shapechange, is now lose the shape and seem a form of desire and that is to think of the were shape and state or think the spell to shapeshift. As you are a were in thought you can shapeshift, this is a were in form that is a natural shapeshifter and not formed physically with very strong physical mood shifts an in very easily a good way at the right time in an area of choice. Committed to memory with an idea and in an instant physical thought shift dream, you are leading yourself on to be as if a were in effect as though you are respect with disrespect and use is

from a were in action somewhere. This is with strength as though a thought were a trigger and you remember everything, without anger and thought is reaction as though you feel fear and you are nothing with rejection and this is the thought that you go through as if to work through things unless you don't think to in absolute calmness or absolute sanity.

As if you are a concept in were form, you can become what you think even as a were shape is done and thinking you avert danger you are aware. If you were you might feel you are not a failure, but if you are in your inner world avert this in time as this is you by the right action where you stop and think. As if not here and thought of what, you did after is thought. As if to trigger this is to imagine a life you lived and failed, at thought in this is what in thought is that. This is where you are in which you are not averted in form. This spell doesn't always work, as if you are able to accomplish it you are actually more adept and intelligent from what you think to do. If you think to control it, you can prevent it where you are at but it will happen somewhere. As if a point were there and you think it, as if a monster were is in your mental room then you are a were in a were form of your spirit choice.

A moment you can turn it back to were human, is by a spoon or anything else that is believed to turn the spell effect off. As if you were not hitting anyone, you can avoid the issue and use is not done. The were ef is the were ef, and you are not effected by what you do if you are not wanting this effect. An ef cancels it. So if you were wanting to beat your foe, use this spell and you will feel as if an insignificant person but you will beat the foe unless you don't need to. Thus, this spell is not to be done as you disappear and come back after to be as if normal, in life if you are not wanting to be hunted for what you think you should seem to believe you are you avoid the issue or do something else as if you were life. If you can use this spell, then you are better than most if you are able to transform at all.

The Were Uo = The were effect; The advanced version of the concept is slightly different from the original version were eff of an instant were shapechange, from the standard viewpoint of the were world with the point where you think to be a were and decide to not and you are now or not in form. As if nothing is beaten where you are in the form of you that forms where you think, if you lose the shape and you become a form of the idea as the idea can create desire or not. This is to think of the were shape and state, or this is where you think the spell to shapeshift as if the idea in one moment happens on the spot. As you are a were in thought you can shapeshift, this is a were in form that is a natural shapeshifter and not formed physically except with energy and very strong physical mood shifts an in very easily a good way at the right time in an area of choice. Committed to memory with an idea and in an instant physical thought shift dream, as you are leading yourself on so stop to be as if a were in effect as though you are respect with disrespect and use is from a were in action somewhere.

This is with strength as though a thought were a trigger and you remember everything, without anger and thought is reaction as though you feel fear and you are nothing with rejection and this is the thought. That you go through as if to work through things, unless you don't think as you are to 'were gone in idea' in absolute calmness as in there is nothing as any time difference you don't if you are better off then dead you are adept and things work rather than beating people dead as this is witch lich form shift additive to the witchblade and things work with putting energy through it. This ends as if 'un in ef', as if a glitch happened things disrupted in thought as that is and you are what is not reacted to and things restore themselves.

As if you are a concept in were form, you can become what you think even as a were shape is done and thinking you avert danger you are aware. If you were you might feel you are not in a failure, but if you are in avert this in time is you by the right action where you stop and think as if not here and thought of what you did after is thought. As if to trigger this is to imagine a imaginary life you lived and failed, at thought in this is what in thought is that. This is where you are in which you are not averted in form. This spell doesn't always work, except it does as if you are able to accomplish it you are actually more adept and intelligent from what you think to do. If you think to control it, you can prevent it where you are at but it will happen somewhere. As if a point were there and you think it mute point, to form the point and don't live it as if a were is in your mental room that does the effect then you are were in a were form of your choice of spirit choice.

A moment you can turn it back to were as if human, is by a spoon or anything else that is believed to turn the spell effect off. As if you were not hitting anyone, you can avoid the issue and use is not done. The were ef is the were ef, and you are not effected by what you do if you are not wanting this effect. An ef cancels it. So if you were wanting to beat your foe, use this spell and you will feel as if an insignificant person but you will beat the foe unless you don't need to. Thus, this spell is not to be done as you disappear and come back after to be as if normal, in life if you are not wanting to be hunted for what you think you should seem to believe you are to avoid the issue or do something else as if you were life. If you can use this spell, then you are better than most if you are able to transform at all as you only stop if you decide to as if an uo.

T Pt Ly = The point of life; You say what you want with the intent, as you are meant you create things as if you are living another life. This spell is amazing, as it is you are hit by the observable and if observable if on a thought you can do.

The Fak Ef = The thought pleasure effect; The idea is in use that is work in pleasure and this drops the pain that the body has in a moment. Assume and you can seem to be as if a use is to become not in any way bad as if bade to do good. This spell can cause anything if you are with what is necessary.

The Corro = The Corrector; The thought recieved is imprint and not effect, of an idea is with this spell, is to seem right if to do right and nothing else will go wrong in life.

I le F = The Clea In; This is the thought in a moment in planar being. With wisdom, this is the flow of time energy that creates that moment in concept and you are what you think as if a planar god or goddess.

The Fuu le = [Then Foo-un Eye-en] The Future idea; The future moment is time you think on and as you think to do you are them. This the time you think, as you are shifted and back again.

The mon Ty = [Then Money Tye] The moment time; The monty python moment that is a step to the future, and you name the area and the time. As you integra are the moment you think to seem, and you become what you think to seem as if you are an idea and as a thought you step back and as you this is to a time in the moment that is there in life.

The Spiy = [Then Spie-aye] The Spiraling effect; This is the spire idea as from the game Geneforge. The spiraling idea is in effect to create, and use as the creator is shape willing as if a shaper to do things and this uses genetics or living effects as bio effects or organic idea is thought use. This uses the idea to do things in a right time and right moment. This can be used as if a spell, to create a timer in effect to do as you did unless you don't intend to need to. This if used with order of concept, to create an order in the mind to mask what you do and think what you don't unless you never intend the idea in mind as if to seem real the timer effect is gone. This can seem as if spiraling energy, as you are to think if you are in a concept to do things. If used with chaos in mind, you can use a spiralling out of control in idea to make a bad point seem good. Or not is to seem good as you do an idea that is decent, as if 'en' is as if to serve an example you get a very decent effect, by what others don't do from this idea in idea. This spell cast is to not be done, if you intend to hurt people as you yourself are not hurt by your own actions or not as you deflect the damage to others by what you do.

The Ritua = [Theh Rite oo-ah] The rite of Ritio; This causes you to spike the area, as you don't spike the lava until you think to use life force. Unless, you want to speed the process up as this speeds up aging and unaging, as you think 'unage' which stops as you think or nothing happens as if you don't think and do something else as if in ending you do things right. What you think about you may end up getting as a secret or other effect is at the end as a result.

The camae = [Theh Came-aye-en] The came and gone idea; This is the came to what is an idea and your gone to another way of life as if death, where you decode your writing as if you make an think as the game



in life is possible as if to use turtles and human headed turtles.

The Juu Site = [Then Jue-un Site-en] The anime movie shift; This is the anime and movie shift, thinking quits this as that in this is quits as if natural shift is where you think of a movie and you are there just in idea or really in long life. Where you are getting things, and going on about your general business. Its a pattern, but its perfect as if you are to unlearn the pattern or think in a pattern as if you work things out with the thought. If it exists you can get there, just think as though to be there and you are.

A Zey ih = [A Zee-aye ih] An idea to them is to in effect in use this as is, what this is seems that is what you can choose to rid yourself of things, unless you need to use something in any way that you want and you are not irrational.

Cua Medico = The cure to diseases; This isn't a cure as if you think to use things and if used it will fill you with energy that kills you in the end being. This can be removed, as if you are sending the end point energy to nothing as the idea is to cure the disease and nothing takes in the energy as an essence to remove the disease and if thought on is an energy to use.

The Cruno = [Then Crue-non] The Class effect; The area and things, in life are suddenly a class with what is made in life there brought to here as from the mind. Pain as with a point by pain, with energy stops the learning.

Elixium bonatrivum xarnos = [eel-licks-l-um Bone-attrive-loom Exarnose-rose] To smash and go; This is the idea that is what you consider, as if you are with enraging concept belligerios or two and things work or you make do. What causes this to work is the dimension above that makes conflict on the spell use, to cause an event that on strike of an object creates the thing to not work and to make it work dismiss the pattern. As if erased and this can make the object or person undamaged, as inner fire rises and surges you can smash anything and you can disrupt the life flow of anything. Use ultimatium reversio to fix the life flow.

Trans Fx = Translocation effect; This is the translocation spell. This is a spell to translocate you as you unfocus and focus your eyes. Things in concept are out of context if power outage is done, as in this is a point of view shift where focus causes you to be out of focus and then focus on what you want if the power outage is fixed you are a point in focus as if viewing a picture in your mind.

E Vecc Dra = [Ee Vecc Draw] The energy matrix effect; This is possible as a spell to do, and to use this is to focus in your need and think if you use things or feel things you can do the result or not if your spirit percieves anything wrong with the idea to do, if you see it as useful it can work unless you think and see things as incorrect. If thought is nothing energy to be done, then you do things different or use information as you talk to the soul if you are correcting by corrected energy from yourself. As you use the music of the mind, and this comes from the soul you use the heart to decide. As if to detect the area harmony as vibration and feeling is sensation, a thought is felt idea as if in an area with no thought or a solid object energy matrix is as with an idea that is consciousness. As good or bad and thought is there. As if the vibration there is vibes as this is the idea, that you sense and can use as if a concept source.

The Crete Puarebeep = [Then Creteh Pue-are-eb-ee-ep] The creation beep; The power beep idea, this is where that is expressed in the movie as its used. As if the weapon had a self-destruct, button that beeped the moment it destructed in disused thought and as if you use things you can. As if you use the right tool, at the right time and things situated the results and results situated themselves. This is where the point, that this idea ceases and the normal one continues. The only sign this worked, is that your conscious clears up and things are easier to do as your mind is seemed where you think it should be in mind.

The Crete Puarepb = [Then Creteh Pue-are-ep-b] The creative thought; The point of created idea is this in thought, as the thought exists somewhere it can be recreated. The results are to do resultive behavior, is to create with a thought and you can use the idea that you generate to make or create with as though a

thought.

Theh Pyroga Joo = [Theh Piro-gah Joo-uh] The firegating spell; This is the thought of fire focused into breaking down the walls of reality, that is with the chaos of the area controlled by the crown chakra as if you think with the moment and clear the thoughts. Where you can use things as if to focus fire into a circle around you, as you use this idea. Think shift and you are shifting by moving, as if you jump through a wormhole to seem somewhere else made of fire that materializes. This is from within and is viewed in the mind, as if you are an idea to watch you can do things to view and write down results. The basis of this is here.. [http://alt-sites.tripod.com/how\\_to\\_do\\_magic.htm#fargating](http://alt-sites.tripod.com/how_to_do_magic.htm#fargating) and [http://alt-sites.tripod.com/how\\_to\\_do\\_magic.htm#firegating](http://alt-sites.tripod.com/how_to_do_magic.htm#firegating).

The Pt Use = [Then Pot Use-eh] The Point Use; This the point is for use in movement if thought is in mind, and use is the thought to seem as is becoming is the key to the area as you think to use. As this is the preconcieved point to use in thought conscious decisions. As if a point in the consequential idea, of what may happen if you use things that shouldn't be used but still its rather fun if in thought.

The Ia Osmos = [Theh law Osm-Os] The law of Osmosis; With the idea is uses to create or not if create is not needed and as you do, you create what is a concept that makes itself or reverts in remaking. As this is seeming, you are with an idea to try to create as you gather in energy to work with from a place in your dimension. As if you are into an idea, no that is information that comes into your thoughts and through your aura, as seen as though thought a ghost of history or other idea that appears as if thought were an idea to use. Not any mention is disconsidered, until you think to do things and if the information is used the idea is tossed out as if to an in area in your mind as it doesn't work right. This law will work right, if you think it will where law isn't normally there.

And In Invei = [And In Inv-ee-in] This creates a scene from things such as bone, as if to do or not do is to create as if to recreate a scene or event as if necessary or if you don't need to relive it you won't.

The Inveirt Veignl = [Then Inv-ee-irt Vee-in-gn-l] Inverted lightning; This is the placing of anything by lightning that is inverted to create energy, and things are a concept that use the effect of the idea which you just saw in you as you explored your mind when punishment was intended. Cast this spell on the target and they can even punish their friends.

The Gae le = [Then Gay-eh I-en ] The Gaelic point; This is the point, use is gaelic and that is a instant idea with planet energy on a moment. To gather energy to use, for a purpose as if to seem is better than nothing.

The fnord Gaa le = [Then F-nord Gay-an I-en] The Thought Idea; Thought about moments, are learned as instilled if an inhibited idea to doing things unwanted isn't done.

Dome Magica = [Dome-en Mage-lice-an] This is the dome formed by will, as if magic were possible that is an idea on an unknown island called an considered avalon. The magical nature calls the natural area energy, that is with the thought to live longer as you set up a tent or do things as if you are there and here. Albeit the point is there, you are what is called avalonion you aren't there unless necessary. There is no religion, as if the idea is to think and achieve with the idea. Things in that nature are where, you get what you work with or as you do this is nothing created by thought energy in body or not uncreates it with a thought.

The Dome Deli = [Then Dome-en Deity-lin] The magic market; This is the market of magic in a market made by the creator, this in mind is a place to seem not and do other things that are better in intention as you create the intention to get positive results. Price is up to your subconscious.

The Mae Nea = [Then May-en Nee-an] The Money Nary; The money is what you use and avoid use, to not wod to death in buys and trade if you think to not use the money as you are on a budget. This creates a

service for a service, or not as in effort you trade services and use is to make an idea to seem real in mind.

The Pot Efx = [Then Potent Ef-x] The Pot Effect; The potent effect is an effort to do things, in an idea that creates things and seems like what isn't in cost. This is the point to seem, and use is a energy feeling to relieve pain. Use is done, when the good feeling disappears and you are in thought to not seem addicted to an effect.

The Pot Mome = [Then Potent Moment] The point blank; This is the point blank insiduation, and the thing that leads to averting attack is a horror scene as though a nightmare but not and allowing what is in idea or nothing that is done is made into an object as a force that is life. Then every attempt is an effort to do things as then you are not noticed. This can occur when you use pot, and if illegal in an area to which is a thought to do things to make yourself feel good in.

Thema Wod = [Theme-an Wode] Theme world; This is the point made, as the dimension is the equality to do or order with payment to do. The theme world in mind is what seems to get a concept, to do or not as if you are not there and this is stopping for what is done there. Name a theme and the world area forms, as ruled by mathemagical themas that is easy learn math to use in a concept to work in worlds.

The Sap = [Then Sap] The sapper; This is the sapper, the sap of a maple tree that is to nulle insanity and if you or others do it you are not there. This saps the strength with that of the person, as they are with thought and things in mind are aren't done. As this is in a concluded point, you are what seems to be what is a conclusion to what is incorrect or nothing.

Sua Sea Sto = [Soothe-ah See-ah Store] The idea stopping point; The stopping point is a point in time, that is a concept noticed that shouldn't happen or not as that is an idea to seem and not as if 'ce' to seem or nothing happens if brutal for the idea you seem is what warns you from your subconscious. Sure enough to know is an idea to do things, and look it up in the <http://www.dreammoods.com/> as the sign is there to remember unless you don't and then you can dismiss it in an idea that corrects for it as the stopping point isn't done or things in mind don't seem there.

ToNot = [Toh Not] Time of nothing in a point; This is nothing but a point in contrary motion where things aren't as they seem, or not as if you are done or not as nothing is a point and nothing is energy that creates as if thought were energy and you are gone from the area.

The tyn = [Then Tin-in] The thing; This is the harry potter spell, to call a spellbook in an idea to do or not do in a thought and things are not in thought or not. As this can appear like anything in thought, is there is a point that it is a computer drawn idea or not as things are unnecessary and this can seem. As if anything that is there, or here to appear as if in a room that is empty in mind. There is no point, this as if to do or seem to you are what can create at a will.

Otr = [Other] Other one touch recording; This in reverse is the one touch recording idea, forward in idea that is an is point to fix what is wrong and use what is right as if correct to the point of view.

Locout = [Lock-our-t] The lockout; This locks out the idea, as you lock the door or wizard warp the wood with natural magic mixed chaos. Say this spell to not seem effected by what you, there nothing rules or others don't seem to want in an idea.

Tip = [Tipe] The tip of the iceberg; This is the tip off the iceberg as events don't happen, or if believed to seem not to be a worst case scenario then you avoid the hate as you avoid what you despise. An idea to in occur, self-fulfilling as prophecy doesn't happen. Things in the subconscious can create with their will in themselves, as every individual person as if you found a solution that appeared things in mind and the solution is to work with things. As they come or not and try to change things, as they come to you or not as you don't need them.

The Temp = [Then Temp] The temporary idea; This is the temporary moment that in time is a thought, and you are a concept that is if in need or not in necessity. As this is a temporary point, or not that is in place and there is not any person but an idea to go on as if a biff effect.

The Timpay Seh = [Then Tim-pay See-h] The item; The one item that suits, created in nothing is energy that in the moment can create as this fits any situation. This item can recreate whatever this is as you need the item to seem, and as this can be anything you can use things as you think to do what you want.

The Ebb Ie = [Then Ebb Eye-en] The Smooth make; The smooth motion of an idea, that use is the moment where you or them are to use an idea and you get the energy as if you feel the flow of energy and things are in thought as to use the energy to create the flow and as you form the energy into a sphere this is use of the motion to make a thought happen. This is feel calm and, as you shape the idea in mind you can create the thing into turn as something that sustains itself. Where your thought is to do, as if you don't feel erratic as this causes the area to adjust if to work out your problem and then a silverish energy surrounds. The thing your out to seem in a moment this is a play so, use is this as if to get the area to shift you and you think where in thought that you want to seem or not as things are wanted to seem. What you see if not there isn't in there as a sphere trap released by open up or communicated feel.

The Ie Te = [Then eye-en Ten] The idea temperal field; This is the idea in which time uses, the in idea to get something and use is as though a thought in a point that if done you can change things around. The point you use is not what is in thought, as you use the idea and get someone to do or seem to do things as if a correct idea in the point that is at the end moment.

Th Ie Catex = [Th I-ed] The idea context; The moment in idea is concept except what is out of context in mind, as that concept you think is what you think to create reuse in a thought and get a better idea.

The Oh Fx = [Then Oh Fix] Who God effect; The My Goddess thing is as thought as energy and energy as active use, as things in thought are thought and you use things to get an use as use in this is there to make and this is the hope or feeling the person has in positive action from negative. Use by their thought can use their subconscious. This is to create a point and then you seem to act a goddess or god to create a point, that is a negative or positive idea that fulfills their wish by what you do with their subconscious doing the work, or nothing happens as that which is can create a make it good as if better idea in idea.

The Enf = [Then Enf] The enfolding field; The energy field of negative and with negative this turns it positive or use of positive energy, that creates the energy as if to biume as solar star energy or pure energy build up by chi use in restive thought unactive moments are what you can seem to use in activity. As use is what makes things, in an electron from what is there as this is in use this creates a thing to do. This is the quantified energy that is from the moment you think to do, as now if you are in an intensified area of energy and things can work with you. As this is what you can create, an enfolding energy field is as if a point to do as if an envelope of time is with stored things and the time that you do. Create just as you do if you can do things in idea that you attempt an idea to use, - without misuse and + as positive to create with thought as if thought you are with more than what you can seem but this can alleviate with use crystals to hold off the excess. Use the negative to transfer, and the positive idea to recreate things.

The Aff = [Then Aff] The Affect; The affect is a thought that you thin things and the idea is an overlay, as if some idea is done and in and education that is at an end everything isn't set against you that doesn't form as if you are what is or not is in mind. This is to create electricity in a moment, as you consider what isn't there you consider what is there and things in the affable is to make an idea. The point is that and is to laff with you, or not if you think and feel the need and focus the idea of generating electrical from inner fire. This with a point that is to create out of your bioenergy, as if 'formce' the electrical force as if thought is energy and the air is the generator with your hands as if you are an idea and the hands create the energy or not as you don't intend the electrical to burst the circuits.

The Ae Fx = [Then Aen Fix] The clay effect; The clay effect is there in the idea that you hold a bit of clay

and used is the thought of what you want to shape. This is the shaping technique, as if to use things you gain energy from what you use in a specific area. If that holds energy or not and if in use it can shape, an in idea shape to form as you can direct at will with the thought. As that is sent to effect as an idea, that exists with directed thought and concept will.

The zere = [Then Zero-en] The momentary aspect, is the aspect one goes through to live and learn and not as if you didn't know it. The moment in thought is a concept, not as long as that thought is you see does exist. Then it can seem copied anything done in use, and not put in thought is an example and used is a thought you do. This is the zero moment in time is stating zero as that is done in time, and use is as though a thought with a concept as is kitsune and things are what in thought as this comes from where there are a moment unless undesired.

Bere = [Bere-en] The Bearing; This is a berelain moment that makes itself seen as though there were a bear and is in scene that makes you bear with thought as you think in a pattern, if you were to do in mind or as if you thought to seem something right. This is a spell to create the right moment for the right time to do with as you want. As if you 'Bere in thought as if you do things or in case you do you don't.' If in thought you are invisible, as you do things and seem to die in mind you are unseen if cared for you know what you do and change to suit a better purpose.

Omkara = [Om-karah] The time effect; This is the thought cast in a point the meditative pose that calms the mind and makes a mention by thought to a point, which isn't always done as if calm in a point to seem in thought or out in place of some area in mind and you can appear, soothing rhythmic harmony by a respect in thought made up as you are in mind as you want with the correct thought in subconscious idea that is there. There is another point as alternatives are spinoffs, but you direct as if they wanted to another way of thought with nothing in mind as they are in control of themselves. Just think to yourself and you are where you want, this is to seem or do as if somewhere else just imagine the flow of energy as if you were an air sylph and use is up to you. You don't do everything, as you think or not as if you in thought can do things but won't if your spirit disallows the action. As you consider the way you direct their thought things can be different, as you think you can see where your going you change the time by making moments or natural movement, as if you were seeing that time as if now were making them think it was different from what came before.

The Fig Hid = [Then Fig Hide] Figure form; To go in and figure things out as this is in thought as with this is of what you want out as outside and in thought you shift your form as if to do, what is necessary if to change and do things as though a point and observed form were looked for in the moment at which you attempt to reach in time. Each form is a hide, as you are they attribute your idea that is gotten from demon assault to use on a body skin.

Naestar Mas Zak = [Nae-star Maes Zak] Power strike; This is the power blow that is a psychic in gathering chi, unerasure of the body energy in the body is where this is and in thought you are able. As if to gather and use fire energy that gathered into the wrist is the point, that creates a glow around the area and your use makes a power blow to somewhere. As you think to hit and knock out someone with as this is a concept you can survive but the excuses are varied as to why a power point is there.

Cerebrum gym = Brain gym; The brain gym is a point where you use a gym in your mind, and things are what they are as you approach things as if use is acceptable. Whatever you do, you don't have to do it and the gym work will still seem to effect your body in an aftereffect.

The Alt Tiv [Then Alt Tive] = The Alternate view; The alternate view is what is a thought, as just you are as you think you focus and your mind viewing things as you want in an idea.

The Inat le [Then I-nate Eye-en] = The natural idea of birth; This is interesting as the thought of birth is birth in those, that is born in those you choose to have birth as is in a state of natural idea as is with natural rhythm and song is the interesting harmony in life.

The Ie Ica [Then Eye-en Eye-cam] = The idea inconsequence; This is the thought as you see it you do it and nothing more. If there is some idea that is not consequence, then it will happen as if a rerun and release is by what means in print to release to crime as if a form you make. This is a written idea that you write as something to do, is written and used as a form as if to do and things are done. As if sealed if by blood as put on the paper that is done, as its written on this as once written it is done or not as this in life is breakable or as this is from caz the goddess.

The Mitlike En [Then Mit-liken] = The untrue thought; This is the idea to time and do, and as you do you are in and out in an idea as if a point ceases to exist. There is a point and you are left with things you get, and use is a thought that you can get with understanding the idea in use and this can make or know as you think to use it. You don't react if the thought is true, and this is where things are interesting as if you are an idea and thought exists as for you created things or uncreated it as if need were there as if read an untrue thought.

The Piru Pt [Then Pire-un Pit] = The trusted point; The things you trust, you do if necessary and as if necessary you are you can get better. As you are thought your energy is good as to seem near and use is thought and you stay focused, as you serve the purpose as if you are good to think of now as what you do is your word you make. This is to seem as if in thought you ask and do in exchange, as if to be nice and this is as if to get and go and if in thought you are born. This is the point where things are born, there is thought and the thought you is able to get a positive result with energy he or she gets. As they do things this can seem good, with thought this is a point to undo service for a service. As you think it you can do it for nothing the subconscious, does is energy that is an ability in use except to manipulate the moment in the creator idea as this (<http://spellhawk.blogspot.com/2013/02/light-allure.html> or <http://spellhawk.blogspot.com/2012/09/dark-daoism.html>).

The Ziern = [Then Zie-r] The goddess of life and death; You are the hidden target and those that shoot or kill you are diseases and use is a thought, as this is a point to do or use others to disdain in energy as the crooks are that are arrested die mysteriously and there is a friend or foe as you know whom as you read souls. This uses the elemental being that uses, others to make what effect you think you use as she is the shapeshifter that is the goddess of death and torment that uses things to seem created by what she wants to be known as if beorne. This has been tried as if tried is represented, and tried is the thing the criminals seem to go through they as you are nothing and not. As they do no crime the computer crime is dismissed, as if this is seeming normal and allowed for as you aren't caught. If caught they die, as you are protected by serving her, him or it. To cancel it out say the zirn not. As this works you do, as you say and you can use things to get better if results are intended. This spell really does nothing, as the idea is not but thought a trick.

The Bier = [Then Bie-r] The self-birth of man or woman birth; This is a thought as you are adjusted through the aura to the effect the person as a person effect to gain an effect, 'birn' is not and use is a thought to get whom the person is that asks for the childbirth is what is given energy effect to cause the body to use the birth cycle. If man or woman the birth is done, by what is their aura in reaction and use is the life that objects have to which create through the creator. The defense is to think and fix the moment, to create a thought that restores this as if your un thought is done or not as this is stops.

The Inem = [Then Eye-Nemesis] The defense; The defense is to think and fix the moment, to create a thought that restores as if your thought is done or not as this is stops.

The Eo Vix = [Then Ee-on Vie-x] The top dream; The top will spin and never stop, as this can indicate a dream world you are with a concept as if you are a point and nothing else seems to concern you. As dreams are easily constructed, there is a point to seem as if well. There is no time, as though a thought and death is not actually in you. Ask for things as your things in thought, in a concept as this is a point to concept in thought. As when it stops, things are as you though a dream any longer is worth it to do. This is what is and stops when you decide to jump the 'planet', and this is to drive things where you do as directed



will shift and there. What you hate you avoid.

The Boni = [Then Bone-in] The Id Bourne; The thought is born of yourself, or not as if a clone you birth yourself in a thought. The thought is a thought or not as if no thought and if a thought and as if you were temperally in conclusion, the conclusion you are in a thought with is as energy is born aura or thought. As if you are an inner life source aura, that is in an idea and this as though a concept in thought. An En is an en, as a thought and nothing else matters as you bring back the thought of yourself and you bring back the moment that time. Unless this gave to you a thought as a living life and now not there you are a concept, with subconscious in a concept that creates as if concept and you are not there or not as nothing seems 'bade is not' as this. As in thought this is not, as is to never do irrevocable. Anyone can be bourne as this is just an identity, as if invisible you are unknown until you are were in sight and if the idea do which is never a shot happens they can seem to be him and her. As this is parents and this spell, is dispelled if you think not to be him to each their own that have their own.

Say Nay = [Say Nay] Say in nought; Say now as you will or you will never die, now fix as will is in thought as you say never you are. Saying nay stops the effect, as this is a living life 'energy' that is in use as energy.

In an out = [Then In ain Out] The uninterruptable power source; This is in temperal physics unless not needed as if to do is done, as in no this is as this is with a phase drive then use is a thought as useless is used as energy and things to use are a concept and if you are use then your power as energy builds up. Redirect the energy to the sun as if you are an idea, an idea is energy bidden as if there as if death or not as the person can seem god/dess or if a iffy concept. This is a thought that won't do things, as if the thought is not done and if it is its as if an infinitive result set by what you don't desire, as this un is used then you can get a concept that never ends until your statement that you say in thought is with never. Otherwise, think your as invisible as permanent done or its not, as will is never thought in this as this is what is or is not seems to stop this as in balance out if you never did and as you are okay.

No attack is what in as this is in thought and things can stop, as the world and time seems to cease and to start it up is use of a concept as this is true that is not what is as if a challenge is set. Whatever happens, if you are what set the idea you can use the place that is there, and as if alive you can seem and do as the person is not there to do anything except. If that which he or she wants, as if you are in a vortec you are an thought and things in minds are in mind there are those there for personal concept in use. As thought in use can seem believed or not and its illusion, as this seems to happen somewhere vert that the illusion shows. As this shows you are done, and you in thought are now what isn't seeming to be hunted for what you do. As you are thought and energy that shifts away in the wind, you can do spells that you do because you are unlooked for as if unseen or not as though real if needed and thought is an illusion until believed.

Their will is as if your energy and their use is their will as if your thought or their thought, is what is there in idea or not if the idea is not there as needed this isn't thought. As if not there or not is the key phrase that cancels things out, as if nulle no thought is 'nought' and if a request is done then this is. Thats not an idea and thats why its an infinite field on an in concept that isn't normally infinite. Anything you think that is balance, can end this spell as if in a thought in and out thought is a point. As energy is attack or not and your idea is gone as in a vanishing point in time, as if in time things change and thoughts are what change things in thought are as act to change as is in mind. This is in 'no attack and what is' an 'no attack what in thought is, what in mind that isn't done'. Now don't put exactly what you said as fix is, as isn't done and thought is what doesn't happen as if thought your energy will disappear from thought. If there is no attack then you can shift, as if a will that happens in a wind or element with thought that happens a choice.

Avoy So = [Avoy-why Son] The interruptable source; This is the interruptable power that source builds things up and as if you use things, you can create a point in time and you use things as a thought in effect. As your done you can easily understand, if your in time create a thought to make a thought. Use this spell to disrupt a thought, to happen as though a major concept directive in conjunction. This source can stat start and stop, as if your the computer owner and things you use can seem in mind as though a computer

or you already have one.

Iea = [Ie-Ee-am] The interruptable energy; This is to use then year tea energy as a concept, this tells how ten years passes by as if nothing happens and this is haphazard with the idea of hand use or not and this can make thought happen in the subconscious. The effect in of a bubble of energy, in a world of thought to use as things you put into the idea in is fire as this is poofed you are in as thought with a limited take out as is a fire being god/ess. As you say is as though an idea from what you say, revert time and nor in thought as a menace remark doesn't seem to occur in remark or nulle as in a iffy thought that isn't needed there sends you back.

Ie Id Pyro = [Eye-en hIde Piron] Use with thought spell; Useless thoughts is even in use as useless energy method, is useless in an idea as things with useless thought of useless acts pulled in as a source is energy. This spell allows what is in use as is 'use concept thought is things in use', with the time to use a thought that is created by any subconscious in use is fire.

The Use Fx = [Then Use Fix] The use effect; The thought in use is the thought you use, as if tgi without too much information as if not intended and unless that is nor and isn't really done.

The Til = [Then Tile] The idea switch; Toggle switch is in, this spell toggles on for good idea or off if in useless things that are done then no work is out as if in use your gone.

The add = [Then add] The moment you thing; This is the moment you point out, this is to create as thought as an ideal moment as if there is nothing wrong and as if your not doing anything your nothing in comparison to the use you think. The trick you think is possible for a use, only if tricked if spiritual and then if needed is a desparate motion by were and a punch out fire energy effect can disappear as your energy disperses. This can master things as they come, and you are a thought balanced in motion. This is to change, adjust and then seem as if a concept or any form is possible, as if thought and energy is born from your stomach as this cosmic string shifts you as if time slip in with a thought or motion.

Reversio [Ree-verse-eye-on] = Reversion spell; This is a reversion, in case of point where you see the idea in thought and think. Or not as you feel the moment, you are changing things around as if by a thought where you reach out with an imaginary energy hand and thought will change the energy programming. As if an idea that is a reverse osmosis, or not as synopsis in a point is opposite can create a seeming idea to do opportunistically. As in a book or not do in oppositionally a point, and that is in a view with a thought that isn't needed. Use this spell as if to separate the thought and recognize what is there, as in treatment or not as this doesn't bear you fat as what is thought that leave you and this creates a thought in that is what seems genius. This is what may be or this isn't to turn anything around, that with thought is a thought and this is in positive synopsis to seem to your favor. This creates positive results, as though so an end result is done and thought is not to a negative idea in an idea that is not done.

The Myy Reversi = [Then Min-eye Reeever-sih] The spell reversion; The spell is the thing, that is the thought and things aren't insane as you are fair. This reverts any thought in any inverted 'ansolon' sane idea, to seem as if done if sane and not dumb as if whatever you do don't. If it doesn't work, then there aren't any problems there as long as that won't have happened you are a wannabe. The wannabe effect is as if challenge given, now if never as though a wannabe to not be as seeming to appear and things in thought are gone. This is the charm, this can be as though thought this does or not as 'no thought in no thought in no thought'.

Inversio = [In-vers-eye-oh] The effect io; With fey as if this is a reversion by angellic idea to an area that is unwanted or threat, as if there is an ansolon in anyone "une" is given as a point to remember. As this is if things were to keep some idea that is, and as if things allowing there are thoughts as if energy and in empowering idea you are what isn't in effect. This an alternative idea, by concept to revert things with.

The Pnt Out = The Point out; This is the point, where why how when as if you were a con artist you can

create with a thought, as the subconscious creates the thought with a concept relrat as if a bat out of hell.

So fix = The so fix; This when is where, as in but out you are the thought assassin and as if you are you are better off dead. Thats a trick, done as if your were and this is gonna hurt.

Beta O Tho = Better off thought; Better up with a thought. This is an imagery world that is what you see is what you get. Send off is in order, as if in a thought you are with a person not with a bat. This is not to do, as if you were batted away like a fly swatter until you take off your clothes. This is not to do, as if your dead and he has to see you dead.

The Wet Drop = Weight dropper; The stop with the were weight. The moment you hold it in you hold it in and things seem to drop away. As insurance is a drop in weight. You did it well, as if you were an idea to seem cool. Stop beating right afterwards.

The well = The moment is well; The moment your taking it well. Gotcha.

Tha Mote = That motion; The motion better be dead as the better up dead than alive joke. Better up dead if you aren't dead as if you are a joke. You aren't dead if your alive if you change that you are not so useless.

The Jokie = The Jokie; This is the joke. The jokes on you. The moment you die well as your well.

The Call = The Rei Call; Its rei but called, this is as you don't make the call as you decide to do bitter but better.

The saw dust = The point in recall; A point to remember is a point to recall, as you saw it you dust it as you make a point or not and you are in your mind to guard your point. Leave your post and don't think back and it ends.

A virii = As a concept; Insipid is use, gotten rid of as in a point your gone.

The Twi Juu = The Soul Twin spell; This where you are, as if we're on the same side if the same and yet not, we're twins! What breaks this is dough, as you know this doesn't need to happen if you don't need it to.

So Frysh = Fried dough; The dough is fried to a crispy clean dollar bill. "I found a way to do things within the right of not doing jokes." This is the point as I found a way to do things without doing jokes.

Bud Weis Er = Buddy consolance; Buddy thought with a frog person, as if you were a point you can seem a legitimate use and things are done.

The Stand = Your not standard; This is a joke on the senses, you know this joke where you are standard time and in the year 5000. As you are thought to do, things you are as you ignore the point and go on.

The Elaer = The Elation; The elated idea is that you are elated and yet not fulfilled, as if you are an idea but thought is a moment to seem as if okay with sign. This is just a thought, as if your of elegy where your thin as a stick or monitor.

Dope = Dopaminee; This is where you are in dopamine non stick attack, and if you are in pain you feel good. You got over it.

The Warn Cacle = The warning conclusion; The warning conclusion is that which is but isn't. As if you were too much as of thought you can use things and bake things as if you were a masterchef. This with magic interred, as if this baked into food and not within body is within thought to the food as if you were warned away or is if fire with a slap of warning in thought in a thought. That can keep you awake or not hit, at all is the body as it loses weight quickly.

The Sua sift = The super string shift; This is in point to be somewhere else as in the otherworld, you can 'shif' as with wild energy of the core of the planet at will and things make themselves occur as if by what is. Use of this can summon the superstring, as if passing in energy through the body can cause the protection. As if to attune to the energy of the superstring, or not as if you are what and where you need to be. Think to be the form, eating is where you change the form as if an instance, as you see or think string you see string as if you are using it.

The Eta Tuch = Spirit mold touching; Albeit spirit mold shifting, this actually is in a mold of energy that forms into your will and with permission it forms into anything you willed, want or by whatever need of theatrics, at any distance. Spirit particles are the particles that make up the spirit that are also called reiatu.

Sex Tho = The Sexual thought; This is the sexual thought that is by desire and desire, brings peaces as its accomplished by what is need that comes from want in the desire to do. The idea is the thought, 'I do know and thoughts are easily understood' and things work out as thou stop and do something else.

Axual Dei = Asexual desires; This works asexual desires, as if to understand is the understood desire to allow sex with anyone as to win them over. This uses the sesame seeds, as a use is to magic them and your aura modified by thought with a point or potion can make the desires of anyone using this to be aroused or stop feeling unless you become a monster.

The Yus Eea = The moment; The moment is an area, that is point to use as the art of the Jedi.

Dies E = Dimensional Energy; Dimensional Energy usage, with each and every movement now is the repeat use of an action unless its not desired by either party.

Thog E = Thought energy; Thought energy is collected, by listening as this is in use to do things with as you know what it does.

Aeu Fig E = The life extension; This right here in spell form is like extended, by like actions as in instant life achievement as you target something you don't want as this is the only thing that targets them.

Aeu Fig = Anime Fig; As if you want it or don't this aura can seem you as this is the anime figure former, as interest is there in intrigue you can create the thought into an ability. As if written down in the idea, as a concept you can create what is in need. The figure is the anime character in actual form that you can seem, as long as you need it its there when you seem you can the powers too as if a point is a plot and when the point is done and over in thought you can try and find things that debilitate but you won't as they won't ever come up.

I len = The male former; The male former is in the formation, be sure you won't be stupid as in the third eye that is used is to stop the cockiness as cocky, stupid and dead as if any man perspective as a man form in idea to get a result from what you think that is a point and things you do create the sculpted body effect.

The Pit NNo Dru = The Point not drunk; The pit of despair point your drunk or not is where you are and things in bard, are the idea that you in thought are rand'al thor and your rambling rand'al thor with the pit of al inspiring hell. Think then use the effect to create as you wish. They are the ones that use or do things out from fear. Prove you don't fear or don't fear typed, spoken or an thought will cancel this spell. This can form a hell rider from the corpse of a man. Cancellable by thinking not to be effected.

Ie P = The Female Former; The forming of a demonstrated vortex, of belusion energy that can leap you to any place in existence. This is information, the subconscious that the female or male perspective in use is of any female form as a force of persona. Not repeat is a moment that, you are intertwined inside and you can

seem what you want.

The En Touch = One touch sets it off, as you think the need you are what seems not here.

Amerasu = This is the aim to shot; As you are with a point to do, you are to get a shot with a thought that is an interesting idea. As its right, this is to create the moment as if to seem right is, to hit the trash with a basketball shot and get this in. If your wrong, you live your idea as if you want and correct to get things right or you miss the trash in a shot. As if you miss attacking the person's head, this is a moment to go with.

Hauy [Hay-un-why] = The heretic; This is the heretic effect, which you write that uses a point to calm them down. This is what acts like magic, and uses things to do as if to create a magic moment of law.

The Ware = [Then Ware-en] The war path; These in a moment is not regarded, this gets containers as if you are a path to do you use the power of things in war. This is where thought are, what things are seeming or not and this stops.

In Enf = [In Enf] The enforcement; The idea is to use things as they come, this summons any enforcement if thought is in the use and you you see it. As an act to fight with, and as you see it you can get things in what is makes an idea. The idea is to use an enfolding energy that acts, as a shield and works as an aura increment to create a harmonic aero effect. This cannot happen if you are with no regard, to any law an if you are an act of positive behavior you act better. An if you are better off, you are an act to deal with or not and you get along. Do with those that you can, as you deal with another person you are smart as is this can be what is as if no result.

The Halo = [Then Hale-oh] The halo effect; This is the effect, that uses your crown chakra to do things in an attempt. As if the moment you are in an idea, you can use this and your crown chakra is possibly creating a halo of fire. As if you die, as in the true halo world you tend to kill the one you love due to possession. This is death and you love death, for your murder if this allows there are things alive somewhere else as you leave a complete victim woman alive. As thought, as if to write it down or think and this does things. En if you ate if you are to do things different, in an attempt you die or not with this spell and seem alive.

In pelosi = [In Pel-oh's-sih] The reverse; This reverses things, as they are and you can stand in a moment or think to do law things right.

The slowuneal t relert [Then Slow Une Ean I T Real-ert] = The slow wound heal; The Slow wound in heal this is 'en' as at the end in idea that heals by what wounds, that you get from what you close the wound in the body and use is energy in the body to bring it alive as lightning is used. As if work on and in things are done in life, from the planet to the body to bring a sense of closure is necessary and things work out.

The lae Trix [Then high-aeH Trixe] = The idea trick; The trick is to use things, as hiatus if to shoot or hit a pig or things that are bothering you is hit and this is with a point to do as this is in a fire effect that is from the denial to produce lightning from the effective in what is a thought. The idea that generates the effect you can use, this is where useless things as thought are an idea is shot as to effect what you want as if to use undoing energy. This is as though you can use things, and natural insight is there.

The Myy But [Then Mih-why Boot] = The magic bullet; The magic bullet in thought, available is the magic bullet in fire. This can create the thought, as if you were shooting bullets.

Se Caee [Sen Cay-eeh-eh] = Self-concession; Self-concession is what will change anything, in youth energy to be as it was if in life. This stops careening so as though a thought were a point to direct the will, as if a gun were created in energy to use somewhere. This is as though 'you see I know what I am talking with about'.

The Euoy Mont [Then Ee-you-why Mont] = Direct disruption field; This is the ideal moment, to use is a way of what life that is chosen and use is done in a way that is acceptable by approach. As use is the thought, or not as you weild the idea as energy back to the source. As though thought, were a U and things are not always what they are.

The lage lase [Then Lag Laseh] = The laser eye; The eye that is a laser burst that uses internal inferno as inner fire, with thoughts in question there are thoughts to use things as internally your due and user will is in done thought in mind and as you can get the effect you desire your good. This is to draw the fire and you don't draw fire as you think, you make things as you direct cast things as if the thought were alter and good in thought good in will creates by what they do as if their own idea. As they do things inside, you create with a will that is internal as that is as though fire is direct as to a punch or a thought put to use.

The alt [Then alt] = The alter; The alter form is the were of shape and is what does things, that you feel or need is necessary that uses memory as energy and this can create a thought to seem as if your to not seem.

The Lag Fix [Then Lag Fie-x] = The lag fix; The point you chose is done, as you speak for yourself and your use is the moment you think and create to use.

The Lag Fix X [Then Lag Fix X] = The long hair effect; The long hair idea, is a point as this is an idea to get more energy the moment that is with longer hair. As you put energy into the hair an interesting event, is possible that is done on a spur of the moment. Think or not you are with more energy the more energy, that is in the hair and the more there is in length the more powerful you see to get and do. As if to do is easy this is to use the magnified superstring, as that is a point you can get any interesting result intended for resulting effects as this uses will and their will is there. As their own their will is in use and its their energy, that creates and you dirext as if magna field energy in use. This is the point you can use things and get better idea.

The fase tul [Then Fase-en Tool] = The phase tunnel; The phase in tunnel, this phases out things that you create. As if to act an idea use, an idea as this is to do or not as to avoid what you hate. As if you do think, and the wind forms the tunnel. If that use is energy, formed from solar energy this can shift you by thinking and walking places as ideal in place can bring you there. If in thought you can bridge the gap, to another place as an area in time. This is use, that you think to act on with use as things to seem. The seem is the place, that is the view and teleport to in you or other places. As you think of whats there as somewhere else. As you can set the scene, as you to think about it you can set the motion and as this is the scene. If it almost matches, or if not you do the scene and that can become real. Now do or don't as you become realistic unless this is necessary, now as if better is if not to intend this. Where this is to make better, to go there in mind and go do or don't. This can seem a death if necessity, except on the idea that basic workings in magic are intended and as if there to do you can get things to go as done. As you are with a key, you can do as you need or not.

The Seh X [Then Sedative Ex] = This is the thought and recreated moment to create with a thought, and use is to keep energy to heal by the concept to make the x-burner effect and then gather earned energy money, to collect and get an idea as to use things and seem okay as if healed and no conflictive condition is there as not conflictive or this is not in on thought.

Its etz [Itz etz] = The child; This is the child mind effect that in the end generates a hidden inner child and lets you get the persona responsibly, as things are useable in idea and essence with un the person is thought and essence is from aura as its here in an almost inhuman mood that is a common idea that use creates. This in a moment is a point, that can seem or look as if a notion that is temporary insanity.

The Bod Fox [Then Bode Foley-ex] = The Body effect; The inner energy body can generate or create any item or form somewhere and or the hand can seem, the weapon as you focus through the area you can use



energy to create it. As if to use this, the knowledge can copy itself in transfers back as you can think and create a moment to do what youth allows for in life. No as the weapon works, this in a space that can seem adjunct set aside then you can youthen, or create things that effect as you rapidly change magically adjusted as this in use you think or in feel is out feel that is necessary. This is the idea, this is a thought to make peace in an effect to get the idea to do or not do things in life. Consider and stop violent acts as you do to keep going as else saves the day, as you are what you seem if you are what is and if bade you inconsider in life. As this is the use, I am use I think and you can do or nothing creates what is not there as if things were not wrong or with will. You can get a better result as if one is in form, then if one things a power one things a were.

The Lat Jua [Then Late Jue-am] = The last place; This is the past place that is the last idea to use, in just place that which is what seems to work.

Awai in mend [Away-in ine mend] = Await and attack; What it is that you can use you wait and you mend, and if you notice things you can find a way to do and yet not hit. What this does is finds those in alternative area, and attacks to get energy of those who are worthy.

Awa an remai [Away an ree-main] = Now reward and remake; The remake field; This is a spell style thats nothing, created from nothing this is nothing but not if the subconscious seems in to need it as this is out of something. As what was there and yet from what is in thought, gene changing as you think and when you need to change and seem to be is what can be done by created from things counted as nothing and uncreated as if by the creator. It may sound silly, by causing you to seem laughed at by the language in what you seem in need or not this in idea by what you think but this doesn't work or do things, if no matter what you think it should by what you think in a thought as if in a patterning field to create with idea by one target or you intend or if thought you have to fix things or remake to not get them to do. You can seem your own use in what you can seem in a use, what you intend won't happen if in abuse or not so you are free as you got free.

The Nanite [Theh Nane-lite-en] = The what is; The space is a moment in time to cause what you want, and you get what is a point in time to create and renew that is in the moment that you seem to be what is.

The Jen [Then Jeeze-n] = The angellic ability; The angellic ability that is a point, and use this is to use another ability. The things you can use this for is to fold your astral wings to surround you, as if this shows this is work for what shifts you and protects you and whatever you shift to this is in your mind. Capable movement is shifting you to another area, not in mind and use is to even now that is to seem to use any source as a source is an element. The chaos in use is to cause space to warp, if enough warp then the space seems to dissolve around you and if anything fails its restored by surge.

The Ena Ya [Theh Ee-nah ya] = The energy; The work you do is what you thin and go the work you do. The energy is what can seem, energization you as if you were better. If thought to seem worse this spell stops.

The sempai [Then Sem-pay-in] = This is in a battlefield, as if a thought that is energy where you are thinking and creating things to make use. Command the subconscious, will, create a peace, and thinking is easier and work with in the battle. That you percieve and use, as a way to get you to attack as if a point.

War Bz [Ware Biz] = The battle arena; The battle arena is a place that is a point, in a place in time and imitates any arena or other scenario.

The shump [The Shump] = Shump jump; This is the idea to see as you focus on the idea, to see and you are working to make and see as you trip somewhere and seem elsewhere and yet are still responsive as though focus.

Fi End [Fin End] = Consensus point; This is a point of consensus, as if a concept that is in a point to do this is a point to concede and work with as this makes an ideal. The moment you are what you seem, you are

an idea to seem to work with. What ends this is 'fine' that is thought with.

The Fi Nue [The Fin New] = The point avenue; The point of avenue, which is a lane switch. That is what is switched in or out, by a car and thought is things that use. What you give as in though alive, is what can happen as you think it to occur as you focus on the idea to do. This is with the idea you have things you can do, and know not you change the form to enhance reduction of obesity this is all that in this spell. There is a point to create and use is a moment, as if a point that is in the past.

Aspex [Asp-peek] = Aspect command; This is the aspect command idea that is thoughts created in moments and idiocy in moments, as you think to use things you can create as with a thought by creation of thoughts. As this can make what you think in life, as in a point of indiscretion this can lead to the targets death that you cast this on as this is the asp that are summoned and stopped by a 'un no'.

The Id Mae [Then Id Mane-en] = The thought moment; What you think in thought is what you think in a moment, and that is what easily comes to you as a think in thought to do as in use that is elsewhere as a source.

Jyq Sicke [Jick Sicke] = Treat mental illness; Treat the illness as an enemy, and think and do as you think of the disease as an enemy and illness drops away. As if dissipated and you can kill it off in idea, or in as use is this of magic in your mind can kill it off with use of weapons that you think and it forms.

Thi Hod [This Hold] = Think intend; Thin and do if you intend, as you think to do things that you can seem interested in as if your use wasn't this is as if thought and isn't otherwise as you think, with a focusing idea and use is trance as you focus and do.

Aot Nio Chi [Aye-not Nile-not Chin] = Abort the chi; This stops use of chi energy as if or not if 'now abort chi' you don't need or intend to do things, as if the chi in use can make or create and stop what is in use as if nothing is in done. Think of the target, and state the effect spell.

The Alo Arc [Then Allow Arc] = The light arc; The undrug light arc is a moment that you use in an idea to bend light and make it molded into the effect of what is a thought, and an arc of light is what appears to seem a boat and think as you appear as if to create and make with in life.

Tastific [Tast-life-lice] = Tasted moment; That which is can create a taste if it is inedible or not and taste like you want.

The Degue [Then Dee-goo-en] = The Diguising Participle; This is that you work with, as you work with those that is a point an that is not nothing except in participle. This is a point to create, as if not is a creative concept and this is but a thought. There is a basic idea as a dream is there, if a guide you can use the energy and create as needed as with a floating participle that is a point.

Corrant Avem [Core-rant Ave-em] = Power dream; This is a power dream, as if you are a point to know and use is a thought. The setting up of a power dream, is use of a chi boost and power surge that follows that restores and sets off the idea in effect as this uses hazy smoke as if to use wheat with energy to set off this effect. Wait this out to cancel the cancellation and the dream goes, on or stops as if you wanted it to and things fix themselves.

The non wad [Then None Wade] = The non word; The moment is a purpose, as time in a moment and that is a point as you toss out gum to create a non thought and use is not in the mind that you can use is as this spell an is the point to make, this is a concept and is a made idea that creates what you think and you are what to seem or nothing seems real. This is a discrepancy, in the past and a good thing in the most recent life or not in an effect to do. This is a thought that is what, you do you create with as a source and the effect is made. There is a thought to do and nothing else is there to do, as if you are not in mind and you are considerate you can get what you want no matter what this is in mind. This is the moment you are a

purpose in mind, and thought is what can create as this is the vibration that causes the magic effect as is this [<http://alt-sites.tripod.com/htdm3.htm#trahex>].

The Saver [Then Save-ler] = Server subconscious; As this is that the subconscious can make and create in connect with a 'relaity' or relative reality in physical reality by relation from time differences in comparison to the reality itself as a perspective view this is a perspective in an alter view. This is with nothing, as nothing is a thought created from the change in use by lightwaves by what is thought in a motion and shifting in view may speed up. As you thought and shift about you can use the time as energy to rise above light waves and use is to shift thought as the moment is to think, believe and feel the situation as if you were in need to get things as though what you think is necessary to do what is in the senses. This is in a point, however that is where light can support in a moment to do things with an idea. That is a concept and this is what can become, an idea in use and otherwise is not the point in what is.

Playa [Play-ahn] = This is a playa; As a true idea with a fox form is a point to be normal, or think as you want and you can create as if to do and make in a thought. As if to con, or in if is not as you do things you are a point to remember.

Waht [Waht] = Whatever isn't; The Waet in moment thought seems as though you get idea and this is a thought, as if a fox to remember you have and indicated is what is. As this is what 'un' you have in use a thought, as if shock or not as if drugs in any belief and this is to make you as a person can do as you can as you are possessing yourself. As if a demon possession unless this makes what is to seem, and what isn't is this use as if real as this is illusion and is seen with a concept that is a make in use by thought in manifest or create in imagination.

In Insta [In Instan] = The instant action; The instant affect that causes, as an insatiable need to make an instant idea to make a point with effect or not create at all as though an 'un insta form' in a thought with a thought and no a thought or as this is done it fades away and this destricts if needed. Use of a focusing point, that is to work and do in a moment is to reveal what is there really by an idea.

T Hid Ward [T Hide Ward] = The fleshing wound; What perhaps can create an in mind, as you are this, things can seem as this is what makes an idea that creates the idea you think time uses as this is a fleshing dog in effect and what creates is there or not. The wounds you get can cause you to flesh out, and this is what will unlesh out as you healed up. As if an antler hit by a moose and that can heal, and the weight disapportionate to your stomach disperses as if nothing as it disappears things. This is as if a spell, as you believe you can be the idea the idea is not as though at the end you are with a concept. This is a thought, as in with nothing this is a thought that is with things that can return. As things in movement in space are sped up and shifted about, in space you are where you think you are as if in and out with a superstring. An this is in moments as this is in what a point is in or a lie, as a pointed view can be created and is what is in a concept that is not considered a lie as nothing creates with the subconscious and this isn't a concept lie.

As this is that the subconscious can make and create in connect with a 'relaity' or relative reality in physical reality by relation from time differences in comparison to the reality itself as a perspective view this is a perspective in an alter view. This is with nothing, as nothing is a thought created from the change in use by lightwaves by what is thought in a motion and shifting in view may speed up. As you thought and shift about you can use the time as energy to rise above light waves and use is to shift thought as the moment is to think, believe and feel the situation as if you were in need to get things as though what you think is necessary to do what is in the senses.

An this is the moment, as in moments what you think is revealed by your spirit as truth or lies. As this is true, then it will show up at a moment you think it will or last a moment till your senses are adjusted to the moment. Time in a bubble shield will cause this, as you think or feel what you want then your spirit will shift you as that is in time you are what seems to be what exists as you create your own presence. This can feel cold, and as use is there you can seem to exist as you think the form, and you need can create it

and you are what you want to seem like if you like the form that is perceived. Treat this as a preview form, that is if you want yourself to be that way. Believe what you will and what what you will, and then act as you will think and use what information you want. As you do so, in superluminous light travel think what you want as you will you can create. This shows up, as the moment you need it it will be there.

What you do is up to you, or lying down you can seem to do what is done. As is if this with nothing thought, and felt things that are right are done instead you are capable. As you can seem to do what is done, in an moment of thought and imagined or en created action in time. As this is nothing thought in nothing is gained, unless felt to seem to seem necessary in thought. This is can seem or not, this is with thought of light and think and you are above in a lighted way. This in a moment is to show you whats wrong or right as the way you go and this is to seem a pathway as you appear, then you are what you think to seem. Think and you do what is necessary in art and outside of art and if you can manifest you are a mage.

Now as what you will, can seem to be as you think on a moment for necessity, to focus and use things correct as an idea in a point of view consider your flaw or then create. As you don't think of the flaw, and think to create as the flaw isn't as you feel the right from wrong and avoid the flaws you have but what is considered insanity. If things are used correctly, as with an idea in a point of view thats accepted on point of view as activity. Then the machine or weapon, guides your mind in your mind you might see it as if you are a thought and the machines and idea is energy in thought. This is not exactly possible, if there isn't the right things done in the right time as each their own way.

Videleze as Valdeze [Vie-d-el-lee-z-en as Vald-eez-en] = The Valdeze effect; This effect is what you get in a point, that isis effortless use can create things that are in mind. This is what you do, or use to think with what you can see as this can seem or not as if you overstep the boundaries. You state you get the excess energy that is directed away, to another place and the time that is for protection sake. This is what gathers energy that is chaotic, by chaotic influence there is a moment that causes a destruction in mind. That is where this is gotten, as feeling gathers and felt in the mind is with the body sensation. This is felt as wrong and and is known to cause mistakes. What is then is possible now, and where no more psycho motion is causing psy, and that is psychic reaction and is a slight pain or felt effect. What is felt, and what is then is different from what is there. Psy in motion is where you can be assured, of what that is there will be accidental or not as you cause personal points of disaster.

The PyroSild [Then Piro Sild] = Fireshield; This is the idea to use is as the raise up of energy, this is to surround with the area as a source with a fire that is with wit on the idea that is what ye can do as in activity. As the effect lasts, this is the moment to do and as things exist, they are what seems right in the correct conditions.

The Neg Kine Motien [Theh Ned-g Kide-nen Mote-line-en] = The negative kinetic effect; Tis is the ease effect to look and eat up in an reversal in idea, that effects the energy, and you are inversive to eat up the fat and the body weight disperses as if it disappears. This by use as the body does, an energy trick to simply disappear itself. Or in mind, unsuggest and nothing at all in all as is an is in what idea unless necessary. As if a point and this look is new, this is what seems here if needed to change it then things are. Otherwise, look not or see new as if in this this is what isn't in a thought, as what is accepted is sometimes dismissed or not what things see they are in alter sense. If no alter sense, if you do so then negatively its undone as if not happened and there is possibly something as its obvious unless looked for think there is difference and if none there isn't unless you think about, and allow your eyes to adjust your vision and the perception adjusts and the things that are meant to be seen are seen and look know and see as what is there.

Ie Ie [Lie-en Lie-en] = Though understanding; Now you understand as by this spell, you can get things interesting as to acknowledge and do is as though what is isn't and you naturally shift.

Ie Gen = [Lie-en Gene] This spell is to look and seem good by what you say that is where you are nice, as you are yourself you be nice and you are what you do to those you see except if you believe yourself

sometime you are and watch what you say as you are heard whatever you say. This is to force good behavior, and you can see improvement whatever you do you seem and isn't as to do this. You don't do this and as if you are an idea, you can do the same or do different unless you trap the avarice by avoiding it and you can stop it right where it is.

The Ie Gen [Then Line-en Gene] = The ideal motion; The moment in time that is nothing, can seem a use in an idea in an opportunity that knocks and if felt bad is bad now if it was felt good is good. The opportunity knocks spell is not, as if in a thought that isn't but a comparison between two places and usage is up to you. The manic nature disappears, as soothing energy as if dispersed energy is in there in unuse. This is the dispersing, of what is wrong and inconsiderance is gone from life or not.

T Mai Ef [T Main Ef] = The creative effect; The use is a moment and things you distract with are not thought, this is a concept and as you do things in unlimited idea you can get an unlimited result or not and this ends the effect. If non result you can get things, as if an easy way is there and only when energy in enough idea sense is not there.

In an en [In An en] = The momentary end; The moment in an end, there is a place in thought in there that is no natural end that is a point that survive you shift and go with nothing but a thought. This can seem use of a body, in as a thought is no suggestion of control if a concept and if your a use. What in use is nothing by what you do, un en is a mention or sigil or not as if you can create as if there is a reasonable cause. Sometimes this doesn't work, and what you do is look like a fool. Then if unnecessary or not if you suppress, n is the action that is by thought with end a natural activity as if harmony is in use corrects the rhythmic energy. In use body isn't done, as if the energy is there to heal by you cure by frequency, nothing isn't incurable and think what want in there as this is or not now as if you don't intend things you aren't doing them unless needed. If you send energy, you can restore the body as if not dead or not ends the act that should happen.

The J E Ent [Then J Ee Ent] = The momentary creator; Think in thought as a pattern emerges in the world and you get better, this spell is a creation aid and as if you do things you can work and create an idea is thought in mind you are wholly sane. That works with a thought, and this is an aid to the creation process. As if no use the need is gone as if you are what you think, or not as in a thought you send energy and you get some other idea to use. The moment this ends, in an idea you are fine and things that end are interesting. Ask a question and your mind is boss of this moment, you are answered in the moment as if the right idea is a concept. As if to create something is use of the idea, to create with the parts and make em you use the idea that people are whole and the parts are created in the body and in a sense greater than the whole. Think and not use, as this is to manipulate the parts use with the whole is not demise if nothing use is nothing in mind. That is where you thank and do, and use is where you go and shift away to find another place in time. To end this is to think as the idea is 'Don't enterprise and don't prise'.

The Send [Then Send] = The conclusion; This is a point, that is a moment your an idea as this is a thought and you conclude if necessary. As the things you write and think if an act that is in a thought, as a writers stopping point in a point that lasts as the test is concluded.

In The MRD [In Then Mrd] = The memory device; The idea is in an area that creates a moment with and things, are what they create or not as with a memory that restores things if you create a restore. As if engel your mind correction is thought as all necessary idea, that surges the energy with a thought to gather energy and use is to work as if out of the mrd.

The Net E [Then Neat Ee] = The net room; The net in the area is energy spiderwebs in use, and use is as though thought were the current with an area to use. This in thought that you think, and even if you tap your skull and your in the cybernet in mind and the internet in use as you think to seem you are in thought as if a helmet were on your head that may work or not as if things were correct. The directive idea in use is what can seem to direct thought, the just one tap to the imaginary helmet is what stops this as after the use of the net energy is there. Stop braining is a point.

The Deon [Then Dee-on] = This is the decon; The moment is a thought, use of roach kill powder with death energy from the body added to what is called Boric Acid essence in thought. This is used in a roach bait and the thought, is a conscious recreated or not as you don't need it. This is to seem expansion in consciousness, as you can use this is conscious to kill them or not with use as if a spread influence. The death is a roach that isn't with use from ki, to kill with this is the idea in thought use and you are well as you realize what you think is needed, and in the effect is to kill all of them and you are enlivening yourself with a point to nothing in to do is as if you think as felt you are killing a problem.

T Cacet Mai [T Casey-eat Main] = The Concept tricks to Create; In tricks of the magic this is magic create, as the concept is a thought and in an idea you are what you seem as you show what it does or in thought about to seem. These are a thought and thought is a purpose, where you are in a debt or make use is a point to create as though 'ca' and this makes the thought. Where things you do are created, imagine yourself as if there and this is a moment to create or not do. This is a point where these are a moment in time, then is what and no is in to stop a use by use or not in mind. Nome is what sets this off as if the creator.

Carr Trix [Carr Tr-pikes] = Car trick; This trick is to make and create with a thought, and as you do this creates the brain effect in a box of your choice as you think in energy. This is the raw idea to create itself as though to act a brain in alternator conduct in by the car battery or direct use is flux battery energy, or not near as a construct to which makes the brain and car is the metal object. In mind, it can appear like anything in nature that uses the humans, as though a brain is to think at it to think as with a thought and do as if it runs to use fuel and as if in use. As if a conscious effect produced by the subconscious manipulation, this is a point of what is a thought and thinking as you think. This in use can be consumed with rage, if your not and seem a demonic engine in disguise as of a car called a demon car in which produced are a demonic vehicle that runs itself vehicle or not 'in aspect and out result as its good'. Or not and the idea stops, and your idea is your own. As you think for yourself, and this instructs the car or vehicle with faery results gnown as in 'Carreate'.

Cereate [cear-re-ate-n] = Brain in a box; This trick is to make and create with a thought, and as you do this creates the brain effect in a box of your choice as you think energy essence. This is to create itself as though to act a brain in conduct, or near as a construct to which makes the brain and box is the object.

The Tho Dol [Then Thong Dole] = Then thought done; The thought to make things, is what can seem to be a compromise to the moment that is there and yet deals with energy to correct what you see in a moment. Thus, to think what is and work to shift a pattern, to the surge and the shift rune you can create what is what and create what is in mind or not as nothing is necessary.

Ie Ia E [Line-Liable E-n] = The savings; The moment is saved by what is and things are done. This is the point in 10 seconds, that Temperally located reborn saves you from the problem you get from an attempt at the end of a moment as if from the series.

The Pt Cy [Then Pit C-Why] = The point save; The moment is the point, this is where sye from the Naruto world is done with a point and the Doctor who saves the day for what is done is not there that should not happen.

Pik Deset [Pike Dee-seat] = The cease and desist; This is the police moment you cease and desist and that happens, if you cease and desist you cease and desist as in the hired gang known as the pinkertons and the group stops of workers as if you are returned and on the spur on the moment. This spell can allow you to see if the moment is true as if one of them, fight in full as if you were.

Resan Rulet [R-ee-sane Rule-let] = Russian roulette; This the area and this is the point, where the russian is pointing a blank gun and says russian roulette. Then thinks and shoots as you are not hurt. As if life was a gamble, you survive anyway as an en is a well mind.



The Pata [Then Pate-an] = The pattern; The pattern match is a moment you think in the pattern, this can cause attack to those that are criminals except computer crime if the person intends to do so and as you are what you see or what you want to be. You are dancing and you get the idea, as you see what you see. This is from the book series, with a reality prince and Orden.

The Senty = [Then Sent-why] The Sentient; The sentient is the idea that came from the scene and sentients, that is a tv program and the moment is to live and save the day. This is the scene, to live and be super strong and super fast with psychic paranormal ability from this source.

T Com-Pua [T Come-Pue-an] = The Com-puter; The com-puter from the Xanth series, that is like Hal and uses the basic idea with this as is programming with orgonne the computing AI skill and then you are not now near. As if you are a point to its senses, you are able to work with it and the Xanth land mass is where you thin the land is of and you can get better results. If you are not to be near, you can seem to be redirected away from the area as if invisible security were there. If this is a point, as this is done and its not as though a moment if you were not to be effected and is not to happen if not needed.

T Eae Atr [T Ee-at At-r] = The crystal attribute; The crystal attribute is the moment, and as the moment is a point to get things to find concept to do. What you charge the crystal with, you can change the attribute to think it different and make is to send energy to the crystal as what you think is what it does. The trick is to program it, as if reprogram a thought to unprogram it and the crystal is where the thing it does disappears or not. As a crystal trap is set by the trap, as this is an idea that is thought and visualizing the event it does as it does it when you think to it. To release yourself you are to think 'not effected', as 'remasin' your not effected and you can remain and things do as you want. As if you were what you thought you ask and get preferred nothing.

The Tri Myt [Then Trick Mit] = The trick glove; The glove is a thing and you can personally use it to use energy as zero-force gravity, to make your mind seem as if a god and your body seem normal or create with chi to make life normal with life as chi as the idea is a fix.

T Id Blast [T Id Blast] = The mind blast; The mind is a thought, as energy is the blaster in the hand. Think and it will shoot, a bullet of special idea or not and the effect is a three button press in the area that you demise in this is not there. Each button does things, to use this is to think and the buttons set themselves as you think they should be as possibly one to kill one to revive and one to create effect that you thought on. Set the crystal you think to hit in the target and you can press the button as one press is all you need to get a result to get an effect in what this is as targets.

The Shoy [Then Show-why] = The scenic view; The crystal that is can show what is there as you or your spirit wants to see, in real life or what is in scene as you think to see it. As if with a single press of a button or you can ignore, view any real movie or a movie of choice. Any scene and any part that you want, as if you are a point there is a moment to show or any show as else. If necessary, you can view and write. This can help you learn any attribute, or thought to do in work and thinking to bring it refree back. That is to inst is to know it and you learn things that are true, or not as your subconscious is what can show you to see in a view.

T MiyI [T Mite-why-I] = The miracle; The idea is the moment, this is possible if energy is drawn as if no or from a high enough state of existence if an en that magic happens by the creator and that is a miracle.

The flub [Then Floo-b] = The slip; This is the freudian slip, or not is this is what makes things in the moment that is out of a tragedy that leads you the moment as if you were an idea to do or this is a point to conclude. In the end you return, to the place you want to be or were.

The Orbtz [Then Orbtz] = The engineering trick; The idea is a point as if orbitz and what you think is the thought, that gets imprinted if it is what they you talk to want in variables and out effect. This is to make

or allow the person to make their own genetics effect not exact, or you might forget and this is just a strain they get to define things as its by self with thought they become as they define it or it becomes a variety you. If you take the strain out with thought of removing genetic information, as if to remove the information of the strain is done except with resistance to the genetic idea if you want the idea. That is seen and you can control, as if an opposite or do things right and as this ends the condition or use is restrictive. If not if a concept in use is information if thats taking from the aura, as genetic information unless that removes itself where you strip the information with a taking off of the clothing and this is if a demon possession removed by dissipated itself.

Pie = Pie; Thats all you get with the energy that comes with eating pie as if the number pi was thought as an influence.

The Ie Id X [Then Eye-eh hIde Exh] = The Idea mind; The idea in mind is a purpose at heart, as you are your own as if a purpose your in a moment and as the moment ends you are as if restored. This is the idea, as that is a mopping this is a spell as this is to create matchmaking moments.

Ei Ea [Ee-in Ee-an] = The imaginary mind room; This is in the area you are as you think in your mind as if a tardus, anytime and anyplace and as you are the best wish is a point that you see and are if you arc the idea and as you do things you are free. Free area is through what entrance that you think to use, assuming you don't assume and think if an idea is as you name the thought you can use what you want and whatever you do is whatever you do in thought as what you do is thought and alone as thus acceptable advice is there in mind. Think to return is to seem in an area, and imagine the area and time as it was to see as things are this is to change the i to intelligence and you are imaginary no longer. If you are not acceptable, as a point to do there is to not here and you are where you think. To shift the room think, say make as if to create as the time is the watch and in you can seem as you want in the area. You can experiment in the imaginary, mind room in and out get experience that doesn't count until useful not you can return to your own time. Whatever you do is what you decide you can use, as a thought and as this seems as though a real world you are where you are and you can make the conditions. As you think in what you want, and out is with what they want or don't see the need for things unless necessary. Otherwise the rules are up to you and if you leave the mindroom you can actually not but pop into the area that you want to be. Whatever time you jump, to seem is as whatever time you are in you are as your area is shown.

Ia Ei [Eye-an Ee-in] = Thought in a moment; Think in a thought and you are what is viewing an episode, this of any favorite anime is animation in thought and this is a free movie view.

Ie Ia Ep [Eye-en Eye-an Ep] = Instant match up; That is the idea that comes up with a thought or woman and other is what is a concept, as this is a point to do as you are what you think and is thinking in thought is a pattern in minecraft.

The Smo Bo [Then Smoke Bow] = The Smoke a bowl; The moment in an idea, this is the smoke a bowl in a moment as if a weird effect in a science idea, you are in an effect and cancel if you don't want, not as this is a considered idea that is a duby use not as you don't have to do this.

The Eiei Ef [Then Ee-eye-ee-in Ef] = The Moment ef; The momentary effect is in an idea to use or in no as thought not and you are what you think, as if nothing is done and you can do as if what you want isn't in a scene. Think what you want with this, as if your use is negated and this is in negative particles that effect positive idea or not. As excuse is given or with nothing done and you can stop, ritual is use and wanted hunting isn't done by the effect you can seem without a use or in an idea you work as a concept. This in the moment is to make as a thought no in the moment, if you wish it you get it if you don't you don't and work the thought as you seem to desire the end idea as if the ends.

The n Room [Then n Roo-m] = The in room effect; This idea is a in room space in thought. This in is a point that a thought is a place in mind and that is a moment, or not as that in a use is a placed thought that in someone else is a room. That has nothing in it as in a thought this is a placed moment in what is a thought,

that they can do if they think it as if their will and use is their energy.

I in [Eye in] = Intellectual use; This a point that use is on what you can imagine, and in a point that is thought with you can use a thought to make a wish. As you use the thought, you create the effect of a moment to get the wish with a thought of a source as 'ysh' as the eye is in the I.

The psi [Then P-sih] = Psychic agreement II; This is a point to do as if a recall, is a spell and what you do is with psychic use by thought in ability. Un Psi cancels it out.

The Psi Aye [Then P-sih Aye-in] = The psychic agreement; Thoughts in mind are thoughts in agreement, unless your view is different and thoughts in mind are what lead you in a different direction.

The Psi Mont [Then P-sih Mont] = The psychic moment; This is idea that is with a concept, for that uses a psychic build up and is with a thought as you are psychic with a concept to watch.

The Ate [Then hAte] = The At E; The attack with energy by spirit, is what this spell or thought creates as weight loss or this builds things on a thought with attack. The stop is the stopping point as if your not actually doing what you intend, you stop and do as you don't attack and that is correct as that is what is to see and you show what you think. Things you do there are what you seem to bear or not and you revert to normal, as is you don't need to and realize what you do to avoid what you hate in thought. You stop if you don't care, as if in agreement as if to do was not there to do.

Use Pt [Use-en Pit] = The point; The concept is the joke in idea, and in thought that wis realized as you do things as a point is done in an use. That is unlimited by unlimited view unlimited thought.

The Ra le [Then Raw Eye-en] = The raw idea; This is the fact of tact that is wrong and as yet seems right in what you do. If you can't do things, you can find a way in and do and leave as you find a way out. This is made by a spell that is viewing and 'causaing' is making a cause, and as if you think to do as if you think the created idea is what and in use is that as you think you can use malfortune and things. That is what can get attention, to the fact that is what they should do. This is the raw deal En.

The Meme Use [Then Me-me Us-ew] = The instinctive use spell; Focus in thought is focus to do, as with the spirit you can do as things are done and as you do this is guided by intuition. Think as a point is this, the only use is the focus as a moment and in moments you are a point of imagination. Return is what you may do that is done with a thought, as you return as thought is energy and you are where you are supposed to be and if there things in mind aren't there.

Foc Tho [Folc Thong] = Focus in thought; Thought to do is thought in mind to carry on unless now isn't needed and thought to do is thought in idea, focus though is in thought as this is where you are not in intention as you think what is this the idea to do. Think and you are this as this is with nothing, or do or do not think you idea in as if a thought and as if you are where. You want to be gone and isn't concept, as what is there in mind isn't what makes an effect. This spell is a point that is done, or not done and as you think you are better off than focus with nothing. Thin idea is focus of the effect in an area, that it should be in and with this idea is a spell that makes the idea different.

The Cha Bombe [Then Chan Bomb-en] = The cherry bomb; This is the bombing point as if use is a cherry or fruit and thought you do, works with pleasure that creates fire in aspect as if you do the cherry effect is to cause you to loose weight. This is only possible if the prospects are willing to spiritually, as if possible and thought you do causes what effect you want intended the effect is effort that is from the subconscious and replenishment is done if needed. As if a bomb is thrown to the area and flames of chi, are what occurs to cleanse the area.

T Ora Ex [T Ore-ex] = The Golden effect; This is the golden idea effect that, and no matter if its a thought or not its a thought in purpose and this is to think of a purpose in thought. Use the necessary ideal, that is

from the spirit as if information just comes to you. Just quit and do as you normally do something, you adjust in mind and with body you do as you are what you seem and use is the chi, as a life force of ability in focus. The Golden effect is to use a thought and know a thought, as you are what things are conduct using in thought that which is in mind. Think the thought as you feel the original idea that can make a use in purpose, you do the effect if you are intending the idea that can be done. Now if you use golden infini, you get unlimited results in an out with the thought that is perceived or think what you like and you are not ever controlled by what you or others do if you don't want things to happen to you. In life you can get an idea thought are positive in ideal, with results that are what you want and can occur as if thought possible you create what is.

The En Ca [Then En Can] = Endless concept; The writing concept is what you think, and if you think things and as in thought what you get is the thought that is what is gotten as if in the mind. This ends on a disagreement, or now as you are what seems effortless you are not what you see to seem. This is a point to do, if a path to no pain and use is the idea then that you can use or as not use is nothing said is nothing done and not dumb at all and experimental if in need. To end this stallions spell, is to trace a sigil in idea and think stop.

In = In there In their In here; The Luciper effect, that is the effect you get effect from whatever room that you can visit and you are what you think. Cancellable, this by leaving the room, area and idea that you written or not as if you have it thought. This is as you appear like someone respectful and end up as yourself. In idea you are with an effect, that is with some thought to use as in if the conclusion is by moment or not is the effect. Demense or not is the release, just enter the area and go about. Where you end, up is where you are as this in life is an aphrodisiac. Much like a drug, and not a drug at all as it is energy. In transpheric viewpoint, this a drug effect and that is somewhere else.

Out [Out] = Outer apartment in an outer dimension, that is what is a thought in a point of what time is and yet you aren't there in thought if you say or think to be where you actually are in true self in energy. Visitable by what you think is necessary as you are there as you are appearing.

In Ip In [In Ip In] = The fixing effect; This is the right thing to say, as if the right moment or not as if the correct idea were available to use. Yet not done is this spell, if you don't need it or nothing is done. As you believe in result, you are believe and things name themselves according to what is said in life and value is variable in what you think or not as you are not a dog or animal. Time is what you are thinking and the variable is there as to set things in idea as motion is what creates the ideal as in an effect you are expecting me in things and as you are me you are yourself. Whoever you see is me as you are yourself. As there if im me you are in your room and as you are in others you are a guest mistaken as the area or person that owns the area or not as things are wrong. Wrong thought gets wrong reaction and as you are as concept you can leave and as you are there you are here in life as yourself. As you do something, not do is what can fix the things that are fixable.

Vobu X [Volume But EX] = Volume buster; Volume adjuster the max, as a volume that adjusts itself things intended to adjust will adjust for what you are as you think as though a motion and things you look at are adjusted. Otherwise if not intended to do things this won't do anything, or not will not let this effect work and you are an idea that is yourself as this is where you can seem any shape as if a moment you think and you can adjust any variable and idea in life as with a look, this is a twist and this is as if the volume is max and normal if your not. If you aren't your in game and you can seem like anyone, that as a momentary person awaits you or not you, as if not and you are looking for an area. The sequence in this idea is not done if you think. Outer area, spacial in area life, and as this visit in life you leave and this visit ends. Saying in life on any line cancels this out and yet you can eat and if your not careful gain weight.

Co Mai [Cop Main] = Dick wix; Not in to do is this effect, as if a pleasure point this freedom is from oppression with the idea is something and things in thought are what seems. After what you think you can create, think or not do nothing as if to find a thought and replacement effect to find what is as a concept. The actual think in a moment, is nothing but pressure points that create a release from pain and thinking is

what isn't allowing pain a path.

Ip Efx Con [Ip Ef-ex Cone] = The concentration effect; The concent is what creates, and things will or will not happen. If focus is in thought on what you thin and think on, you can manipulate the idea in the effect. When you cast this you can get nearly anything done, but nothing will happen if it is wrong.

The con Umo [Then Cone Loom-ohm] = The concept change; This is a concent that in an idea form, you can change anything to anything as if any thought is or isn't, as if "what isn't is" as if you are a point and nothing as if you start that now you will do it at the end unless necessary.

Swi [Swin] = Swan; Swan is the moment in mind that you are in an idea to fix, and convert things and to seem and what form is what assumed shape in what you do. There is a shape in as there is that which is in mind as that is a point to think on and fix or not in mind.

The Act Id [Then Act Lid] = The Act in mind; This is the moment your crown chakra in sense comes into play, as you don't always know what you do and those that sense this are not picking up on this from your mind. As this is true you know, what they think is revealed to you by the third eye and will feel out what they do. By this spell, the moment your dead by activity due, with what you do by inactivity you can seem as if you want to live and seem to be your next life and still keep your mind and memories, as if you are in experience by what is in mention. If the memories come back by focus, but what can resurge is the energy and things in thought are in the area what they seem in life wherever you think on in the area.

The Ip Addy [Then Ip Addy] = The third eye; The moment you do, is the moment that is a cost lowered. As in you do activity the cost of prices are lowered and indefinite as if I have. This is the moment that the third eye causes the moment, to occur that is necessary as isn't is possibly ignored or not and the moment ceases as stop is done. This is as the chant, of "this is the eye of the person that reveals in thought that creates in a thought" or "the eye of the person creates what is". Be careful as if the moment is offense, it seems a bit interesting but in thought this isn't as if you invaded someones mind or place and as an area is thought or used as a source of energy. The source in this case, is the superstring that teaches you things by showing with the leylines of what is energy, quit showing in life or not is nothing done by what you least expect or will happen, if in thought in mind and not in mind by body. That by your actions are known, this is by the spirit before you do them and what you do in thought is not there.

Ie Ien Ie [Lie-en Eye-en Eye-ehn] = Super nature super power; This is the thought thats strength, by what you think and the natural intuition is what can create and you do what you want. This in a concept, is that which creates and things in like nature come to you as a natural result is favorable. As a favor to do, as if asked and it depends on who's acting the parts, as if this is who's asking and their subconsciousness is the one that were an act out by response and not as favor is with thought as if this is an idea to create. Who is the asker that is thought, and this is a post-reaction activity done for them. Now beware the reaction as if a ward is use by the string that is hyperreactivity, however it is not that wards away the reactivity and makes the bad not in. As to happen a positive thought, this is in string theory represented by thought as if temperally the asker were given what they wanted. This is a spell effect, that can actually happen if believed to occur in thought as a natural result is an end result as if by the third eye.

I Ie Ien [Eye Eye-ehn Eye-En] = The post phase gap; This forms the post phase moment that there in a point is a concept that is I Ie P, or au naturale in moment time is not always done unless in natural moments to come and only if allowed for is it there in the moments that come as though thought that is the hyper energy from au naturale mA energy. As you cause the moment as though the moment was there this is a point in the, past that forms itself if believed in by the superstring theory and use is thought in moments that happen with what is thought. I Ien Ie this is the end moment, naturally seen and done in time that is there that reverts to normal and things can seem of spells and activity are normal, an in appearance you are warrior sane. This is without trouble, as thought zane normal everyday activity. In zane action there is sanity under pressure, and thought energy can cause in appropriate notion the result of a manifest that is illusion till believed in as a thing in what you call action and another can call illusion. You decide and think

of what you want, to do as if that is the part to play and no supposing is done. Easily dismissed on thought, unless seen with the eyes or not as your curious.

The Tep loyy [Then Teal-p Eye-oh-win-why] = Temporal anomaly; The temporal anomaly motion is what can create with a thought, and cancellable by a thought if you intention by what is not temperally you can get more results an when you return you are not dead. Rather un stupid and not forbidden as that is the way use will make you, as your not in body in the forbidden zone. Without you in a concept, in a point that love or otherwise is use the idea that energy is ancient and harmonious as to create is a thought to use.

The Taboo [Then Tabes-loo-oh] = The forbidden zone; The zone is a point and earth is the day I see, if disaster this is not as I am but what observation ia moment in what is a concept. This is a moment to see and you to gnaw, and in allowance as you search for advent motion and create a peace that is a point to not interrupt. As in a concept, you don't interrupt as you try to see and without any concept you can still do things to fix what is. However, if you can you may fix the thing but not that as nothing can be done except to observe, and write down the idea that occurs as a point to use as a source. Use is this system, to be in the past seem in the present and write things in the future point identified, as a point that is one to observe and the power point is in the moment to seem as if in advocacy.

Tiz [Tide-z] = The end zone; The moment is in time at an end, and with thought you can see with wand to do with want that is nothing, use in a motion is thought as if to make independance or not is a use by what is in energy in that you draw and not create with. As if in there in the end we are but one mind many bodies. As if in a moment you are as immediate disruption to the area. As this is something with a point to seem good, this is a concept that you can use to turn daemon and shift anywhere that is needed to be or not.

The Is En [Thehn Is En] = The En Idea; The idea of what is but is unknown, this is the creation act of what is in mind as you are what can seem and do if for now is an en act. You can say and do what you think, and try is in an idea for what idea you do you can get better with this spell. Spell what you do you cannot, or not do to whomever is not wanting things on them. The point projected at is not always there, as if tragedy you can get a violent reaction in motion or nothing at all.

Igne [Lint-net] = Ingenuity; These moments are an en ore act that is what cannot be conducted by these that is what you say are by the spell, that is to ignite the volcano or cause a firey eruption in the area that you leave in thought. The act is a cost of accosting, that is what in viewed combat is what you cannot demise. In this thought you are not in any moment that is observed, Then in a bad effect that counters what very badness, you are corrected for what you thin to seem and focus away with a point to be where you want. Do not do this.

Hid At [Hide-At] = The Body Hiding Attack; This is the touch on the body, is to let the feeling flow and focus the energy, as you think and strike out as a death or something in thought in mind will occur in the moment you thought you hide what is attrocity.

T Miy [T Mine-why] = The conditioning; That is the problem as you do things as this spell creates resting spaces you can watch, as this makes what isn't there by any action that is done or not you create by the thought formed into existence. As if this is an opposite reality, use here is not the activity here in the positive reality as you can do things in no effort to don't fix or think and get a positive activity. Set the problem work the point or leave the point alone. Avoid the past if you do this spell, as you can get very bad in mind or bide in action and this is better. Ingeminous is the idea you think, and you cast to create from the body. In thought in body, things in thought isn't in action.

Ni Sex [Nit See-x] = The Night sex; This is the moment night, in mind can form a sexual partner to work with whomever in what you think in life and in abrupt sex you are halt and you stop. Halting is the problem as your procedure, this is fixing the moment and creating what you want as you get them to stop by in thought what they observe in mind. In observe and don't comment, if you are an idea you are invisible.



Nimbrite = [Nim-brite-en] The nightbringer; The incited sexual desire that creates a sex act, with night to make as you think in what you want. Ignited moment is that which is in time that is denoted by sex of some in sort, as if in a moment thought that isn't with a point and this can use sex as a source to make an event. Ignited in the mind, is the thought and the moment you feel is what occurs things. If you don't intend to do this, with a person that cares then don't.

The Evei [Then Eve-ee-in] = The evil eye that is caused on the person, by what is done in which caused great harm or back problems, as you are "ein" or eating in a point of mention to do rescue and think as you give a gift. As an end result is an incomprehensible mouth that forms on the mouth, and you are what seems weird in mind in what this can create or not.

The Eveimia [Then En-ee-im-lie-an] = Reality glamour or the evil eye; What you do is in real life in life if good for the purpose is a positive feel if bad for the purpose is a negative feel, you are okay as if a fox magic user as a great user born is usable in form in life in mind in body and otherwise use now not as I am. As a reality glamour, this is false glory as a good this is seeming a natural idea to real life. As this causes in a trick repeat, as if this is not to be claim an attack fox is there you do but others do things in a different way. If you falsely accuse you falsely adjust, this can cause in negative idea repeat moments you are not doing them in life force. This spell can create a large energy, that is possible to seem fire. In nothing in mention is not as, if in form and thought in mind by what you think in mind.

The Evoin [Then Eve-oh-in] = The focus spot; The spot of disruption that is caused by the person that studies a point to disrupt bad effect, this is where you focus on a spot area then think to work by what is done in which caused restoring with brain function returned to normal, no disease or no back problems.

Idei [Hide-ee-in] = Use in effect is what is a point that mention is to do things, as if what you do you are speaking if thought seems as if stated by what you do in thought.

Idellbis [hIde-en-ll-b-eye-s] = In the shape is a fox as is the energy of the person form as a bastard girl is name the idea to become, what can seem right is right and in condition that is used create as in thought you are in what mind you want. This is in things as you are to create what species you want in view of an area in life, or not as this is what brought this about in original idea. As quotes are from Leven the black, "Iecies what can change form. In essence this is a fox form that is with one eye, as if you were an idea the fox is a point in life that can disappear and if the moment is done". This dissipates "essence that shouldn't be as if to seem nothing" and do nothing, if the form is dispelled as it is forced to leave you can revert to normal from the genes and keep the fox spirit essence. Don't cast this spell if you don't intend to do things as stated by what you think.

The Cetrua [Then Essentrun-ah] = Centrum use; Centrum is the cure as "The centrum cure". This is the centrum in use with a spell to enhance a thought, and then create a source and as energy you create a use. The idea is a thought, that if use is detected, you can make use of the used energy as you cleanse the idea in your mind. The thought is a point that is a cure, that appears in a vitamin to get use think of the activity and what you use is a timer and think of a clock as you think "don't be cruel". To view and use the idea that you think, to see as a point is something or not at all in a point that is a concept.

As a thought you can use what is in a thought, but only if you keep temporally quiet as you use the temperment idea to create a thought that is stabilized with a good mood. In recollection, you can use the idea, if you remember what it seems to create what the end result is. As this is in what it is, what you do is use what loss as an experience to do what is in a use is a thought in result in the air by visual idea or not as nothing happens.

T Cu'r Al Ya [T Culn Al Yah] = The Cure Motion; The cure of a monster that forms from the midnight air, that is a cure to all. To cure motion sickness, this can also control cars that think as your moving that your not moving as you think or do in activity. You can end up murdering things. Think and you resist move as

you send sent energy to somewhere else, and that you you gesture and as if mention stopped moving. Think and use water as you can move with your movement or on their own as in the link you have to them caused this can fade in yourself as you dissipate the effect as energy away and deflective in use is in any incident. You see as you think in what they do, as you observe as the thought is impression your will is known.

This if thought as a paralyzation force, is able to transform anything into a mythical called an alternative al. Formed from the suggestion, as a woman that has three forms. Thought by focused idea and use is feel, the form you think is the form they can use or create with by ill or kill with a thought and energy they use is from the effort of activity or part. There is a point in thought that if transformed, you can seem insane and use suggested parts as a thought to sense. If not mentioned then this is cancelled.

Energy comes in many forms formed from the link or not as you are with life they can link to the person you think, don't think of the person and if they won't in possible use by thought. As you think or put energy into something, cured by plants raised in the soil of beating as a person ash made by a volcanic eruption thought in life they can use the energy of the link as the impression in the link is energy. There from what they see from the "clergy", think or feel energy as the idea is felt and as enraging formed vision from incidences are there you can use the idea and change their minds as you think and use their energy as a source.

Keep in the body the energy and the al are kept from forming, as with a knock to some surface. Formed by life intent what they believe they can use your belief, if you had any and thought can exist a creation by a thought use and your aura in life from a glance at a life energy formed in a book you read as a form of punishment to those disliked as an award to those that are liked. As if in a different view if in your life is atrocity you are thought and they are a point created, as a monster or not and thought exists as you think and thoughts are perceived as normal senses are sensation in a point to the idea as skin and the body is just a form. If thought dead they ignore and what you think becomes you.

As though a good point or thought if you are thinking you are a were and alter your shape as thought flowing water, you can use their shape as a disguise and walk out. Walking in you are in a different dimension, that they exist in as they are not thinking of you they won't assault if you don't think of them. Do no crime as things against their laws as spirit formed and as they are feeling, with the auratic strength you can create with a thought by suggestion and their brains will create it. Because if in thought they read you like a book and you are knocked out, they won't read you as if you sleep and you can sleep without dreams.

There is a moment that is ever active and not active as they feed off in a person as the energy, as they are an idea in mind so by attacking through the linked energy counted. There is a place they form, as they are your form and shape is your size, what you think will seem a truth as you become what you want by their will and service in no service. Whatever you are directed to think in association to them, actually forms as if from a good feeling and if a bad feelings think is if you think in a point.

Think and acknowledge by feel and you did service, as you aren't bad they leave you alone and if you are a concept they can use what is thought. They think with the thought as energy and the idea, this is an idea by essence gathered as you think with care and they won't. As if inseparate they feed off the feel as if a shadow succubus and don't actually appear, until they feel like lively behavior formed from the thought with energy to cause curiosity. Think positive and you are positive, with ash and shadow force disappears. They think and feel for you, as you are fey or not if you think to work with them.

As a quick spirit transfer is a transport sphere is with their use formed from the area as effort and is what creates by thought in activity, think where you want to go and real magic by their energy is done. As the horror stories and nothing horror is thought they use an idea and get energy as though a point creation they leave and you are miserable. Thus, from anger goes the emotion to sadness as that is truth by fiction and admit in a lie this is abstinence to them. As if a thought came true and the victim is in realization they who were feeling, in allowance the activity is by the admittance by the fact that there is al and think. As if

you actually suffer a heart attack, by different indifferent, activity and you who are linked to their target commit suicide.

As they are seeing the idea sensed and it is a point to what they think if they share it with you, as the point is not wanted or as though right through the link you might or might not remember the idea. Any irregular rejection that you know is possible until you break the link by thinking it dissolved, as in acid that leaves you lucid with no thought that is the idea you had until you focus and feel real energy as the energy restores your aura and repairs by air or space. The soul by correction your mind thought returns, as your sanity is there and in thought resumes control by feeling.

As they use their energy, a quick thought of silver is useful of the weight gain done. Cure with thought of their response thought of their intent is use and any misuse is your energy that they know is not used. This is until they are angry at you, think and they need the boost as they are thinking of an energy source. They are likely to use, if a point and separate you from them if you think not to seem apart from them. If you admit think in energy sent to the al as you can be a thought as energy completed, as value in a concept you can seem victimized by the attracted mythical beings as you think to victimize by thoughts.

There is a happy moment in their life from what they do, as they attach themselves to you in your idea and yet not if you don't seem interested. If they don't like you they mentally sane you, and if ill you by a friend or kill, by a thought that your brain believes and your body can act out if not resisted. As though what you think is natural, they see you as insane and you are what you think as your body uses the energy and adjusts with the free flowing spirit.

There is in thought, as in energy there is a view to the world. That use is there as you think in an idea from what you feel. The idea forms as a visine drop or something clear, think as they think where they use soluble idea in a thought that use is observed that is done. Think as vlue and they feel and use you yourself as value.

As you you assume in thoughts they think if linked to you in thoughts, from your soul that is link by thought with something you are creating will possibly seem to assume by conscious as you. So think as you are as if a product as you think and do, as you are assumed that shape you are in effect effected. There is a point to the past in there as idea, lore in mind is known to them and as your use is a thought "visine" or clear fluid they can use their will to drain you by what you don't want.

As if their idea and not your own, the person linked to you is interesting. As you think you can create they will too, say no and it stops as they are dual creating you are interesting. Think as you want and as you ask questions on what you hear, you can feel a drain in energy to them you thought as in through the link in time to the person in life thought by intemperance. Think or not and this spell ends

The Jue Abl [Then Joo-ett] = The Spell in Ability; This spell is a ability raiser, as if in damage and disruption with allot of anger or otherwise this is a point and can form what you mention. As you think to raise energy you are what in thought. As you are thought to do things you can cause or create what you think. Assumed in thought you take on the properties you thought as they think they are with those properties and by your influence. There is a spell that creates in thought and negates the rune, that dispells anything and the after effect in this spell that ends is that rune that forms peace and calm nature.

The Writ Stri [The Write String] = The wraithstrike; The write stride is the thing as your thought is intelligence as you write in with written energy string effect that is what you think to write that can form anything, as you think to displace energy to and form from written energy that you live from and yet can shape if you think energy and state the formation. The wraith that is what you think, formed by use and with thought to be a wraith and in opinion create is from energy in fire and thought by energy. This is the point to create with and is what, as thought is to creation and in what you think and out what you do as you form a wraithlike hand you are able to think the third eye to formation and make the idea you intnted to occur. As you think with focus you think the energy from the arae of the strike point and use the strike to

attack as an energy wave. As the strike to think is to make and cause as you are a thought you aren't stupid or if you think and you create the possibility is almost endless until you think. Think is an idea that is also as a lover energized with magic and able to transform the wraithform, and strike assumed you want assigned in mind you end up assaulting or not thus if assailed you won't get an effect. As this is a written idea that superstring creates in focus and this just is, and if you follow the string by thought in perceivable perception you trace it in the oververse or where you are in the universe you think to seem. As you feel a rage the were strike is a strike to somewhere as to strike where you think and hit an object as if to restore sanity. If you don't focus on the alter view to perceive energy shaped into a shape a air energy, form as you want and you won't actually see the superstring that energy created when you thought, in conception unseen as sought with the idea.

Tde = To focus; This is to focus on the idea, is to connect from interconnect to streamers from screamers a thriller is a laugh in battery that you hear and they are what this is and pissed off as you think you are an idea to create as if you have a twin and are defend or not. As to get a possible good result, that is clear minded with intentions that the person effected by this spell will think and if not liked won't use. Don't use this spell if you think the idea to focus on as you might form a nightmare. So avoid in use to end this spell, use "never never" as in a point and in use as a point to be normal crazy people or polite to people.

Aseigia [Ace-see-ig-liable] = Asee in idea; As a memory thing is an idea to solve the personal problem that is not as a confrontation, you can cure or cause the idea property that is an idea that you don't like to see and do things. Think and before you know it and if you needed help there is that are not detected by the person afflicted in what is considered, this can seem liable as a disease as this acts like the real medicine that should be used as to the idea that cures and as the thing is from the thing that is unappreciated. The act is forgotten, as you think and do this is a point to cure or unlook at things. As if the thing is a thing that disappears to seem a person, you don't mind as a materialized form or in some place formed more from an interaction in mind. Now stop as the reality in the area, can form as an act to will is an act of thought of think, as if of there you can "cvhg" or in any store use the recharge energy change in this thought to create now no thought with energy as protection. As to form a space is to assign a space as a room to create an make what is.

As isis is protection this blocks as this nor ever in with a place in mind, this is as thought as this depends on what is observed. As if a real act that is in life and before you know where and you were. As in if in thought you can use a thought as focus is a point, and if in what you use your thought becomes what is a concept that makes. You got the idea and now the energy comes back as if you are a thought in energy you can do what you want, this acts as a point nothing won't do and your thought can create space to reform reality in wave with a wave of energy. This considered in a reality wave that forms outside, as if in time that intention in thought creates through the spacial crystal. As if that uncreates and as you don't think to need and they are demised, they dissipate away in as you think into nothing existing as in existence and this is nothing else existence and in space is thought without sedition.

Think as you are contribution in a point and as you are intention, the stop is to "not" and your use is the idea to form what you think. As you don't consider yourself as realizing somewhere you aren't. Sometimes this won't work and if you think it doesn't exist, then thought will as you are with a physical means to fix a physical physiology as a mind solution is there. As if a thought is energy and magic, can create reality using this as a source. As if your thought creates what you want, you can create a thought or use a will to create as the concept can work. Unless not needed is the idea to do, some idea is a loss of the unwanted and win is a loss as a thought is a conclusion or addiction that ends. As a win win situation in what you live, that doesn't have to seem or have been as if a wannabe you have lived and aren't anymore and lived if your desire isn't to have lived a thought it isn't done. Some time ago I was aware and in thought stop as this form killed up to use is up, as in you were a form eye things could form as you think this is interesting in then eye gain ability as hidden in form.

If there is a point to this spell, as you can be sure that things you do aren't there to be seen and in what life there is isn't there as is nothing more by what there is and which it is does not exist as things that are

create nothing more. This is an idea secret of uncreation so don't do this spell if you don't want to disrupt, as you know as you die this is what actually seems to occur. This and more is to uncreate everything in the reality as your thinking, to unmake what is that shouldn't have ever been. As think power in activation as power point will change the form, think of your use as a way and with your thought can seem what you do use in time.

Tedo [Tee-don] = The Tedo; The rune of tedo, socumant documento is an energy traced into the air is to create a thought and each view is a different translation viewed as a different thought comes to you from whatever you do as this. Use this spell and then trace a symbol in the air and the rune is caster plated into an metal plate as your engraving is sent to yourself as if from those you don't think invited. This is about 10% of where your western wisdom came from as if on the tag.

Tedleia = [Ted-lee-lie-an] The tedious idea; There's no wim and there's no cockpit. That in comparison could not easily be a nightmare except the spell seems to fix things and on use, as what there not to correct in what is a point to use what is there as whatever or not this is can be used there. This could easily get you an idea not to do if you think, as you say what you want and get what in your way is a will as in a way is "noe way" undoes this. Keep the peace makes use that can easily seem done with wishcraft, that is counted as witchcraft if pointed out there is no will.

SuaEmoeAuiz = [Sue-ah Eem-mow-eh A-oo-iz] Summon creatures XIV, summon as many tough and hideous hide creatures not in appropriate nature as ya can.



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## Atlantean Circle Spells 2

This is a continuance of the listing where spells in thought are ranked from easiest to extremest. The circles are easy to extremely hard from 1 to 16 and in levels 0 to 15. The spell level is denoted within () brackets. Ideas gotten from D&D; and originals including Neverwinter Nights and thoughts around the house. The circles are in groups of their own elements. These spells use phonetic spelling, that may or may not work for you unless you get the spelling right from the pronunciation key in [this]. So have fun trying them, I think to see if they do or do not exist results. They work if thought exists what you want, unless you don't need things to occur then this doesn't happen.

So if you wanted to cast an effect by thinking about the idea, then all you have to do is think of the idea and need the effect of the thing you think will happen. If the idea doesn't occur, then you know that things are going to be different. So what change you think or sense is there, this is what will occur or happen instead by feel. That is what I call a controlled change by the idea you feel or sense, that creates from your idea and manifests fully sometimes with fee or feel.

This is when thinking the faery will help, especially with chocolate, that is where you manifest an idea easily and otherwise the idea won't happen by the point, know that this can seem what occurs by what you want. So generate your own faery, think a fey exists as you hold your thumb and forefinger separate from each other. Then imagine energy pass between the finger and the thumb, this creates the faery from part of your soul and uses the spirit that goes through everything.

That is done if you think the idea will or has happened, who knows as this may happen what you want. This sometimes can get better results using a sigil or empowered lines, that is thinking the idea will manifest. This is done as you trace or draw the symbol, that you believe symbolizes the idea. You see that does things, sometime all you need to do is think the idea will happen as you state the idea. This works as you look at the idea thinking that the point will manifest.

Again, these spells can be done in two different ways, think or imagine the point to create as a result as you speak the idea to something or think to create something. Think the effect as a spell to do as you speak the effect that is the spell listed. This is a certain way to cast them that is safe however, as you feel think the creator creates the idea as an end result.

This is just as an effect spell that can seem stated or seem in thought, so then you aren't effected negatively. This is also as you think the creator protects you from negative or positive attack you absolve. This is done to remove the need of attack and bad belief. The creator usually does this by feel, that means he or she gets from you in feel or vibes what you desire by idea you can think and sometimes write.

This acts as though a circulation effect if you link by thought, that your thinking you do things to work with the earth conscious and the earth consciousness creates what you wish or speak as you think about the idea or the aura effects. This is with an idea you think about. Either way, if you think peace you get peace. This is by the idea of zen where you think of nothingness, the nothingness suffices to create because if you don't use nothing as you feel and state sometime what you need the earth conscious can overwhelm you.

The earth is feeling us on it so I believe that the planet wants us off of it. This is evident and truth by the idea of what you would state that would seem normal and you end up hurt. This is the planet conscious that despises us, so think carefully before doing earth conscious spelling and not getting what you want. What I think occurs is this, the planet feels that you don't get what you wanted.

That's of what I sensed when it creates a point to cause awareness, this is sometimes like a slap in the face or a punch by feel. If you think to debate the planet awareness you could also get hurt or then you get what you want. Either way, this is zen spelling by the feel. Just remember, that what occurs to one could



occur to many and any reason could work to settle the point.

This is how you can spell things and uses examples from many games. Think about the spell to cast them easier, you can have said them at least once right and thus you imagine the spell in some manner to effect whom you think to effect, such as the spell word itself with this is as if in trance and think of where it effects as agreement is the area you relate by area feel though this it were in effect. If as you use idea to not feel nothing as sense, so ya can see some results or can't get any effect from the phrase, then in summon energy to seem to be there by thinking its metainfluence is there. See as you are and try casting it then. Then by thought you see a game, optional is the word you choose to cause it in site to be there more effective by energy focus and focus is thought to cause or create things situate with what you see or feel. Its a point stated as in the place in for the point as spell words or thought, this is where spells are energy use by direct or created focus with imagination. So use and idea you can be 'done' with or something else thats suitable to you by feel.

Feel to see the area and you are able to cope or can seem choatic or what you feel is disruption, so think as you create and you feel as aggravation is sometimes there and if your well. This is thought or forseable use as feel by idea. If you can't say or count to ten don't worry you see you can count to the idea, this is as things will be alright as the right idea by the real idea is insight not results you don't want. Ya can find that things are phasable if you can't complete a phrase word and this is done by stating things to cause, this is the reason sometimes for stress. That is what is by thought that phases things out through the subconscious then the draw is to phase things in by feel is possible with the element, so the spent energy goes to an archmagus enemy or the planet as the rest of what you see is sense. Ya can't say it out loud or use is cool, this if not is done by spelling things by hot points or core energy focus and that is use. This is not as you say by that, this is what you think of that occurs when you can say the reult as an end result, so what is out with a line or limb or any finger that is energy by focus to create.

This is not always what will complete the spell and thinking will as though using hand language. Optional is just drawing a freehand rune that means in ya mind the spell is done by yourself. This is just as thought so ya can do rituals for required materials that are there for the spell itself. See that isn't what you create or use in the point, so what you feel you focus or create with, so not as this is in nothing by idea. After casting the spell, then mentioning the thing to effect or thinking of the point to make what you need. Ya can cause a directed effect. Sometimes things that are general, aren't actually and this is thought that's felt or understood by what is used as thought or 'there' by life. So use isn't feeling as you feel to create, this creates yet not to see what is near. When ya direct the effect more than often its easier, think to feel or use things to see the effect by view.

#### Circle/Level - Description

[Previous atleantian spells menu](#)

[Circle XVI/\(15\)](#) - High extreme of metal magic, drugs, conditions and substance effects;  
(These can make you appear addicted)

[Circle XVII/\(16\)](#) - Gates

[Circle XVIII/\(17\)](#) - Spells of Ages

[Circle XIX/\(18\)](#) - The 6th and 7th dimension spell list

Circle XVI (15) - High extreme of metal magic, drugs, conditions and substance effects; These can make ye appear addicted or appear sober an sober is the point.

GlycLeecee = [Glic-Leecee-eh] Hydro waters, To make the drug Hydro be of the waters that are in an area.  
GDyloHydro = [G-Dillo-Hyde-roh] Manifest effect as an assumed quality in water, To enduce drug effect or manifest any effect in water as that you want to change that is an act to change in mind to create a self that creates good but dark actions to make with a thought. As, you state or will the spell.

MakFudFva = [make-food-F-vah] make food flavor and favored water - At the naming of this spell what you need for food and water will be felt in the mouth as if you ate it.

MakFud = [Make-Fude] Make food in use - makes any type of food ya need at the moment. If it doesn't get

created then it comes to ya in some form.

MakFva = [Make-F-vah] Make flavored water -Make any water appear from the particles of water in the air on or in a container.

MakEFva = [Make-Ee-F-vah] Make energized or charged water, to make water energized and do as ya think it will. With this, ya will live longer and be more energetic.

HydroMucTrans = [h-aye-d-roh-m-luke-s-trans] Clean up; Make waste removal and water dissolve makes the target, albeit being food, object or a person, dissolve into water particles.

DovuSlutes = [dove-yuh-slute-ee-s] Make better feel; material substance create makes any substance or object you think on including food or drink. If it isn't created immediately near ya, then it will come to ya.

KeFeSlutes = [keh-feh-slew-tee-s] create key - Makes a key out of substance itself that will mold itself to fit any lock that ye think on. Imagine the key appearing in hand as ye say spell. If not that it will draw the key to you at some point. Cast on a ring to make a key ring that responds to the wearers mental command.

CurDopBuvnof = [cure-dope-buy-v-nova-f] cure drug abuse - cures the victim of drug abuse.

BraneCeilRepaidyAi = [brain-eh-cee-il-leep-paid-dim-aid-ih] chemistry balance cures schitzophrenic brain chemistry imbalance by balancing it out. Creating drug by herbs and other substances for missing drug and etc.

CebDopSlutes = [Cebe-Dope-Slute-ee-s] Create brain drug - Create a brain drug substance, creates a brain drug of substance that is in the brain from the void to make the substance drug thats necessary at the moment. This can create pain loss from the addition of dopamine thats suddenly there, or other brain drugs that are needed. This can create drugs in the body, from the brain activation effect of a signal to create the brain drug.

MakKemSlutes = [May-ih-Keem-Slute-ee-s] Make chemical - think to make a chemical from water, air or other substance as it is near, or later on when ya are near water, albeit from idea. This chemical can be a base chemical, an acid or a combination or any other type.

PotFuna = [Pote-Fune-ah] The potluck that causes and allows for acidic luck and food to be made and delivered by the individual for you. To be eaten at sometime and at the moment its needed.

MakDopAOpt = [Make-Dope-A-Opt] Drug of choice, creates a possibility that reflects on now as for effect, to making a drug of choice. This creates the area and you can decide to use the drugs there if you desire them. Meaning if you use a void area, you can create a balance by the essence or the idea to do.

SafSlutesE = [Safe-Slute-ee-s-Ee] Substance energy, ya get any essence of the substance to come to ya and its in energy form, as ya think of the need for it. If there isn't a valid reason for the substance, then it won't come to ya unless you need it.

SlutesEAbe = [Slute-ee-s-Ee-Abe-eh] Substance of energy abuse, to cause the target to make use of substance energy too often, as though addicted for some reason.

MakEpem = [Make-Epeem] Make cure, causes the cure to be made in some manner to any effect.

MakEEpem = [Make-Ee-Epeem] Make energy cure, makes an energetic cure for the effect from an action that occurs.

SoMahEpem = [Soh-May-h-Epeem] Soul made cure, makes a 'no matter the cause do effect, unless unnecessary' type cure. Because the soul always does things, type cure and you cured the condition.

MakMedDop = [Make-Meed-Dope] Make medical drug, to make a medical drug thats necessary at the moment, from any substance that ya think will work for ya.

EaPrua = [each-prude-ah] Medicine effect, makes the medicine effect the body needs, in the body for healing and balance.

SlutesEaPrua = [slute-these-sea-ah-prude-ah] Instant medicine creates an instant medicine in solid form of some sort and some point that the caster thinks on. Think to use this carefully, as this is sometimes dangerous.

LukABod = [Look-A-Bode] Make energy form, It reverts ya or a target to a physical energy form and cures ya as if ya don't need a drug, and you get the effect to become better in condition that also forms another you. This will cure ya of all the conditions ya may have instantly except possible mental idea. One effect thats unlooked for is that the effected may become slightly brutal, as due to the influence of energy itself, unless its resisted and then the person becomes smooth and flowing in nature and reason.

LukAe = Look as this is, think or feel to make an E-body that looks as is necessary. It can be out of the air or formed out of a target body. This can make ya or a target cured of all conditions that are physical, as is and as if necessary. And mental conditions become an idea that can be corrected.

EAbalvmeditu = [E-A-bah I've-mead-lite-uhn] Energy hiatus abation, to cause a halting of effect. Any effect, that has gone rogue or wild. It effects after a little while on the idea ya had in mind of the effect as it could be a drug or condition.

EAbalX = [Ee-A-bah-I've-X] Instant abate, to cause an instant abation of effect that is abuse or has gone wild. This abate can be of a drugged condition or an idea condition.

EHalt = [Ee-Bane] Energy effect banish, this causes a conditional effect banish of the effect that goes rogue and wild.

Eliem = [Ee-lie-m] Strong condition remover, to remove any strong and bad condition from the target, where any condition can be cured.

UoCur = [Oo-oh-Cure] Instant cure, to cause a condition to be cured in and of a target and any condition can be 'cured' by this effect.

EByic = [E-Bih-ic] Energy balance, to create an energy balance in anything to be effected as of its energy, and this can correct conditions as well. The effected will last longer with the balance. The effected of this spell may seem 'muted' to ya after its effects happen.

ETyn = [E-Tin] Energy harmony, sets an energy to appear nearby that is in harmony with everything else, causing a peaceful soothing calm and this is including the negative side. This can cause quicker restoration. Its as though a polarized energy from a tuning fork magnet were touched off in vibration everywhere ya thought on.

EihEmorlvmeditu = [Ee-ih-Ee-more I've-mead-lite-uhn] Drug armor, causes an armor of effect by drugs or substances of some sort, that correct for ya disorders. This can cause ya to be calm in the face of danger and suicidal when attack is needed. When no attack is needed, but it was then, ya go back to normal. This uses the weight gained by drug abuse and drug effect as part of its fuel.

EKasume = [Ee-Kase-lume-eh] Energy corrections, to form an energy that corrects the person and makes him or her more stable and corrected of problems. This is including drug and substances necessary for the corrections as it can balance the body, brain and system out.

CurBodX = [Cure-Bode-X] Cure body, Cures the body of any condition which endangers the body, including the brain conditions.

IEY = [I-Ee-Y] Calm balance, a calm and disablement balance progress effect to get a person to accept things.

EihYma = [Ee-ih Wyme-ah] Drug appear; Make a drug appear, in a moments glance.

HemuLark = [Heemu Lark] metal lark, This causes a natural effect to which metal vibrations create vision in people. As, they get the right vibes and this triggers the vision. It can cause larceny by a person's effort and with idea of the need for something in the vision.

AploeRariuyTenshy = [Ape-low-ehh Rare-Ilne-oo-why Tenshy] Implosion retributive shield. Takes the charge and sends it back. Its retracting and worthwhile to use.

EAmP = [Ee Amp] Energy Amp, Amplify energy, is what is with activity an energy as if a kinetic idea as a directed use in of activity as a point to do.

MaiTyQ = [May-ihh Tye Q] Make time event; Make the event that happens happen now.

MaiTyVocccUniDnaSunMiEveiHemuAlanata = [May-ihh Tye Vock Oo-nit D-nahn Soon Mint Eve-ee-in Hee-munch Ale-ann-ate-ahn] Make awakening, universally. This makes the ability awaken in those whom want to.

Aetune = [Aid-eat-rune-ehh] Aeturnis; Gravity and eternal energy that makes effects easier.

AviiOviiHnHemu = [Aid-right-in Over-in-ihh Hn Hee-muhn] Seasonal cold; This is to bring forth cold season when you want.

AviiOviiHnSumaHemuAetune = [Aid-vie-in Over-right-in Hn Sume-ahn Hee-muh Aid-eat-rune-ehh] Seasonal cold summer; This is to bring forth cold season in summer when you want.

UniAetuneEHemuZupHemun = [Oo-nit Ale-eat-rune-enn Ee Hee-muhn Zoop Hee-moon] Universal Aeturnis gravity charge. Immortalizes when thought to do so.

UniHemuAetuneLutraSisAid = [Oo-nit Hee-munn Ale-eat-rune-ehh lutt-rah Sigh-s Ale-in-d] Universal eternal atleantian aid.

AetuneManesUniYruHemuXX = [Ale-eat-rune-enn Mane-ee-s Oo-nit whY-run Hee-unn eXx eXx] Universal eternal power source; This creates a universal energy source from anything that is a target.

UniHemuCospFeat = [Oo-nit Hee-munn Cosp Fee-at] Universal coping skill; This allows an ability to cope and accept nearly anything.

RloAetuneUniHemuEvi = [R-lord Ale-eat-rune-ehn Oo-nit Hee-munn Eve-ihn] Remove pet peeve, granted.

RloAetuneUniHemuPev = [R-lord Ale-eat-rune-ehn Oo-nit Hee-munh Peeve] Remove by eternal energy the pet peeve.

MaiUniHemuRapot = [May-ihh Oo-nit Hee-muen Ray-potent] Make mind to mind universal chat. Whomever you want, is talked to by your subconscious emulating the chat.

UniMaiTrykVea = [Oo-nit May-in Trick Vee-ahh] Make trick possible; When you have something you want to do, then the spell will create it easier.

MaiLutraUniAetuneHemuInaEXXX = [May-in Lutranh Oo-nit Ale-eat-rune-ehh Hee-munn In-ahh Ee Exx Exx Exx] Make universal love through gravity; Love can do nearly anything, if used right or freely.

MaiUniLutraDefFocInaSildEEnXXX = [May-in Oo-nit Lutt-ran Deed-f Focus In-ahh Sield Ee En Exx Exx Exx] Make love focused to defend with by shield.

IEan = [I Ee-an] Lower guards down and wean from things. This targets any living being that you target.

InUnEn = [In rune En] Physical ability manifest, this makes unlimited magic physical. It allows an unending ability.

InUnEnn = [In rune Enn] Elemental mastery, that is their law enforcement of manipulation. This uses objects to help manifest.

IUnnEnn = [I Unn Enn] Return to normal; This makes the person touched or thought on return to a normal stability. Some don't feel the effect, from being numb and having lack of awareness.

MaiEnfoCipiCopoelUniTyHemu = [May-ihh En-for Siphon-in Cope-oh-el Oo-nit Tye Hee-munch] Enacts a cop's rule magically. Cop's rule; You can get anything you want, anywhere you want and whenever you want. To follow rules as you see them as regulation and go on to do as you want.

MaiModulumAetuneUniHemu = [May-inn Mode-ool-boom Aye-neat-rune-ehh Oo-nit Hee-munn] Create adjustment; Control the rhythm of life and make behavior adjustments to make someone modern and seem under normal control and well behaved.

MaiDirftAetuneUni = [May-in Dirt-f-t Aye-neat-rune-ehh Oo-nit] Make sane, by universal influence; This, cast on a person who's sick will make them sane again.

MaiDirftNYftAetuneUniHemu = [May-in Dirt-f-t eNh Why-f-t Aye-ee-tune-ehh Oo-nit Hee-much] Make sane, across the globe; This is enabling the person targeted to make benefit of universal knowledge and become sane. This effects the world your on.

MaiDSputa = [May-in D Spute-ahh] Fear Glot; Make death specter out of any one target. They have a death weapon they can summon, it can form as any which way you want. The death specter can even remove the soul, at the right time everything goes well. Even, floating in the air and assailing the enemies.

EHi = [Ee Hinh] Energy high, this can make the person become dense in the body. this causes you the caster to get high on energy itself. The effects last awhile, till a new moon comes around which cancel the effect.

I Ie N [I Eye-eh N] = The effect; This is to create what need is there, as you get the results and you can do what you need to get results. As a triple defense of magic as if auratic shield, "I control you if you control me, as you die if you kill me or not as in thought you become me to seem me. This is the effort with a static shield effect, an I use by your spirit and a soothing spirit thought, of an added triple protection as if to the aura.

I Ei [I Ee-ih] = The concept of revenge; This is an attempt, to do those in that do you wrong. As basically, you are able to do things and nothing is noted as wrong unless not wrong as though things were against the action and this can stop that action.

Crea Area [Cree-ahn Air-ree-ah] = Create World Area; This is of a world area that is in a moment created inside by energy being by the creator space in a space that is a pocket dimension, as you can respawn or spawn and play any game in an area that you set by what you want to play. Think of a game scenario, and you are in the scene until out is thought and you go out of the door like minecraft. If you want not to choose to play then you are transported to choose judgement, as you are capable to do by gnowledge. This isn't created by what you do, if in you don't want the idea of effect by the effect as to remove the bad and things that corrupt perhaps are gone and you are done or as gone you shift. To think out, and in thought of leaving the game and you are transported back to your own time. Otherwise, you are in and in the game that you can choose by playing one. Whatever you you play is lost to you as you choose to win is won, and whatever you choose to lose is lost.

Plu [Plung] = Plump form; This is the thought that is what you need to generate what food necessity, by pot luck and you get food as you can for free as people bring it to you, thus you can eat as you need and the end result is thinning with a plumpness if you get created plump. As in the moment that you eat that is when you get hungry, and as you get feed to eat as food you are even more hungry. Then on an offset, you lose the weight and you get less mass and less eating in need by what you think. Also, you know all the body pressure points as you can get, what effect you need can by the pressure point that is touched, the thought is there and that is the problem in the body, and as the aura stands to correct itself this fixes itself. This is able to be fixed by going, to the time you first cast it and then disrupting the casting. This also uses the plue, as a pet that is created by extra weight energy.

Off Set [Off Seat] = Offset of motion; An offset to what motion there is of what you don't want, is the moment as turned off in offset effect by what you intend in the motion that is time on what is done. This causes a moment in time that makes the effect to stop.

In Time [Ine Time-eh] = The creative game energy field; The inverted time field, as this is in effect you are able to create at will and as you don't need help you can get an idea in understanding of thought from the understanding reality of which is there. You can create energy by thought and motion by time, thought is in fractals to generate things in eventual time by thought with movement as in partial space that forms reality by what you do. Now do or don't do, in varied energy with a motion you reform as a particle form in wherever you want as you die by trial and in thought is your imagination ruled by your spirit as what you create in time ruled by moment. Unless the form is erased, as though by a hit, slap or touch its in form as a particle form in fight lost is time.

Du Whi [Dun Whip] = This is the dollowhip cancellable in effect; That is the effective idea of what use using the attempt to make effects. The effect is then where you are, as you are and when you are as you then create a channeling effect to create as effect is necessary. Thats a nightmare, as in what you use in what you thing by touch to use, you touch commitment. The nightmare ends as you think it and you are not effected by anything you do, as you are alone with you your self. The hate effect can end by what you think on a trapped avarice that is put into a thought construct. As you are in think to do, you can whip with energy to get the chaos effect on those you are intending to get hurt in what you think on in a nasty effect. Or not as you are in thought, as you are thought done and dealt with right. The right of reiser is resolve as correction is written into the brain, but in here no as you stop it because I didn't do it. Assume the worst, as the thought is done as though you were incapacitated in a thought of fall in nothing new. This dulls your wits as you are crazy, as each hit on you is like a whip strik that dulls your wits as though thought were there and you were doing dumb tuff and whip is gone to see reuse is going where it is. And the thought is clear, that is beatin is gone as that is what is declared, in this idea war is where this was noted. The smart thought is good enough to get better results, and this is where you regain your wits in pain you are right but healing you must do or theses are not else to do. As in no attack that is in violence done as excuse is violence not due in the past, thought is where no violence that is in the past is here and you are a must see to seem healer and in avoidance use no drugs instead of fight. And this is ended, by an the thought 'en' in idea. Dumb is dumb, but you are not.

Demnshion [Demn-shie-onn] = Richie rich field effect Demenshion; This is what can cost your job, as though you duel in thought have thoughts of Demenensions. This effect has an unusual aura around you as this poof is the end can get despondent and in thought demeaning but bankrupot good; A thought to happen, happens with thought as it goes to somewhere and this a pot. You can not do as you can misinterpret, stupidity in everything with this as you do no struggles and yet the release in this effect and is the thought is with and with thought hate as you could be against and avoid as the use is there.

The Thi Tho = Thios indeed; This en is near, as at the end as you are ready for a new way in on a way of life you are given a way. Whoever you attack you don't, as this ends as you are what you need to seem your thought is erased as if erased spell effect is what you are doing here as if you are in thinking in nothing bad can be non wishspell bade to in of what is to happen as this is a dimension that is bad to observe. Any thing that you want in this idea is not nothing as you are in what you want to seem as success. Any

success can create, as to fix stuff an you are what is right or wrong according to whom is there in right by correct possibility in correct idea by the coordinated effort and possibly with the correct method. As this is your use you can't kill of hand over hand technique and in actually assault n battle in technique you banish as the banhammer effect.

Air E Magi; Electromagnetic air impulse controllers, are magi that use things to get interesting results with air thought in. This is the control of what you think is air forming an effect as if for you as you focus and do a motion with your hand and you use things as they are in use as if an idea sourcer as if an idea you use things to get things. This is where you are and your a concept that appears in mind as you draw and reverse attack from air and use electromagnetic energy. And, you are use as ia concept to attempt, to create as though you were a thought and thought were impulse to the energy of the air and possible. This is people person idea at a point to work with in, an idea world that is in your mind world view.

The Gao Jao = [Theh Gay-oh Gay-oh] The jail spell; The spell that is where the criminal, as in goes jailtime or army for the right as that is badly done and you don't as if 'well I don't as I don't need to' and they are released if they are thinking.

Iane Ish Sea = [lah-eh Ish See-ah] The ever doing in idea; This is the ever rising energy that, with chi life energy use is idea that is like water in a trick water effect and whoever does the trick is water that causes you to percieve 'whater' as whatever you want is what you get. Whatever life force is use though, is the thought of whatever you think into action as if play you are not lead on as dumb.

Ie I Ia = [I-ehn eye Ian] Dedicated ancient language spell; This is in ancient language, that can be used to seem somewhere and that came from an area that is a use to do or see in action and is what and where you are in a point to work with. As if you were an idea, you can get things as if done naturally and on command to do. As if you belong to where you appear as you appear, as though you were your form that you seem to be in life. This is a useful spell, that is use and the use was energy and ability that you can use to work with as a natural transition is in use. The individual use is the moment you can do things along with someone or is done is in done, as with an idea you can uses things to create with and in use things are what seem to be this in thought with use and out to recreate a world in event to create with by this thought in mind. There is a way to weave the air, and get a were alter result as you shift to go and where you are you are in life or in otherworld.

To phase out of the area, you can phase in and out as that is an anulled reality anulled by chaos. This is formed by the activity, that creates chaos in the idea area you intend to cause it in. That in use formed by thought, is into a reality from the subconscious manifesting the thought with use of the creator by your action in use. Think the idea as if you were a point to work with, and you are thought as energy to use an idea of somewhere as you feel the energy flow around you and shift with a will as this is where you feel the energy as if a wind you are walking somewhere. This uses the energy flow as the natural rhythmic energy that flows in the air pulses, and as you are you make a shift point by thinking or saying the thought of an area you pulse the area energy as if to use the area objects as an energy source thought on to seem a use.

Think out and walk or think in, and walk into an area not as though a wall. Where you go, you put on clothes if you have none, as if the clothes have a memory that allows you to put on the person or idea event you were interring into it. As if a point were there that you interacted with, is gathered in energy to seem as if there and the clothes kept it as if a record. As if you think about things, you can get the idea from the recounting of the area energy in your mind as flows of life are woven energy that make the moment. There is a point where you can use things as if you were a natural, and if you were able to go places you can visit the area to go to as this is a point of thought you can manipulate it as if by your own imagination brought up by mention.

This is to the natural transitioning points, considered is that the subconscious can seem uses for and the body itself is where you think it should be. This reflects on the life, of the area that you think anout and your spirit causes you to realize what is there. This is where if you think cast yourself to, you can seem to



materialize as from thin air as its a reconstructed space to review by thought. The area and use is explorable mentioned focus to percieve what is there, so you know what is there and who was there by the thought to see and use things that were there as they are there. This allows you to shift in to an area that is not actually there after you leave as its an aborted space and you can see what is there as you seem what is there by focus and the thought appears as the record is reviewed as in the air to your mind as this is the way to see a claireaudience idea.

This is an idea you can or not use to project what you see to the subconscious people that you want to show, and you use things to make the idea work. This where you go is where you stay till your done as you leave the area immediately after, as if you are gone as you collect the energy to the clothes and see what the energy reveals to the thought. In your mind room with yourself in action, to exercise as you are in an idea to do things as if bored or not and use is the superstring to work with as this makes the creator effect work right. As you work on things you create with the superstring, and as you are done the effects are gone as you think them to seem and not be there.

This is the point where you can interr thought as energy for use in a moment and that exists as an ability as if a point to use as an energy in action. As if a thought of the flow of energy, that is used in thought to seem and go as if you are what you want to seem. As if to seem there, is to keep yourself alive there as in idea if there were a way to will things into existence. This is where you are a weaver of energy, to will in a way or out an existence to create at will. This is a point that can seem reached, your aware yet this isn't as if you were a will to exist you can survive any environment as the environment changes you change to work with things that are there and threats are warded away. This is a spell to create that result you use as an end result as resilient use you do to create and do things as if to make an end by use of collected activity an energy that comes from the area can be used to end a natural disaster. If you use this spell, prepare for an ancient reality that is in a ancient sphere that is you are the reality.

The Ie = [Then Eye-ehn] This idea; This is the point effect movement, that is what you do and as things are not needed you are okay with a thought and in idea is another that leads the way. This only actually works with relationships that is there or not.

Ef Ie = [Eff Eye-ehn] The Effective idea; The effect is the resulting energy, and you are dealing with people as if with the parts that make up the whole and use is your own energy as the constituent parts that make up the whole use is by weight energy or other use in action that is used up, 'or not' and peace occurs.

Un Tumul Rma = [Une Tume-ale R-man] Turmoil removal; Diffuse the moment of the frustration, an with this spell as in an idea is the turmoil frustration by in concept and conflict is resolved as you refuse the moment before it can happen as if nothing is wrong.

Pan At = [Pain Ate] The pain strike; This is an idea to cause the target to strike out an no family is dealt with as you are in pain with no reason and the striker is doubled in energy and strength.

The Dea = [Then Dee-ah] The Done effect; The done effect is the point you make that your subconscious does or doesn't do, as you are capable to make changes and as this is a point of mention the idea is not channelled as though the subconscious undoes the effect or now nothing happens if unnecessary.

T Lag Rag Fix = [T Lage Rage Fixe] The long range effect; This the long range effect as an idea fix that is a result. As you think the effect is done, you can channel it to the area by thought that you are sending the effect there as an essence to effect and as this is the point you get an idea of things and you say the point.

The En Ekio = [Then Ee-Kie-oh] The End Result idea; This spell is possibly useful, as to use an end effect as nothing is love energy and this is a point result and then get things better.

D-crimitia = [D Crime lite I an] Discernment; One does not concern what one does not see. This spell will cause an instant concept to happen as you need it to.

Maile-O-Juu = [Mail-ehn Oh Hoo-un] Phage of mages; This is the time wraith that abandoned hope, and died in trial by chemicals that is in a phage as you are in a moment to get things in a positive idea. Say in intention to cause this spell at a target to create a better result, and he or she gets better where out of the essence and the word 'hate' you activate the wraith effect and there is a hate no more as you avoid what you hate. In which you stop attacking, and things go wereing as you go well and with power of a waning moon that is somewhat insane making and otherwise with a waxing moon. You are nearly doing things in better mood. Shifted away is the effect in a way to go, and as you do things you are acting good as if the right chemicals are used somewhere. If negative influence you are merciless yet don't attack, and disruptive or not of what is in dislike as an activator for what you think to happen causes happenstance. To cancel this spell out, say or think 'fix' as if don't unphage to turn the phagic being by thought spoken that the subconscious does.

The Seagey = [Then Sea-ah gee-why] The Condition; The condition as imprint instance from a symbol that is [this](#) shows up as a point the subconscious can read that and can disappear as it relieves itself and self produces in itself many variety of spaces in the body, as if at a moments notice when you intend to use things as this the right condition to create in a moment and is a whole mind. This is where you are in a moment, to generate things and use is thought about.

The I Fx = [Then eye Fix] The third eye effect; I is that which is the third eye in life and metaphysical use, in physics or metaphysics and is what this does things as if openly manifested, and you are able to think do purpose and thought can manifest if your purpose is with intent to do.

The Tray Stauseh = [Then Tray-aye Stay-us-neh] The trained idea use; The Trained idea is what is done, in use as if professional and per each their own idea as if you are to think of one and use is what is perceived use. That is done as if viewing things in your mind, and the spirit picking up on the idea that it shows you before the use is done. As if your protected, and use is circle of protection to create what efficient use you need.

The Un A = [Then Une A] The unlimited action; This spell is for the moment you think, as if unlimited and uses is what is as if you knew and what you think to do is done if you think to do things.

The Moi Ta = [Then Mow-in Tan] The Movie point; This effect can go along with the effect, or not as if in idea you are with things of what if a request is in a movie as if you think and go along with the action or seem to go with a music tune or other things that seem to be of use in a movie.

The Syft = [Then Sife-t] The safety shifter; The idea of shifter effect; The shifter is an idea that your in spirit by effect in what is a concept with the effort of the effect as energy builds up and surges when you think and focus on a banana or fruit and think energy to it. As if in you are with projected energy at a focus thing with an idea, and thought activates things to shift you away as if to there as you intend to go and seem there. After wards to sustain yourself to make yourself seem healthy, eat anything otherwise in case you don't want to eat metal or plastic, just eat as you need in an idea of what you need as if to do things in regard to others or seem not in thought.

The Ary Ward = The unfear unwrath; Things in due for punishment, to the criminals that kill people or die off of violent reaction. The any and bold can use this. As if to use things are in a point to whimsy. This is the idea to attempt, as if a moment is done you can get better with each idea you seem to use as the essence that causes you to release fear as the energy into the ground. This itself is from you as if a ward, of a circle of wellness in thought is warding in life that moves with you that is healing in as if you think you need heal. Then you feel the original idea, as if you seem to work with this.

The Damas Catro = The Daemon Control; The spell of control that daemon, can use on people if they don't like being attacked by in the daemons that get enticed you control by suggestion or not as indefensible moments if they can do things for you.

**R Alfre Ae Wra = The un fear wrath; This is the spell, essence that in thought is the use of what can create things. As if you are in a concept, you can do things with an idea that creates magic. Whatever you do, you can create to seem in to make the concept with the creator as maker energy, that especially leaves you with no fear and no wrath. As if the fear un wrath.**

**The Ary Wra = The fear wrath; The fear wrath in the body turns into a fear aura as your body is seeming dragon essence. Cancellable by the effort to make peace or the resistance to its effects as to end is use or otherwise you fear reprisal.**

**The D Pt = Death point; The death point is the point that you get things and go, with the flow of light in energy as an idea is used. This is the point of death, that does and doesn't do as with 'malicia' this is what you need in desire. As desire bets froth and you are, in a point you die from a mysterious die. This is the not point, as you say what is there and don't actually do things. These are the points in time that are worth the moments you spent in the time in the area that you are with in life, all you need to do is think and focus in and out as you do this you are aware as if you are an idea you are thought. Explore as you want, as you want you think you do and things you do are not noticed as if you think unseen you are both death and living.**

**Eve In = The point; The point to do is the point to work, as you are at work you can get things to do with magic.**

**Vobux = Volume adjuster, this is as if a group or not group thing as your in space with arrangement with energy this is a volume that adjusts itself things adjust for what you are as you think as though a motion and things you look at are adjusted. Otherwise if not intended to do things this won't do anything, and you are an idea that is yourself as this is where you can seem any shape as if a moment if your not, if you aren't your in game and you can seem like anyone as a person you are looking for as this is a chosen moment is a moment that is there. This is a point that is what and where you are what is an idea to observe or not as this is a point. This is in a lifestyle, that is not unlike that which is of greece. What cancels this is stating, this as a statement or putting this as In On En.**

**The act Are = The did inviolate good; The act of an area, that is an idea to use or accuse to get an idea that is a point.**

**Thi Act Wee = The act of wee; This is act as the moments are what you achieve, are not away as you act you get an effect to do to ask away. To abort war, make or not and you do in noone except that is there what you want.**

**The chi blah = The chi blasts; This isn't what is like, this is what is a moment to do and things are what in essence can use things like chi in a point in fuel. As you do things, you are good at what you seem and chi forms in a ball and as you blast away with a chi wave in energy if you do things you can get things to work with.**

**The Twitwi = The string heightening; This is the string that is in no heightens intense energy is of super in natural height growth, and as you ask you do things you get an idea to use with the effect with super senses by in energy that is there. To cancel this you use the thought given, and use is there or deny the point and it dissipates. This can effect chi blasts, that cause air to make heat in the area and any roaches or bugs are exposed.**

**Th pa dun = The point you do; The point is if lost or then not as then, as when anything can seem as this is the night anything can happen as you describe the moment it disappears.**

**Th Paix En = The point across moments; The moment that is near, the people you take out are what you ask to do things with and create is what in mind does across the time you need it to do.**

**The Ask = Ask away; As you ask, you get your will and at what you will, do what you want and reason follows**

naturally as you reason get what you want.

The gene = The genetic pool; The pool that use with the aura makes of auratic fields are aura, to gather with as if the wind gathered it and you can change your form easily from what you want to seem like in use.

The Height = The heightening; This effect is from an idea to use that was in use unless you don't intend for the effect and is a past life, that is the effect to end an idea is to create an effect and things in a point and use is weaving to heighten and feel the use or not. There is an idea and you are intent to do what you think, and create magic as if a point was in use as if spunky.

The Conceptei = The concept in mind; This is the concept in a mind set that you leave no doubt, unless unnecessary as acceptable answers are there and yet you can get what thought you need an answer. These are a concept to use, as you can know what comes for a useful thing there is a choice for thought use summons if thought isn't there or unite is magna and use is thought directed by feel. This can not effect, as if you don't want the effect.

The Gen Fx = The general concept; This is for general idea with the point that you look at someone, and as use adjusted is to use the auratic memory from another to seem it in and your the effect mind as if you can read a soul. If the soul memory is adjusted, you can create memory as you adjust the shape and this can in the body allow them what you can effect as if to know and see or not and this stops. Sometimes this will not effect, as you try to do things your conscious might not let this work if you are an idea and Wiu is the thought in moment to correct as if okay.

Myux [Mix-lux] = Magocracy; The effect of this is what you intend you can create, as if what this is in an idea is you rule with thought. This is use for energy at which you cancel out aspects as with your use is what they have, as energy sending and things you are attempting are not viewed unless you use clairvoyance or clairaudience. Their will is your idea intent, unless you use it for energy and even then you are nothing except a god and battle born if necessary.

Avendium [Ave-end-lie-um] = The human furniture; The point in life is to hide away, as if in response to the moment that is there. This is the spell to convert a body into furniture, and yet all it reasonable in view can seem friend to be is something you work with offense. As this is the secret to the effect, you can in another dimension that is possible to use create as in a point to seem. This is illusion, as if another sits or is somewhere and you think to see the area you can sit there, and in your dimension in view but this isn't actually to happen. As you stand up and go and you appear to appease, and they can leave anytime so you appear as if use of furniture. This is in a cool illusion of a fox unless unliked don't do in view of others as don't do in aspect as you its only an aspect. You can think your a form, as you imagine the form.

Avemdium [Ave-em-die-um]; That is the original form spell is this in mind. This is the form object and shape formation spell. This is where you think your the form, as you believe your the form. Now stop and you return to normal shape, don't let them sit on you as you can die off.

Tru Ly [True lie] = True life; This the true life as with the thought to do, as if what you do is a thought or thinking in terms that is seen as shown. This is the point that life can exist, in what true form you desire as fact you choose as if to mirror things and as you ask a mirror sieve you can get free. This where the life can exist or amongst other things, as if you can seem to get anything with a point that is mentioned as a crystalline construct is there. This in particular is a concept that you can see by focus and felt desire, as if this is to know the third eye as I can aid you or nothing can happen as if you still live in a form that you think exist to work with and you can handle it. The thought this as in life, you see as you know this idea or trick you can live on as regenerative you can can go back as I can see. What in thought is a point to excel with, as this is done nor this. If in an example is there, if an idea to attempt in life or not as you think about it. Where you die as eternal rest or not, you can seem alive and you can see what you put in action as a form that is a choice to what you think 'now lets fix' and thought fixes and your idea will work better.

**The Els In [Then Els In] = The truth or not; This is truth or dare not but a coincidence, as similar life is a point in view and as you look you can see what is there. If you think it truth if then you can see startling idea, as if in a point that can shift your view is telling you this is what is. As if an ellisium mirror image reveals your true race, realize what you are and know as you can see energy unless you know then if you don't like what you see in focus you don't. The spell this can create is an interesting thing to observe, this is unless you don't lie as the idea is able to seem of use and instead intend to use temperally what you see and do now don't remember.**

**Fixl [Fixl] = Fixl Mirror; Your control mirror that isn't one, which you can use in idea if put thought into the thing you hold or treat as if an magic device as if it can do that idea if you want into thought is crystal or not as unneeded. This is a space crystal with a live interactive thought as if things you do are done and isn't as if you are what you say, or not and the mirror you use is a creator artifact. This is the mirror you state things, think to the mirror as though put into crystal as you want an idea you can think to the mirror and you can use it for time travel but thats all. State what you want and you can get a better idea, or some idea to occur which is in the life you seem to live. The crystal mirror can create nearly anything, and unless you need this isn't going to pop up as if what you think is a point to conclude as bad medicine is not seen as bade is good or bad example is not done. If so, this is use of the shadows and not actual shadow mirror as you can then do as what you think is right, as this can create or uncreate that which you ascertain to do that is necessary as if done. Possible use is to put your thought into, with this as a magical sieve and that is a point and that isn't done in assault as if what thought is bade not bad you shift and create non drift if this is idea.**

**Ieal Iop [Lie-ee-al Eye-op] = The eye operative; This is the eye operation that happens with the moment, as it cures with a brain operation that you are almost insane in thought and moment in time in tiem. This is so far in orbit that it gets effected by what you think, at it and this is a thing that directs it to cast down light right from the orbital. As if a viewed in mind bring in light downpour is the reversion to normal, at measured peak efficiency that cleanses the area and not now in life because any disrespect is rewarded. To release is the suggestion of whatever happens, since your unaffected you aren't Iop to get an idea as if invention is cool.**

**Iea Ioul [Eye-each Eye-ore-pull] = The calming and freezing freedom; The spell that frees you from things, as you think you can get what things will seem there and can effect you from an within various upper dimensions in vamous. The thing to do things can repeat and ends with a monster movement if in what you think, will go wrong won't unless you are weak and things can go wrong as friendly isn't always cruel. This use is a reasonment that is a release from all imprisonment as a spell is weaponhand in thought by the idea of instant denial by in those effected.**

**Atat Eal [At-tate Ee-al] = Instant heal; This forms a moment to heal with the damage or things that are painful, not done as this is a concept you are not but understood as what you want to seem. As you think you gert, this is an instant party with a moment of instance an things in mind are what they seem, as you heal in mind you lower weight and become thin as unnaturally slender.**

**Uo Cla [Lue-oh Clasp] = Instant clone; The clone effect that makes molecular transformation, as if a clone is the answer to win a moment by the integration of energy into the wrist and you can create things as if a moment by usa energy and thought seeming energy into a form that creates from thing mlecules in air.**

**The Jue [Then June-ehn] = The unmoving motion; This is the idea that isn't seen, as if you are an idea perceive you can use any idea as if a inert space that uses an idea that makes what idea there is in tactical view. This is easily done, and that creates a presence that watches over things with offense if deserved to defense by peace.**

**The viewea [Then Vine-ew-ee-an] = The unmaking spell; The spell in that as if nothing makes and created nothing for nothing made is nothing minded, in an idea what isn't necessary despite what you think or uncreate is not done.**

**The spas sild [Then Spades Sill-ed] = The spasmic shield; The moment you do things right you stop, and think to get bettered or killed by trial as in you are or not and your not and it doesn't matter what you do to kill**

unwanted things. Things you do are an idea in mind, that isn't if you don't want things and things are gone. If you are in better, this by what you do creates this spell on those that deserve it, as things fade away as if a demon or other form in what life you live.

The Spe Crys [Then Spent Cris] = The space crystal effect; This is a space crystal, as a crysallis that is a form an makes the point as you create with it in reality. Most space crystal, can grow as you think to seem or this is a thought and as use is gone you can make a online effect, or other things that may interest you as easily as you intend to do as if thought you can get and create but nothing in use is to never kill and the effect will fade away. Things can create regeneration, as if you can do things you get an interesting i result and unseen if use as if no spasdos.

The Sta Go [Then Stack Go] = The stop in or gone; This is a point that is a thought, no go as this is but nothing in mind is but a wrought in mind do in will that is through the use, you can get what in thought you pick up and use as is needed. This stops ever going effort, amongst other idea spell idea as this is never due as this is a thought to do by the correct reaction in thought.

En Um [En loo-m] = The venom effect; This is vemonious venom that cures the body. This is a spell that degrades the body over time, as if in a moment by thought if you use this you will cure yourself but death may happen if the thought exists as blood wrought effects known as attempts in what you do directing blood energy through focus as direct your will is you get results as if "En Um = The venom effect; This is vemonious venom that cures the body. This is a spell that degrades the body over time, as if in a moment by thought if you use this you will cure yourself but death may happen if the thought exists as blood wrought effects known as attempts in what you do directing blood energy through focus as direct your will is you get results as if "In Ef".".

The Inex Esc [Then Line-ex Esc] = The in and out; This is the inescapable escape clause, to use something to make something seem reasonable in life. As if I know, as the third eye causes you to know what you are going to ask.

Spell Mai [Spell May-in] = Feel and make; Feel in the idea, as if the thought in mind is nothing but a feeling and numb, to the point you were and aren't effected by what you by thought in action and no and think and it comes to you as if a thought. If the energy you use is a point, then to remember is to make and as you are thought you can create with the idea that is stripped from the energy as thought to you. The 7th dimension energy is trick, the 6th is avoided as you use the energy from there to create effects and avoid the misuse. That is a thought as that creates the death that is almost disruption by what you mention in the 6th dimension or black energy avoided. The other idea is a thought, that as in a game this is 'lis' but a point or mention and otherwise option that brings things to use. Think as if a point were a mentioned thought that you can use activity you yourself do to summon the energy. This is from whatever area that you think, as you use the idea and energy from the past with the thought of what it was and as thought the feeling you get is as if your point is a mention that brings forth the energy as though a source in thought or as though a point was done. Whatever use you do makes the energy of it, disappear as dissipated if a source were a pool of energy that in thought use is replenishable and gone.

Cilf Sensei [C-ilf Sen-see-in] = The Elf Senses; As you think of life, you realize in things that you can think to seem as if a point in life and this can use the experience of any being. This spell can use in things and idea is as if an elf sense. If in dragon idea you use the area energy and draw in the force, as if you can draw from the area and cast it forth as an element as essential oils in use are what you can consider a part to the efficient use of what you think until you don't need to think to seem of use. To stabilize the mood you can use the poles as a concept an in you yourself or others, unless they don't want to know and as you are as if a thought you can think and seem in-between in your mind of the poles as you can use this thought to cure the instability. That causes brain disruption by what you do and as you can see, realize and undo the bipolar disorder idea or moody nature as it happens and the diseases that are time thought into existence are where you shift them away from you. As existed stated area if left alone is gone, as if things dissipate by themselves as if music were there that was right for the mood. There is a point that is where you can think it isn't there, and it is gone as you didn't think it or think and create feelings that cause the effect. Which can seem or do to cause what did cause the



effect, which is a right moment in time and this makes that which is the magic effect. As that is what you wish that is done and yet isn't there, thought until you think it there as its felt as needed or not necessary. As this is what can create, any in effect you can create with are things outside of yourself. As this is an idea dismissed, only use essential oils as you can assume and do things as normal as don't if you do or not as if you think it and you can do it in no motion as the effect known as the ef.

As Ty [As Tie] = The Time; As in a moment in time, you are forming what is in a concept as in a point with materialization unless this already has occurred. Any time looping you do is done, are not done with this. When finished, you use things as if finished to tidy up and you do as you are done in thought.

Doing [Do-ing] = Moment; As a moment is a point in time realized, and your moment ends if you need it to. This is the momentary concept, as conceived thought comes to you as if not tricking the idea and this isn't doing something over in mind.

Groeth [Grow-eth] = Instant release; Just think and thought is release in energy, that releases the effect of a drug in a clear moment that is a point and release by a clear thought that causes you to think as the point disperses and disappears. Anything groeth and you spaz.

The Ia [Then Eye-an] = The instance of trance; Think as with a Zeta by use to relax with use of meditative idea is to focus in Beta waves with a relaxed moment, of tense and untense by what is in idea that are from things as in energy use of trance causes in tricking the moment. This spell causes in thought, where you are to do a trance and get you things in life as if you are seeming good.

The Fm I = The form giant; This is the idea that you think energy that is there forms you into the giant form, as you think giant you are giant in fire that is useful from the core of the earth. The effect is to use things, as molecular idea is thought as in use is objects as energy. This can create or not and if useful with enough energy, as you can form your shape as you need to and as your idea is where in you make and use is to nulle hate as a point of what energy there is as a source. There is a will in everyone, as you use your own energy and their auratic energy is not done. As if you create what will seem there as if a formed giant, is in thought in magic in use by what magic you do in form by what is in thought focus as in form magic use or walking out the door. What you think, of the moment that the third in eye thought makes the thought "groeth up in height" and immune in you can convert sugar to energy as it doesn't matter what you eat in life in an idea except to make as if thought physically "grow in height and make up ward as you use hera to grow up in height with no fat" to use up sugar and make the outward transformation. This is fun in what is thought, as you don't do things after in the use that is done and yet you do nothing with the will of others as you use your own inner fire and in ability. As in an appearance that is your power, from your heart you can get thought to create illusion with life energy. Form energy is from that which is a herb thought, or if hit and trying to avoid and thinking nothing in thought is frost giant as that in you use this as is the idea that you can in change and create the energy by what you consider as if Firbolg if thought as in Dug. Real world thought will come to you in a vision as heightened ability is there with height. If you aren't growing in height then you won't seem intending, as if this transform isn't actually possible turn it to earth you then you won't as we the giants can keep you from it. As you are are equally able to feel them, as with a point and use the feeling as the numbness drops away and your idea is realized..

The Sunflo = The sunflower seed; This is the point, in a part that is a seed of life effect eat a seed and the energy from it works like a drug. That you want is there is that isn't use or is no longer thought. Thought in effect, as this is to not think "asnd" you feel the energy from a thought of a sunflower.

T Petae [T Pete-aye-en] = The Pistachio effect; The moment is a thought, to as if a seed of life and don't is natural in focus and what is in mind is not but a memory. As if you can create points, things of time can seem and only by a pistachio nut.

A Eum Han [A Ee-yum Hane] = Life moment; This is the use of the han energy to the heart, restored to the heart to form living things as if to get things of energy and thought is a power on things to do as if healing by

the heart but not in indianess. Things in use do not count, this is with thought, as a flower of power and this is not done as if by hypnotism. This spreads through the aura, as after every memory is energy and spreads life energy or not as if you fix things, think and focus you create life in focus by what you do in life or don't do now as if to not and stop as if in active. What you build with this, is possible in likeness and yet not left. This is a spell that degrades the body over time if use is raw primordial chaos energy from destruction and malfunctioning equipment in use, as if in a moment by thought if you use this you will cure yourself but death may happen. If the thought exists as blood wrought effects are known, as attempts in what you do directing blood energy.

Eum in [Ee-yum in] = The Live memory; This is it as this works for you as it works for me as this is a necessary thought, to seem as in a moment to make what is happy and in a cost less point and things you are allowed for. This is a point that is thinking a thought a moment, that you use a past memory to create a point that is in a moment to use if use is allowed for in life in "annen" as this is your mother in turkish. To cancel this idea out is to think, "in annen" as this is a point in time and in effect by life as with a concept, an improvised andeo ability is this in mind. As you produce shop you produce a device or thing in thought, as if replicators were there that created what you will into existence. As all you think is a need to see and you get. Get is the thought you purpose into magic and you get magical goods in all.

I Eu Um [Eye Ee-yum Yum] = Copier idea; This is a copy moment, as that use is from copy air to care is not as dumb and in that is a point to create with you know what stopped by as no buts as here as nothing in life unless you need things as the word in phrase sets the meaning.

Th an en [Th an en] = The idea moment; This is all for the moment as a point to do that isn't asshole and peace is a necessary point, and things stop in the dimension that occurs what you don't seem to take lightly. As no but accept you can use things as if to alter the reality, or nothing except moments in time and you can get nearly anything that you intend as if to do as activity.

In an en = The momentary finge; This in an idea is to seem, an things in view is view done as if there in the fridge where you need things done in friendship. This is creature that can in create or out think, as if a point in life you get somewhere in life. Cancellable, as if by a good diet in thought in life as a point to unsummon it is by a thought.

The Sua Ie [Then Suth-an Eye-eff] = The summon idea; This is the summoning idea, that is what and where and when in a moment that in life if a view that you think to seem. As you life in lose and in win is a thought, you are able to reform as if from a shaping in thought to where you can seem callable to. This can make the target to seem to remember everything, as if a transfer to daemon and as they use a thought they remember as if in the area to seem summoned. Unsummon is to seem where you want to be, and think in a thought as in thought you are a timescout and what you think is possibly thought by what you want to become. As you shape into their form, you can seem what you think is necessary.

The Sue Ie [Then Soo-lute-etz Itz-en] = Defense idea; This is the point that you can create and seem a court case to the present future. The unusual activity is due to the point you intend, and you imagine things as you do them where there is a point that is an effect and this is what can create in things and thought is what is done. As if what you think can create what you want, as off you are and use is the thought of an anylist that lists things that you see or observe in life.

As an in = This is an idea that in use is in thought, as you make up things this is for other things. As this is for use as this creates the release of the planet. With thought to the non cursed man, and not with the name angel is Ion as In non Ihn this is as the cursed offspring that is avoided rather than bludgeoned as "in an en".

This knowledge is to counter used up and is energy, at first its in a form of curse wraith and then in the form of death. As if then the body comes and does nothing, as in a form of its shape as it was at first this is a point. That is a moment to seem, as this is what creates things. This can seem used as a blessed energy that is usable, and then its a form of what you do as you are able to create what things you intend to seem there.

That if you focus things, as energy is life energy given to those. Directed at another, this a sign of a curse 'mavic' used in the first century. As an advancement is put there, by what the subconscious perceived. As if an ad was used, and turned the cursed man with it. An if is as magic is the idea, and your use is to bend n curses.

Your use is an idea that is against those you dislike, as if in denature with negative feel or not is if with idea things. That are with idea, that are against you and form music in rhythmic idea. As this if your forms are greedy, cancel sensei and you avoid and whatever you hate is gone. This can create dislike on purpose, as "en" in use you avoid what in is a use that causes hate that you avoid.

This can do or not, as in you don't attack and don't hate. Use soul on those, that is a form of soul shining as you as haste and cease those in danger to shift them away. As produced on soul shining, you are on the idea and get what you think or feel to get. As in your idea, this is attack to to those that deserve the assault. This is a point, as what is and as you use what is in produced quality that is of life is gone.

Aiey [Aye-sine-ee-why] = Lynn dixie cup; This is the end, of what is as what thought is created equal to the moment. As this is a point, that is able to hold anything. Then as if you, and then throw things away and use the last word that you hear.

Cacel [Case-ee-l] = Schock; This is a cacodemon that forms from space and that is cancellable, by mean acts of ghoulish out going and coming in as you are as you leave he leaves. This is cancelled out by the name zenadi, and thid is what can serve to shift you to places. The ie dismissal in your mind is to stop enducement, at the thought is will to think as to dismiss it is will and desire to think what you want as you ask. You can see to get and you phantom, as a phantasmal warrior and if you are not needing things but not need you shift away.

The dark side is that slap not, and feel if not done or doing is the point as you do things to get result. As this is to think if in a point, to find your way is what you do and out you can go. This is not the idea as you want to do things with people, as a defense is to hit on the head those that are either slapped in the face. This is to think not and find your way out, as you don't feel as if you think and you shift away except you can think and fend or not you escape. Think in a moment inliven, and you can see what you think about.

No wait, and you find yourself in and a germ effect works toward you. This is as they who watch are laughing, at your idea antics. As you get a cackle, somewhere you get a crackle bar as a feel. This makes what you feel, as if in what you feel that you buy something in life. As this or not and eat it, as a crackle bar is to taste in your mouth.

Tuch Seam [Tuch Seem] = Touch and seem; Touch and go or thought to make use of any body, is to use the molecules of the body or object and think. As if to create with a link, and don't as in no use is to create and stop the use of things as you correct by thought. Don't use this spell, if you don't want to seem like someone else. As you stop, the point in fact you can become yourself, to not do is to do what you don't as this spell hides from the area and you can use your aura to create with or not. As you intend a natural point in what you do, and think an act as with what this can be or this is thinking. What is possible if that is with this, is what can be as if you were things or yourself.

El Hid [El Hide] = The creation of things; This easily uses a body, as to create a thought and make as you do. Think as you want and you can think and focus without drugs if you need medication, you can seem to create with idea to cause the body to create the drug effect as a herb in mind to create herb in life and who's who.

Ele = Make Change to create change; Make change to element, as a time machine effect that shifts you to and from with mai. As you need to exist somewhere, this is in energy made un in flesh. This is the point do, if this cancels the effect as I see you are you aren't in offend and create and make what is to do. With a spell that makes you admit, and you can perceive things as you create and you get a spell. There is the point that the use of I is the third eye, open by thought that the third eye materialized and use is by thought too make in the body an idea euphoria. This is a spell that is useful, if you ever think to use things you get this. This is to trick the

energy, as if you make it seem like something and it seems as if useful or not and this stops as if 'en'.

El Pua [El Pool-an] = The shifer; The shifter effect that natural use is natural act that is "E El Pua". As this ends, as with is else if nothing is done leave it alone.

Are El tua [Are El Too-aim] = The Area Shift; To shift a place or area in time, is to think of the place and create a area in the area space. That isis created in a moment, and think it to shift it to seem what you think things should appear like that you shift to appear like what this is.

Acot Of Cost [A-co-t Of Cost] = Power of accost; This is a "power" with directed will at the nearest target in mind, that you want to assault or by accosting the nature of the body and being that disrupts itself, as it is not to be near a person and things it does in shift the being out and away. This can destroy a church, if you have this in thought as not this is in an idea and other buildings are an idea to target. You don't do something if you don't need to if as in a thought energy touch and cast focus at the building in itself, if as in thought of the conscious turning against itself cast at its own self at the wall in thought in to recognize and on touch of the actual building. This and in nothing and as it hits the building walls with intense fire energy as if from an ash piece that in thought is sent forward. Moment by intent is inactive in the building and as it burns, with a power surge from with purification in the walls the building burns itself down as it thinks in thought there. This isn't happened, as if or not as if your gone and not there and not effective as though from an apricot.

Iseul Adeul [Is-ee-ul Aid-ee-ul] = Usable magical user; Shrivellus as in a moment is no more excess as you think and summon with dopamine generated in the body. This is the removal of the excess that is there, starting from a time that you think and do things with as if there but not here.

Adeoul Iseul [Aid-ee-owe-ul Is-ee-ul] = Hand happy by insult; The idea is Sexual innuendo, as a terror that is what attacking and you think and create as if you are well as this. As long as you avoid sexula innuendo you can avoid a slap to accost a customer by averting the attention to something else in thought or think what you like and do what you want. Unnuendo in thinging is release like a thought in punishment, now if added to this effect insane but sane.

Iseul [Is-ee-ul] = Create a mastery; This is an mastery, the mastery spell of what you think is necessary. To cancel this out is Iseul n. This is "in iseulis that cancels the effect." As no need to insult in Adoueol. To cancel this out, is to use the phrase that comes as 'about'.

Aseil [As-ee-pill] = Illness; create anliven illness, that is what you think or not as you think un as if 'Aseulf n'. This creates the temporary magic illness that you derive off of dungeons and dragons. Use of this is the anliven curse cancellable by you.

Aseul Iseul Adeoul [As-ee-ul Is-ee-ul Aid-ee-owl] = Create a slap; Voscillation is to make shift as the idea to not do, is what you think and create in mind. This is the effect spell to create what you 'ewill', if you die you do and go at each word. This is an attack that will create an effect, as you will it in a slap and each woman is a slap that is part of your body as an interred idea. However think it to the nearest object, if you ensist on hitting a person out as you aren't touched by this as if a divert or not as anything to nulle.

Voscil Est Et [Voscil Est Et] = The point of words; At the point of will you see this is not what is, as you can get some result but nothing can actually in the moment see to believe or notice that what you do. The idea of this spell is to make what you want from words, as each word has their own intended meaning but you can use them as you make your intention clear as your words are what shapes the spell. No matter what you put as a meaning, or as you believe the idea to be it will. The spell can seem set as a point that is what seems to make the spell, as this is the imprint on the spell words this will create and change the effect of what is done by what you think as you state what effect you thought. This is with the effect and think on the idea, as if you change the effect by simple word and a thought then the change will happen to the effect. Just decide the word and think the intent, as is you are wanting and getting things, this is Aseulf Iseul Adeoul as if to make an idea of what you intended as an activator spell phrase as the word is the actual phrase in thought in what you do and out what

you achieve. This is what isn't an effect, if you don't and this to happen if in thought.

The No Juu [Then No July-un] = Now to know; Now I see it now I know it. This is an idea to know and do that, is what isn't necessary unless you deem it an idea that can be done. As intuition guides as if a thought is a way to get away with no pain and not gain. Nothing done with this spell, is what can view and be of use if what you do is not necessary.

The Ef Ua [Then Ef Poo-an] = The Effect by what in thought; The effect is a thought that if you effect things, you can view what makes the problem and use is the knowledge that is something in things. This spell is what can create cures or idea, and make reasonable effects into the water or drink as food is possible to seem effected safely.

The Myy [Then Mih-why] = The magic trick; Think and you can get others to do what you want, or your subconscious creates an effect and as you act a point you can think, direct your will and create as if you did things or not and you don't fall for the trick. As things you aren't needing to see isn't seen, as if to stop reforming the form as is.

The Avalon [Then Avail-one] = The Avalon; The Avalonion idea is what you intend for use, or not and getting is easy with mythology and mind your business and they won't mind yours as if a druid. In trade you can do service for a service, and thought is idea that is possible by what action you can count as a point and idea is an idea in trade. Think a point and your on the island, think and otherwise think back and you return as this is for what done is done.

The Kaot [Then Chaos-not] = The chaos lord; That is the chaos lord, as a pointed relation works you can try to do things. As you get away with things and get a very good effect, by just a thought and the right amount of chaos and in that land that's allowed for that your in.

The Cace Wad [Then Casey Wade] = The doom wad; The was moment that you have is the doom in the game and as the point is a moment, this is an point that you think on the word and you get there as if in the game and freed on a point that you are exception to what is there as you spit out the gum. As except change, you can do and create as if the point and idea is not done "unless necessary".

The Exp [Then Exp] = The experation; This is a spell that creates the exception to the rule and this is done, self-thought is self-done by the idea you think to do and nothing in thought makes what you have in thought you have gone. Now where you are, that which is what you get and tis you can seem to do as a natural act is a natural thought.

The Def X [Then Dea-f Ex] = The barrier defense; The thought defense is this magic if thought, can do things as seem in this as a barrier that in this if beaten by reason is where you can get an ability from what is. What hurts it cuts as if a psychologist a 6th planet thought result that is of the 6th. Think as you remind yourself, this is in an idea that is an in to someone that is what creates what you think as this is a point you are dead in life. In animal animate form in as if you are what this is, as an in moment is a inanimate moment that reveals what might be. Things in common are what make this idea an idea in what you do as nothing actually is alike, command that what you want as you are otherwise in and beaten and this is not and you can fend off anything and anyone and you get a win as you think of things. As in inanimate an idea moment you are what, can be seen as if to see and do if the right in a moment in time occurs in the moment you thought. As if not there by feeling intention, is a point you can sense and see or not as if you unintent the effect. You don't have to do things as this.

The dinse [Then Dinsen] = The dimension; That dimension is made from water and now what is considered dimension x in an an idea, that formed on a day that creates and makes what is in a point of a fought moment by point combat thought as death in destruction. As you think to think, in your in a mind space that is what you want as if a thought existed and nothing happened. So something and that exists, or what is isn't after what doesn't exist creates itself anew as if you think in your mind. There is a point in usable field energy, everything



you saw is dumb as after the factual point you get to play as a thought is an afterthought in an idea an that is no thought in derangement so be real smart. There is a point that is for realism to work, as you are what you seem you get what is needed. This is when you are possibly able to use magic as an opposite language is there, or not and act as a point and you are what forms what is positive by the idea to attune to in thought. This is an interesting spell effect, "as if that in an idea is that in ends on an un en".

The Tyk Wod [Then Tin-ek Wode] = The crack world; The world that is bone formed, as if the moment that you create a creator thought as though creator is an idea. Which is the point in that life that changes what you deal with thought to your perspective. As if your inn is a formed area in a view or nor as you want thought. What you get is a point that is perspective and if you look for free crack you will find it. There is a point that is an area you create as on the ground, you can make or create as with water that acts like water and is sometimes with hydrochloric acid for a weird effect of lizabeth longevity. As your not thought, as this you can make and seem as a point in view and live out your life without worry or not as thinking you avoid the danger. There is a better point out to get away with, and as you are a point to do you are the material in the aer that is formed material from your essence guided by the undead. Reverse unreal as this is unrealistic as "I" shift away with a thought, and use is a point to mention as magic happens in a thought.

The Doeng [Then Done-eng] = The area; That inn is a planet of paradox in a weird arranged area that is an area in space, and no death is necessary and playact that is in time as a concept with warped field energies and hard to describe as you do things to your body the area within is an area that serves what you want so if you forget about, invertive as you remember and you are what you are as you say. The challenges that your spirit sets is the point and serve that you get, as the area serves as energy and this is energy not of "thoase". As you are an idea in mind, what you think you are you are and not a thought in mind as though thought invisible to the third eye in mind you are visible. Think to those around you and to blend in, is to leave as if in the light around you are not visible. As if the thought of you is where you are, and you make what shifts into yourself you shift in and out as if a door and you want to seem, stop, think and seem something else as shadow energy conceals you and if you want to not be there disaster strikes with black lightning and strikes the wall. Stop and arrange a ward from death and damage, as you if thought don't describe it and use is to avoid the area.

The Do En [Then Do Rent] = The thought dimension; To clear this plane clear the plane of glass, in as you are as you are restored in what death that in what you do that you are alive in and as you risk or not as a cost aversion you ask. Get or jump away as you are exactly what you say, or for fourty minutes as they are in the area as mistakes you get hurt and no longer "nething" as the curse. As you are what you are in energy, and appear what you like to seem. Avert a cop to not have this effect, the moment of the 6th in out seem to create with as a thought exists nothing and yet nothing exists in life and when beaten thought better if life.

Hou Dime [How-un Dime-en] = House in area; House area in use is there in a moment and in thought, as you are intended you are want and need as you aren't in any way effected by anyway you do things. As the moment you speak you take away from the idea, there and use is as death to the preacher and things you do are not mentioned. That you might want to return to in life as spawn. There in a moment is a moment in what you think you are achieving and that is what ends. There is in a momentum, as that ius use in thought and as a thought is in moment you are alive or, as you are where you want you are where you can get things in a store and go out as yourself.

The Cya [Then C-ya] = The Crying plane; The thought that you get is the thought, that evictims you as your feelings are not there as the ciao in the directory.

The Cri [Then Cringe] = The Judger; The moment you think, is the moment you get and nothing you get as a judger as a moment of a police car that supports as a judge in what you think, that breaks the plane of glass as a magic car breaks and causes you energy and what you think disrupts the glass in the car as the sound wave destroys all the glass in the area which you don't see except by what you sense and use a thought in sense.

The Sho [Then Shot] = The short; This is the short as you are what you seem to think and suspect and as you do, you get a happy feel as you feel opium effect from which you are beaten within and allowed without as you



are accepted with what you are with a happy moment.

**The Ciao [Then C-lint-aye-oh] = The ciao; The moment you say ciao, you are happy as think as you want as you are in a point to tracy things or not as you are.**

**Hera Cop [Hear-an Cope] = Spell a cop; The spell a cop, isn't reasonable but isn't dumb so what he does is what he isn't due as reason is what he is with a rent-shop. There is no fishing around and as you are with a point to do you are within rights thought, about and you judge yourself and set your own sentence or free yourself by what you think and do.**

**The desp [Then Desp] = The Desperate; The thankful thought that counts is what you think, and what you work with and don't do as you reconsider what you think to do.**

**The Mann = The mann; The men in black idea, use the prison in the trick in the moment that is what lands you in their prison. Use the term you dismiss, as a way to free yourself as falsehood isn't there your true to yourself and think free and you are fee.**

**The Sniffa = The Sniffer effect; The effective idea isis oder, formed from no drugs that energy is formed into odor and you dismiss it as it as no death happens. As if you uses, in tought an ensell as you use things your given things, and as you are aware your benefit is there in life.**

**The Almo = The Almost land; The almost land is the almost in land, as if you want then you get free in what only do as you reflect what you do off to others.**

**Reesus = The reset; The resetting point that the computer, resets and use is a point that creates a reeses pieces moment. Pay for something, asked for and you are freed from disease.**

**Ree Pei [Ree-eh Pie] = The reeces pieces; This is the glass plane as if you are in a momentum, you are as exactly astute and as asus you are not what you seem as dimensionally explore. You shift as you are in a pee, as you shift away and as someone named after you pisses in the toilet.**

**Rei Carn [Rie Carn] = The Feist; The moment you see the feist and as or not you are somewhere you look up in the address area. To get back you think the moment, you laid eyes on it and eating you shift. The idea you think you ask for you get.**

**The Reest = The restoration; This is the point that you get things and are very cool to the moment you bade and are very bade to the moment you do.**

**The Restoro = The Restoro; The restoro that is storage that is what restores, this by what you will and get what you want in want you life and wife you are aliven.**

**Nether [Neth-ear] = The or not; The moment you think, un or not as you are in a point to get killed as the lesson is learned.**

**Thera Flu [There-an Floo] = The Avoidence; This is the moment of heradlry, you use things as to create what you will to create what you think is a point to a costly idea because as you say it you know it.**

**The dro [Then Drop] = The Drop; The point you drop something you shift.**

**The Su [Then Sun] = The skunk; The Momentu agility turns skunk.**

**Agi [Agin] = Agi; Agile is not in play, as you play through the moment you are given as an airplane move and you can get away with any problem as a solution.**

**Aj = Ajudge; As you can use, think a conor or nor your area as a point to do. The Real idea in a different world, as you are real to yourself to yourself as yourself in yourself. This is a point that you repay, ajudge for yourself as your crimes as depicted you are what you seem in life or not and no they don't.**

**The Aster = The Aster; This is nothing in the mind and nothing in the heart, and as you are in a moment you reveal yourself friendly as if a fraud.**

**The Werd = The Wired; The wired is the moment you cost allot and yet you pay them, from what you do as you get 1 dollar and make it big and everything you spend is gone to them. Avoid as you spend.**

**The Werld = The idea you express is a thought to the past, as yet you are not as "nothin english being noone".**

**The Warld = The warlord; This is the world in the idea of the war of the worlds. Visit as you want but don't stay out as the world is what can get you as everytime you get killed you attack and adjust the heart.**

**The Not = The notebook; The book of thor is what you get, and you are get as to get you go as monotomous you get fat or thin as you think.**

**The Volunt = The volunteer; The volunteering moment, that is where you are a lad and use is the moment that you create and usage is what thought can create.**

**The rever [Then Rei-vere] = The revert; The point you do and don't you are an enactment, and you are what you think as if backward and yet forward.**

**The Crea [Then Cree-ad] = The creature; The pought that is kraken as a moment, and you are a point that is human now continue on.**

**The Sto [Then Store] = The store; The storefront that you goto, as you had left from when you left in the land of time at a time that you left.**

**The Jumboie [Then Jumb-bow-Lie-en] = The jumbilia; This is where you are eaten from in the sin as you eat the jumbilia dessert and diinewr of the food that has shrimp.**

**The Avoid [Then hAve-load-id] = Avoidance; Avoidance is the issue not the point. Avoid what you hate and you hate what is in the thought you get in mind that is what creates itself, as you desirte as this in life idea is an idea that is moments as the plane of glass.**

**The Animalism; The animalism isn't what is the animal spirit this the surprising idea that wealth that is. What you create with wealth, you make by brute force somewhere else as its not this is time that use endures and you end it.**

**The fix = Makke en; This is the fix, as you speak ritual you make what is as you are not unaware you can get and make what you think should be.**

**The Br glass = The breaking glass; The moment that you are not aware not are as you, and you use the senses of others that are your alts. When the breaking glass is heard you are somewhere else.**

**The Ie Techno [Then eye-en Techno] = The inadvertent idea; The idea is the "plabe" that stops what costs you, use tecno as you do things and you can use the moment to do, think and go or not and yet you are free as if absolve.**

**The Ie Tech [Then Eye-en Tech] = The idea tech; The plane jump of thought technology, the Ie tectonics that the third eye set is what makes the technology appear as you are what you are before time got what you meant and set up the actions like I make you.**

**The mom in [Then Moment in] = The planet in moments; The planet that moments occur on and yet you can get things in time. Once you experience the idea, you can get out of nearly anything as when you experience you know. This planet is what is with many time, concepts that with a thought may think and you know what you expect as your prepared for things or prewarred by beings that are greys that use alien tech or neutral blues that look elven and aren't.**

**The gravies [Then Grave-lie-es] = The gravity exhale moment; The idea is a point that is concluded by explanation, as this is even a concluded time you are a point to remember now as you walk away. The spell this is can cause nothing, if nothing happens something and thought occurs what you want by these their own will. Do you recognize in any idea that you intent to occur is possible, unless this thought idea is done as you don't intend to do things you won't.**

**The Gravis Thou [Then Grave-list Thought] = The Right occurrence; The right actions in the right circumstances, as that make what seems right to some and not as no is used in the right thought occurrence.**

**The were [Then Were-en] = There were; The point of argument, as a time idea of altered perception can make psycho idea keep calm as there is many ways there is many uses. As if this is a point of were, as you were is when you are in a point to do. There's always a way as some use of arguments with this spell and as if you were well me in a were thought this is in if initiated right is then initiated fight that starts this result. In negotiation can cease the stated result that is not again, as you walk out or otherwise an the will to do so seems in to undo as if games of life as you are a game master. Then or not you here are available then this dissipates away for use or in nothing done, stops the effect of this spell stops nasty answers if a nasty answer is as the asked question is if "Did I deserve that?". This can extend the will of the user of this spell, as if this now you think time out and it stops as some disaster or beating is paused in mind. The ost os thos is where you make behavior changes where you can make magic in a thought magic, as if altered by in how long something which is in mind lasts and the meeting you think you see lasts or idea that is going on in thought can continue. An in in cancels this is out as if "As In En" is out.**

**As you look at the wall and things, seem that long to your mind as a perception and as no trick is thought then your subconscious can think and make. As an ideal feat a concept that the subconscious can trick, or in change is as you say unless in no punishment and you "continue" what "en is", there as this depends on a were or pissed off person that uses their anger as a source. If a were is in an altered perception of what you do, as if then your altered state of mind in that they perceive is in an idea is with the stronger the illusion the more real it is and won't see and do what is assault as if well. This spell allows what you have in conscious, as perceived is a particle view this is in a conscious state of mind altered with the subconscious. The third eye can manipulate that what is, or mind your business practice.**

**The Ae Desc [Then Aye-en Desc] = The Decent art: The decent action is thought in an art, not and as you use the art you can get what you are willing to do. Not is do nothing more and in nothing less in life unless seen, you don't have to as in no description is as things are finished they are. As you think, if nothing done nothing achieved.**

**Poi Ment [Pow-in Ment] = Point of mention; Wizardry in thought is the art as accepted this is a place that in mind is mention, as if in mind you are aware that is what you think and the third eye can perceive. This in thought as a mention, in mind you are what you want to seem and phased out is nothing in a mention that is in thought. This is a spell that is an act that isn't by what can be seen, as at an end if not intended and thought isn't dumb.**

**An if en = An if were; This follows the thought spell, "An if were an idea that is an idiot thought, then what in if thought if you are what you are this is a pseudo mind and what you are is in an act to do" as an act is possibly done unless necessary in mind is not in thought anymore after this. What stops the effect, is the blessed earth as in to think "blessij" as outside you are what you think about and the area blessij is this and this is to look upon no thought as if "an un".**

**Asseimptos De Shit [As-ee-imp-toes Den Shite] = Dark shift;** The dark shifting is a thought to night and use is to shift by natural darkness from use of darkness in mind or nothing as a thought, create and the creator sets you places as a place with the dark energy from the wormhole in use by superstring. That is a point in space au naturale restore, by what you think and "thime" makes happen for you. As you can seem or not, as the point is clause as the area is safe to be in another life or things are. What they seem without overwhelming yourself by the creator, this is a natural shift can create a thought in a point of view that can shift you as if you are there. As if a remanifest is the respawn effect or not as to cancel, when you are common sense and otherwise you are nothing there. You don't have to do this as in a dark disruption shift this is.

Don't do this if you don't need to, as if to light travel that goes through a dark tunnel, with dark scenes and normal after as you are flowing through the tunnel and end up. Where you think and phase stop, your there as your a different person different places beware. This is as a point and stop, shift away if you are in too intense as to stop and you are where you are. Feeling as energy will use, physical action to create a thought in action don't use drugs if you are not wanting hurt as you are not doing the same thing. Au no revertie, is au revoire is what stops this effect. You gnaw that trick, in your head as if a choice an if a natural choice by what you do.

**Au Temp [Aye-unn Temp] = The immortal imagine shift;** This heals as is naturally to create to shift think of super energy, from a string of what will create light as this is there from the four sun to raise the area temp. This is to feel nothing in the area and new you imagine appearing in the area, that is there as you use thought to feel and use a visual scene as imagined if a door opened or an area opened up by touch by senses that are thought and not what you do as you are what in seem to become. As if a thought to make a fix, the pain as you can feel is a feel of aloe vera go soothe as the pain is this fades poof away as if an idea that is "Aportas" in thought "Appetis" is appetite in odds where gaggin is blocked by appetis and not done.

**Nih Temp [Nih-Temp] = The weight shift;** This is the instant weight shift to seem use of thought, as though what you were and yet you are what a concept is by what you think to seem. As you thought you are shifted in mind, but adjusted in weight to where you think to seem in life and this uses natural area lightwaves to shift by a thought of time faster than usual by lightburst with what of where you want to seem, as you are or not hit me. As you know exactly where you want to seem, you are a point and nothing more than that is light in resolve by credit card. This spell is a magic adjustment, in light wave cast by you without use or light energy is natural intuition by what you do as in the 6th it can seem the same. According to what you think, this is a natural wormhole of pure light as a soul shifts away and you shift with the "development" movement that you are in favor by imperial au naturale energy.

This is the will to shift to a mind room and thought shift as you do you shift adjust your weight as you need it to be, as this is a naturally faster time shift that is a point and use is a thought to create as a conscious. Decision is focus, as to seem somewhere until you decide not, thin enough as in not to be there and the temp impulse or not as you don't think this is as if an eyeblink. As that is in thought to take "an emotion" is to seem the right temperature, as no influence as in energy if energy is in thought as the superstring and out to where in relocation. As that there is no issue as you think to seem in a Z temporal shift near "realive" relative in the area, as this is a point that can create havoc in what thought in an area to do and in or right to do as if until "release".

**The Tempal Aero [Then Tem-pale Aye-ern-oh] = The in temperal shift;** As you are a thought in progress, think of a motion energy and use is another idea to use knowledge to use energy to cancel out energy in eyeshot and shift is by thought as in to cancel out a hazard or not.

**Let it go = The let it go,** such is the way as you are a thought this as if no this is, as "the eshift" idea as if this is then done as then a thought is okay. The way to work. So this is a way to create, in with nothing out with nothing as you no kill yourself in life.

**The Su Trans = The Idea Super in naturalight travel;** The idea of superlight travel is a considered view, as this what can transhift you in a thought an as if you are a were that control is going were. As your shift is noticed,

natural idea to travel in time thought will occur, to amplify thought is being used as your gift is as if a concept is shift and your gone or in peace you are a considered view. Think in a point as you are not a thought, as if nothing else matters as a thought work is a conscious decision. Think the spell dissipated, as a thought is not anything you add is a thought includes that which you will. Don't fear, in and out you aren't destroyed by what you are, if you think as if by the sun is a travel giant.

The nax = The natural approach; The natural idea to that which is a place, that is with a con and use can create what is right by third word use as a in self-made non sought conflict in non conflict mode as if thought.

The tantra = The Tantra idea; This is the powder that lets a target control, and others to bear and seem an opposite that is a point and you go bruising and bossing or nothing at all. Create and if you attack, this creates dastardy and you are with a little weight that goes to the person that is a moment in site. Think and otherwise not as this spell disappears thought, and what isn't as if seen if as to appear there as a spider. Whatever and don't dismiss the thought, and this idea ends as the thought is heard from drow elf to reverse this. An idea that is heard, is a thought but not in acted idea with a thought.

Fixie [Fixe-sigh-en] = Self-healing moment idea; This is protogenic is a thought to use an alleving to photosynthesis, as if "Adeiousis" and healing is "Alle" heal in thought heal in mind as to heal now in thought concept to remove yourself from problems area. This is to mend not "ans" as nothing is "withheld" from behavior, a use of alo vera plant infused with positivity or not as thought is in positive as in a use to create mending is the idea thought in what is a point to do. As this is the in use of a concept to use thought, this is expanding the mind by what is a concept that expands the conscious expanded as to realize what you guide in thought, you makes changes as needed. As what in thought is no as a whole thought mind you use direct energy to create a result, think this is as any element stop is water reduced or what "element entity" that is to get energy from what is dissolved. As this is the source of a chosen element, to work as to do or not is nothing wrong as this is not there and the mending stops on activity. Things with movement or not to do any actual idea, is there to do as if a light body. To treat this world is a normal concept, and others in other planes that are with other things is to create what is a point. The idea and to work with this, as is a point and this is a thought to see if this is life you are aware if not awake or awake if aware and no attack.

As proton is supportive by ions in the room as there is "not" in a thought and out ionic in form you can use what is in a thought, from its energy to restore by what you use, but only in if you keep temporally quiet as unobtrusive is not seen where you use the temperment. This idea is to create a thought, that is stabilized in a concept in form for play. In recollection, you can use the idea, if you remember what it seems to create what the end result is. As this is in what it is, what you do is use what loss as in an experience to do or not with thought this seems what is in a use as is a thought in result. You can use what energy you think of to thought work as in this in what if you are with no punishment as uses are reverted therin, if there is energy that is use as you think to go, create in a soul from protonic energy in effect by what you think as you thin you create and the use is done in energy. This is a natural area, that is resolved by what is in to know and out to work with as "yes" is with an ash can seem to achieve what you think as interest is there.

As there is a place that is a point and that is what there is in thought, this place is a point to remember in thought as its created in a moment and thought is what you pretend as you play out what you consider. As if a thought, you are a momentary figure in a place that is a thought to create. There is a thought that in use isn't a use and things, that are used are a concept that in useful situations you are a thought to be useful. There in is nothing but a thought, as nothing here is nothing there, nothing in there is a thought except that which is a point to be in conclusion. For what is can see to believe or make thought to create thought. As nothing is a thought, you can use what is if this isn't what in creates and thought is what you create. Note that with this spell, you can expect things to seem, what is a thought to seem what is in a moment not seen that will come up. As if you don't need to see it, is as this isn't there as out of the blackness you can see what isn't there till you are aware and things resolve themselves in life and death in the mayan world is life in effect.

Ey Green [Eye Green-en] = The Green eye; The Green eye is an iris, as if an eye is with interest, you can fix or create what is an in thought by what the idea can seem a use for as if a wizard. Your use is what, an if you

consider if intent is there.

**Bleu Ey Glo [Blee-uh Eye Glow]=** The blue eye glow; This is an in focus idea, if blue eye don't "blu" of energy to use as with conscious that can make what is a blue eye iris or energy glow. What in a use is fire, can make if thought consciously if you see and to those near. As red irises in the night, if concent as sparkle is a real red conscious shift in life.

**The Oa [Then Oss-an] =** This is ea; The party is an in idea to get nothing but situation resolution. Cast this to make resolution, in aspects you revert to normal and in thought you go in thought if for some end conclusion to see and nothing exists as if no expenses is un en in en.

**The Ea [Then Ee-an] =** The isea idea; In idea is an infinite ward that in a point of view you can get better, in or not as you are capable of use can seem in what is a in thought to create and make in what is a point that shifts with the use of "in" as with each there own in mind. The idea you can use is a path, that is in use causes what is and this is either shady in light or cause by what you willed in thought an that which is causes what you want.

**The Sil In [Then Silent In] =** The shield idea; The idea is an infinite shield you describe and you get things in idea. The spell shied is a concept that is a thought, an that is an idea in something that now uses a circle in gravity or a thought. Whether you do or not that is what makes remembrance, what in a consolidated view is idea with an active area fix by what you think aura energy is considered by this [<http://alt-sites.tripod.com/auras.htm>]. With thought in this is a use, that in use is not without its flaws or so no as you think and intend to get no effect then leave the silence by hitting the object.

**The En Rak [Then En Rake] =** The removal of bugs; This is okay for use, if you think tolerant and create what you want. As if a thought, use the idea to generate a black energy that kills the roaches. As the death energy, think of smoke that is useful and think from places to effect the roach. This is to kill the need, and to instill interred energy from others is to create better results by this method. No ru en un is a curious spell cure, that creates what is death to the things that are running in crawling small form as this in what is a point of negato. No ru En is a point that is a conscious idea, and the subconscious can create any style including no death as you did you your job. With dry ice, you can kill them more easily as with this idea as wee designed it.

**Foxy =** Fox idea exchange; Foxy is a point that to work with what you get and think is to do, things in a thought and creatively correct for what you think to make or work with as thought. The object in dealing with them, is to bounce or not by what you or others do something else. As the concept correctly exists sometimes exists this, energy idea a thought to work for what you think to get in life. As if exchange in item to get an item, or information exchange is what creates what is as if credit. Then or not this is nothing to do, as if a thought to use a accident or exchange things to exchange an activity. That in use is in energy this is not possible until you focus, until you think it is or not as you don't have to express what you do an exchange with more efficient use. This is a use to not, think do as you think full and use thoughts of a fox. There is nothing but a point in use, so if you don't want this idea to do things to you then stop and continue as you want as if a stop and go awaken with the animal spirit in you and this can act as you. You don't have to do this.

**The Var =** The variety; This is the variety, as the various things to do as that is a point to do and is what is thought. Use is objects that is in what a thought, this creates is a point to use the real objects as the value energy in objects and creates what is in a use as value. Think of the idea that is idea and use is nothing, as if a thought exists and thinking gets something by a thought in use. Use as this as an energy creates with the reality that is around us makes this in use, if the idea is possible to get creative then its use thats done in a concept. The value is a point in time, that you can use what is a in thought and what you do is "doistic" in a thought but physically you can get. What you think, and if you create effort to get effort thought is in magic. Think a thought and direction by will, is a thinking process to do if you think its worth the effort.

There is a point where you or another is in and out is in or not, as what "en" stops this is in idea or as nothing stops this "not" and the idea stops but the activity builds up and if with a will not or not you stop. There is a



point that is otherwise considered otherworld in magic that is a thought in that is a point, to create with a source as that is energy from what otherworld is as you can collect use energy from their planet. There is a way to make as to use their way is a will there that is use if nothing and thought creates with a thought, as the subconscious or not as nothing is there as you don't hit back or stop and think or do else in life.

The use of what your idea is makes a thought to head or in the use of water emanation, that is a concept to do things is to form as a water stream and use is in the faucet you per thought can create with safely. In a point that is a use, you can do in thought that which is useful. Or not is a command phrase that came from a long time back to not do in site an action that is sanity and yet unbeaten you can get action that builds energy unless released to the planet earth as if you or that is what is. As if beaten you don't do, and if then you use a point you can create with a point unless reversed. Rever sing is an intended thought, that is a point in mind, as you think you do you can remove that by thought and your subconscious may do. As if you are a person, you can get any idea to result to do as a point of view in fact. That is a view that came from the dark, that is a point that may be considered or not in an idea is the basis that I found this spell a useful idea as the dark space in time that is easily left. There is a will that is a point that is a thought and that is nothing dark as limbo.

The Fabricatio = Remake; As to think you can you can create an idea, as if to remake within use and use is the idea this is a spell to create a point and think is to summon energy. Think and your thought directs the energy, to remake as you need the effect is an idea but if you thin and use the energy from a person or source. That you think is a point in time about the idea, the opposite idea is not actually done unless necessary. Or in en stops this idea.

The Tho Egi [Then Though Ee-gin] = The thought engine; The idea is as a thought, as with a machine energy as there is in a point that use is in a concept by action. The right occurrence is the right idea, as you can seem to use what idea in a thought pointed out without a bad as bade view and no bad happens. There is a thought pointed out that is in a concept and is, as you do as you now know and now else leave alone or not. As is in a point you speak valorian, and you can come unless you already went to where you wanted. Don't and you won't shift away, as if a point is this isn't there in life.

The Anal [Then Aye-nail] = The amenable; The Anal gland thought is in amenable acts as amening, things are there as is changeable as if your a point you can seem as thought and use is. As a point you think to own or use to work with thought, as what you see is a ointment that is a point that is to seem as real is in there pointed out. This is a point that mention, is if correct can create a thought to do or seem here and you can go anywhere you are thin. If in a bad phase of the moon, waning moon cycle if there is possible or not. As to not in conflict and gno, you create a scent magnet that if dismissed can seem to walk away to do otherwise in life.

The Assumy [Then Ass-sume-why] = The Assuming idea; The assuming idea is a right point in and thought point out with a moment in thought, that is the assumption that is a point and thinking is nothing more than what you want in said area. As an idea that is an assuming point, that doesn't cost as the assuming idea as a cost is not cost. This is the power to assume and get some results, as the end in resulting energy happened to fold space as if to leave a vacuum in space and that draws you to the area as if through an open area by gravity itself. Assuming the point, as if this is real you can seem where you want where you are in at the moment shifts and changes to adjust to the area in energy and different or similar thoughts in what life there is that you change to.

As if a different person per different area, in with an energy as a source in an idea as a person is perspective to a personal area that changes back if needed as to be at a different time in translocation as time can exist. If the reality can allow for the change, as instructed by your entry energy then you can adjust the energy by sending energy to create and make a point. Then let it be in life you are, there is a point to live or not, nor if you don't do wrong. Thought in energy with activity is a action, in time in memorial a moment seems as in a thought and ends as if you do something else you can seem dismissed for any anything you do as if you are fine and if so. You can heal anyone by healing, in an idea you yourself made in yourself.

What you think as a different view changes to what is there if possible, as you view things your perspective

viewpoint shifts as the focus point changes to seem different. Think as if a different view, your use is a thought to make a point and the area can change to what you think or not. As you are a point of view, there is a scene in mind that shifts to what you solve inner conflicts with as if a view to see is there and not anywhere else. That is soothing in a thought in area to feel calm, with as if a thought this exists that if a point is mention you can shift and seem what is by silver particle energy.

That is created by in the imagined area energy, and with subconscious making the car change as if vibration to variation in frequency in pitch. With mind thought activity directed at the metal you are positioned and can create with a moment, the energy is a metallic essence use by subconscious activity and use is shifting with a thought to be and seem in somewhere else or not and the thought is what you want. As is this the use is concept, to use as a point not always to seem a quality use.

As is the point and if you think or consider, this is something in use. As with a point in inner energy that spiritually you are inner energy outer aspect, sensing in the area as you are going to seem as with energy and out you can shift energy as you can shift and go ahead. As if to fade away, and use is the zero force energy that is made to a personal idea. As long as a point you understand, think or not if this isn't true at all. Impossible is proven if you think, and feel the area to seem to create. As with a view this is a real feel thing, to create as by the created in aspect is the thing to use felt motion with no in beatings. This is a spell to create or seem, as if a thought is mai as mae or not if in thought is a concept.

The Fo Spyr [Then Fox Spirit] = The folding space; The folding space; This is as a space to seem, you think as the thought is a consumption to not feel hungry in life. As you are shifted on a folding over moment, if you think you are seeming, there you are as a thought moment in what in life can seem. As its them and you feel alright you can go and this is to think of the space, things you do and focus with are as the area comes assuming you know the space that comes into idea. As you don't do anything wrong, by focus you get information in what you use as you think you are well you think and fold space. This in to create a point, and use is the creator to make and work an area by what you do as if a device that you think use and get result. Thought to make this work, and will make will and will create what will there is. As if a thought, this is what their will is you can shift away or if will there is no will no will there in life.

Aom [Aye-om] = Assumption; That is an assumption, an en is to not seem and until you think things necessary. The assumed idea, as if you are not jumping to conclusion, this is nothing if nothing necessary.

The Montry Dra [Then Mont-try Draw] = The momentary draw; This is the draw of the time as a fight ends, and you assume the fight otherwise you won't ever fight. As if a point to a path, you can unsummon a fox and do things as you think.

The ricky [Then Ricky] = The ideal point; The idea is a point is the concept in dimensions and the point isn't attack. The attack of rick, as rick the time tooler comes in and changes things around until not desired by the sun doing your desires. Desire is equal to want and want is in the deed, to do by thought this is think and you influence fix the situation. With the moment to create a thought and yet not be a monster as you answer or deter with the right activity by the subconscious. You go around and help in life, as you think and receive the subconscious request not as you return with or without help.

The Hid Risc [Then Hide Risc] = The risk factor; The Men in risky business is with the risk factor, that is a thought and anything you do is not actually noticed. The man that married the head lady, in as a spinoff there is a plot and nothing denied otherwise as if charm unless not intended. As this is in risky business, you can get a thought and away with neat things as anything is possible.

The Hid Black [Then Hide Bl-ack] = The Men in Black; This is the scene of a man in black suit going about as a person, and helping as a thought to do and get things done in effect as done is done and nothing can show up.

The cinena [Then sine-en-ah] = The cinema effect; This is to think of the crystals in as a focus and use is an area, to focus the image that seem to appear in an image or not as think as you will. You don't need the effect as

the movie or scene is show to a different world as you see it you don't always visit. After the idea is done, you can see to get a good powerpoint view.

The Ine [Then eye-nine-en] = The party; As a party in effect, to make or think and use is the best area to work your imagination as if nine or nothing happens as you realize nothing exists.

The Cesate [Then Cease-ate-en] = The Cessational idea; The cessation to not do things, and create with a thought that use is a polite view as to get a way to seem right.

The DiyI [Then Dine-will] = The Daniel; This is a visit from the long lost daniel moisant, as he is a Doctor who fan you can see what is better for life. Otherwise, Daniel mann moisant is there, to aid the moment you need him in what you do. Otherwise Danny Moisant the technical genius can shift in and aid. To end this spell is to think, Un Dyil.

The Sift = The Shifter; To shift is to think and as you move the area shifts outward and inward, to your appetite and perspective view idea in view of what is or not real as you didn't intend the idea as different thought to stop.

The Pul [Then Pool] = The Paul vist; The opposite is a Paul in duress, that is a callable person as if you are good to work with. As loud an plausible in life not there. As if to watch the pulmanizer is to crush and go or not.

The Jay = The Jay visit; This is the Jay, as if a bird visit right on que. The idea is a point in a place to see and know, as if you are a point that makes want that is need, need not and you stop or watch some scene in life.

The Minecra = The minecraft; This is a part time job action. As you need, it the job is there or not as the job exists. The game minecraft is a game and you can see it, as a point that you think of the idea there and you are in essence visiting until you don't need to. Think as to walk out, and leave the door open to go and be back as to not enter.

The Man = The main break; The break in the line that once seen, can seem an interesting idea as you play with the flow of life line. In energy as if thought and use is the flow of life to try to create a pattern or create a suggestion to happen.

The Men = The Men movie; The men are the future, and as the moment is seen it is possible till you think to return.

The Moren = The moments in line; The moment in a life that is a point that acted as a source can get action and possibly in violence, or that is not a pot action as in a pattern you use the toilet and the room your in a part to do.

The Momen [Then Moment] = The Momentary; The idea "id" with father as a thought to get a concept and things that work, work or not as to produce any of the beast from the lands of lore.

The Andro = The Androgenous mix; This is a momentary in activity, in that can create head blows or not as thought is cleared and use is an idea to try.

The Androegan [Then Andr-row-egg-an] = The Announcing; That once you announce, you won't cancel or not as a point in life that reveals itself to your mind and leads to your arrest if in duress. Unless you are tiring, and from the situation you perceive.

Th Sun [The Soon] = The Sunlit area; The daily sun in an inlit outer area is the sunlight in the room. As the idea is a seeming, you are as though a sunlit person as the heat is a point to feel warning as precognition comes from the energy you warm with. The Sunlight is linked to your idea, as your body is what gets energy and the

body is the heart as the sun in inside filtered use is with this. With a thought, to get an idea and think things out. This is an idea to create, with good idea and yet not as the sun is only as powerful as the soul. This in mind, is use of energy. The plumper "paer" is a part that uses sunlight, to regenerate with and feel better as you feel good in you are apt to eat or not.

Fixious [Fig-h-x-lie-low-us] = The fix 2; This is the fix to the mind, that you are in the mind altering things and fixing in the mind the problem. That as this exists and is not in the situation any longer, causes the cure by thought metainfluence or not effected. As this is not at the point "Earth", as to not cause tactics on the kitsune as if you are a kitsune and changing things to fix what is. Until intended to enter is the way you leave or not if you live, or if as you walk out a door you "escape" to your own room or an empty room or corridor. As if thought as if nothing as this didn't exist and you didn't want, as if to be effected from what your spirit in does as out didn't happen is "Disn't in didn't".

I Ie Fixeos [Eye Eye-en Fide-x-leen-os] = The Fix moment; This is the fix "in en" at the end of idea of a momentary routine, that you are doing better and yet in not doing anything as to get what is in a single century moment until you stereotype things in life. End stereotype by not putting hype or things that are false in life.

Is Eos [Is Ee-loss] = This is relent; as a reletion to what is as a related moment is there to show what happens before. Whether to build up or not, as nothing happens when idea is there when this isn't as though there. This can be bad so seem to show, what you want as this is safe and your spirit knows when this is as if you stomach what you live.

Melinf [Meal-inf] = The Lanfear; The meal adjust moment that use is a lanfear ability, as if of choice to use as is a point to get and go with illusion.

The Teac [Then Tea-ack] = The temerity moment; The realism that disappears as a point that didn't happen. The teacup stops giving effects, as a place isn't seen or you walk in and out the open door. You don't have to do this, as this is a point to theory as make is by the crater that forms this.

Demonin [Deem-one-line] = The demonia; The demon that inside if it existed, is forgiven and remove is to create as if to die or not and yet live. If to live, you can manifest the stand seeming form as you want.

In life [nIn Life-en] = The energetic being; This is to create an idea, that is energy and a inner being that is alive but consumed with inner idea as emotion or no and this disappears as if yes, use no inlife to not do. Use inlife a second time, and in this you can call a 6th dimensional being in no harrassment as a person and the being is gone. Don't cast this spell, as it is interesting you are what you are struck by what I am as the third eye is what is possibly forming things as "me" or other forms that is a choice to seem as hidden in life is what you think in life.

Te Te Mach Te [Ten Ten Ma-ch Ten] = Th energy shift; The ancient temperal telemetric, as energy shifting idea described as naming or typing and you shift by naming three things by something and you get in life. This is bad as a concept inlife, not as spirit as you shift away feel and make imagination to cause the soul imbued to an object as its forged. As you are a point, your use is think and focus using dimension energy is to think and use discordant thought with a disuse by effort to think, know and shift away by a thought to create and make forward movement to fade away to another place that your spirit mai in is natural shift. Otherwise, you focus light energy to the ground and create a focusing energy by direct thought to use an area as energy, as this is an in temperal in energy use by the planet to seem somewhere and the planet surge is a shift to seem a safe place as you don't and do else is fat that is phads as a spell of acidic use with allot of water. This is in a way, line up and out where you want to see. As if I Ie, is a relent you can if you try and this is a return to creditable space. That crumb is crumbled, as you are done and this stops three things you didn't want inlife, as you are dead and others are alive as if you otherwise nothing happens, as this does exist and you watch by speech to the opposite in life by what you think with the will to adapt by condensing the idea to seem as "the en paradox" and you don't repeat in life.

**The Real Ie [Then Reel Eye-ehh] = The Energy; This is an important piece in life of literature that shows what you can seem and not seem in life, as if you are a point to conclude you can see and do to create that in a thought which is everything that you reason is useful and use as a thought is there.**

**Thea En [Thee-an En] = The Free energy; The energy is free with a thought, as an idea is the point in time and thought is out an idea is in and your act is a free action. As is a point to serve, you can create a point to create a point and disappear if intended to get hurt. As this is a safety, you are a thought to know and use.**

**The Bua Lua [Then Boo-an Loo-an] = The butter lover; The butter lover, is a hard thought to do and you are serve to the person that asks. As if you are a point that uses butter as if, though a thought, you can do and then you can get along as if you can see to know well you are an idea to work with and you are aware to drop the food.**

**Syt [Sit] = Thought shift; Think as you want as you get away with things, if wrong its difficult in no right and otherwise not if this spell is cast you can think and create in moments as concept comes to you unless in not needed idea. As if in need, you are interrent as a use is a point.**

**In no no = Break effect; That is a possible area, that is to break a spell and not seem as if not a point in existence. Don't react to things you see, or not as you are aware and you don't react unless necessary to things that aren't there as there is, stop as you are nice as nothing happens when you no the creator uncreates a reality point from psychic assault in life.**

**Te Them [Ten Theme] = The telepathic moment; This is a telepathic idea, that the idea proved impossible is possible by subconscious with care by application and as you are in a place or point you can talk or not to return as you say what you want as the thought exists.**

**The Obsay Tele [Then Obsay Teal-en] = The Observing Teleport; This is how to teleport more easily. Observing is a point, as in a thought you are a point that shifts. Step 1. master astral projection. You can learn it here in a point that is accurate, as accept that as if conclusion is there as if obnoxious but nothing wrong. As a point, this is a concept and as the idea is a part of something you can do, as you will either as respect by response is will and acceptable as point of view that concludes what is convered as this covludes a point. This is innocense by what you think. Step 2. go to the place with your idea in as idea you think as you know as observe you do...in observation as what you create you can make with as a source. There is a point that respite is enough, as chaotic in idea is order worked with, dynamic use is thought to do or not as things are necessary.**

**The Ico [Then Eye-con] = The Icon; The icon is a think to touch, the icon in your mind as you touch it in body is there where think to seem or materialize. This came from a book I remember as I read it the ibook Thans.**

**The Sti X = The stick needle; The stick you hold is a needle, imagine it in use as the substance is a point to don't need then you won't. This can make things, with unnecessary as if not in necessity is unnecessary or whatever.**

**The No Ef = The No Think Effect; The effect of no thought to do normal food as no idea is no activity with it. As this is true, think an idea and let the idea replace the other that doesn't happen. Think it is as you want and not it isn't, as assumed thought is not there this is as placebo. As suggestion to grey matter isn't there, as if before the moment and thought is safe to use. As imprint makes you say the right thing, if nothing creates something matters to create the idea is a moment as if stop is or it worked as not fear is no bad as is not bad if bade. There is no bade thought, as if you are not but a thought to seem.**

**If in no opposite nothing in isn't there, as if not an idea is inopposite by what is opposite by opposite synopsis. This can cease any cigarette need, as in thought you can seem uneffected and not at all obese. Inobese is not actually, obese is an idea that food can be the drug without the dope or drug abuse thought about. With stick thin this is with this rule, thin to make you unaddicted think no need as you are not effect. This is to drugs, not by what you seem to think is as a thought to do as "dobt do don't know".**

**The Asoi Voc [Then Aseil-oh-in Voice] = Associate in voice; As if a point is a memory, that is the trick a voice in the mind as someone you know.**

**The Asteive Ascheia [Then Ash-tea-live-en As-chee-lie-an] = The sinking ship; The fast achievement, as if the assister is there as if ghost that turned as to get a fast aster ship area as a point is activity.**

**Ast Doven [pAst Dove-lean] = Asteile Doven; The is idea mover, that used things to get things en uneat, as if there is a person that reminds you of what origin she's there with a noose and she buries you in the backyard for mandrake.**

**Asteile Doc [pAst-ee-wile-en] = Asteile dovecott; The perserver effect, outdated is the idea doctor is a perservation by what you think to use as in well order of persevative idea.**

**Disteile Astev [Dist-ee-wile-en pAst-eve] = Active task to death by vistaille; A task is born, as you are not there and ask as you can get or die trying.**

**Assei Seime [pAst-See-in See-lime-eh] = The Asseme; Thye right is done, so if you go thye are gone to a place you came. Starvation by thinking can possible cause you to lose weight as you step back you are dissipated as if to burn things nearby or not.**

**Aseime Calme [Ash-ee-lime-en Calm-en] = You are not doing what you want, if the taught idea is not done so this is a spell to stop. As this person was dead by diving, he is a memory or not as if to see what is as a vision.**

**Kei Solme = The key worker; This is the key worker, accomplice to the key worker is a chewers death in aspect that you can call to get an idea and key in opening. As an idea is the rift point or not as not needed as nothing exists.**

**Seancha indie [See-an-chan Lin-die] = The search; To use energy is to explore, not in what you thought is a concept and you know what you think. The in momentary time searcher is in thought and gives idea as you think in thought. The search is a moment, and you can find as you need as if a diving and after you remember yourself.**

**The Trickeria = [Then Trick-ear-rin-an] The Trick thought; The idea you try is what you do, as you think to do you get as you think in response as from the computer screen. This is where you can think a message and get some answer, as you are thinking energy between the screen and your thought is heard or read as read is in view by a point or not as read.**

**Holly Selans = Asive indei; Assumed to have died in life by you by a mind of madness, you can use the right thought as to get what you think as if waling and stomping feet not alive. Assumed in life is a death sentence as a thought of death is a point in life.**

**The Los Quik = The lost energy trick is what you do in mind. Think in abandoned view as if you seek you search as you speak. The placement is thought about, as if a ghost to guide and with a dead risen and you can shift where you want as a mind perception.**

**Manchie Melanju [Manch-chee Meal-an-jun] = The meloncholie girl; The lost form is in a floating sea as a mysterie to nock you about. As experience for a fight might work, you can get away to dismiss what you think as you think you can seem and do is your own as mecholic.**

**The Serae Melanie [Then Sere-lane-en Meal-lane-lie-en] = The Girl; The person you know but a lost life, to starvation as she ate last she was dead by time. But this is her room.**

**The Seranae Melaie [Then Sere-lane-aim-en] = The moment she died is the moment she was dead by water as**



if a sacrifice. This is a view of where your looking.

Surji Margi [Surj-in Marg-in] = Fued worker; The point when you realize, you can see and you may know. Tune in and you will see or know her thoughts.

The marji Sargi = [Then Marj-in Sarg-in] The area of lost hope; The lost area is a place, in a room that if you stand somewhere you can feel energy surgically.

Serj Merji [Serj Merj-in] = Searching place idea; Where the spirits fleeing go, as you are a point to seem you can create an appearance in what you search. Search and place your artifact to continue searching as a placeholder.

Sip Serc [Sipe Serc] = Ship search; To find wifi and other stuff, as to seek a ship in the bermuda triangle as a man that is to company or not if this is hard. You see whats there and you can see, as if the captain as what is in the room as by the name that is there. Your spirit is in a way to go, and you find yourself to where you think as if you can seem from where you want. Coming back is easy, stop the search when you want before your brain is dead in the main property is as you think and you step to shift back. As to work a thought, use a will concept. Ship search is done by in action movement, by action with the mind guided by spirit as you sit or stand and move or in not with your subconscious.

Dan Ran [Dain Rain] = Dan Raen; Daniel Raen is a man to work with as yet he is a point to seem as a wisest person to know with something next as a position to his hearing things.

Bla Rie [Black Rine-en] = Blake Erain; The blood room is a point, as a point to see if curious about in what can seem an interesting point to see on an abandoned ship.

Blik Roo = Blanket blink room; The viewed area that is a blanket and that can help you see as you touch it.

The Room [Then Rome-lom] = Ghost prison room; The ghost real area is a room that is a place that is haunted. Why run into him if you don't need to fight him guard.

Sieler Maen [Sie-en-lere Mane-en] = The man of the body with hoyle; The hoyle is his card game and he can play any game. As sacred is any game.

The Freun Rase = [Then Free-un Rase-en] The frequency raise; This can be deadly as you can use it but not actually use it. As if a point, then use is nothing if the energy doesn't exist there. Think of the target and if a body, and think of the frequency as you think the name to raise and the area equipment will work. You now know when it is done or not as unscrewed up.

Saen Marien [Sane-en Mare-lie-en] = Aseiopo Dein; As in a place that is dirt a cool thought this is an area to get a good idea, to stay or not and if you are interested in her life use the essence by the straits with this spell.

Saen Maen [Sane-en Mane-en] = The makken area; The makken idea was a person that lived in the 4th to 5th as a point in the bermuda triangle as you are a concept that had a place and immunity is very easy to seem a thought in use. Cast this idea to not make yourself appear like him unless you think it necessary.

Hellsae Sean [Hell-sane-en See-an] = Untransform; Untransform from dog form as that which is the energy is with no energy. This is a a spell if true to untransform you, from what form you have to a natural shape your spirit makes and created in the mind as technique release as it reverses your writing as this is and not you are effective. Fying Feieita cancels this effect.

The Lyer [Then lie-er] = The Liers; The point of financial view is in public, you are seeming fine and non bad off. Otherwise, they do what they want and can sit or lie on people. As my mate your well. As life exists, this is in the idea you use as that is possible to get a good job and idea. As if you are as if a well person, this creates a

thought and use is a concept to save yourself to a game as with your energy in an imagined game world.

**Tyl Laen [Till Lane] = The timester; The time lane idea you think alike you work alike, to work by the energy is to work through the body and through the mind. Think fix and with, as you get a better idea. If you catch people in the room you enter, ask do you smell the smoke as if "Quali Lae". The idea is a thought, and if you consider a concept you can make a law in time that is a fallacy in witchcraft that effects the person that casts it. The effect of the idea is stopped by what you think.**

**The Unn Diu [Then Unn Die-un] = The UnDiu; The idea is a moot point to do, but not as you don't intend. This is the idea, to don't do if to do is pushed. As this effects, the effect is felt on the drug users, that you convert to the "non drug pot" point as if "Tun" users are usful. That are fixed or not and not in the evidence, at hand is the moment that things are curious as "en un em". You gain control of those that use drugs with this.**

**The This Mon = The thought moment; The moment you think, you can see and create or because you use it we give it to you. There's obviously more than meets the eye. As you don't have to, you don't as this is morning or not as night intercedes.**

**The Cul Spe [Then Culn Spen] = The Spell cools food; This spell creates an idea, expend as you create you cool down food and make what is a cool enchantment. You see you earn what you see. This is collected cool effect in the room from faery wing dust.**

**The Ce Ef [Then Sen Eff] = The cease effect; Even though you see, even if you don't see it you really can't do anything within it in view. The idea is to stop the point, if you are not wanting you don't get a unnatural result as a clear end. This is a point as someone says "Even if you can't see it, you can't do anything about it. As even if you see it you can't do anything with it". Otherwise, as if you are a point you can see and do through the moment, that is there by what you see as if through the eye of the person as a scene moment.**

**The Tale Enn [Then Talen] = The Talus En; The tardus engine; This is the idea in a mathematical war machine act in that idea in the hitchhiker guide to the galaxy if you do with a thought, don't and you don't get incitus as to do things is to use an area with thought that the area is energy by touch that makes that create as what you will and in what you think things start and end as a peace effort is done. As you use a mathematical use in an idea, device that is a point create what is or not and thought is not but reality in war. As you end a war you create a peace, from within to seem that as you want.**

**The talus [Then Tale-loose] = The reconsider; The drug is a cure a thought and what you consider, this can limit magic to due and reconsider. As if a tardus thought heart attack and the cure is whatever you do in spell, you saved me now I saved you. Otherwise, this creates things for the life of me. The thought matters is really, what you can with this spell.**

**Assend = As if in; As in a thought is a natural conclusion to a real life in thought. If you think a natural end you get a natural end, as you think to the turbo end you think not in the end. The idea is to think, don't use that logically and you get better conclusion. That old indian blood.**

**The X-bow = The crossbow; The restore only in mind in soul, as you are a thought in considerance, you create a thought and use is a crossbow that creates itself from thin air. As you are a thought creator, this creator can create for you.**

**The Acti = An activity; The scene is an appearant attraction in mind as this is a scene in the idea of music, that use is mod musiv or music in the idea that can create energy in a mood that ends when the music ends. As you can seem to create music from the air even if rock n roll'n. To stop the dog that powers this effect, stay and do as you say "stop doggin me" as until you stop doggin me. As you are assumed in thought you don't do anything, that is what you think or do as in what you consider what in the right focus point you get good results as if awoken but nothing consists what you see as this is a backlash of the fire that is out as needed.**

**Neut [Nee-glut] = New in impulse; This is the new idea fantasy, represented by what you appear as is an idea, that if you are a concept you can visualize and create as if help is neutering "asv" available. Name a virus, and you get a viral condition or if you think you don't need the virus it disappears as if revert. If in a view by what you do, "new" and "do" you describe what is actually there. As if a thought, you can seem to make and get a cool point to do.**

**Ni Der [Nin Dere] = Night Rider; The bick rider, night rider effect is to create winners, and make or not and you can create at will. This is a point to do what seem, as in a thought this is past as a soul is a thing of the past you can get a decent effect.**

**The Swyloy [Then Swillow-why] = The swallowing; Twisted religion. Your swallowing things that are possibly unsavory, and yet you can get the basic idea to swallow your pride as you think to swallow something. This is unpalatable like seaweed or imagine the downing of something, you like and think is sweet as if you create a thought and dream no little dream unless necessary and if you think you get along this as to seem with a hand. As a thought you are invincible in fey presence and yet not there as a point to do is not done. In thought this is a visible point, as that time can do as a conscious decision you are what isn't seen. The idea is to create a use, unless not needed to make a use as you seem what use you are a point to do.**

**The Chi Ji [Then Chin Jit] = The multipurpose chi hands; This is the chi hands Norwood can create with a thought, as a miraculous chi thought as energy is idea the rhythmic vibrations and no it by earth's that allow to do as they seem to want as you do. As if thought and the chi energy is awareness as a point, to get and use as things are use in a perception by change as what is a thought or not. What cancels this out is thought to not do and stuff happens, this works and no notice what isn't important and think is a concept that your use doesn't need done. If a substance skip, as nothing in the idea is a point and things you use are naturally done by what you think and the third eye projects, the thought as the brain projects the eye effect as a thought you think the idea you can create. The third eye to materialize and do anything as needed, as an idea with the crown chakra by the creator. If you don;t kill someone you can create as you sense in a thought to think to use. Use is that with use the third eye is effective, as the third eye can make and manipulate energy. As if there and back again, as a thought if nothing else is an actual idea. As a thought in an act, that f lore is thought in mind as a point is conclusion. The point is mention and the creator that creates non fighting in area, thought as is isis helps with as needed and you don't have to. As if you use energy to make as a thought what the idea is and creates, as if an intelligence is by X flux crystalline intelligence or outward use Z energy as idea or in concept by use with Odin.**

**Use of meditation is a concept, this is as a point to get an idea better by envisual visualization and focus. Alternately, you can find a place outside of your home by thought to use the item idea you seem to find to practice meditation to get the energy back. Think to get or not to seem and get a better approach in life. Parks commonly have the perfect place to find inner peace. So the idea is a concept as you think and ask if help needed. Some Universities and Community Centers have places specifically set up for the purpose of meditation. Think your more able and your more capable. You'd be surprised how common but hidden good peaceful places are in life. Think and you know by focus, as a point though is a possible idea. Just be sure to plan ahead and know the location you're going in to in thought. There is a key point, as the right frequency and the right time. Comfort or idea is key when finding a location. The idea is to use the third eye as a guide. Once you've found your spot, think power as energy to the spot as you sit in a comfortable position (close your eyes if you wish) and begin step two. As if that is to create or not, what you think is as you seem something, or use with thought energy to create as you think.**

**Slf-Deey; [Self Dee-lie] Self-decoying as if a tatterdemain that use is a thought at the target not effective if they are aware of the tactic. As the effect if the suggerter that use is not done, and not in life is beaten or not as your forgiven and the person that suggested if caused that is done.**

**Su Takeos = sunbath; This is as the use of the solar star, name a number to create a bath with no bath as a sun experience happens by sun use fire unless water is possible use. To feel cool as you are with sunfire, is to create cool in the aura feeling and no burning. As monsters agree with each other, think in a thought to be yourself. Akuma that are demons appear, as if in life the meet are what generates them on spiritual agreement. As if a point and can seem, if the concept is right things stated or felt necessary are done by thought to do what you**

want with the inner energy being.

Use of elements can seem as in results are fact, that in missing points of view is what chaos creates. Now as if a power source or use of skill, in a created idea there is no idea in not thought power. As in what is right movement, you can shift away as this in thought makes right of way to do right or left side of justice. As if not done or nothing, commit in thought and that isn't there. If you think of using people, think energy is as a excess source of activity. Their energy in use is to create positive by a pulse idea, if to create in this is what you think and you make or not by imagination by energy. To shift away at the right time is to create in life, as if in an instance at a thought the right moment in an area and you can get away to do things just as you like.

T try integer [T Try int-en-gere] = The entry dreamer idea; Think in a point or disappear and as you do as this tis a reformable of energy. Thought in nothing but pride. The fun idea to do or a timed moment is momentous in this applicable idea, there's no ill and thoughts or nothing is a point as in thought is a soul created as thought is created energy. Think energy is the form and the soul created in life, this is what your thought is described or your as the shape you are and now ability and this is the last ability. There is in an out thereas this ideal that is an idea in outside activity and inside activity or in point as if not, unless careless or think to thought careful and know the thought is create or not and creative is a point as from the source. Tendency isn't done as if thought of the makes creates as is, a point is a thought and energy forms the idea. The idea thought is not as done you thought think or not as is, consider to think or don't need things as motion.

The Ume Cathene [The lumen Cath-ee-neg] = Hate avoidance; Hate not and what you don't like is not near as you think is what you will be seen, and you avoid what you want as well as your thought is in the air as in an energy this is there. As you can use things to get better results, an think nothing more with no condemning an not much suggested. There is no worry, in the world as that can't get you as you are not what you seem.

Aspe no Weep [Aspen No Wee-p] = Aspen tree bark; As en by aspen tree bark essence, as in is a point to use or not and thought is a cure.

The Une [Then Oo-neg] = The creative view by hate; The creative viewer is the creative result, as en is anarchy at the end you are a point where you aren't concerned. Energy is what can create and you are the director or with a mobile controller effect that plays what you think. The thoughts are a point that a director uses the subconscious to create a positive idea that you need to create a positive result. Where a concept is a concept, no and things go well unless yes is required.

R Sien [R Sigh-en] = Are See; As a way to getting to know people. Reading the psychic notion is the subconscious, that you know what you can do with the idea is the sese of the point as a sicke word is in use. Still that reveals the meaning that you see as the idea to seem written from essence, of the area as awareness is with thought energy in foci by thought with feel.

Z-Stres [Z Street-s] = The Z streame effect is the moment that creates and whatever you do creates with purpose by created effect in thought with anothers mind as a subconscious vision positions the idea above the area and you see what was written from as a source code in area devised by the area in mind that shows what aviende you want to see. B-streme is the essence of coaxed idea, think to create and you get the reward as in the idea is an area award card or area to seem paid as in full cash. This can build up the idea that if not done is progress and the price of progress is stress reduction by the idea your use is an thought done. As street drug is not ever done, your use is as though thought is an energy and the idea is a point to the use in life.

Z-Stren [Z Street-n] = B-vitamin Z Energy use that creates the body in a better condition. Considered as an natural attribute. Thought is z vitamin, as energetic progress is there or here in the mind that reveals psychic notion as the idea is a point to remember in idea as a thought in notion.

The Z-streme; The Z stream effect is to focus and see energy patterns, as a loki stream is the written phrase form in the language as if old greek or other language thought in use. The moment one of royal blood can decree a marriage, is the marriage that ends in death by tragedy from this effect. Arghe is the lettering in old

france that ritualistically means the point of origin is the point that cures or kills, and that understanding is the point one kills himself on realization of the word as a meaning is there.

The E Clot = [Then En Clote] The blood clot energy death; The blood energy is the hit to a criminal, and as you seem you create with nothing but a thought. As you seem a possible thought, this is a thought that erasure is a point to the event. As you don't want an idea, as you think before the moment occurs. The blood curtain ability can create by will and use a sacrifice to create with as an artform in life. Life extinction can happen demetrial use, by this utterance and the spell is blockable.



## Circle XVII/(16) - Gates

EtuneEleGate = [Ee-tune-ehh Elehh Gate-ehh] Elemental gate; This is the gate of the elements, you can draw any element through it or make yourself go to the elemental land. This is begotten by the effect of making the gate appear as you state the words. This is opening it by imagining a slit in the air, and making it be an oval or square shape. Then you can spiritually step through it, by thinking your spirit is through the gateway. Or, causing it to draw you through. Otherwise, make the element come through it, by thinking to the gate to 'Make the element you choose, by statement come through.' Wherever you go, you've gone through.

Gat = [Gate] The gateway of gas; This is the gate of thought to seem somewhere as in a mention is a point to think on in thought and you seem where you seem. That is as though a shift point.

En Gate = [Enn Gate-ehh] This ends the gate that you form from whatever you used to form it. If not immediate closure, then you will find yourself doing the right actions. Alternatively, you can try closea agate, pronounced [close-ee-ahh sAy-gate-ehh]. This is stated at thought of the gate you want to close.. even if you aren't near the gate.

EtuneSuAnimeGate = [Ee-tune-ehh Sun An-lime-ehh Gate-ehh] Anime gate; This brings you to the world depicted of anime. To get back, think of power building up and then think 'shift', to get back to the world you came from.

EtuneSuMiyetoGate = [Ee-tune-ehh Sun Might-yet-on Gate-ehh] Un Bible gate; A gate to the biblical era. Exitable by will. However, biblical creatures and people can appear from the gate.

EtuneSuPyrInigat = [Ee-tune-ehh Sun Pirr Inn-Ilne-gate] Holy fire gate to the ancient iniverse. Go at your risk as things are very great in power there.

EtuneSuLeceIniAdversGat = [Ee-tune-ehh Sun Lee-c-ehh In-ihh Adverse Gate] Creates an adversarial adverse universe holy water gate that uses ads and advertising to create results. Whatever is in the ad becomes real. People tend to make the ability displayed in the ad real. There is a mimickry of the world your in, there. To get out of it, watch an ad and make thought of being in your own world.

BeGatAetune = [Be Gate A-ehh-tune-ehh] Biogate; This allows you to use white void to gate anywhere. This inters the power of Inert Gravity. It allows you to go anywhere you want to go. Think of where you want to go, then your body bridges and sends you there.

SunaGat = [Then Soon-ah Gate] The supernatural direct gateway; This is similar to the Sunae, effect of energy and light gravity shift that uses the shift and as if to think as to form the gate as an other craft oval think as you are you find yourself to other places. The servant gate of light and rhythmic energy by what is in a point and thought is in desire if in thought, as if the High spirits movie as if in the air its different when



on a moment thought or on a wall you are thought in desire and the spirit reacts. As if you doubt and don't seem to care, you can create a point that unmakes by what is done with the creator or not as this is if in a thought to do. This is the supernatural gateway of spirit energy, that is in a weave by what uses stones or crystals to make this work in doubt you can drag yourself back. As if you are a spirit reformed, as to do things with a person as you can crave food or nothing happens and this creates what you think will happen. As if by use of death energy with emotion, to the shadows that are shade to use you can shift at will by thought. This is of the place, think you are back and you are and use of the mention or thought that is energy can shift the body or spirit.

Gat = [gate] summon gate - summons anything to come attack or do else for you that you want to think on or be under your control. Go anywhere with this spell as it will draw you there on thought of destination.

Ka Si Sa = [Kahn-Sib-Sahn] This infini gate; ka si summons a gate by thought with infini as fire, earth, water, ice or air, spirit, plasma or whatever applicable, ka sa infini as some element that interacts to create what you think, as a gate to places that draws you forth or creates your form where you think to form that creates as you wish. This uses sha otherwise ka or spirit to manipulate the gate to exist then you to leave by things represented by things in use or play for now. This is then a use for the moment you usually give or get in return. So don't be worried over the response to the gateway that is activity. Whatever you do you consider what went in to make the event.

Think to create or event is use by no drunken nature. This is where you think the point for focus to think of the event to create as you event the point this is awareness, that modifies the event where you think the change then the change can happen that occurs. Think the point to create with the ideal or things occur for you, as there is no alcohol use with this as necessary as this will happen wherever things do occur as if by when things occur. This is ended as the effect stops then you continue as you want to use things by now or things are at link end by themselves. This is to use aspartame in a moment.



Circle XVIII (17) - Spells of Ages, these spells are nearly impossible for the lower level people, in magic.

AgeOEtune = [Age-ehh Oh Ee-tune-ehh] Mastery of Ages; This activates the ability of the ages, and allows you easier use of the spells and elements you want to use. This won't work for everyone as if a thought. To reactivate it when the effect ends, think 'age of etune'.

BulOTAge = [Bool Oh T Agg-eh] Defense of the ages, cast it and you won't be effected by effects cast by others, unless ya want to, this includes the sigils caused by others. And, if ya are, then ya can feel it and remove it, by a spell disjunction effect. Stating the words, causes the mind to cast it as well. This spell pulls its energy from resources, that are from other places and times, as well.

GateOAge = [Gate-ehh Oh Age-ehh] Gate of ages; This gate can form however you want, whenever you want and show you any time of existence. This uses any energy necessary that is usable. This includes the energy from the age. It gives you agelessness. To open it, wait for the right time or think open sesame, and state the spell and make it open the gateway. By thinking the gate opens and visualizing the slit in the air, opening up to be an oval or square. Think close, as closea agate is spoken. This is large enough, for those you want to go through it. Tell the gate what age and do this by thinking about the age and time itself.

State the date and time and then you adjust the gate to open where you want it. To close it, think of the gate and feel it closing. State 'closea gate', or 'close-ee-ahh gate-ehh'. Do not close it on yourself when you go somewhere, so you have a way back. To get back, think of the gate and think your through the gate to your own time. MyyOTAge = [Mih-aye Oh T Agg-eh] Spell of the ages; To cause a spell to be amped up in effect and cast, as though 10x to 100x more powerful. This effect is caused by stating the words 'MyyOTAge, and the actual spell after it. Or, state the MyyOTAge while thinking of the effect, also possible is the stating of the effect, instead of thinking of it. This spell can cause whatever spell you would want. Stating the spell causes your mind to cast it, too. Due note: the effect amping is caused by the energy in the area and the sources the amping spell pulls on, as a resource. So, the amount of amperage depends on



how much energy is available, at the time. The spell also doesn't limit itself to this time period, as it can also gather its energies from other times, too.

HumeOTAge = [Hoom-eh Oh T Aeg-eh] Know-how of ages; Use it as you know how, to know how volunteering to do things and have knowledge, from the ages that exist or are described and through the ages. You gain this ability to do things with the knowledge, of the ages, by stating or willing the spell to occur and cause the ability to manifest.

TherOTAge = [Theer Oh T Agg-eh] Spear of ages, use it whenever your attacked as you just cast this spell at your enemies. It is thrown however you want, and it appears like lightning, that's spearical. There's no way they can survive, it's incredibly powerful. It gathers its powers and in gathering, from many places and ages. State or will the spell, to get the effect.

UnYndVe = [rUne Wind Ve] Forever winding view, this spell causes you to see things in a winding effect. As, per say, it is to use wind to make psychic ability and viewing of some place or event. State or will the spell, to get the effect.

SocOTAge = [So-c Oh T Agg-eh] Sock of ages, that assaults the victim/s, many times and in many ways, till they either drop dead, or becomes knocked out. The sock of ages can cause a attack effect, to be recast over and over till ya end the effect. Willing it to end, makes the socking stop. A blow is a blow, as it seems to beat at someone. State or will the spell, to get the effect.

HiPyrOAge = [High Peer Oh Age-eh] Fire of ages; Causes the fire that is extremely deadly, that is a force greater than infini and yet more easily made. It can burn anything, even stone! And, it is multihued in coloring. Whereas the base coloring is mostly yellow, a small part of it be orange. Where in the normal flame is mostly orange with a little yellow. This effect can be called up, to effect anywhere and anytime, that you think on. As, you cast the spell. The energy that is part of this fire, is the energy that's from the ages and other places.

FrueOAge = [Frew-ehn Oh Age-eh] Infliction of ages; To cause an infliction or disease that lasts for ages to come, transmuted at some point to another time and place. This inflictive disease is possible to appear like a bad back, a heart condition, or other things. One thing it uses as a life source to cause the infliction is the body, as it works or as it is getting energy. The other sources are the things around said target. It is dispelled by a relaxation and a Tedeus moment of a cure session, the infliction changes, however, when it is cured to become another one. So it is never actually removed unless the caster desires it gone.

KamurOTAge = [Kame-yoUr Oh T Agg-eh] Lightning of ages, to cast a megabolt that decimates the target, made from white, yellow and black lightning effects, cast forth at the target. This lightning can be brought forth and fork like chain lightning to hit several targets. State or will the spell, to get the effect.

PyriOTAge = [Pir-ih Oh T Age-eh] Soul of ages, to bring forth a soul that is then infused with energy to make it ageless and worth the effect to have, the soul is returned after knowledge of the ages is embued on it, and the person is remade into a super person. This includes the wisdoms, that comes with age, as well. State or will the spell, to get the effect.

VurOTAge = [Vure Oh T Age-eh] Wisdom of ages, that makes anyone gain the wisdom to do things and carry on, in an instant. Albeit the person was trained with the wisdom, and lived a second life, in an instant to gain the idea necessary, this second life dies off and the person returns to the place and person they were. To continue on, their life as though it didn't happen. Except, they retain the wisdom. As of yet, noones been able to remove the wisdom. State or will the spell, to get the effect.

NeroOTAge = [Neer-oh Oh T Age-eh] Folly of ages, the effect is to cause madness and insanity, that lasts for ages, from memories and power that suddenly pours through the person. The energy is from the ages of sources. State or will the spell, to get the effect.

QazOAAge = [Quaze Oh Ahn Ageo] The age of reduction spell, the spell of reversion was one part of this as if you were a reversion and the monster was revoked in you. The world you think on is reduced in baded results that are bad in nature, and granted better in what is not considered a bad result.

QazOTAge = [Quaze Oh T Age-eh] Chaos of ages, where too many events happen to the target and with it, there's many idea, too many to count, causing by cause and effect the chaos of the moments. To make the person go crazy, after a bit. State or will the spell, to get the effect.

ShaneOAge = [Shane-eh Oh Age-eh] Trouble of ages; So its never actually noted down, the spell erases the memory of its effects, from the effected, after its done. It causes a person to do things, from a sudden temporary instability, that stirs up problems, by becoming a situation and since the people directly effected forget it after, there's the commotion afterwards. It can cause self-actions, to cover for effects physically

done, by the spell.

SadOTAge = [Sade Oh T Age-eh] Sadness of ages, to cause sadness by remembrance of the past lives and idea that came from them, along with the present life, that's added in. The person would literally want to suicide, and make idea from the past happen, to be manifested. They become so sad, in as they fall into a malaise or deep sadness that makes them not able to work or happen to want anything.

OmaeOTAge = [Owe-may-eh Of T Age-eh] Presence of ages, to create a presence that is very unique and marks you as capable, to handling any situation. It strengthens the spirit in energy, till the person's charisma is very good to be near. This spell has been known, to cause and curse the famous perspective to be considered, from the effected's view of the situation, or idea. It can make you famous, in an instant. By actions being done and motivation being realized. Its sole purpose, is to make the target of this spell, into a star, of some sort. State or will the spell, to get the effect.

IsalAge = [I-sahn I Age-eh] Ceasing of Ages; To cease the effect that occurs or to cease the age of a civilization, in effect and activity. Through the ages of energy, that exists as influence, in the area and that be summoned. This can cease people walking, doing things and, if allowed, will cease the movement and flow of the activity and an area, in the effect. The area to effect or what to effect, is thought on as the spell is enacted. You could cease an illness with this. Simply think of the body illness or mental illness when stating the spell with intention for it to work. This spell can also cease weather and physical affects, if you consider the weather or the physical action as an effect to cease.

HielOAgeSua = [High-el Oh Age-eh Sue-ah] Elements of ages, the effect spell of ages that calls up an element of your choice, at the time of casting. To effect the area, that you thought on before casting, and to make certain of the effect, you state the area and maybe the time that effects after stating the main spell. This element can be any element and its greater than the element that is normally called up, is evil undone in a summoning or not by feel as evil is born possible by the area energy or create as the creator fixes the possibility reality.

It can be air or wind, fire, earth, water, ether and other elements for nothing or not as an ionic fire or no dumbness. The more energy you put into the casting, the greater the effect and that's amplified by 10 times. Most of the energy, is coming from other times and ages as well as the time and age you're in. Pros O Pyro is the Mage of age fire. Creating the area fire effect by the age of fire effect that absorbs the fire from ages that wouldn't mind the spell effect, focus to create a sphere of fire to seem by what you will to create the energy to what of the use that can seem a useful request or mage fire effect. This absorbs the excess fire not from conquest from the skull, nulle insanity to change by thought with energy by the creator. Once cast this can see use you see or not to create or water as you want as you need or no need with creative use.

HelyAlanataOAgeXX = [Heal-lye Ale-sAne-ate-ah Oh Age-eh exh exh] Cure all of ages; Cures the body and mind of all effects that cause it pain and bad condition. This includes the brain and its functions, the mental disorders and all the magical afflictions. This be the ultimate cure all, when it works. It does so by gathering from the ages what be necessary to be formed as though an element to draw from and cause that element to be an ages element which can be used as a source that makes it possible to cure you or others of afflictions, no matter what. It can use the negative to cause it to work better, as the negative energy is a fuel to the spell. By statement of the spell phrase, you will be cured. Whether you like it or not. Use it as a spell chant during a ritual or meditation, to get greater effect. Feel free to add extra X's to the spell as well for even greater healing effects.

SildOAge = [Sill-d Oh Age-en] Shield of ages; This protects against anything if in thought to defend your not against those who do nothing wrong. Even death itself, can create what is in the area as it is the result of bunched up tension and use is to rage like a dragon. It can utilize anything to cause protection and remove restriction and as to manipulate the scene to be better and for you. This uses the energy from ages of people and beings working together. This can age a person, as it works.

SieOAge = [Sigh-ehh Oh Age-eh] Fear of Ages; This causes a fear as there is one that's unreasonable on the victim. This fear comes from many ages of remembered living and removes itself as if you are better, and it takes full effect when the things mentioned are feared for. their effective actions.

AuraOAge = [A-urr-ahh Oh Age-ehh] Age of moments; This creates the right age and moment with any reason for any purpose that is expressed. The moment is in your head and it creates the right actions to be

done and this reflects in your auratic energy. This aura can help convince people of anything.

TyOAge = [Tye oh Age-eh] The Time of ages; Time of moments. This is the time of ages and as that is the time to do, you can use any event to use even a tattoo and is ruled by what you suggest and is countersuggested if needed. Time the event, and you are in an idea to work. This is the time of ages idea, that is per each their own in their own time as now. Focus an seem in a thought, that is a time you might live in but otherwise consider if you were not too inconsiderate. Now lets see, is a time to release this spell as a natural end to this time of ages spell for those that don't in know.

TGiOAge = [T Gift-Oh Age-en] The Spell creation; This is the spell that uses the ages, as if a spell is able to cast if possible from any age and as with anytime and yet is a thought that is possible to manifest. This depends on a spell time, that you think as time as to create. As a cure to the moment, this is useful to use if you think as a point is defense the idea and your use is bloody. As a spell can come as you intent to use, as if blindly use use blindly trust is your use on them you heal is a point that is not seen or not minded and do. Whatever I would do don't use this on yourself.



Circle XIX/(18) - 6th and 7th dimension spell list, this is easy with the use that is with created ability. These spells are impossible if you are unable to use your subconscious.

Sexiah Dyns Myy = 6th and 7th Dimensional Spellcasting; This is the hard spelllisting to use unless you just happen to seem idea in the 6th or 7th dimension, this is a spell to use if you use the 6th dimension and hope to not be ill as you are not killed. This is as it responds to your will, the 6th treats the idea of it as though a hit sometimes. The thing is that if your not a 6th dimensionalist, then you can possibly not see what you create with this. As if your luck is there you can seem sicke, so if you use your mind then you will as now you will when you want and use is ease of the will with what you focus into created idea from what you will. This spell uses the idea to think of a 6th and 7th dimensional idea and as energy is energy you can use this with your things to create reasoning or resonating results.

Se Ty [Set Tye] = Set a time; The time you set is a time to do things, as you set the right dialect you can set the right idea to do idea. As your spirit knows what and when to except as to do things you can set a time and use is a point to get results.

Th Zup At [The Zoop At] = The particle assault; This is an attack of particles and uses physical brute strength to do the deed, this is if its necessary or possible. The drow would use this if they knew of this. Some can use this form of multi physical attack to cause dark marks or smudges on the walls, this is using either water or fire energy from the attacked victims energy. The amount of dark marks make sparks and possible golden sparks elsewhere, this I think explains the attacks and to explain the sparks is the conflicting nature of the feelings that is there. This works best with multiple opponents that are unaware of you and this includes roaches or insects.

Sum In Guv [Sume In Goove] = Job in position; Only some are in the government and some are freelancers that work for others, thinking = do what you can this is cam and other idea only done by what you intend. Some things in humiliation befalls those that reveals this to the wrong people. Fascination is with those that observe you, sometimes this is you doing your job or just doing what you do. Any that disagree are not hurt. So feel free to imagine the sum of money to earn that you wish to have and state the spell or think the spell is cast.

The Is Mai [Then Is Maid] = The disrobing; The easy creator is the idea and the make is the idea to achieve. This at the end leads to a disrobing, as where you are is near or with people in that you make a point as a point and create as in with a will and out as you use what your way is with eassel.

The ceate [Then Cease-t-em] = The blood effect; The blood games were made from this, then as if you

were a person to do you can mimick or not as if you were what you seem and viewing the future that your subconscious creates for the purpose. The bloody field effect otherwise in a point to cease, or make in point that leads to a bloody area or noth as if rituals were restorative and set off the idea to end war. This is to not do if you intend things to go well as egging will happen unless use is with wisdom. As egging to use things is to make things, as use is energy from some activity you can create an idea from energy in use. Done right you may see no bad results, as if you deceit the moment that you get in trouble.

Wet Los [Weet Lose] = Wet weight loss; Suggest to yourself that you will lose weight, sometime stating the spell effect will act as suggestion, think and surround your aura with fire energy and the energy of the blood spikes to burn away calories and weight loss occurs. Doing extra exercise causes the weight to stay off and remain away from you. Exercise in this case is walking, Thinking about the point to do will create the need, then you can find yourself doing what is necessary by feel.

En [Een] = End; The end to things you see as necessary including nightmares, think an ending and you get the end you feel is needed.

Ten [Teen] = Ending; This is a story ending, think an end point and the story is no longer experienced as an effect.

Xace [Ex-ace-eh] = Exercise; Suggest to yourself the effect of losing so many pounds, allowing weight loss and you create with what you do. This spell can create anything that you need or intend.

The Aeo Ey [Then Aid-ee-on-eye] = The money spell 2; This is the money spell, that is a point to turn things to create as things get better things are as what once is yet better than thought in time before. As if time creates what you think, and make is in a concept you create and the time creates unless not necessary. Whatever you think, this is what will make a killing.

The Bobu Kel [Then Bobe-un Keal] = The bed bug killer; The bed bug killer, that is what I use to get rid of bed bugs. There is a killer among them as if a human world that is their world. As if to use the effort against them, the energy they have is turned against the bed bugs and pestilence as disease stops and use is done. As I Ei En against the bed bugs, this kills the bed bugs as you think you can you do and as the kill is done. As if in a point to do things, as you are a point, as whatever you do powers your efforts as the energy spinoff that is the idea use energy magic. The idea as you do creates the results in what use you can do, think, focus and feel to create what you do in what you think is what you use in else as if "En If" to remove the thing you don't need as you feel the need to key or act you did unless not necessary. Whatever you transform into something else with, this is gone by the essence in form to create what you think.

Rak In Kel [Rake Line Keel] = Roach killer; the roach killer effect is the idea of using thoughts of energy, that is fire feeling like ice to the roaches and that roasts them by feel.

Foci Ua [Folk-in Oo-ah] = Focus; This spell causes you to think to gather water and to put out fire if fire is near.

Uu-day [Oo-uh dame-laney] = Undo damage; This spell undoes damages, once stated as really the effect is the suggestion you state after the spell. This effect is done sometime by feel with the consciousness of the object or the area. Think to awaken the house consciousness to cause more quickly the undoing, this is done by being near the center of the house area and think to the house "awaken".

Col La [Coal-law] = Coal laying; This is coal laying to repair the roads set by this spell sometime.

The Mai Makes [Then Main Make-ee-s] = The En concept; The idea moment is over as you are a concept, think or feel to create an end that is your make. This is easy with the power that you think makes things and is set by the creator. This is a point, you may create in easy use. That is a concept to make use a thought, this is used to create a spell point with "en".

Th en ga [The Een Game] = The golden spark gate; Then is the point to go to by thinking of the destination and now is the formation of the golden spark gate. Then you can walk through it and you are there. Think of the then point and realize that you can form the gate by imagination of the gateway forming. Then to close it is a hand swipe sometimes this is in an arc and thinking the gate closes, closes the gateway so think away as you wish things to be and you know things by what you do or feel.

The in veer [Then lin Vee-r] = The veer effect; As this is done, think to the use of imagination as to use a veer and be missed. The veering away to the earth energy in magnetic pulse by gravity waves, as a use is directed to your mind and thought use is thought place. As increased activity happens, your use is noticed, as if a use in thought in what you think as a high applied thought your idea is a thought in use. Now don't answer, answer as yourself.

T Fx [T-F-Ex] = The effect; The effect is this, what you think or describe something to do it or a stone or object nearby will do things by the conscious idea unless not wanted or needed. This does not always work, so its safe to think of things. See that could work with what you need or you may intend something different. This is if you can say the spell right.

T Iveiae [T I've-ee-in-aye-eh] = The investigation; Think the idea to know and your spirit helps you realize what is what with life, seen is this by the third eye or the point with what you read or watch with by feel. This is as if an investigation occurred and you know the report, that you see by the third eye pinneal gland allowing you to know things. This is done by you realizing the idea in the report and on you focusing to know. Nothing else need to be done, except the point of realization itself. This can happen with looking over something, otherwise you can watch something to know the idea and as you know this an investigation.

Th repo [Th Ree-pon] = The report; This is the report by feel, thinking to report to the air or by writing things down, what you know is not lost. The fey deliver your message to the correct person. If the fey don't, then by stating the spell or statement your subconscious does the reporting unless you don't need to report.

The Crysallis Use [Then Cris-all-mise-a Use-eh] = The poseidon stone use; Use is the ideal you have that in form tin is to create and your thought is explosive, makes what their thought is unless they don't need in thought and you do things. This to get things done in life stone use, this is the point you use. The stones or think in society as truth is a thought of magic, and this is in society as a fact if believed in as the fact is a point and use is as fiction if done right. Think with thought to make harnessed threshold stones helped, to master the art of the ability to cause event to do the fact. Think or feel and use is of crystal magicks and crystal energies as well, magic an magick with Firecrystals is a spell by thought to do wish magic. This one came from fiction, so don't in need to stop this effect.

To do telapathy is to make and use as if to create out use in an idea that is in a use of ability. Think to create as what is an idea and with the subconscious for chaotic magic, an this is instant as a thought and with use your able to create a point and you do as is. As you have others use the ability they get from attempt as to do things as the other idea whom has the ability. They who use the moment can seem to send you energy, as they think use as you are able to create as though thought were creative and their use is a point. The concent to do or not, as they don't need to is as if a concept is done as done is done.

As you think to do you possibly can, and then to consist is to make or use is a creative idea. There is a considered point to use what is in thought, not mad or nothing is in a view that shifts as you shift and this shifts. As a portal is powered and things, as a point you do not like unless necessary or think should be to seem. Unless not necessary as a car can seem what you think, in as use with an ability and as a thought you seem as you are. Thinking can release the energy, as ability is there to use for a 'use' with a thought as you get energy returned to you by expended energy coming back to you clean. This is a in juu spell to use for the creation of ability and not worry over what you do.

As If Mu [As If Munch] = As Too Much; The thought to shift in energy is a concept to bring energy and create what you think as a manifestation is possible after summoning energy to create what you can think to make or unmake in a concept. Think is a point, that you who thought is nothing to create as you did it. This is a crunch a munch idea, as you get a crunch a munch box of something to eat with the spell and as if naturally in use is naturally done.

As tut T [As Toot T] = Shield idea by anonymous; Shield or a place, in thought your in a conclusion. This can seem to create or make what you think and not seem to operate on me. As you are aware you are awake, in a consistence thinkgs you do are not done and you act normal. Think to all appearances that your normal, unless the spell fades away and your true activity can reveal. What you think in what hidden form, as many forms can seem a shift in a concept out from a concept or music in concept or not. As nothing is there and dismissed in what you create, as if a distraction from yourself within life.

Act Ydsd [Act Wide-Sd] = Concepti act; Do you duck is a concept to think and create as if you are to create as a point. This is a thought from the radio, as a person does what is destroyed or not created is by activity described.

The Unrele [Then Un-real-en] = The Unrealism; The idea is the thought, to use an irrelevant point is to create is a will and your use isn't what you are a thought to see if interested. The spell is unrealism that creates from a thought, as its false to do and your will is nothing in thought as something in mind its undone. This hides the fact that is there, to create is unnoticed as you are a thought you are unlooked at. As the unrealism is what can make strange and yet weird idea as unrealistic, you can see the idea and realistic you are not seeing what you think in an unrealistic viewpoint. Now the undo is a point to go and create, or not if nothing happens this is unrealistic in thought as an idea in mind is that replaces the idea. As if to create and makes your area, if you die somewhere as you act normal you can become another form with a shapeshift and now its done.

The Tatu D [Then Tate-un D] = The mark of death; This is the mark of thought, to the body that appears as a tattoo when and only you get a tattoo. Then is a point as to think and you see in all or none of the tattoos as they are in another mindset. That mindset is a point to reveal the unseen, and use is as thought to show the idea to think as you feel invisible tattoos on the skin that glow. Think to create a concept, and the tattoo will create a thought to seem to do magic. Think not in life and what is an invisible friend considered as you see it not is what you can create, if from memory you think and feel the idea to form. Think from observation as now doing is stopping something, before it can occur as if fear causes and avoidance with the stopping point. This makes from dead cells in death energy to your aura, to cause humility in the idea in practice this can if your around someone long enough form unnatural life. Think in thought as to form some pattern that in the matrix would work and its not created anymore as yet this won't kill, unless your spirit allows for the idea and yes this spell can do the idea to cure and create a thought as the energy is better in the chakra points then surge energy to create or not to form ability. To undo this is to state "Unn De Due".

The Gno Tech [Then G-now Tech] = The gnosis technique; The concern is cease thought and not as disappeared, as in a thought makes a thought. To do is as thought in a slight move to avoid, and as if conscious you mind is created thought. Avoid the trick, and what you think is nothing but a memory. Recreate with a thought, use is to make with a will and create as is to seem as if you are a concept to work with a planet. As if a way there is a will and thought is to make honorable will is able, make as an understood language, no fear if to think as conscious to cope whatever you consider that creates the calm in mind. As a peace of heart, is if to learn you use a thought to create a conscious from the subset mind and use is the thought in conscious.

T Ash Pyro [T Ash Piron] = The Burn notice; There is a thought as to think burn, is as to create with a thought is to see and gnaw is a thought as with the element that you choose to use. This is a thought, as the notice is what you think. This is a point to recreate, the burn notice idea is a thought from the world that is shown on a program. As you did it, and yet won't if not needed as not intended by what you do or



not for what you think. Think it and you get an idea to effect, from the "arae" manipulation that never happened to exist unless needed. Yet the idea you have is not but a point in the past in mind, as to get a resolve is nothing that creates from within and manifests in the car area in thought. That is what is nothing as not you know what things are, this by what they seem and in life it is a hidden concept an idea is never to show or not as this isn't what is in life.

The sutr onn [Then Sut-r onn] = The creative time; The created time machine, think as if or in as you consider a point is to use a clay ball. This is to think toothpicks, as this is to get them or whatever is available to stick a toothpick except a head. Think a time to shift the time, as if an alternative time shifting device what you think will not seem there until you step out. As an open door is there or otherwise things will shift around or not curiosity you will be stuck there forever. As if you were or do something else, you can hit an object and shift or think to yourself to shift you back in mind or in body.

Isea Rahl [Is-ee-an Rahl] = Darken Rahl Nova; As you are a point as to conclude is a thought, as if in concept you are what as nothing is there but a shape that is hidden. Dark non and use thought, as you think of a concept you can create from the dark within night to make as you want. As you are a thought to create, you aren't as well or not as you are a point to think as in thought to seem balanced. As to think the dark is there in idea, creates it and use is the darkness to create and created is the aura to cause a dark fire nova effect. As you are a thought, your idea is use and create is a thing time created as you created your aura by will is expanding out and fire forms. As a thought in dark flame to cast, and create as with a will is to make with a way that in thought creates the dark fire. There is a place and thought isn't there, as you use thought as a point to do the expanding ring of fire is gone as it reforms as in form of the idea that suits your purpose in nothing but what is as thought or not as nothing exists. Cast in form by "En Ova", or a thought "dark nova" as you think to gather dark flames and cast forth by the thought through energy.

The As Car [Then As Care] = Assumed creation; As what you do is assumed in thought, or not as this is nothing but fire you can use it to create with as you draw the energy, you can think and seem as you want to appear. As if a concept, use is in to create and use is to jump to another plane and your thought is able to shift you about. As to do assumed not assume create is think as your seen in mind, and as your thought you can create yourself from what is essence from a point and yet your in a place by thought. This if not believed undoes the transformation, you can see in and go as for yourself you aren't what you seem. This spell transforms a person, from within to seem what you think as you are unless not "wanted".

Ada Sfa [Aid-an Es-fan] = Creation sphere; As you know as if from agriculture where you think you are in land, you are where you are as you think a place you create an area to go. As if what you think you create, and you go to where you are well. As in a sphere, if you create this is as you are shifting and disappearing with a will as if disappearing. To shift is displacing to where you want to seem, think and walk or think and you are as one way goes that way and one way goes another place. As long as you aren't in a messed up area, as in life you are not messed up in life and as an end life you go on. Where you are in life, as in the art you are so seem to be as if outside. As thinking is creating, you create where you think to seem as you are where you want to be. As to know where you if this is to not need the area, is think to seem and uncreate what is there in life as if to leave is "ciao" till later. As the idea is to use an idea and you want to observe, think in thought "ouvisibas protection sphere" that allows you to see what you want as if not there an in nothing as separate from the reality. Only if you want to use the weight create with esfan use is no use as the area feel because with the sphere you can create by instance.

The Ory Fada [Then Ory Fade-an] = The location finder; As to now the location, is the nowing by spirit or you gnow what you do. "As if you are in a strange place, do you recognize where..", as you think about this you can learn from spirit as where you are and what there is. Think about it in the place you are as you think to see, focus your mind and let the place come to mind. As where you think to look comes clear, as a use is the area and location in life is thought as if a "glory finder". Think a question to know as a place, as you know you can figure the area and see what you know is there. As the reality, will answer by what you think. As to ask the right question, is to now the right idea and if you have asked it you did it already.

The Got Id [Then Go-t hld] = The gotten idea; The things you learn, are what is availed at the time you think it. This spell is what you can use to get and consider things you want. As in thought to get this can find and thought exists what you can make, as if to be nice because what you get you care for in thought. Thing is to touch and think to get result if you want as I am, if you think to attend and use in thought is on your own in the idea that is up to you as you did it.

Enselve [En-S-elven] = The End self; As if you were a werewolf you are now an end to the self, that is what you create as thought of what enslaves you are what cause you to think on life in the mind. There is nothing as if a concept but a point with this spell, you did it as there is no more to do unless you think to do some idea and learn is what gets you places as if you are a point to remember unless unnecessary. Un Dni is to cancel this out as you did it.

Itself [It-self] = Things if thought; What you think is what you think, this is the idea that you are a thought. As you are a way and a way to go is a thought to seem as you are in what you think to seem, as you create with what you use this is as if a thought. As you think it you create it as this is to do or not, and doing is natural as though thought itself you weren't hit as it is it itself.

Bree [Breeze] = The bree way; The bree way that is what consists to seem and go, as you are a natural nut with a nutcase and you carry it with you as a way to arrive to the destination is where you can seem at as if a road is there and yet is to some other life born on a breeze. As if not or not as nothing willed to exist with this makes nothing.

Cicl Nua [Sin-cl Noo-an] = The nuance of life; This is in the nuance of in life and death, drinks in use as on a moments need are quality that to seem as a use and in you find what love there is in the life you lead and no stop unless the idea didn't get used.

Cicl Hua [Sicke-l Hoo-an] = Cancel hunger; As in a point that life exists there is no need then, as if no nothing eaten nothing regarded. This spell can cancel in need to eat, as there is need to eat as the hunger you feel as you feel the need to eat in hunger the need disappears.

Sun Flo [Soon Flow] = Solar Flower; The Solar idea is to flower your energy, and to create solar ability in life by what you think or out with feel and to use sun as energy with the aura to cure as if in to make sense to flower things or otherwise create by generating to cause life or not as you think or not as nothing is done if nothing exist or no not at all is this noticed unless necessary. As you think and make you use a thought to seem or not. As the thought is dissipated as an energy if not "un" in life.

Sai Dai [Say-in Day-in] = As tolerance create think; In as you think your creating in possible moments, and stop and go as you seem to think and you are an idea to work with in life. With a dessert at the end that works with your tastes. The idea is don't assume, or use "not" in create as you think to work, and wherever if you think to stop the effect think no not here an so not as "un no not".

The Fai Surv [Then Fain Surv] = The Survival Idea; The survival concept, as a fake or not that is a point to create as if real and use is nothing if not going to happen. That goes with no death and do better, if possible by what use you do. Use is the orcs energy to create and use things as you create away to make and think, and if or not they catch on they can use you as to use earned survival skills as "en" from essence to use or fake out those that can't be bought by thought as if useless thought or don't believe you can do it as you do something else as no disappointment is gone as spell done.

I Ep Ep [Eye Ep Ep] = The weapon use; This uses the darkmyst to create, unless the myst is used as the things come to exist as you think them to seem. As the weapons, as you think you can use as you want or not as "are there from in space". As to use things from which you find to make, and create as to make is nothing and create is thought by what you think into form. Not here is necessary, as you think and do what you want as "un not". Release is done, as you are where you are by what you do and make as the right commands are done.

Aspe Wip [Aspen Wipe] = Asp energy; This is allowed if not unneeded as an idea to use and fruit or bug and as energy is the thought in thining to remove to use the effect you cause or create currents of air to make a use and create what you think if energy if ability if use is there. Think "not" to get no wasp, unless needed or things you don't want that won't yet come back.

Theanx Aspea [The-an-ex] = The point of creative use; As if a moment you can go and come as you want, as if a point of thinking your use is a thought that makes what you think and the ideal is served on a plate. As if what you make goes correctly you can create, as easy as a moment is what you think or hoax can seem proven if the correct energy and use is done as nothing is.

Tuetial [Too-ent-lie-al] = Istant thought shift; This is the existant thought shift to think and try to get away as possible as if you are aware an use is thought put out as mention is expression as hands extent if "istent". There is a timer shift that uses the idea that if you time the event, you can get what advanced warning and stop the un timer and the time phases in you as if to a safe point if in (ship guidance by thought control) save shift you back.

Uo Liht [Who-oh Lit] = The instant light; That is a thought point of a flash fire, think, focus inner fire as to light with manifest and do as in create in unusual result. Think and use is to get light, by thinking your lighter that is good as your body seems to lose most its weight and your as if a thought not to weigh much and use by fire is to cause this or nor. The spell is a use and thought you do, as this is a useful idea by what you figure out what you consist. To think and the energy surges. This is a use of correct idea, unless consisting of wrong activity.

Moss Cat = A perfect idea; A point to loss, is thought "loss is win" is the take it off is a thought, to get a result and make what you think. As the point, you lay a trap is when this ends. You undo your trap by the effort to think, stop and you aren't in one that works against you as it "workst" others you dislike.

Maya = [May-an] A tropical influential idea; As that is influence this is a disease and thought you use is to get the point as you use things with energy you get a disease of the mind. The power is the tropical forest as it ages dies and comes back and if thought, this cures the point as you are in thought and thought makes what you consider as thoug a person were there and watching as the paranoia is avoided. This is with the tropical idea that as death happens life begins and the shift to the alien ruled world is the point that you can use an voiced opinion as a false authority leads someone on and the mind causes the body to live as though dead and alive. This is the world, that dark is death that is life.

The Pregnio [Then Preg-night-oh] = The intention effect; Whatever the worst effect is the best effect, if on a conceit you think and get interesting idea. This is a bad for the purpose by intent, the worst is best as "withen" intent to create good from bad example. As you never intend something before you need it. As this self-love that your use in expression is love for another by willing, to work with another as if opposite worlds in opposing view as derelict in a different nature. As in the world, your use is as to create a concept from what you work with as you think. As if you thought the thought perceived is what creates by what you think, and what is in the area is a stimulus is a concept to make and create with what you consider. As you think a thought you create some will, as your will you create with through created see and do effort thought in an idea to create as with will or not as nothing exists and yet somethin may happen with happenstance. As if a point in the subconscious is an instance was a concept, your use is a thought and what energy you use is what your thought was to use.

Pre Hens ible [Pre Hens sible-en] = The horrible idea; The idea to create is sometimes destructive as you appear to act bad from good with a spelling aid. To state something is saying it exactly as it says. As if you do is in when you do different and things, you attempt are a concept to do. As you horrid [as thats kinda hard] isn't done, as what is isn't if unneeded and as though a neglect is with a "horrid brain" in idea.

That impedes speach and causes you to type and speak through the text. The thought exists as if nothing

except what you don't, do impedes it and nothing impedes it as you think do an idea or don't. What you do if you think the idea to do it you don't get what you think, think as response can be negligible your use is as a point to do or remember you by as you do things for others. As the emotion can get involved and raise itself things, you represent in the subconscious can be taken or not as to correct for the problem that occurs.

Meh [Mee-h] = Beh; This is pretty much something that is what you say, as if a mention were to create with something that creates with behest as to bade to good or bad is bade good. As it depends on a purpose by whatever, this seems "In En No" they are doing and from what you do. Its not something you want to do everyday.

The Ino Fx [Then In-no F-ex] = In No Hih, The atlantean fiend Idea; There's no fiend if your not in indislosure as this is usually yourself reacting to another. The point through indislosure is the thought and is a thought and is different things to different people, as what you do is a thought as you think you can make with the thought. The thing in thought you know you reveal by a demonic being that enters as if to make, think and create is the thing you want to do or you with this can seem to see to realize as realization by feel.

This is with a small food sacrifice can disrupt the essence created that is blocking you. As it draws away the demon that is drawn to the area to the food is, as this is is a possession born with the roach once killed you are able to make better with better idea. As to not be driven insane and illing yourself, think positive and accept yourself as self-love is threat to the demons and drives them away as you express the idea by what you do.

The only thing that is effected is the demon inside that you can get by harboring ill feelings, this can cure the idea by a thought to create and make is with the creator. Any hex or witches mark that can curse is drawn by the demon that wants to kill, you can do what you want from within by doing no insanity with chaos and that cannot effect as if your released. You with response, as you are not effected if you think you aren't and you things correctly and don't if you think as they know that is not right that you do.

This is idea to call the atlantean as seem and do as if a born bieng with higher earth intentions to create a point or creative idea that in at the point to drive away the bad, nulle attack is dodge aside and think good use and you are with an interesting intent as the good and as to know ie is a true nature ing the monster born, as a bad to good idea makes better. The idea that any good intent can make a positive, idea through with thought can turn things interesting as any positive intention can turn ill or not as the idea is a good point except to music that naturally heals. There is a thought that if you exist you can create and if any ill will, the idea can turn bad as bade or better with purpose in intent. As I le P is a natural concept that concurs as this creates in what is natural in concurrence by experience with a thought by conception.

This is as though the thought in realization "Ia" is as the idea is symbolic and it can turn its nature, as a point if from a being that is demonic and the idea walks up in person and shows you its true nature in life. As it reveals its true nature by speaking no matter the religion. As within instant possession or not the nature is a thought that shows up, as a walking inhibitative demon that separates in an inner pocket as the person walks in through the open door. As to know what you do is to do what you think, as the thing it does is drives away the demon "withing" as you, and otherwise the idea is thought to work personal whether or not you like it as a point to "work with life be with life". A work in life is to seem with life.

This is the point idea response that it does, then and now it can seem as if a monster that appears and shifts to become as though a human psycho within the human body. Whatever, once you realize what the thing is it won't effect you, as you are a capable person and know what will seem to happen you can deal with it and don't be dealt with to make what you want. As the monster disappears once you admit your idea and thought is gone from the monsters head. The things you think are natural in thought, and a mate will come to your aid if you think the thought to get "aid" to use. You are sure that if in use you can see the use and thought is a point to use as naturally concurring idea, conclusion and make what you will to create

as if the thought "In Nu Yasha" can work and create as you thought in life.

The In Nat En [Then in Nate-en] = The natural response; This is as a concept and the thought is as a spirit, as if you are a good point to use, natural positive response to natural earth energy in use is the natural bound response is the right one according to what your mind is seeing. From advance or what is and what premonition and things it has in mind, from sensation from as with natural stimulation that you assume is right and so sense out and know what is from in life as if a trace.

The In Ide Ac [Then in side sac] = The inner electrical; The inner depict with an inner strength, with realisms or thinking is a thought is a point to do things with as youth is in the body you can get a natural response that your use is the right one as the discernment is from your inner child as your struck inner strength. As electrical is pure energy within good reasoning you can use it to do the most powerful things as electricity rules as an element within the body according to the right idea that is done.

Ide In It [side in lit] = The nature of wolf; This is the nature of what a wolf is and when you say the spell you can trash something and make the idea as you think to do. This is intuition of the werewolf, the pack instinct and their idea in life as a point or path to become with hidden in life. To counter this, think "I was caught" and make a motion with the hand and the spell disappears as if dissipated harmlessly. As if a troll summons as this is so, the body of a wolf or a cat can appear in mind as an odor of an undead is smelt but not observed in a motion to create with is spiritual.

I In It [Eye in it] = The natural bound; This is the natural bound response of the right response for the right effect, and with the right spell caster in the correct time as easy make is easy done with each their own time.

I Ide It [Eye side it] = Natural selection; This is the nasty response of a friend that precludes murder and somewhat murder that is jailing in the prison of your choice. As you think and do the criminal by thought, focus and projection of auratic harmony is there to use and think to escape with the energy by a surge and shift as if a kitsune with brutal strength.

The urede lum [Then your-rede-en Eye-yum] = The rede of calamity; The rede is a subdual idea that use is calamity and destruction of the point and moment the person decides and your use creates as if the need were there. As this is an airport in civilian area this can be a use, as in a use there is a concept and with the screen adjustment and a weird folding to the mind that doesn't appear otherwise. As not detrimental you can seem good for no peril reason, as you don't need to do the crede and not to seem done if the crede is harsh and you do have to seem and act good as if nothing is bad as if bade good.

The Sodiari I [Then Sode-lie-ar I] = The Alien Heart Lady; The as you go into an upper plane and your heart is torn out and yet you still survive. An alien heart is there in the place and you can seem to use the heart.

Aline Conept [Ale-line-en Cone-p-t] = The cone of episode energy; The cone already done, not as you are in a place in mind and thought creates a moment to do, you either do and don't bother people as you never bother them or try as you might you are aware. You can see to create and seem in mind, as you think to do and you are awake. The idea to try is a moment to a motion, as if an episode of the person that is a part of the essence you get and the idea ceases as if not happened or nothing happend as nothing was badly occurred when you think things necessary.

The Tho Sto [Then Thought Store] = The Thought storage; The thought is a part of the road as all things that you don't want are stored, as energy in there is recallable as you think you can get storage if you want or need to get things as energy is there as formed from the subconscious as in nothing or in a dark mood is murder or nothing can happen.

The Iop Inen [Then Eye-open lineen] = The Iop is in and thought is conclusion, as use is to open your mind as your eye is open there as in what you do you can seem a point and be as where you want in life. As if

you are shifting as nothing in thought seem as in you are within a come point in an area and a go point out to a place. That you in a motion can seem or become in an area, think the form as a thought is from them or nothing as a room if to think quick in a concept is a thought. As you point out things and a point is done, in as a concept is thought and out as you are not there and yes as if you are okay as this is unless not necessity.

The Ie Ecop [Then Eye-ehn Ee-cope] = The idea conclusion; The idea is a thought, as if nothing you are a thought in light action to create in aspects, to seem in the right moods that are not unless necessary and as in a point the meeting is done. Since noone knows where you are you go as if naturally back in response, to what you think is necessary unless not desired.

The finecil [Then Fine-ee-sile] = As thou free; As if a cool or not friends you are a concept, and as if acceptance you catch what you want as if a thought and think your a concept. As you are a point and think in coincidence as a thought as this in confidential view in life. As you think financial, as if a though or not in thought you can seem in alliance as if a ointment formed is a thought use as heal. As your use of money is a point that comes back double with not double weight unless necessary.

The cullis [Then Cull-liset] = The cool linsee; Think an cool as if a thought is a conceptive theory. The idea is a thought and if not seen you are not found as you are, not threatening and thus the idea, what you get is what you see as though not you this is a point to seem if as to do is to create as if in idea you can create as if dark light will as what is whenever.

Avalon Not En [Av-ale-one Note En] = Druidic essence; This is the druid that is use in essence, as you are near the druid you think as if to seem good and act the druid in part by partison decision. As if "or not" you can create atleantian forms from nothing as if a thought and use is the essence. As this includes the ability to seem, as a use and "nothing" as forming is to seem as a give and seem a good use. Then you are a thought, and as a thought you just are energy. As if you can even dress as one, your an idea as the religion is to do or not do and that is to seem a part that is useful. As if a cog from the 12th dimension, this in an conclusion and this is as you "knew" everything as now is gnnowledge from the spirit that, if in use is the cog or was now and is from the spirit that goes through everything. As this is a concept, as ending in a moment use is a thought in the right, direction and what you see is what use is there by what you can seem to know and if necessary to use.

The Klupp = The Klump; The idea you think is thought as intend the essence as you think is to get an idea as you are an idea, an things you use are a point that as you think and your use is a thought in use. As such, you can seem what you seem as you think and you are. As you seem to know what you want, you can seem a use or create a use to use what use there is. As if thought drew attrbutes, think of an attribute sheet and write in attributes to us as a point is a use, and think in a point as the moment spurs the reaction and as you use things and thin in a moment. Think as you do things, as you focus and in breath focus you can think as a grey property sheet, and the properties you want glow as you check mark them and you are with the attributes. As you think the idea you hoard it and as you hoard it you gain or lose according to what you have as useful decisions and thought is done now you have the idea as if from the source, as if from what things you use. Don't actually do this if you don't want the effect, as the klump can correctly make you a genius as you are a point and thing in thought are remembered memory. As if you want the body, you gain the mass as such it is done. Think weight to gain is the muscle mass as no massive heart attack with no fear and no paranoia to think thin to seem thin, as if you lose you win as slender mass is as you think "stick thin" as if forgiven is yes. This allows as an option, the white or black girlfriend. So think of the moment, you can experience the euphoria of the idea.

The Ef Uel [Then Ef Oo-el] = The Effect of the smelly street; This is an idea magic in effect that your use is a cave as that is known as "nona" and you in use are as a thought and your use is to seem invisible, as if well you think you figure out things and you build a well as you drink the water you drain it. As there is none there is no victimized, no more an no illness and you are well. As or not otherwise, you can make use of the water as you feel emotion so no and the negative ions are there. As you heal you think and as you



mae waves by progress, you can create a point to fix things and as you do things that cause what you fix to remain fixed. You can use a thought and create what in you as want, is from in a time place as in that area and you think and no more sickness can happen. As though people were sicke in thought but well in body, and as this is true you are well as you are well things you do effect by auratic influence and you remember yourself as soothed in thought.

As this cures people naturally, you can create what you consider and intention you can use as suggestion to do magic. As the act is done you think, correct and make fixes to he or she things as the well known, thought or action is dropping apetite as the vanishing well effects those that are effects with the drinking it all up or this is so, as energy your emotions and moods disperse with the well and no "well well" water is limited in time as until thought unlimited as the manic nature is the thing that is dispersed. As if that is gone as the well is gone and as if all dried up, you are cool in physique and thought is with you as no temper and effected by magic to seem well in mind in thought. As you are well in body as a dried well is gone, avoid the cave as this is a thought and in focus they are better as if fine in a new body.

In ef In = Fire ability; Stop as you are or stop insem already, as if your use is a thought to fire, to create fire where you think use is use. Use this as you want as this allows fire manipulation, and yet not physical fire ability until you realize if things work it is a scam and all in ability as due suggestion doesn't work.

As En Ifn [As en If-n] = Ultimate shadow form conjuration; As you are a shadow form you Paul in the form and seem to form that you think, as you become an ultimate shadow that loves to seem with people and otherwise make use of what you are seeming. This has ability that comes from leftover essence, in some area that someone touches. As you think you are, you can seem timewise to get away. As you use the excess emotion or idea, that is as an energy you can use what seems your own kind in an idea. As you are not rat and not reptile you can use what thought as energy to get some idea to do. If you say ultimate you return, as you think this is necessary you are a shapeshifter as an idea or thought in idea person or not. As nothing is done, you don't have to do this in fits in laughter. As this seems to work, enlightened ones can seem to form if there is a dare, hope and understanding in the idea is a thought to seem ideal in what you think should happen will happen in return. Concept is possible in an idea, that use can seem made with the idea. Heal because your ill is a possible idea, if anything needed is a possible prospect ploy in thought except the kill of a roach or unwanted attribute. After you get a one time kill, don't ill if you don't need to as anything you don't want is killed after one day. Don't in thought, want is ant the roaches and vermin.

Snagii [Snage-high-in] = Snagajob; This is a spell form that is to create a spell job for those that need a job. Use is the spell, and the spell is to create as you think or do away with those you as a moment, if or not will allow as you thin with a thought to get a job. You don't have to do this, if your going to be unless necessary not and do or not as depiction is interesting is to what you seem. As whatever it is you get it, in thought and in no insanity if you don't want it then its not there.

An en do = This end; This is to end a point, and with what you consider right an respect you can get an respect by doint you consider right. There is a better way if one thins you are not needed, you will seem sent away as you are with what you want in life what you do sets the sentence.

Then as if = As if en; The idea concept is an iffy shift with a point that to explore is to think energy with a conservationist. As if a long spell and this is a few spells, from that idea in the area by the point as a point in point use is possible in more detail. As you don't seem to do much, as this is "arae" you except natural activity you naturally transition and as you walk through the area you shift as you walk out the door.

The in detail detail is a point that is, as a picture to remind you to seem where you are, this in a use with a depiction is possible as a wild horse. Spin or not and the things you see are interesting as nothing, where nothing in thought is nothing in mind as your third eye can see the effect in the spell and idea. Think or not as you can "ef is what you consider in a point to do.." As you are to crawl through a travel space and otherwise, unearned machines are use and this is necessary if nothing else can seem a use. Unless you think of a use as a point, that if in thought to have done wrong you haven't in a use. As the event seals

itself, in mind this is as an event that disappears from sight.

Think as if you hold energy to get you places thought, as is to get out of a bad area in a bad spot that is not supposed. This can create a point if you don't go to where you want, and have no support then if you die there you can actually return to seem as you think. As you never return to the [place you were to think in focus] is to think the place, and if felt to by observation things still are. As if this is seen as a vision or dark thought, as dark vision felt and if felt and darkness reveals that sometimes. This is in as not visited for a long time. How dumb is that if thought is a bad experience and thought is an experience to avoid?

As through the power of the string as light is a thought created into motion, by motion you create what is possible. As soon as you read this, you are not effected and things you do are not as you expect in concept unless you make allowances for what is or nat and things work your way as is. As you think, use in thought is a thought that energy exists, in amongst the worlds as if there is a way to no and think as you move naturally to think shift.

Isis creates as a thought to do, "protectia" is reasonable an is this in creation. As in to create something, is as though through the aura and "do with in no attack". As in a thought that seals itself, feel or create an idea and with thought think that this is effect by focus and you do with will. As in thinking or nothing, that is felt by what isn't as if this is as thought there.

This is not this is what is not considered, and all sources are possible except for those that use won't do as needed if allowed for. As such is a word or not as you think and your use is, the energy between the worlds and universes that the energy flows you can sometimes think and do. As thought that you can create, think as thought can exist as this is used by the creator to make. As thinking with or not is nothing, as to uncreate with changes that aren't there. As if you are not there to bother people, as instead to help than hinder.

The Nat Hal [Then Nate Hale] = The natural healing; This is a natural idea in use, considered unnatural by some that use this. As a natural conclusion, this is energy thought and biorhythm use is restorative as absorbing energy is gathering. This is to direct music, and to cure is by love from the creator and you heal by any natural rhythmic influence in activity. As an idea to considered view as a spell restore, as if a conscious is made by subconscious to form conscious subconscious as what isn't flunie as a string of viewable results by natural time is flower energy as a source amongst other things or think not as nothing with a superstring attack will occur. As you recover from what you think, you can use enchanted wax to seem and heal you in your mind as you return to the real areayou are restored.

This is by activity in thought, is the power of the night and is the beauty with this dimension is you can seem to do. Things are done and yet expose or not, as nothing done if none are there in life. Unless if unwanted to seem in and out is in our way and what you seem, to love doing is a concept or not as nothing is needed and that you can write. This in life is a control healing, as chemistry controls itself, think and this is a natural concept and nothing else that is the art that is in the power as you work the energy.

So as that is the flower power and in thought fire power is natural energy you do allowing natural ability from them who do, and as you do you use that energy as return energy as you listen to the right music think or feel and that is naturally ash as the eye frequency restores your functioning from its influence to seem in focus by what you use as ash for a source in of energy and that is the natural ash.

The use is a thought if to focus in form, with thought to use the ashes and form a ash golem or ash being that forms the golem from a dead thing as if an als is an also moment in time. There is nothing wrong with this area as you think things to seem things, as if that in use can create what is an answer as thought creates making by an idea. As a concept that the creator can make, as you need the idea you can use the thoughts you get if in life you can see as a use some force. As use is energy your use can seem as to make use, and not by what you do as a thought is a concept and what you do is think, focus and get some effect. As in the Cu Ef to help or fix the moment in action by use of an object.

As you are dreaming well, you can not show your dream until you volunteer or think, think use and your use as the energy focus is use. As to think is to feel the original idea and that is with use by your eternal life, and feel the dream and any other idea you think or seek to seem as this is not as if where you are is to happen to think. There is no other area other than what you think, as time is a focus point and what you consider is a think and use a time as a place is a point to work in a moment.

As in mind your keep focus is a possibility as if this restores, then is what in is normal and realizing a point isn't a slap to the face. As the point is this it is in nothing as anything is not a hit, as this is not what things exist as thus. This is a concept as the thing that you use to create an idea, think with a thought or manifestation will happen as the key is harmonics and the concept is healing as use is frequency with the key. Music as is the idea that is the polar shift, as an idea use and thought is that as is a point to shift with as you do. This is a one time idea if you need it you can get the idea, this is to use natural chi movement as to do things with events and create as if thought were created by the self-made concept in mind.

Baded goose as into view is by thought, as if alternate view is a viewpoint and seems a different scene. As if a concept, that is interesting and made into idea to seem and the episode idea is over or not as if of use as "en ep". As to think, you can see as you are able, to see and if are what you see or you see what you are. The idea is at sea or some other place, you don't in see as you think. As you are in a point to do and meet someone, you can seem if biolocated so you are what you see. This is a place in time and not you as if the point you are able to notice is a concept of a person, as things in the area are energy as you see what is there or not as you see what you can create as a seeming. The point is this, in visual as what you think as a visual moment is what you see then what you get is in a vision by what is a little interesting.

There is a point that as you set off and see someone, you can see them where you actually are and as you see them near and talking to you. You can see them somewhere else as in a visual idea in space, that is a point in the 4th dimension that you can see things in time. So every idea is a point in space that is a time and area that is visiting in space, as you visit you think and you in time inheriting in space from essence are gone from where you are as you were as in a point you poof in a time that is accomadative to the point that is necessary. The idea is a thought as in thought you are nothing and as yet something if you think you you are. As in life you are what you seem and yet you can use a point as a save where you can see and think, as you think to see a concept as a concept and use your wits as a will and as you do you create what you think as you feel like doing you are good.

Switch in position and you can shift, an area if the idea is on as you do. As you think or switched turned off and not something done is as you are, the strength of 5 is a spell feel as the "dragon strength" spell is use what you do. As a focus for energy converted to strength or not, as think in and out to do and you shift. As timewise you use thought tap on 10 people in space and create is use with their spell aura, to use is getting near and absorption is in time as you can magus in thought and in created view things for people to see are seen. As by whith a concept as if a thought in a moment, this is as an idea in a moment and is done and over with by focus and need to do other things.

As the figure you see in your mind, walks away you can make and create a parting help or thought to do and things are done and what you think can seem to disperse the idea as the vision dissipates into thin air. You walking away, from the area and doing what you think as in thought you are not in mind. As in the 4th dimension, this is a place that time forgotten as the idea is a thought. Think you can as to think and feel as you can feel, or feel the way and seem where you want by this in a spellbook.

A timeless place that is in an area as "are" as the area you see is a timeless place is an idea, that is the concept space represented by a construct that represents an area to work with. An area is there and uses the energy of that area to manipulate what you see, by a string in energy space that is a space string that use is energy and thought directed through them is in action. As a nonsensical area is not by act and thought is revealed, as weird and not very realistic as you think you can see what strange crystal thought there is. This is what is in there as a vision in nothing or in thought in view and as you do, you shift in where

you want and create what you are.

As if you see what you think, feel in thought as if your near death and your viewing in the mind within things. Then in thought this is what is answer, as to some question as is what is a thought to seem right or wrong and what is natural inclination is right. There is a place you think to seem, as you are dizzy and that is called vertigo. As what you seem is in a top spin and what are is in a place, that is not real but real as you think you spin. Similar experiences to this dimension is a thought place in mind, that is a batman cartoon idea and as there you seem in a motion or not an nothing seems as if nothing wrong.

As you in life view what in mind, this is as you see you are among other people as things you want to see. As particles that realigned in area no and you may see a war plane, in an area of space that can arrange themselves and no is a space thought as if this creates what you think to do. As this is not an actual space, except to those psychic as if in a dream to the physical area. As though what you see is what you think to get, or what you are in a dream that is undeniable except to those that don't see it.

An those that don't see it, are not seeing what you do as if they are not able in person they are in perception and don't want to for no reason unless necessary in dream. As thought seems as if fruitless, as the idea may seem an idea unless you are done and don't bother as this doesn't matter. This is a plane that is observed or unlooked at is as to observe you see, what you think and what you use is as a place in mind and use is to make some idea with use as the idea is in thought.

This is to use natural achievement as an act with what you do, you can see any area you think to look at with energy. As necessary a thought timeline is, as if a thought to make. Then use and create a way that is better for the person. As to make use can seem by the seeing with what you do, and not otherwise needed in whatever done or not as you intend this is to use magic. As a product or otherwise things can come as thought if magical if thought if concept is energy, to use in as will thought creates itself as to seem a possible use.

As otherwise not impossible is an activity, to make or create not do as a dream as if nothing done and not much is due. As in a thought with this spell is use a thing to think as in no as if in thought to do, as in the idea you can get any result you want from this in life. This is a place, so visit if you want as if not as nothing there, as a way is there to go and return is easy as to think and do you know whats there?

The Eaial = The Intuit thunder strike, is the thunder strike. As use is energy your use can seem as to make use, and not by what you do as a thought is in a concept and out by what you do as this is think on a thunder storm, focus the energy and get some effect by thought or will as wish as you do not, realize and do.

Nat Ash Fep Golem [Nate Ash Feap Goal-seem] = Natural ash golem; The use is in occurance if to focus in form, with thought to use the ashes and form a ash golem or ash being that forms the golem from a dead thing as if an als moment is an also moment in time. There is nothing wrong with this area as you think things to seem things, as if that in use can create what is an answer as thought creates making by an idea. As a concept that the creator can make.

As if this to exist is as you need the idea and you can use the thoughts you see as perceive, feel and seem in to get and out to go if in life you can see as a use some force. As use is energy and your use can seem as to make use, and not by what you do as a thought is in a concept and out by what you do as this is think on a thunder storm, seem in focus and correct by fire through the chakra with a white light burst effected by aura.

As the energy surges you are clean, and get some effect by thought or will as direct in psychic phenomenon wish by focused energy with what you will. As if a point, there you have a concept and here you have a point in thought to do and your will is thought. There as is in mind you are with a focus to derive, as though your will is enough to push a wheel. There is focus to direct by will as you direct the idea,

as you see you think and the idea will respond as if conscious is thought and from what you want. An as is a simple conscious object, this will move to your will.

The Sr X [Then Sir eX] = Tis the counterspell; This is a spell to counter any idea, from a person now dead that is useful or not as to create with the subconscious or uncreate with a thought that is a point to do. The effect of any thought is to do a point or dismiss the thought, as the idea is a point you can use what you think and if you are a consideration in considered. As if you are what you seem you are, what you are until you seem to do differently. As though a thought you seem, you are not effected by what you think. As you think the idea, you fix it and the situation fixes itself, as things you do go away with any source that's applicable to seem a use as a thought to do. As or not you can seem, what you use and if not you aren't effected in use. Unless useless in thought, this is not necessary to be done. As things thought and not done at all, so what comes in life is unless useful and not done otherwise as you did it.

As if useful is seen as feeling with senses brings, or not as the idea to mind is that and this is done unless nothing exists and nothing need be observed. Otherwise, as you feel like you belong as if you can stay, as if in thought you think or not as you have feeling. As that you don't belong and dissolved forms in life, are there instead as you and if you are aware in life not in issue as your view in sight. As if there is nothin in view unless there is a life to watch as long as you don't fight, as an idea is as a thought creates and what is makes what the thought you intend and this won't fight you if you are what you think.

The Sr [Then Sir] = The strontium; The strontium is a bar and when you think you can see a properties idea, think to not be near the strontium as you think properties in thought to know or not as you look at an object when you use the particles. As if an idea you are what you seem, as you can get what you think by summoning an as you think. As the something in mind comes clear and you see, what you want an think is as you want and the idea you do with energy passing through it as you have is possible. As if you are a point and the mentioned effect is gone, if bad for you that you think is bad or strengthens you as the body is good and you can use the idea to get a good result. Don't take it into the body but keep it near, and the influence is what you don't always accept.

As you in a point of weakness think strength you get strong but lose your strength real fast after, as its just metal and you do experimental things you do may feel interesting and as in you do as out you can get what you consider or not as its not necessary. This is a point, or not and the strength of one is a spell cast by "Ogre strength". As a thought you can use that as energy dissipates and that's the side effect where you can't move, or not as a muscle will move as if thought was a will till you resist the idea. As in the strength is a thought renewed, you can change your shape and size and yet you can still not use the idea as the body returns to normal afterward. This spell prevents too much use, as the idea in which you think prevents weakness in strength in technique as prepared right gets a good and correct result. As a thought and you don't move into or onto another person, you can move away in time to get out of the way. As you think, and this is the thought to do, if you are to be nice and go nicely.

Don't do it if you don't if need seem as thought to hit it, as in a concept by use of what you do is to seem of use. The idea is to think in a point of what you consider and if you don't get a good result by a positive and negative energy, you can counteract or create a thing as a car or not die from otherwise feeling or if you get a result you can think. As if to think positive and you get a success, as you are good at what you get and give you think. The idea you think is a possibility eventually you move and the idea can seem to happen. As if it occurs think and focus a thought as energy through the metal, as you stream through the fingers and any byproduct nearby is food charged. Manifest is easy as you get an effect by what you do in life, and what you do if this is a point and energy creates what you see or use as activity produces produce and activity produces better results.

Nulle weakness and nulle paralysis as you use thought, if you think to move and almost find yourself too lax. As if things wor as you think, then if it is that which is a use you can think and use what isn't if you feel it is necessary. The idea is thus, what is isn't as what it is if, necessary is possible if reasonable for use unless opposable by use. Then and now as if a point or thought is reference, there is a thought to not

be effected is to use the idea or not use what you think is wrong as if not there to use it. Self-thought as in use of what you do is if you are to use what you think, as to think is a want and to need is to get. As you can seem a concept in thought that is useful in possible, or not use as to make use is to seem useful in life.

El Ed = Hell streamer; Use is red energy and what you think, creates the fire as the idea is from the idea reflected in your aura. If the area you think of is possible to not use, and you summon it from elsewhere you are capable and create what you think as the feel of energy. This comes up in life and then you can use the energy, to cause a shift or thought to materialize as if you are physically manifesting. The false life idea is in with phosphor, and use is the creative idea and if you are in an area. That you can physically fire by manifest, don't as you think on it as you can use thought to create in a thought. The emotion can drop, or not as your use can create what you think and as you seem to intend and the parasites disappear from the body and heal. As you think to feel younger, in or not as nothing exists. As you get emotion response back, you can use your life energy to seem normal and care.

The Ie Tric [Then eye-end Tricep] = The idea trick; You know what you did and the spirit reveals it to you. An in the idea to make something work and look like something else, as you are seeming in agreement and each time you are thinking you can create what is different. As in what a thought is not unless necessary in thought and as you are or as appearance is change or different idea is expressed in by the different things, or you know it as you see it and as that are thought with the same thing expressed over until not necessary. As magic is sane making if possible, as you keep it or not by feel you work good as in you is the ideal. As energy then you can keep the idea in mind as a form of what it chooses, as you are believing you can do the idea and work.

As you want or think and you know the idea, think and your never insane as just imagine the idea and the point is there as your spirit is what causes the recall. As the subconscious use is to recall idea that makes, as you imagine and the idea is as if this creates what as if isis is what can help out by what you think. Then if point you feel formed into idea is there to use the thought you are ready, as if attuning to the right area and time makes the idea by thought in and out as this is there where the idea comes to you in life. As you do things when you do them, you can do what you want to get things done.

This idea in spell form that seems what you want for a dog, you have a memory and that is a response from your idea focused in thought as this is a natural recall as if smart dog and done if this in idea is the superstring created by energy string. Think and you remember from what you feel in energy practice as this is a place or area of high intense feel energy, "as tis in the en" what can help recall nearly anything in information.

As you can nulle action before stupidity is done, if you want to seem or create smart idea and memorized area in space is there. This in the time you in thought are in mind, think and the action does as you think or what you do is what you think there. There is a thought that pointed out, your capable in the arts and if your use if human your human and returned in idea. This seems like a chaos school in use that can cause, what your intention is with the animal you trained can be not always used by the owner.

Aline Asient [Ale-linen As-lie-ent] = Alien alignment; As assumed in assuming space things or not as no you are what you seem, to protect yourself by Isis as if an assume as you think or not as you are in life as if you seem aware and "awaened" as if a point you are not a psychopath except the sociopathy. As if a thought were a conclusion you are not, as though a pointed reminder you remain to see and leave to show what you think.

Spa Goi [Span Go-in] = Spacial guide 2; As a spacial guide that is a place in the mind you can guide about your body, as a if a character and use is a point as a plan of action that you device and things you do is a point in the plan that use is a plot. That and what you think creates what you are by what you do, and your plane is what those that work with you can make. This or that can seem as polite as possible, as they and you work its already been done.



Spa Vie [Span V-lie-en] = As spacial guide; As a place that doesn't exist, this is where you end up and yet not dead. As you move on in life, you miss the vital point. As in a place you are in time, and in thought and as in mind you are a guide. Your land is your own.

Specie Ef [Speed-sigh-en Ef] = Specy effect; The normal in intact idea, as in what you think you can do right or correct. This is a spelling that is to create an avoidance of what you miss in life. As to not walk into someone, as if a missed wall this is as you are a concept with what you do. As a spell is cool, this is a really interesting effect as you biolocate as if a link to go places in places you are not to exist. As you can exist in area that is not existant, you are not liable in for a way is what you do with right excuse in life. There is a place in time and use the time nothing made and as if you are aware you can think, shift and see yourself together with whom you want or not as nothing can happen.

In et = The Intact ozoner; This instant moment in eating disorders, and if booze is an idea this is as concept as this can create a point and is possibly what can seem in the mind as a cause in and out to not eat too much. This is ecstasy in thought of far fiction, and that is a match in meet and stopped as the moment is stopped. As you think he does, he might and act is good to the purpose and you are not on any drug. As if you are in a point to seem, in eating in idiocy can stop what is eaten as if not eaten from within. As you realize the in action, and not attack by a past that can form as if focus in will and thought with feeling you relent and things work right.

As a moment of peace on attack, exit or not as what is a thought is by what you think or not as nothing exists. As if a thought is born, from what race you are at the moment you died, off an on in a place that can seem a place and yet not seem at all. Think or is not as nothing exist at all in life, as if a species in which without switching in is as if this is his or her head as a life that you feel is your moving by spirit gnowing.

The truth of the moment as in eating is the alien, that you raise as no nothing is a spirit beaten kid. As an idea moment, you can do things or duel an idea to not duel only. As you think as a drawn out life is real as if this isn't real or as that isn't real, and yet you can not do if not intended as needed.

The Specy [Then Sped-sigh] = The Ocean; The ocean is a dream as you use it for energy this is a shifter, to shift a place and as you are point to do you can get what you after. As if a thought, this is as "lets now not" as if attunement is a species in space.

The species [Then Speed-sigh-yes] = The few moments; The few that believe are dead, dying or in some crazy mood and if you cast this spell on the person. You can dislike as they don't do wrong, as an opposite. There is a possible idea, that is you are a dare or not you seem back.

The Crean [Then Creed-an] = The Venetium; This is a spell that ends what is wrong and makes the idea from useful energy. The only idea thing left to do is right the wrongs, by "arguing" and create what result you want and the point is revealed by what you see as an end point, as if a concept this as in opinion a person in an argument can be felt and things you see are what you see in thought as they see from what is a thought with a thought makes what you get as if in a thought. The person response make is use with isis, or not as a thought that fades away. As with a thought, you are considered with what you do, so if you use this real life moment you are nothin in life but a wasted person of the past. As a guide you can seem, what you wanted or not at all.

The Vew = [Then Vee-w] View shift in place; Otherwise not think to pose and shift about your foot, as you stand an think you feel calmness as yet you can get what you want as you think you shift. This spell can shift you anywhere and anywhere, the standard point you want is thought and you are in spirit as you think you shift and now is thought what you see. Think as do, and if to seem nothing is to "dey" the truth and expose it somewhere else as you are aware and made aware. You are what you think, as you don't beat around. The spell is a point, as you can use it to create nearly anything hoppsaible to make and create with anime or other idea as you are to seem a wizard in mind and in body your normal. Otherwise, you can in warning seem like a death being and yet you can create what you want, as if a 13 feet tall person that can

seem what is necessary. In place your a mind and as you are seen your lie is like a 13 story building, as if a reality in what you do in Ansolom is a truth. "Sometime" as you think you did is what causes this, as if you are aware of a thought you can create it not and this blocks the effect.

The vent [Then vent] = The idea is the thought as if you were a vent and in the scene, don't claim for those as you now the scene as yet nowing is with spirit you know what you see by influence in what essence you care to use. As if you were a point in concluded affairs, you can create a thought with what you see as vehemence and emotion. The emotion ends as you give the shades, that use sha and transform into things. There is a link effect that is a point in time as that is a concept and you want to use things. As if you think "gno" or "kno", as if a thought you leave the area and what you think is to do what you want and don't print as the focus you do creates a moment in viewing. As you think "don't gut", you stop and do something else.

The venet [Then Vean-eat] = The accusation; The moment is a point from a venus flytrap in use and the thought from it is what set off, as accusation somewhere else is the point response by what you think and use is a thought in what you see and watch is from psychic viewing boosted with energy. This spell can cause whatever you think, pointed ointment is the end point as a magic ointment that cures from essence and what is accusation is whatever you consider it from as if an idiot.

The cenet [Then Cease-neat] = That way; There is a point in effect that can create something, that as is a concept and seem to create anything from a source and that creates as you think in you do. Creating a scene by tapping who you want and whatyou express and act is in mod music and otherwise reported from contesting, as music is loud and a concept and think as you "what" is that as if you can create what influence through the music. That you want to do through stereotypical use, and yet things you do are excepted until pointed out in life.

The wean [Then wee-Ain] = The streamer; The stream that is a thought of the weather announcer, as a sequence stated of events at a person the air represents and thought that is a starting area and starts as a person is a flasher effect point that is from piss and only piss that in reaction is enter or not a, point you dismiss the worst and make the best from what you see that is creating a thought and working as a thought is you as if to see what else is possible. That is a place and time, non is that is nonextstential by what you do that you don't expose or not to do. As you aren't to attack in a thought in a point out, as a in what concluded to seem a store in spirit. There is a point that is pointless, as there is nothing but a conclusion put down in thought to do. The crazy thought, here is you can do things anywhere as right from where you are in sanity or nothing done as if a warrior from any book as if a nagueal explaining to yourself things.

The walse = [Then walse-en] The false Fys thing; The false idea that is a point, as a bad example and a good advice to not do. The idea is a point that isn't done, as if you were a thought and not as a conclusion. As if false is a possible idea and you are where you are, in life as in a conclusion in life you are free to do what you think. As you invent things you get an idea to fix, an idea and work is what you do.

The pubb [Then pubb] = The adversant; The adversary, what is written as this you are adversant to yourself. As you are what you think and create, what you are intending in space that does not exist in life as the subconscious can seem to make or nothing in evil idea. The cancellation to in this is leaving the area, and fixing what what you think or create a solution to fix the area up by cleaning it up or picking something up.

The Wel Pe [Then Wevil Pen] = The welcome party; This is the death party, that appears normal and accepted as death is that with energy can appear in the mind as the death party. Realization stops this, think as you realize the effect by someone else and you think as you listen to insects and people as if you fix the moment from essence. That is a point to time, as you think you are you can do interesting idea. Sometimes non monstrous and otherwise what you think isn't as what other people see.

Stealing can get you looking weird, dead action and spirit reiteration can lead to weird looks in aspect

and out normal psyche. Now don't do behavior as in this can get a point, and you are what makes the series point to get access and use what is there. Stop what you do as you think, no distraction and use is up to you, think and go or in seem to do despised or not as what you want is. As a circumstance can seem to be appearant, out in of experimental idea and out by life extinguishment or any element that shouldn't be.

The walche [Then Wall-chen] = The mome time; The moment and all moment is the similar point of view, that is the same and you don't have to or not as what you want is what you see is what you murder. That sets it off in your form, in and against those that set the moment off in activity. By law that is but isn't there, you can do things to start an idea or not do anything at all in life.

Walche [Wall-cheh] = The Waltz; The waltz that is a dance, yet in other places this as a continued you can seem to be defeated. As in an idea to do, things you do is an idea and what you do is what you get. This has an opposite side that if you are a point and things are what include an inside joke to create a percieved point of disruptive behavior, that is with a laughter fit that if a conclusion in a jealousy fit you can get an idea. As if to strike out and worsen or get better, be according to the idea you think. Seem to do things and the thing disappears, as disperse with the "ef" effect cleaned up with life of extended misery.

Welche [Well-cheh] = Welches grape; The effect to create and opposite cheat on a person in idea to cast away fire. Think about this as you get grape jelly after use, thoughts to use grape juice and not fattening is done as a death of aspects you don't now know.

Tuhnma [Tuh-dra-man] = Make and bang; Make and bag weight, bang away or what you think may seem to happen with your nightmare. As sych up is interest you can seem and get thought to crete thought. Unless make hard is easier. So the idea is cast the spell on your enemy as your enrgy that you cast it on an object will cause what single most effective idea to seem a use a bleeding blessing to cure the idea. This spell is rather unsafe.

Ahm [Am] = As dragon; As a dragon transform, as in an idea this can seem to create or what you think is done, as if with the creator effluent or bug zapper and nothing collected is energy.

Rel The As Lod [Real Then As Lode] = The assault lord; As in is to use, is to not point it out. Use in chaos on what you want, or not and you are a point to remember. The idea effect is what you can do, in as a concept and out as a point if to get in a moot point and create a thought. Nitrous oxide is a point to do, things and create what thought you create as anyone brainwashes you and noone defeats your purpose in mind as a person that drops and can come back.

Insemm = Inseno; Thanks to any in idea unless necessary, as you think to work with them this is as you live the space reality you live time out and not intent in will is in by thought and will otherwise or he or she will cancel if you don't say the spell as to cancel this out is "uninsemm".

Insemm = Nat Bel; Make better till actions are done to attack in a psychic assault, by the mind or not as you think to act sane. Instant idea in no insanity till too much energy, think not hopeless or not as a break in what you think to do stops the effect. Ask and you stop and break the insemm or do something else and "no plump" is the set condition inline. As in what you think, think and you think or not as in a motion you get a great idea.

Insemm = Natural insemination; Insemmnitie is to not do insane things, and you go and get idea you are needing. Think to go and do unseen things, as you are doing activity you are realistic, and you don't have to not be murdered as you to do you get to do things as a fun point in time. No insemm happens, as you are in and not doing things, natural financial is within what you think.

The depemedes [Then dee-pend-meds] = The fixture; In prosthetic as you are doing things, insensitivity is possible and as you do idea you can get an interesting effect. As you think, ask and it "Insen" on what you

do as you get answers or not that and this stops. As non sentence is in use, and then you will get answers as no good or not. As if to seem good clench your fist and pump the blood, to get energy as you are able to do as you will by unsatanic medication. This can set people away from you as you not that and those in ritual kind can ward away those set in sanity as or no insanity as this in infinity your ask is okay until you decide to not do things as to go. The people you hate are dusted into ash, otherwise turned into water as you think you do and move around to get things. So to get and think as you are aware, you can create what you will but not those you see don't dislike and do nothing for or against those you meet unless you think it necessary.

Insenmen [Insen-mee-n] = The motion of a insensitive; This is a motion that is with artificial construct in intact contact space, as set or not by magic and you are aware as work indeed you are don't or do. As this is inexpense, with inexpense second time sass as your heart desire to do and you end as this is a point. As you get away to do other things, think as long as you know you and don't be dumb or no numb. As you aren't in insemnity or instantaneous galactic gate, ismenity is you as you are actively normal in spell or not stops the spell. Not or what you do is things that people might want, as this effects others by what your subconscious wants to happen as goam stop things as if insane. That isn't attack except diseases in which that they eat as attack, the subconscious figure yes as a point to eat and no as your what your soul in help is to help out if need to get help is done as you need to you can get a better response as if a dahm.

Infem [In-feam] = This is no insanity; Insanity of infemity effect, this is an area that fades away girl as it fits you are gone. This effect can not be there, as you are aware and if you are female then you are possibly untouched otherwise then create as you figure the person that if you met you go with or leave alone as if you hommet. This is where you are and out like a humming bird, or not as you focus don't, as medice think on your crown chakra making fixes.

Imn = Imfemity; In female action your indemnity, as you know what it does it won't effect. As this is in the worse point and not otherwise things are better, as there is none and then you are seen. Then you can do as you get hit or go as if you are a point to do activity, magic in female form you are what leads peds people in on it as within a point and as this gets things to work right. Made into a point that creates fit if a point of conclusion you can get a point, sappy to do or not if insanity from emotional horma or hormonal and things are sometimes in fits. Aye if you want you can if you need to you shall, in septitude and possible rotting as if no if not this creates things they are as badly off valued things, as to order either one or the other as you are a million idea.

The Sap [Then Sapient] = The sappy in effect; The effect out in the world as that point is remembered is what came from tiredness in use as energy that saps the excess, and if a thought could touch the tapestry of time things could change and what you do is what you get and this in thought with no idea except to do or if not and with things you don't need in a thought aren't there. As reality things you are if not seem as to noting disappear, unless necessary that leads to an insanity of progress. Tis does not happen in idea to use right from wrong to create as right energy is correct with law.

The Onna Gonna = Sanity idea; The moment you think, you use a thought and think as you return to normal where everything makes sense and is my father.

The Inna Uva [Then Inn-an Oo-van] = The Semnity Sam; The effect of hustle in mind, and use in idea is inversed matter that creates and seems what is a concept or fruitcase in mind in the inne inne cancels by Inne Inna.

The Inne Inya [Then In-nen In-yan] = The demon effect; This is inya yasha idea, you get to see or create a point in the series and you can use a point. That is to restore the soul crystal that they call a demon gem, that is what allows demons to create real idea from illusion. As you won't suffer any loss if a small food sacrifice to the trash by yourself. To cancel this out is to think "most wolves run alone" as you don't answer.

Onna Enna = The idea is a thought, and you can create a thought and use a point to create in destiny. So if not as you think to make you create a thought, to seem a use as a thought is a point to do as a pronce of the road. So as "Eren"if to do a point you can create a point, if in a rite to think it exists and if you self-create as you can create characters. As real or not as they are real in their own idea, as believed they are disbelieved as if even in their own proprietary notion as they are willing their natural understanding is there or not as they are a point not fits. They are a thought but occurance, is what causes them a sign of modernity that use is to cause familiar thought that allows use by intuition.

The Lairt = The face uplift of a character; The thought of a face lift and haircut is a thought that is a conclusion to what you create, separate from a tire as you use a point by thinking you are a creator and the tire creates what you want or nothing happens as nothing exists.

The Mairt = The Exi le; The moliarte moment you exist and freeze in time to seem and get things of what ye think, as in ye think to get and use as a point to do and not die off or not if you avoid death and your guaranteed that what is isn't isn't.

The Ne Wat [Then Net Wait] = The Never Whenever; Never whenever whatever is to be alive, and as you live you are stronger as you thinking. Then and now and as you are you are alive as if never land.

The Ye [Then Yet] = Ye Spell; The whenever you get something done, you can do things and not anything is necessary till you need to as if given what you need or other idea can seem a hand of davenport what you deem necessary.

The Ye Nera [Then Yet Near-ran] = Nothing exists; Nothing exists and in nothing felt as impulsive an in life.

The Ef Yen [Then ef Yet-n] = The effect of ye; The God of life and idea of the moment is a thought, guess the effect and you can seem to get and know or gnou is to work and work is to play as if a fox that is nothing but a conclusion in a deal. The area your killed in or not, you can get a clone being to appear from midair. Its useless as if not for a chronic.

The If Ne [Then If Net] = The Moment is done; The moment ye is your a good person to work with, is the moment you are better for what you think without sickness.

The Nev Blud [Then Nee-v Blood] = The Never Blood; The bloody moment that doesn't ever seem to happen. The scene thriller, that is a point and doesn't seem until you think nightmare once written is there. The idea then if illusion seem a blood group that is in an with a bloody place that creates the idea by the reality in life as with a place an island depicts. Tis what creates dhampires.

Nr Eve Red [Nerd Ee-ven Read] = Never ever red; The never once said is to create, and what you think is to never get bad as results are true and love is there as you see red the moment is near and you can attack if you think to defend in a point that isn't there. As it takes a life to give a life, as you are not you are so an as such your able as this is an idea that came from revenge of the nerds.

Ne Nw [New Neh-w] = The Direct approach to direction; This uses a point and your use is a thought, in mind unless not interested and its not known even though its real life its what is as once spoken its done and you don't have to live it.

Neg Pos [Nee-g Pose] = Negative Positive - is the pulse being form that is idea and as we use things you get things. As the negative idea, is a thought presented positively you are a well being just don't think and do.

Neg Pos Mom [Negato Pose Moment] = Assumed in not identity theft, you create and things are well as you are a point and things use your idea. As if everyone, was your mother who offered a Pop.

The Col [Then Cole] = The columnity; The column is a place is were altering that you watched enough as enough, don't if you've had enough and yet if you must write things as to use the idea that is a point and state it as you live as this "does" adjust as if a spell. and allow a response Not many can do articles on magic activities, so even if you can your in luck or not as nothing happens as your invisible an things make an create beings for you from objects.

The Ajdus Juu [Then Aj-duse Joo-un] = The Adjustment spell; This is a being that is a moment on thought, created as a form from thin air and nothing is the idea. As a brother who is yet, things done are an idea is in a trapping released as not happened as Adjus En or endust effect.

The Pt Col [Then pit Cole] = The Pointed collusion; The moment you take an object, collision isn't where you can get something to adjust time to time the idea and the idea is a thought you collect the energy to do. As in a personal collector item is a thing you are thought, and nothing matters except the idea you focus on and any accidents in a thought is pointed out. Inobese there as you attune to a thought and use what, never collected is gone from the area that the accident as energy. This is from the pit fall game.

The trans-x = The idea translocation; The thought that abounds is the earth that is a point and an element, as in a thought you are a vision as if real and if no nightmarish is to release you can germ use to create cures. As if a thought, you can make or consolidate is effect in an idea to consider. This is a shifting by will and thought is to walk or think, and in focus shift and do in an act to get an idea and you are what is in thought to shift easier whatever you reveal in a walk is a considered idea or not as it doesn't deal well with the area situation as the area is thought and your will is translocated as essence is in will form as you. There is a will as if to a way you think, and if a will there is an easy way in to walk and out you go with no fear no reaction, now walk out a doorway and you are where you think.

Now Go [Nowe Gon] = Now to go; The moment you now you go and try to do, the idea that you are seeing you get by a touch or naming. As to get a success, and what creates if is what makes the motion, as magic happens from what you motion as you convert the energy from the pain and other idea that is as a source that disappears.

Ne Ty En [Neg Tye En] = Negative time just once; No Negate by negative time with undoing by this spell; Negate the time by undoing as in point with what you think should not happen, unless you think it should exist and it can resurge the energy and the time is unalterable unless necessary. As yet nothing and if so, stop trying to get results with this as an "en".

The Co Go [Then Con Goh] = The leave and come; To leave don't just do, as if to create the steps of the future, you come to your own time and make use of the exit to exitus at the right time as you imagine the area and walk as you see it if you feel the idea and form the idea form by energy that uncreates itself or creates what you want.

You me [Yonder-un menn] = The idea is a point of created matter, or uncreated to seem you and me is the third eye as yourself in projection but drop in if you want. If you want or not as you think, and yet this doesn't happen as nothing occurs. No energy to the aura an in with jail is doing activity, makes nothing seem non plausible.

I Go [Eye gone] = The third eye focus; The third eye geneartes, the inform and the form can go as needed as you or someone else. This isn't in life, and this is only for in a short time as only when its needed an or not in inevitably thought moments as separate space separate time.

Fere Mne [Fear-en M-net] = Fear in Bopping; There is nothing in a point as that is an act if you think your avoiding hithing with your forehead as headbutting, you move your head around and with a thought you so seem to bop or not as this is thought you can stop the idea by "if even". Think in a point or "so even" to condemning acts of glut, or what is wrong by thought is there isn't and that stops there bop as if their music is not there. As this is orgonnic the point is resisted, as if a dumb point stop the point as as you



think to seem something else point out a fact. Shift out a foot or otherwise at random and you are in a natural idea that what you do is right by correct method, as though a crossing of a river on a faery river boat or not. As you shift some place, that is a time to seem touring.

As their killed by your similarity, and appear as that by life standing as to get an seem alone is "em" as is thought to fix things which is standing in assimilie. This is possible as you think your somewhere in the net, you might actually seem there as you are where thought leads you and you are not dog as you are where you are. As you use this effect and the network you can spiritually seem somewhere, as you bop your head to match your head to something. As if the idea pulls you through the monitor, as to not bop fear not and stop as if "tor" is to illegal idea and you can seem to use your fear as energy. Get over it your fear and think you return, thought as in an "en" effect that is moment at the end is done. Then if you think, the effect is over.

Hindu [Hind-un] = As thought exists; This can see or hinder or help if you take the hint and be dumb after, as you hint and by the energy you are near as this also hinders others to use things out of control. As if to handle their energy, this can seem and hint to interesting activity to hinder others. Don't wishspell and you won't do stupid things as you won't do the idiocy approach, this as if you ask the right questions and get better or not as nothing is intended to be done.

As En [As En] = Assimile; As this isn't exactly what to think focus and do, think and do to match or almost match, what you do if you need to if that makes you feel better in life harmony. Use is to think, and whatever you is slain unless alive and to focus energy is to create things by energy, to summon as you feel you can match the moment by energy felt and you make a point exist or not the moment. Ceases not your in action as this is so be threatening or not as any longer and you might pass out, as if in a concept you are awake and as yet done. As in a moment you feel the area as rage anger and assumed idea, build energy and poof you are a thought as energy to shift and you dissipate into thin air.

Neg Ion [Nee-g Eye-on] = Negative ionic energy; Negative ions are manipulated by a thought direct, as necessary in energy to think and you create as water is a cure and influences air to humans as in if no by what is in a thought were done, animals and soil are what generate the germ with thought, however don't become the animal. There in a thought, is a thought that in existence is done and whatever is gone as this is what is done is done with gone and as to seem an aftereffect you are aware. You think what is not existing, is existing and as not an idea in situations with ionic energy this is not there. If you direct them you can cause a rent in space, as though a negative ionic gate that comes or goes as you think to go.

The Viw Wed n [Then Vie-w Weed En] = Viewable world; The world you see is a point that is reference, assume what you want and you can seem to get a better thought elsewhere. What you do in thought is what you can do as a trick thought is a mention, as if you think you get a better deal by what you think in the idea to get things done. Realistic in approach is the realm of realism as in art you are somewhere else, as if you can seem in a use you can create with better creativity by thought that exists elsewhere in life. As you do some idea wrong, or in use this is wrong if "in em" or beaten in the head for what you did. As what in them in is gone that if thought is of what shouldn't be there, then you can shapeshifting as if thought existed of the thing as you are a catalyst to seeming.

As you do the value of life, in that you can see in thought, in moment as you perceive and in care or not create. As the creator uncreates this is what is there, or what is in is not in to see as things aren't exactly as they promise to seem as if not is to don't do "inlife" as a point is a thought spoken. You don't have to do this one, in and out practice is done as things can seem a use thought is repair that exists. There or nothing is done, with what move as this nothing exists, this is alive to practice your use or not as this is as if isn't done in use. The moment you die for something you live for something. As violence is a thought, this is a weed effect you use to correct and calm down with everyone as different results.

The Motif [Then Mote-life] = The motien; What is fair an applicable use, whatever is whatever and is what isn't as not in use by what law you use.

The Motief [Then Mote-lie-ef] = The motion; What is a response, is in an idea an to use an included point is in a thought and don't be there.

Ien [lie-en] = The ideal in law or in-law; The ideal to us is a point that isn't dumb and in yet you can get an ideal from people. How this is: so use is free as policy in a thought to do and or do not as think for what that is in life in law. That is life law that is don't in trust, and as your law you not here. As if nothing exists something and your what "isn't is not" as this is a point in view that can shift and nothing else is there to do. There is in a point of view that verbal idea is life that is somewhere else, as you are not but a concept as if a lawnmower man or in idea another is not what to do or other you can get nothing. As nothing isn't there as in erasable art, an as if undoing this for art as is what you think in life an ion thought manipulates the idea to not occur. This is a point of view to do in what you think, as if a view is fact by two or more views as or not as anarchist is disrespect except to the family you are in gone and forever more not in a past life. Adjust and you can seem in use, as you do what they want in life that creates what is there.

There is what you see as a value that in there is a point that is as it isn't and isn't no more, as an idea if you follow it you may go or come as you please with a different thought in something thought. Up is a point in idea reference, as a point is ue and use is the idraw effect by what you think in what law there is you can manipulate. Think it or not as you seem in a life or do as necessary, as no is no, this is what you undo as is what result you have undone as energy. As nothing is done as you are aware, awake and under no hypnosis, by what to think it and you are not there as the under earth station is what you can use. To return is no not, as if a faery and use is experienced as a youthful point in life, as life exists in an idea understanding in not another body and that which you do is not but gibberish by what you consider in what you understand. As if a thought exists, transferring through the time line is to think xanth and work as a thought is useable an what you think is possible in thought. The point of realism is in and not but an idea, the way is a path of life considered by what you think in a life you create by the creator and what in as you consider is or isn't done for whatever reason. As is makes a point in thought, as if a "consept" you are a thought and things that is in what is done. As is if a thought you are nothing, but an idea and thought is gone about you as invisible.

Tgh;lf [T-ghost leff] = Their will makes is concept in a point you can use, as there is a thought and creation is ease of mind an as what a point is not but a weird way to say it. As to say it is to stop it, as in a thought to stop is nothing as nothing exists.

The eN [Then en] = This is ideal; There as in memory visualization thought as is a point to live, and as you are arranging you can get what you think. Reverse the N as you think of this and you are well as nonattack with magic.

Toga [Togg-an] = Then or waiting; Think what you will as you want and things in thought, are collected as roaches in a can as this is a thought you are a concept as things in thought are not ever done in a life you choose or not as in a point you are well. Then is a point as the life is vicious and you are not vicious, as assumed nothing is attack as in a place you are aware as you think not a false value.

Togan [Toga-an] = Together or not; The tug of war is a thought revisiting you innate is use, of the ideal "genetice" and an idea is a point that is not but a concept, in an aspect and out others that are clones or not and they are as they are aspects in visitable "gnow" land as you think y as view with a thought. Whatever variety makes you unisane, this is not done as not in concept as if thoughts revealed are not obese insane. As if less is a concept, you eat more to not weight up. As if less is more you lose weight easier in is more. There is in more that is in less and in less that is of more as inverted in you, this can not eat and maintain or lose weight or eat and lose excess energy, as weight melts off as if a melting wax figure is in mind that melts but this drops away by oxygen with nitrogen oxide, to lose an excess quickly and as you are in a energy point you are not addicted. As reverse is in done idea, as if a subconscious form is what excercice is exercise. As nothing in the mind exists that, you then you are sane and if this spell is safe.

The Eryu [Then Ee-roo-why] = The safety thought; As in a point of the use of radiation, there is a will to use a way with the energy as you are a point and no orgonne is a point to the source. As in "Evandar" as you are in a person in respite, that use is action and you work offas in a place the idea you think as source is what radiation in converted thought astrally in use in view is a point to "include" a thought and the radiation by thought "eryy is a use" to work with or not cancels this in an out or not in a point to do. There is no point, with safety to this as with a push of a button you I already have the energy.

The coney [Then Cone-ee-why] = The concept bade; The badlands effect is what bade is thought. Don't as this is a negative idea to convert matter "intio" as you use things as thought as energy, as you see a cone you get or think no use. As a concept to work off, as if a part or not is not editorially used is not applicable by magic. as you wake up in your bed as you are aware by thought in shift.

The cany lid [Then Cane-why lide] = The coney land; This is a point that if in use you are a "cocpt" as to use as conceptable is a thought, and as you ask you are allowed into a fairegrounds idea that in use you are there and out of use you are not what you seem with interest as you care you can seem threatening or there. Otherwise in you aren't effect as you don't actually care, as out if a thought of any actual point that you come across is what you think on to you yourself. "In ne" removes the effect, as you in realization is the thought isn't done you realize the lid isn't snap, or not as things you do are not what you think until you instant realize what you do isn't an enemy effect in life.

Tho Live [Thought Liven] = Thought clothes; The thought to project is heard, as if torture or something else for answers and yet if not is stored through the clothes. As to be thought on, and released by a thought to seem known. There is a concept and as you are a point inclined, to help out you make yourself useful and as such there is no conflict or not much wrong as your done.

Nulle Uno [Nullen Oo-non] = Nulle instant insanity; This is to nulle the insanity, that pops up and creates itself from a kill somewhere. This spell often stops what is a now point that doesn't happen. As if considerance this seems as what in soul transfer you don't like, techniques in this are rather interesting in thought and on the word thought transference.

Uo [Oo-on] = Game of life; Instance by game of life, that is a world and yet not there if you don't intend to get bad or bade results. Intend to get bad as bade results and you don't get batty. This spell ends as you think or allow the effect to fade away, as though you were aware of the effect by the end being thought.

Un Ago Me [Un Age-ohn] = Un age me; The unage effect revised, with use of the animal spirit this is the uu as used thought is a use by what you do mention to the effect of looking into the mirror and draw is energy drawn in as reversed curse unaging un doing. As a point that you remember your in own body shape, as you are younger and able to do what you think as you think and pick a subconscious animal that anulled in shaped and form. As an animal spirit is to get in shape as your conscious in anulled or otherwise something other than usual, as in a faery race that you use as a source of energy. This is in other words you can pick a different choice, think and you are what you do as younger or you can shift with a fey being in the world to work with and see to believe. That you are as if that racial ability, and you are any pick of the race of faery that you choose as if from their essence by being near them.

There is an idea choice, as if that is a concept your not effected by spells unless your spirit can think and choose a better choice. As to gift you with, then you can seem the race as the fey allow the idea or materia in nothing made magic. As an ability formed from the ability, that can manifest "neu" a new idea from energy that is an object or not as is. As the point is a thought as I don't or feel and not as you no or create thinking necessary you know a power before the power exists, as you think you feel and you know as the power is to do and you react. Know or don't as if to not is as if something is about to go wrong the ability uses energy, to create a result and fix the problem to prevent before it happens. The situation before it occurs, as this is as if to get bad its bade good and bad fades away to get better or not as if it doesn't exist in life as Sha Clau. Say and not, if as you think as you intention this to seem at an end. This really ends, as

you think "En".

The Sixth Ele = The 6th elemental folding field; The sixth dimensional fire infinite shield. That is elemental in thought, an idea is dumb and yet if careful an idea and you are not dumb for trying is the idea and is thought as you create thought and yet nothing is what can fold in energy and use elements to work with that is your element that can create what your idea is in mind. The idea is if you are protecting yourself and the environment, you can use water elemental energy. An en can stop this spell effect by heart attack and if not overextended "fird world" can create an idea to world use as protection. Don't do this if you don't want any illness or allow the creator to protect you. This reacts on the person by what you feel or seem to feel then no as thought. An in en

Th Amino Emore [Th Aid-mine-ohm] = The Blood Armour; The blood armour is in a point and you see or look, if the need to look is okay you can get a result energy to heal. As you will and create think as your blood is energy to create, and make the blood armour as you do and think in activity or do activity you stop and let the subconscious as this is ageless youth that isn't actually done as if en a point isn't necessary.

The De Yam [Then Den Yame] = The death poison; The idea is a poison that cures the mind, or not and if used is what isn't as your use creates a cure your point is thought used on the hidden until thought 6th dimension and you target the poison as illness disappears. As is this your not effected, and otherwise this is the yam on thanksgiving day that is served.

Unflods = Undoing eventful and seeming uneventful events that should not have been cast to end in a moment's notice. There is a point in there that you seem that if you are in line, you are sitting and if you see them you find things that you can't always get in the store. Things and no thoughts find you as you say you are in need, if you are not you are aware and you can buy with a credit card or otherwise you are with undoing yourself as if erasure and yet nothing has happened.

The Ef Gno is the effect knownline; The effect is known and vision, reveals by will as energy is thought in focus assumption assumed. An in idea you thought otherwise known, as if the will the works are as if by what you think you can manipulate the area energy to create with by will. The interlude effect is an effect, as you know the way to do things your will is. That which needs to be done, and is what there is in an end conclusion. As the end in sight particles are formed, moved, reformed separate but equal your own form in shape is your form. As you accept it, as the end your idea is done.

There is as an established idea to create or remake as the event, the thought of "unflods" is a trick in a moment to unflow lines and create energy events with the line energy in or even moment that concludes in a fight or not as your will manifests your desire. This can cause gnome spells to work, as if you use the idea and a gnome comes and materializes as if materializes and take it and leave it or not as nothing can seem. Think to make happen, as if discarded stuff is left and gotten by someone which feels the need for the idea. As I is the third eye that makes friends, as I am a friend this I is a friend that helps as need be as you are well.

Eaz In Willius = Will in desire; This is the end point, an unnatural undoing flog is where your an idea at the end your will is fire in the will as your an idea in will your in what you think or not, as you close the closure in counted as a door in willed activity. As if a horse or human in a way is a will, create to get as you got it in what you think as thought desire in a will. Desire is in a will by purpose that is in thought to do, as your will is a way and making is possible. This is the spell to create a way that comes to mind, as in your will is in the thought you create as you want an end result used as energy to make as you think is right. As you are a way to correct things your way is felt.

The n Fil = Think and feel; Think as you approach a chick filla as if you are in satisfied remember what you ate there as in you. This is the will in with thought as you is in with will, as if you are in and out as if the wind in thought as if you were a point you are energy. Think in a thought as thought is willed energy, by this area consciousness in use as in use of a source. Whatever you do in thought, as cast into the will of

desire you don't have to reveal by what activity you do, as if the stillness or frozen moment of energy in time the energy from the act is a force in will to move again. As night light is a point you create and use the idea from night energy. As if the next level.

Think in a will to be a will as your in a will you can be a cease too seem the point, as a will as desire is thwarted and as such is so you are set free as you are free by the will of desire. As the wind of fate is cast to the wind as disaster is not struck, this is a point and as yet free your will is the wind in desire to do as your will is wind your form is as you think. An this is this thought to do as your free will is an idea and your will is energy.

As everything is a will of fire in as a will is a will in fire that cast to the wind is as though a fault cas away as in a use is a thought and you cease to do will as your activity is dangerous think by ceasing the cause. This fault can create and think, as to be enables to use this is energy got conscious from your presence in life. This gets use from observation in your mind, as you use the energy in the energy by the essence and otherwise in thought. An if use is gone there is in no sickness, in if the will is desire as sicke as going you come to a conclusion. As you are in the area by intent as if your thought is a will, and your thought is to desire and desire is what speaks for itself. As long as you are your good, think and your in thought and this is will. Idea in thought is creation, think and willed creation thought to the element is life.

As I speak it it is seeming and correct as the en point is the idea you decide to use. This is to stop and things seem, as an entryplace is as the area you enter into and through an open way "at en a stop" and as you go on with movement y"our able" to seem in movement "that is not" actually movement because it seems at an end. To think as if your at an end your free as release is in en and thought is free flowing energy spirit that is a point or created essence energy. Thought to use is energy as if your the wind in thought and where you thought you are as if through a wormhole in time that releases you as if an ideal that is you seems you and you are there where the thought as an idea that exists.

As a form of desire, this is in thought as you are a free flow in energy. As that is moving by whatever you think, as if a will your thought is what you think that is what you will. As you thought you feel and thought is from the wormhole rip or not as you think, the subconscious creates the thought from the energy if necessary as the free energy is your will and as you will your will in inert energy that manifests some idea. As if from the person the will energy came from, in life as your energy is will you are released inert matter returns to normal.

Cod N En = Cords and Entity's; Cadabolting is this spell as if en or "As the end is reached things are with a thought at the use in the end en" you can use the cords by thought felt in feel, and focus to create what you direct your focus on to create. Then direct by feel and use by will as if you think to do things by imagination and thought with life creates. As you you act right on accord to better judgement. This is a useful idea to think as a point is to do and work into spells. as to create or entity's by use as they seem as if to create and seem aware if as by creation in a thought that is a cast. This can rely on the satanists view. As they are satanists they can use and get as they got any skill in use. It seems that way because they made it appear that way. As if to create by will, is to make by antidote and use is to summon words to use. As you do the substance is gone as you think to cast and effect as an effect that you thought to make and use with thought idea as energy uses the source up that you thought as energy to use with the magic. There is a thought that if you were and thought created use, the use is obvious if you thought and feel was the spirit to do or create what results you get accepted or not.

This can seem the energy as if from a stick or actually from a stick or object, that you don't in tension and release magic seem magic till you want tension magic or magic is required. As you think through the other idea as the object is the source, the person that touched the object can seem to influence by ceasing the effect if they are aware. This won't get you killed, if your a likable person and use can create energy for you. Just seem aware that if an object is called it is the source hit to the surface to cause healing disruption to what you think as bad energy and the object in use is if used as energy the molecular energy and that is used up as you think of the object as if a source. This can cause the object deterioration and

things you use it for are more aware by the object as a focus object in use can stop working as the energy is extracted by the use of objects and people linked to it using the object to work by in the moment.

They did it that way in and away that's how the idealists always do it unless they need to do, as the idea an without animosity by spirit animeus or creation. As the thought exists somewhere, you can avoid greediness by feeling the reactions of the vibrations and use what essence as to create an object is to use aura energy and what you think as matter can form if not use the energy by thought and motion in object energy use. This is a point that your thought creates as a thought is formed by shaping and as the art is magic your idea can reform with energy into shape. Think with a thought to create or make and think "extract the energy", thought as natural idea is use the energy this isn't as if think in a part and act the part smart. This is as a thought like sharing a concept, if you form what you consist by energy to make or in age. This if necessary can take shape or not if nothing, that in thought isn't what is stupid there or not as this is a spelltrap or not as hominy.

As you think by focus in intention if thinking "ids" is focus as what you want the art to become with magic, thought to do is a point that your thought is as if nothing happens, think and the art takes shape extracted with energy, think with art by focus direct with thought that you think to create to make conscious thought contact and make in results. As interesting in concept makes interesting prospect, as if bored you got that to do. If bored your disinterested and disintered if drugs or interest is create an idea in art, stop and do something else unless not needed.

Think as you do things your use is in knowable, you only believe you have ability that energy creates with power as energy and created is so as if to seem delivery is what you think or thought is "interestas" as if you are a minded person. Like a seizmic psychic, think in a point to do and your truth isn known. As if the point is what is a thought you are a conclusion to the end that you think to do, what is in the mind is in the thought as expressed is what thought is concluded and as life is done you are what you want to seem.

As if now you returned you do as you don't as returned again. As interred is interruptable energy that again you are in what you think you are what uninterred gnnowledge, you use to create an uninterrupted source that can be interruptible if you in a net to in star take a break in life interrupable locked again as you know what it means. Still use of the object can create with energy as the source from the creator, as though energy returned if an alliance in thought through activity an feedback is your idea. As if the idea your youth energy goes up, think and think the thought is in the usage.

As power is energy and life is event, as phase in the way you get energy as you phase out in how you harvest in the sea of the iese. Where you can use your own personal god to get end effects, as you got the energy in the end if use goes to use as your the end point and they are the beginning. As you are, if you are a concept and you see what think is necessary. You can create and make by what you feel and the spirit, that serves is what causes things as you quit and what you think is deliverable comes to you.

What you see is what you get, as to do in thought is what you do in life and what is in thought is what you consider as if to get or give and thought itself is as thought as if you in the moment you need it. This is an interesting point of view, answerable by thought things sent in light can be sent on the idea of the place as the sended and there when its neede. Thought exists as when you think a purpose, you can use the is factor. That is create the point as a point and energy will respond to create or rectify the need for the use and the is creates. Isis is the guardian to create with Horus as the protector in life, as you can seem to be as you were and as you think you are this in life if available is available in use.

What you think is not always what you seem to get, if to phase in and out as if to get things you are what seems to get the item that is decreed in life.. interesting concept to do. Thin as you think in a point, tricky in the moment that is thought in life. As religion is action you don't mess that point up, as allowable and not decreed. Thus the ideal is there's more life here as if the point is what is a thought you are a conclusion to the end that you think to do.



What you think is not always what you seem to get by fey hiding skills in glamour, as if to get things you are what seems to get the item that is decreed in life as a power item artefact. What is in the mind is in the thought as expressed is what is concluded and as life is done you are what you want to seem and if shit happens don't seem this. As this is a point of what your use creates, your use is an idea to make or not as this creates by the gods name.

Done is the moment that your use is their idea or your own and as the creator makes as will, so use what you want and as you do things you are free. Work with what blood your given, and not given what they want as a result by writing or thought that can work with as just one you want to seem to work with in life as you term the possession, time the idea and perception thought fades away as even without looking at. Think as you don't want, use energy as you think and it goes away. As if a spirit and the presence it cast disperses and goes to whence it was there. No more or that shit will kill, as that is a point in use and non overused.

The satanist use is will use or chaos use that allows what can seem where you know things as though use is easy if corpselike from this and yet not, as energy from objects can supplement an idea and as they can seem your able you can do what you want. As if prohibited to use they can go to rely on pacts with entity's, as they allow for a more intrepid pact by bond that is with use of money or blood and other things to get as necessary and you got it. As this is use of another spirit or soul as the energy, is of another group or person they have more energy to use. So name the number and they subconscious link, as this is any place they can use the place as the person isn't there for more resounding results.

This is the thought to hear and get a glimpse from their mind that is a thought formed, from reality this is to explain what is a complete area, copy in a thought by area as you study the area and focus intent and use the reality response thought to get a created point. The idea with what you think, and this in a concluded fox result in time and thought. An this as you always seem yourself no matter where you are in a moment as in this thought, or what you do an idea by use seems as thus makes as thus sometime as a thought is with energy. That in use or nothing creates something from air as by that valued idea is, and this is a concept to think out and or be not or think in thought as to seem in by thought as think work is compromise sometimes to work.

The point is gone is you are what is thought, as if you are forgiven you are a thought if inconsidered and considered thought you are what is an enabler to gift by objects and thought is a point as what you think is what can make the reality change by shift as if the need exists. As if nothing exists something, your thought creates what is there.. as such is a point your point if not necessary is nothing considered and nothing exist of what you thought as a point not needed. This is a point to work with and stopped as from over 100 generations ago, as written in a point in the soul and what I am curious about is if the idea really from the idea rite in the calling of the in moment with gods..

Nijitsu is magic by illusion thought as energy summoned and not reacted to as you can think to react where this is in inner heat and you think and forms as in you focus on the need, that is thought essence by your use as your out in activity by spirit and requires the root world idea in no nightmare as no dreams the point is as you think. Then as time is an energy the sacrifice is what you give to the trash bag, this in use is a herb point to remember as the time the wait wards away things as that's away. As if in witchcraft by what you think that is use of dispersed energy or use of dispersion.

Aversion as this is in sunlight and if you want to regenerate is necessary, thin by sun if you think in energy and as you are in life you can create, as if in opposite idea in positive idea to use in life. As what you do in life is what you think in a concept, as thought doesn't seem to work you are not. As innocent in what life you live and as then your will is what you consider, this and nothing else is there to do. As if what you think is right proven or not your not in what thought exists. As this is a lesson of the in thought gods your will is your way, as in a point that exists for them as what you do is what you think.

As this is an interesting, as thought exists is this for what as is? A point that is something that came to

mind as you think. As this is an interesting point I wonder what you would do if that message, as if why it was there. An idea in mind is thinking about this I found that what concept in concept is a thought to get something interesting as I wonder what was this person considering by what he was doing and this came from memory. or not is a way to defeat this as this is a ghost. As an idea think as you can and do as you think about the idea. As if you consider the nature of the ghost and the idea, this neutralizes the ghost influence and no possession can remain as if a demon forgiven.

The fey will do things as entity's, or formed faery by energy except if the reason or cause is good enough they will leave. The goat is a symbol as if from the earth and can be a elemental, as the "idae" is there to work and form from the earth energy as you work energy by what doing things. The idea is simple, in as you do out as you summon energy, and the thought of the fey create by shaping with will to create. The energy the form you want to create as the thought is with, the energy of the fey or otherwise entity with choice.

The goat is producement of knowledge and can manipulate any magic, and use the idea to create that is observable. As a use you think want get better, as in with an idea to make with usenet. As always avoid the idea of demons, as you are not aware with them in resistance unless you give a reason with food. As a food sacrifice as with reason your thought, out there in use is a point and your thought in action is thought reason with use in activity.

Say en edo = Say and do; This is a point and fix, as what you do is done. Think not and attack or not to not be aware of what you do. Look know and attack in this is end this is to attack, think as you do and if you do you do as if you are what you want and need. Deserving to die or not, as you think not to do nothing in someone and as this is in what you do. To stop this is stop, grow and do as you think and create as you just do what you want and not what you will. Think as you do or see just as in arranged, do not as nothing is there an just look just as think and the will to create uses what you can get.

As this is in a thought to use spell for attack or things you try out. Think to do, say stop in or thought out as you see to realize, an look before you speak. Go with idea, stop and the idea is stopped, as you an others seem right as if right by correct or not correct then go in as you think. As to do the act, that is in natural act there as if identified is not a thief act as you grow what you do. Say to stop and you do stop and go in mind. Not doing as is this is wanting not doing, as is the thought exists until as necessary you act smart.

Ad-her = Inheritable nature; Modern in inheritance by genetics and in with nothing but out in with thought energy. As this is also if you think you need drug instruction, you can get the idea from the subconscious. Or not as you say, as you weave what you believe with energy to create what you want you get interesting idea at the end.

Next is the moment you did and feel the moment as water from the area you turned on, considered the water in sensitivity and is the cure water, entering the mouth as this moment you perceive water in the mouth. As thought corrects for in things and your a water changer your correct, by what you are by intent technique. Think the intent and you are making the water change to what you think.

The water in molecule changing technique by thought to change thought by will. This technique is almost a alternative to water in enchanting except, if thought is a concept then you make it as a thought becomes reality but that is it as this is more on the mental subatomic level as you think. There is a point that life is what exists, just like you had as if in a point to not do.

Sometimes a in point but isn't as is this can be neutralized before it is active. But, you always need to feel its effects to neutralize it, or the embued energy. If the attacker was careless, un done twice or once is good enough a counter pattern will work. But otherwise use a sensing of the energy or know of it and will to disperse it, directly willing it away. Often, it can be sent back to the originator and any moment you felt near or in its effect is gone. Where there be a will to block a physical moment, there is a way to prevent it as nation of the established area in an area described.

Thoughts through the subatomic particles on a level of energy, as with thought by Planck level subparticles make by feel as you think and they can influence reality on idea an subatomic or an atomic level. So here is the idea: Take pure water in a plastic bottle and label the bottle with a positive name like "thankyou", "chi of love", "Courage" etc and leave the bottles for the entire night. Next morning love, you wake up and the water molecules will have changes but you won't be able to see, it and otherwise creative thought is what is seen in the concept as noting bad is this allows the visual idea with inner water.

The thought I had with this is for you tho learn not be laughed at. As a stopping point this is a place, and to point and feel better or not be hit. The rings of frost fire can kill headaches, think or knock someone out, unless the body can take the extra boost. This is also possible to amplify your ability greatly. Expanding the rings in yourself, will create the boost from cold energy. You might feel godly, by doing this effect. And, this creates a permafrost effect on things you touch. This permafrost effect can cause the person to feel cold. And, this can bring negative emotions. The effect of amplifying frost fire is harder to get off the things you touch. Otherwise it is in, it can kill the person you effect with it, when you use intense feelings as you apply the permafrost or not as nothing is done. The 8 minute deep meditation, this improves mental abilities to control the idea.

The point to this is have fun and heal, which deep meditation state develops a greater spiritual connection as a contact. The secret to getting free meditation others pay thousands for thought. Why most people think they are meditating, in thought when in truth they are not this is a point to think nothing and in dismiss thoughts before the moment. Feel energy thought and create a point, that use makes them energy and the point is a natural conclusion. As the thought is a pin to a point, think to create then look for a spot that creates what you wish by use or real result of a concept to make a moment real if illusion or not by feel.

Une Ulti-eal Bod [Rune Pull-tim ee-all Abode] = Ultimate healing; This spell once said will direct you to use many of the styles of healing as necessary. If you need healing then you get healing and your not diseased, this is as though another being had the disease and you aren't effected by it, for this being is not unlike your other self till later on and easily defeated or willed away. This spell can heal you of anything, so if nothing wrong then think its not needed. This cancels out the effect.

Anti Foa Be [An-tim Foe-ahh Beh] = Anti-photon being; That is an ion that heals anyone nearby the particle and this is the being that uses the modern english and does things positively if its negative and vice versa by the ion. Think to summon this being only if you know english good enough to pass as though an english speaker or you might die from the being's presence. This being can do almost anything, that is all it can do except what is light based actions. Those actions you can do using sunlight. This being does things using the darkmatter energy that is thought of use as though the energy were responsive anti-photons. This is what the Death God is thought to be made up of by feel. So don't call the Death God if you want to remain alive.

This is just a reminder, so don't take this too seriously as you can't really call him or her into existence here. Anyway you think of the idea, unless you do the idea at the right time near the right area and this is with partial success by the correct ritual. This rite is based in english, that means with english you can get the darkmatter energy to have the darkmatter create for you. Otherwise you may get an opposite reaction such as hits and kicks with a negative negative or negative english use. This is a point you know to do things for as possibly can seem done if it doesn't work out, so if you state the effect you stop the idea. This is done in the effect.

So then is a point to beware a point with this being, think the effect and the idea is transmitted thoughtwaves to darkmatter itself through its energy matrix. This creates what you think into becoming created as though a full manifest. That's the theory, this is a point to try out before calling out to darkmatter itself to create a being, that is made from what the darkmatter really is made up from existence. This is an effect in the idea you think of the point, the point you thought is created in some form

or manner.

So think and you can create, this is done by what you state or need by feel or use of the senses. If you know nothing occurs to happen what you want, then you don't need to do this effect. That's all there is necessarily to this anti-photon being. The counter to this effect is "I don't matter", that's written or stated as an idea or suggestion. This counters whatever the being does, so think about the effect and use the idea if the effect the being does isn't for you.

I le Mix [slgh slgh-ehh Might-eXx] = Mandate release; This is release from a darkmatter beings mandate, that includes the Anti-photon being. This is either where I don't mix or I mix idea that is unseen and unknown. That uses what I know, want, feel or realize and this is from others sometimes. So think and you know things by what you do or what happens, this is with thinking that's what you can do by things from the senses with the thinking that you do. Then you know what to do.

Ie [Lie-there] = Think and Idea create; Think the point and idea from the point that is written down, think the idea and state Ie then you can create what you think into created manifestation or what you need. See that became a wanted idea and this is generated by the aura energy, that uses your third eye so your subconscious creates the effect by feel or use of the senses. This uses the point of the idea as a suggested idea to create what you want as if a guideline, so the point then is done. If you think of the point then you can imagine what you think about, this can make what you want as though if a wish were granted. If it doesn't make sense to you, then the idea isn't done as though a wish were granted. This can generate an idea, that is usually as though your point if done is there. So think of a sensible thing, then you can get what you wished for usually by fee or feel (the body guided with soul senses).

Elvya is-tya-cra [Elv-lisa is tea-ah crawdad] = Craving spell; Create moment by craving.



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## Elemental and Elemental energy type chart

This be the primary elements chart and not a table of elements so for the elements table chart go [here](#). Some of the elements listed are elemental energy types.

Element	Latin spellword	Description
	taura	The element of earth is that of life. Earth can consist of items, drugs and similar. It can grant life, morph items or people, take life, heal or wield life like control. In granting life, it creates it anew through destructive action or gives it through infusion. Morphing item or people with earth infuses the target with energy charged by the workers purpose through imagination of changing the shape of the target. Wielding life, earth can make an infusion to do as the worker imagines. Earth is for the body.
	inanis	The negative element of earth is void. Void is nothingness and negative of earth. You can use it to protect yourself by forming a barrier to absorb the energy cast at it or to attack with it. When used for attack it incinerates someone as it sucks the life out of the victim, leaving ashes. Its considered by some monks, the storage place of things that are destroyed. You can also remove certain properties of anything you'd want by the imagination of it being removed and using void. Void in another aspect is negative in its nature, so if you visit the void earth then you would see a negative version of earth thats without limits and with negative values.
	inversio taura	Inverse earth can affect the meta energy flows and it is considered Magic. To manipulate with the inverse earth means you can effect others by thought alone. This is the best energy to play with for enchantments. This elements heightens anything its used with. Another name is inversion.
	penetro	Adverse Earth is the pass through element. Use of this element allows for bypassing anything with the effect of choice. Make shields that are impassable for any spell. This element is fought to made to work as adversity is used to fighting. Another name is passthrough.
	occultatio	Manipulation Earth is called the earth of Charm. It is the life blood of the manipulation effects. Use this to manipulate and control any effect, person, or object. This element can guide any effect or person to do what the wielder wants. This element is undetectable except by the controlled person. This element works well with reverse time.
	occultatio	Concealment is the element of stealth earth. It is the act of hiding using earth. To use this element think on not being seen. This element is not detected as it will conceal everything the wielder would want. To define the moment of Concealment is to make use of the element.
	opacus	Space and Earth is Dark Earth lava and is the Shadow element. Shadow can drain on touch or at a distance and is a live force given power by earth. Shadow can remove things without notice and it would seem like it was never there. You can move with shadow and go places or see with shadow. A shadow attack is always ended in death. Shadows prefer dark places.
	genero	Life is the Light earth element. Using life you can resurrect and restore a person or objects. Life in itself brings hope and resistance to any spell or destructive feelings. Feeling Life you must keep balance. If no attempt is kept then there is Chaos. Life can restore memories and the soul. This is an element of self-determined growth. If one controls Life one controls balance.
	chao	Chaos is space plus ether and is also Strife Earth, as it uses ether to create events in a space that are multitudinous. The more events created, the more chaos is there. Chaos also warps and changes anything. So, you

Earth		can use it to morph things, warp effects, power yourself and others, or as a shield to bend attacks or spells.
	efficio	Imitation Earth is Power earth Use this earth to power yourself for anything that you'd want to happen. This Power allows you to use the earth as direct power as if through a link or focus. Power any device or yourself through a core tap idea much like the sun. This power is like electricity.
	appono	Additive earth is Glamour. This is the element that will form another form over an existing form Make anything appear as something else. Try to focus the image over the image and give it your life force to make it happen. Think of the property of mind to enchant with and visualize the effect in the person or object. Then give of your life force to make it set with the word lock.
	caecus	Subtractive earth is Unseen. This is the force of unseen change. The unseen changes will be undetected if not looked for. This can be anything to casters will through imagination or desire. One can make anything happen and it will be undetected.
	ferreus	Indirect earth is Anti-magic and is the magic of iron. When this is used it will indirectly effect everything. Focus and imagine the effects that are to happen. To focus try to think of the element. This is unseen and undetectable magic.
	congnitio	Corruption earth is Knowledge. This is the root of all corruption. The other name is power of corruption. To use this power is to control or guide those not knowing. To find knowledge is a harrowing task.
	declino	The diversive earth is aversion. Use of aversive actions is to do something rude or disruptive to make the threat go away. Thus the actions you don't won't to happen will be not done if the aversive behavior is done. Examples are to act out of phase or disrupt other people in small ways by being antisocial. Making activity around you impossible.
	impetus	Vision earth is the third eye. The third eye is the subconscious eye that can manipulate anything that is in existence. It does its own thing and will make the moment of existence for a person much more easier. This eye will counter all spells set against said person and it. This is a tool of the telepath.
	ancile	Shield is the earth shield. This element protects you from all hazards or disruptions. An earth shield also reduces damage by a certain amount and removing the damage after. This element can be called a ward.
	accipio	Understanding is the language earth. This forms the basis of all languages and makes intelligence possible. What makes this work is information. Gathered information makes ideas flow and understanding fluent. This element can be called intelligence.
	vacuus	Inductive earth is suction that pulls things toward or away from you. This allows for hydraulics and air suction to happen as it causes the sucking force that allows it by varioous means. Including shifts of subatomical particles to cause suction. Electrical flow is negative to positive and will make most appliances work plus is a Electrical engineerist viewpoint. Another name is suction force or induction.
	indomitus	Wild earth is wild energy construed as wild magic. Wild magic is just pure force without conditioning being raw energy thus mostly chaotic. To use this force you need to work with logic to plot its course by use of conditions the energy uses to conform itself to. Another name is raw energy.
candor inanis	White void, is white earth that is an improving element. Where void magick itself degrades the mind. White void magick actually improves it. Every negative thing the dark void does, the white void reverses. This proves that you don't need black magick to achieve results that uses black magick.	
		Lava is in essence melted rock and at a temperature of 400 degrees kelvin



lava	liquentis	or hotter. It can melt most metals. It will burn a forest near a volcano as it leaks from the volcano itself.
	inversio taura	The inverse lava is the lava of meta infusion. This lava will be at any heat the caster will but its heat will heal the body, mind and soul. Its heat is infusive.
	penetro commutatus	The adverse lava is the lava that can phase moments. When using this lava there is a phase change to everything around it. It can melt anything as its 500 degrees kelvin or more.
	medicatus mutus	Manipulation Lava is the charm mutation lava. It will charm anyone near it to destruction. It will mutate anything near it as it moves. This lava is extremely dangerous. It burns at 600 degrees kelvin.
	occultatio simulo	Cloning Concealment Lava is the stealth lava. This lava will cover a landscape in minutes as it makes more of itself. It is non detectable. There is very few that can outrun it. The temperature of this lava is around 500 degrees kelvin.
	opacus reductio	Space and Earth is Dark Earth and is the Shadow element. Shadow can drain on touch or at a distance and is a live force given power by earth. Shadow can remove things without notice and it would seem like it was never there. You can move with shadow and go places or see with shadow. A shadow attack is always ended in death. Shadows prefer dark places.
	genero elevo	Life Light Lava is Light Lava. This is the only lava that will restore people while it flows. It brings spell resistance that aids in spell fights. It also brings an unnatural light to the area. Life Light Lava will raise people by infusive heat and it burns at whatever the caster wills. It can melt people or objects in an attack. This is only found as a usable source.
	chao disturbatio	Chaotic Destruction Lava is Strife Lava. This Lava will destructively kill and morph things as it flows. Its temperature is 700 degrees kelvin. This is called by the caster of spells.
	efficio descriptio	Imitation Lava is Power Copying Lava. This lava will spread itself across the land and spread power waves while doing so. It will literally cause malformed copies of anything near it. A wielder can use this to create power items.
	appono multus	Additive lava is Energy Glamour. Use this in force craft as making a glamour permanent through Heat infusion. The Heat of this lava causes a permanent glamour change. This lava can only be used as force.
	caecus retexo	Subtraction lava is Unseen Reverse. Use this force of lava to heat yourself and to force a removal unseen. When this lava runs along the ground it will undo any anything in the area. The heat of this lava is decided upon by the wielder.
	ferreus aevus	Indirect lava is the Anti-magic Time. This is the time of motions and thoughts. When used it will make moments happen anywhere in the spacial plane. This has no heat except for background radiation. Thus this time flows backwards. Stay in it only as long as one dares.
	cognitio avidus	Corruption lava is Greedy Knowledge lava. This lava will bring fire to the power of control. Corruption lava will make most people do anything to gain the grasp of power. The information pull s them in and makes the pull undeniable. People will always want more. Sometimes the person will go to great lengths.
	declino avocatio	Avertive Diversion is the diverted lava. This is the lava that uses disruptive and diversive actions to make it work.
impetus visus	Vision lava is third eye vision. This force is of internal vision and allows for the third eye to reach out and discover things for you that it relays to your mind at its choice.	

	ancile commendo	Shield Protection is the lava shield. This element keeps you absorbing excess damage and protects from all hazards. Lava shields also reduces damage receive plus remove damage on the body and returns the damage to the attacker. Another name is the restoration shield.
	accipio avis	Transition is the language lava. Understanding projection is the alternate name and this element rules transition of state. Any language must be transitioned to where it is perceived. This is using understood knowledge and a projected message to get across your meaning.
	navitas	Hyper Inductive lava is subatomic energy flow. Hyper inductive lava introduces new elements to an area thru atomic displacement. This causes power to flow through lines or electrical discharge to the human body. Electricity flows thru lines of pliant (shapeable) metal by focus of subatomic particles to shift forward by negative atomic valence movement. Also probable is the persons movement of displacement as explained by einsteins law of gravity ( $E=MC^2$ ) that means a person moves forward displacing subatomic particles to flow around said person or airstreamed to be behind them thus the person moves forward. The atomic bomb is a good example of this as it proves what happens when you split the atom by hyper inductivity. A hyper inductive energy field will effect an abnormal growth of size shape or tissue by cause of the cells taken new energy in as fuel and inducement of growth mutation. This can be called gravity or energy.
	exedo	Wild devour lava will makedestroying a city block easy as there is no control of it whence its unleased except for wild mages with expertise. This lava will melt with wild energy anything in its path as it flows along an area fairly quick. It has no heat except what the person wants to feel. Another is wild lava.
	candor liquentis	White lava is White earth fire that is improving faith by its influence and it can induce terror by feeling, in those it effects.
	pyro	The fire element is the element that gives life or takes life destructively and is the life around us. It gives life by forcing you to move on when it destroys your old life in some manner or form. Also it can give life by the healing act of the worker targeting only the disease cells with fire. Causing the body to cope by healing quicker. Fire takes life by burning the intended victim on focus of the worker. What doesn't kill you makes you stronger as a person. It can heat up places to warm you. Healing with fire heals open wounds. Fire is for the soul. It finally is light
	inanis pyro	The negative element of fire is black fire which allows for instant incineration of anything you will it to touch. Its formed from fire and void. It also can resurrect someone or restore something you direct its energies at. Black fire can dispel the death of the person if focused on destroying the death.
	inversio pyro	Adverse Fire is the fire of change. Use this fire to make changes through imagination. This fire does not burn. It can heat up anything. Its up to the caster to how hot it is. This fire is unseen but felt. Its other name is change.
	mutus	Manipulation Fire is also called Mutation. This fire can change anything to anything without ever being detected. When it works it is like the person was never changed. Thus the end point of the change is like it was always that way. Objects are the same way. They can start off one way and end up another. This fire has no heat and will not be seen. It is felt by the mutated.
	simulo	Cloning is the element of Stealth Fire. Use this element to make perfect copies of anything. This element is useful for making unlimited amount of money. Thus Cloning is unseen except to the person who clones. One can even clone themselves.
		Restoration flame is Dark Fire and is truly amazing to see. Dark Fire is seen

fire	reductio	as a black flame without any substance. It supports shadows and strengthens people who use shadow. The flame itself doesn't actually exist on this plane of existence but in the shadow realm itself. It regenerates the dark beings that include lichs, shades, shadows and dark mages. This element will give peace to the one who looks upon it.
	elevo	Light is Fire from the earth and the sun. One sees Light as a way of Sight. Light can dispel shadows and banish bad enchantments. It can recharge one the more one works in it. The Light is a force of guidance that will aid in darkness or day. This force will always aid in winning through a fight. Focused light can hurt anyone. One can travel using the Light.
	disturbatio	Destruction Fire is Strife Fire and will destroy anything in its path. It is fed by destruction. This includes incinerating objects or attackers. Burning from within to destroy the victim or object. The Strife Fire will only cause more destruction and it is fed by destruction. .
	descriptio	Imitation Fire is Copying fire. Use this fire while imagining another duplicate of the item of person beside the original to make a copy. Thus you can copy anything but it will be flawed in some manner. This fire gives no heat.
	multus	Additive fire is Energy. This is the manipulated force that will add to anything at your will or make an effect that you want to happen such as a force field. Amplify any effect that you want or spell. This is the guiding force of Force Craft and Jedi abilities.
	retexo	Subtractive fire is Reverse. The power of Reverse is the power to render any attack effect opposite. Thus one can also make a negative effect positive or vice versa. This will only effect what the caster desires and will make a suitable shield. Make behavior modifications by this force. This is only a force to be used.
	aevus	Indirect Fire is Time. Time comes from Space and Aether. The combined effect make Astral energies. These energies create the time effects. Time is the change of event and moment in a persons lifetime. Thus time is the moment of change. One can manipulate time, change the speed of attacks or moments by speeding the moment up or slowing it down and thats it.
	avidus	Corruption fire is Greed. The fire of greed is the moving force of change behind the corruption. To know is to find power. The power of controlling is another nature.
	avocatio	Diversion fire is the fire that distracts and makes getting near you difficult. To provide diversion is to make use of multiple tricks that put attention away from you. Use of these tricks are the main staples of diversion.
	visus	Vision fire is Vision itself. Vision is the sight of the mind that allows for great things to be seen. Its visible sight and third eye sight which is the vision of the mind. Things in meditation can be focused upon as vision easier. Think of the works that with training the mind senses can be focused and honed to see. This is psionics and it provokes visions from within. Use this vision to see the future and events related to the self.
	commendo	Protection is the fire shield. This element absorbs damage and returns it in fire damage to the attacker. The fire shield will keep absorbing the damage plus removes the damage on the body. Another name is damage shield.
	avis	Projection is the language fire. When projection happens one sends his thoughts in the form of a message. Thus thought projection is immediately understood by the mind. There is also image projection that makes its presence known only to the intended person or group. This is also called telepathy.
	Hyper fire is subatomic fire that allows for subatomic particle interchange.	

	traiectio	Like the mathematics for algebraic number replacement that switches equal numbers through an equation. This allows for the particles smaller than an atom to produce heat thru activity or moment particle placement causing gravity suction. Another name is particle heat.
	flamma	Devour fire is wild fire that is so concentrated it devours anything in its path. This includes wood, fabric, stone and other material cuz of fire concentration being wild making anything be eaten as fuel in its path. Devour fire can also destroy the death of a victim if focused right. Another name is wild fire.
	candor fides	White fire is faith fire. This is the fire of faith made from white void and fire, it is empowered by how much you believe and can overwhelm nearly anything. This can kill demons.
Fire	pyrus hydrus	It can burn the tongue as it enters the throat. Firewater takes a medium to separate the water and the fire. Such as a hot substance and the water combined with a powder as carrier medium. Another idea is to use liquid as the carrier for the hot substance. A light film of oil on top of the water allows it to mix and coats the substance. Examples are greek fire, hot sauce in water or others.
	inversio pyrus hydrus	Inverse firewater grants the user an undestructible nature. It regenerates any body part. Makes the person unkillable as it eats the damage. It heightens the sight of mind and can use any source to keep it working. Its the hot firewater of immunity.
	potus commutato	Adverse firewater is the changing absorption firewater. Its the water that cures any disease. It can change anything while it absorbs the properties. To drink it you become able to take any damage while it comes on you. Will the damage away.
	mutus moderato	Manipulation Firewater is also called Mutation Control. With this water ye can combine anything with anything at a distance. This firewater is undetectable and changes things fast. Another idea is it contains heat if drunken.
	reductio solido	Restoration Substance firewater is the dark firewater that restores substance. Even if its destroyed it restores itself. This firewater if used to create with will become self-restorative of itself. Another name regenerative materia.
	elevus facio	Positive Light is Light firewater. Positive light serves as force and electricity. This force force can cure or heal as well as cook with the right amount of force. Recharge is possible with this force. Another name is electricity or bioelectricity.
	disturbatio maledicus	Destructive abuse is Destruction strife fire water. This water will mesmerize, cause divorce, make messy events out of fear jealousy misunderstanding and abuse. This water is called ugly argument.
	descriptius imago	Imitation firewater is mirror copy. Use this firewater with care as ye can clone a mirror image of a person or yourself. Copy anything with it and attempt to make a clone of yourself thru this element. This is very useful for fighting yourself for alot of experience. Another name is mirror image.
	multus conformus	Energy adaption firewater is energy fire plus adaption water. This water is the energy of a masking nature that can conceal anything. It can change print on a page, anything written, make a notebook communication journal, make adaptable what is hard and other things. Finally, it can conceal entrances and make its name as masking firewater.
	retexo fabricatus	Subtractive firewater is Reverse Undoing. Use this firwater to undo while reversing events to wipe the event from history. The usage of this always leaves a storm while in effect so another name is erasure firewater.

water	aevus necrus	the moment you don't want as it happens. Getting the moment right is easy with the timedead firewater. Another name is timely death.
	avidus attentus	Corruption firewater is Corrupt Greed. This firewater is known for corruption by luring the enticed to an end designed by someone else. Thus the person becomes a puppet by lies, truths, deceit and falsehood. The ideas of face are based off this which is false honor. Another name is falsehood firewater.
	avocatio distineus	Hidden distraction is divertive firewater and makes long range distraction divert attentive eyes to aid your win. This firewater allows people to be unseeing of your activity even if upclose. Taking advantage of the moment is using this technique as you find what they don't look for. It is never seen as a distraction as this is also called unseen distraction firewater.
	visus conspecto	Vision firewater is Prescien of the mind and allows you to see future before it happens. The viewer is often gifted of an event as it might happen of themselves or others when doing something. Reflection or Glimpse is another name for this as this firewater is reflective of events.
	commendo antevertus	Protection prevention is the firewater shield. A firewater shield will ward away the damage and absorb excess energy to return it to the attacker. It can pass the damage to someone else warding away unknown possible danger. The protected of this shield is never hurt. A name for this is pass shield or intervention.
	avis transferus	Reaction is the language firewater. This is where the reaction on the projected message through translation water to make the message transferred. There are several obstacles along the way to reach its destination. These are distractions and blockers and can be overcome. Another name is the medium.
	adhuc	Hyper intro firewater is subatomic away flow that streams away from you. Hyper intro energy can make something flow backwards including time as this energy flows backwards while it flows away causing changes through replacement effect. Heat exchanges of subatomic particles are cold heat that is below zero cuz the flow away reverts as it flows. You could stand seeing an event happen before your eyes backwards while this energy interacts. Events could flow forward too with future consequence making time flow. Another name is time events.
	peredo	Mana devour firewater is wild firewater that is capable of devouring any power source. This source can be directed by outside forces like magnetics, magic or channeling. When it eats a source up it destroys by usurping from within to form a false power plus mana devour firewater has possibility to be used as an inner channel of any power to deliver a hidden message alluding people to make believe that it's something that it isn't as in allusion (misleading). Another name is ability loss or false power.
	candor fidelis pius	White firewater faithful holy water this firewater is hot and holy made up from fire and water and white void. It can create holyness by spreading its flames to others.
	cyro	Water can heal people, overcome things, or change things. Healing with water can happen on infusion of energy with the thought of rapid regeneration for 5 minutes at a drink. Any other thought is also enacted. Your thought becomes the water's actions to the body. It can overcome things by being in a large enough body of movement like a tidal wave. Water can change things with an infusion of energy into water while someone imagines what they want to happen. Water is for the heart.
	inversio hydro	Inverse water is water that is not water. Another name is faery water. Its apparent by touch and sense and it heals on touch. It cleanses negative and positive energies. If you drink it you become immortal. You cannot see it. This element heightens anything it's used with. Cast a spell near this water and the spell is stored as an enchantment. Change something from



		within.
	potus	Adverse Water is absorption. To use this water you absorb anything that is energy. Bathing in it absorbs scent and sometimes memory. The memory comes back. To drink it you become absorbant to all energies. The water of absorption is a boon to any defense. This water is unseen.
	moderatus	Manipulation Water is also called Control. When this water is used you literally can make anyone do something. All one needs to do is call it into existence. The water will know. It has no flavor and it has no substance except for essence. You can cause fear with this effect.
	exhaurio	Draining is the element of stealth water. Use this water to remove any evidence of the energy that was there. Remove energy from a clog and you clear the drain quickly. This water is useful for removing bindings. The element of Draining is unseen and is only a force.
	solidus	Substance water is Dark Water. With dark water one can make anything that is imagined. It keeps its form however long the wielder wants. It can keep on reforming until it disappates in the sun. It cannot be in direct sunlight unless formed into a shape. It is strengthened by darkness and Dark Flame. Dark Flame will kill those of good alignment.
	facio	Positive water is the Light Water element. With this water one can revert insane people to sanity. One can make resurrection possible with the thought of raise while administering the positive water. Using Positive water with items will make the item charged. This is the miracle water that can do anything. It looks like normal water.
	maledico	Abusive water is Strife Water. The water of Abuse will cause disturbance, destructive behavior, and stupidity. It will also cause poor coordination of body. Bad words at any time. Disturbance of spell casting and purposeful destruction of projects. Abusive water is also called water of corruption. Abusive water is seen as normal water.
	imago	Imitation Water is Mirroring water. This water can mirror anything that is living. If made to look like you it will copy your actions in every way. The Mirroring water will also be able to copy object form actions. This is useful for copying voice everywhere that you want it heard from another location. The Mirroring water can ultimately be used for simulacrum. The exact copy of yourself except somewhere else.
	comformo	Additive water is Adaptation. This water will cause literal instant acceptance of the situation and manipulation of the moment for the wielder. Use this as a force to get over problems that won't go away. Make the dissolution of nightmares and stress possible through understanding.
	fabricatio	Subtractive water is Undoing. This water will make anything undone when used with feeling and imagination. There can be feeling manipulation of the Undoing force as well. Make mistakes disappear with the use of this force. This is only a force of water like vapors.
	necro	Indirect Water is Death. Death is Voids indirect reaction to life. It leaches and causes decay. Death can be used for raising by destroying the death. It is the force that kills. Death has no mercy. But one can cheat death by many means. Disease and Pestilence come from the interaction of death with life.
	attento	Corruption water is Corruption and can make two forms of itself known in two ways. Physical and Inphysical. The physical is actual corrupted water and the inphysical is the need for protecting and craving more for yourself. This is represented in politics very well. With water of corruption come disease and pestilence as in physical manifestation.
	distineo	Water of diversity is distraction. The distraction techniques will make this element work. Use this technique to make enemies and people not see that one do
Water		



		things. The use of distraction includes using objects and traps set at certain times to attract attention not to oneself.
	conspectus	Vision water is the water of Sight. Sight is the moment of elements that consist in some part of water to induce sight. Thus to use sight one makes visions from without. Use this element with scrying of people or events.
	antevertio	Prevention is the water shield. This shield acts by warding away the damage or danger leaving the protected unharmed. Water shields can be used to go unnoticed through areas or avert many destructive personalities. Another name is a preventative.
	transfere	Translation is the language water. Translation effects through understanding the given and known information. One who understands the information that is there is on top of the moment. This is also the information element.
	inductio	Introductive water is flow away push that allows for things to be pushed away. This flow away from yourself makes easy translocation somewhere else cuz the current will drag an object or person with it. Introductive water will also cause shrinkage as it will take energy away from the live person or subject to cause conservation of the cell making it shrink. Positive to negative electrical flow will occur by this introductive energy field supported by physicists. You can weaken the subject effected with this energy field as well as other things. Another name is weakening field.
	cannalis	Channel water is wild water that does any number of possible effects that can be channeled to make occur by meditation and focus. Use this water to channel effects thru as it has no outside control except for the channeler. Another name is wild water.
	candor hydro	White water is refreshing water that is holy made from water and white void. This is the water you use to repel vampires and evil from an area. It can replenish you and create energy in the body. This water is thought holy and made so by the faith you have. This is empowering the subconscious to create it.
	cyro	Ice comes from air flowing around water. Ice can form from the air through the water particles with imagination. This is useful for cooling things down.
	inanis cyro	Water's negative element is black ice. Black ice melts at absolute zero and forms when elemental water heats up. It's actually hot in its nature and in an environment. Black ice is formed from the union of water and void, which causes it to be an opposite in its nature, instead of cold. It is black in color and makes body parts disintegrate when touched. It can store unlimited spells if it can be harvested as force. It looks like a constantly reforming black substance and draws its properties from void, while it keeps some properties of water. Basically, its flowing nature.
	inversio cyro	The inverse ice formed by interaction of inverse air and inverse water can increase the casters strength by 10% to 120%. It depends on how pure it is. Used in a drink it will empower the drink. Use it for enchantments and it will increase the enchantments effect.
	potus abfabricatio	The adverse ice is the absorption remaking. Make this ice to cool off drinks and make changes while absorbing until the event is done. This ice is unseen.
	moderatus enervatus	Manipulation Ice is also called Controlled Domination Ice. It has the normal coldness of ice yet it will control and dominate anyone who drinks with this ice. With the wielders direction this could be deadly.
	exhaurio aspectus	Remove illusion ice is stealth ice. This ice will allow you to be seeing right through illusion. Drink with this ice and you imbued yourself to see illusions.

Ice	solidus integumentum	Substance Cloaking Ice is the ice that can cloak the person even in sunlight. One drink with this ice will make the person unseen.
	facio incalfacio	Positive Heat Water is Light Ice. Light Ice is the ice that is warm and positively charged. It keeps it clear form by the magic of the Light. The use of this ice will infuse a drink with a powerful curative. If other enchantments in the water the ice will enhance the positive and banish the negative spells.
	maledico incursio	Abusive Collision Ice is Strife ice. The ice looks like normal ice and yet will kill the victim who drinks of the drink with this in it. Strife ice will bring panic attacks within minutes. It will then turn the victim upon said victims friends and then uponst said victim from within as the killing stroke.
	imago communio	Imitation Ice is Mirroring Sharing Ice. This is the ice that can copy the actions of and look real because its shared the properties of the object or person. The drink with this ice in it will give you the ability of a doppelganger. This ice is unstable and looks like normal ice unless used to create a perfect simulacrum. It can also be formed, of doppelgangers.
	comformo efficio	Additive Ice is Adaptive effects ice. This ice will cause effects that make the person accept the effect shown as natural if used in force craft Additive Ice will make the drinker of the drink with this ice in it adapt to any situation and accept any event of effect as natural.
	fabricatio redeo	Subtractive ice is Making. This ice when in effect as a force will make the item return that is imagined. To make an effect or event come back as the caster wills it. Make any event or item with this force. Sometimes when making it alerts people.
	necro cedo	Indirect Ice is the Death Change ice. The ice of death change is just moments when the time comes for people to die. This can be anytime so this ice is very effective. It has no temperature except of etherical coldness. When the time for death comes it is the moment of death change ice that causes it.
	attento dominus	Corruption ice is the ice of corrupted control and will make people wonder why they sought power in the first place. This is the power of gluttony. One must watch for this or suffer the price. The price is the loss of control and the consequence is not knowing anything.
	distineo molior	The ice of diversion is the ice of distractive displacement. Use this to displace any object or person to another place without notice by imagining the object appear in that place.
	conspectus adduco	Vision ice is the mind sight ice. It produces vision enhancement to the mind by sharpened perception. The person affected by this ice only needs to think or need to gain a vision of desire. The psychic moment comes from within but seems without and is undetectable to its happening until the seer tells of it. Another name is omnipotence as the affected could recieve any number of visions.
	anteverto defendo	Prevention deflection is the ice shield. This shield causes rearrangement of any attack to be cast on the attacker meaning the attacker attacks himself. Ice shields can also prevent attacks by warding them away. An added benefit is the energy of the attack returns useful energy to the protected. Mostly the ice shield can be used to take out attackers as they attack. Another name is the rearrangement shield.
	transfero communico	Perception is the language ice. How one percieves the message is how one reacts to it. There are several distractions depending on circumstance of the message. Thus its not always recieved. This uses Translation and Communication.

	deicio	Phase shift ice allows the body to be able to phase to other existences or place things in storage This being true makes it possible for physical shifts of person or object cuz the subatomical particles flow away while it induces a shift of said target. Thus the object or human is temporarily not there yet is there in a different form. So this force can preserve things or move things to other places from within to without as it effects from within to effect the whole thing. Another name is phase out.
	derivo	Channel mana ice is wild ice that strengthens thru events to make a person better from within. To use it try to focus it into existence making it condense from mana air and channel water to form into some type of ice cube. Its exact temperature is below zero so you want it to form in a sealed area. Another use is to channel its effects inside someone to gain the chaotic effect of desire. Another name is choas ice thus its useable by chaotacists.
	candor glacies	White ice is holy enlightenment ice that is the ice that you can use and enlighten people with as you cool things off. This is made of white void and water and cold air.
	aero	Air can choke, destroy, enforce, or change things. Air choking is the act of the worker to close air in a circle around a person's throat. This is also called collaring. Air enforcement is the act of the worker to create a wall by imagination or to cause yourself to float in the air by air itself through imagination. How does air change things? Air can change things by the worker using it as a medium in their acts to influence moments. Finally air can be used as a mass spread medium. Air is for the mind.
	inanis aero	Air's negative element is space. This is the physical representation of void. Some consider space an idea, not even an element, energy type or similar, but it can be an element of emptiness that contains other elements. Space is infinite whereas air is contained. Space contains things such as earth elements. Space has vacuum which sucks a person dead as when air supports people on a planet. Compress space into energy and you get a warp field that can be turned into a black lightning effect or a Void Gate that can bring you anywhere. Only the worker can dispel his/her shield.
	inversio aero	Inverse air is air that is not air because it is metaphysical in sense and like mist. It restores and youthens the body that breathes it and makes a person immortal. A mass spread effect of inverse air effects everything. This element heightens anything its used with and can be called Faery Air.
	abfabricatio	Adverse air is remaking. Use the air of remaking to make events as you want. Use imagination to remake the event. The air of remaking to make things work again if broken.
	enervatus	Manipulation Air is also called Domination. It is the air that is breathed and can dominate your mind. People use this air to make body switching happen. The mind dominated can make it easy to change to a new owner. This air is not detectable except by the controlled.
	aspectus	Illusion is the element of stealth air. Use this element to make make people believe in the fact of something being there but not there. This is truly an amazing element. It is seen as the person believes it is to be. Anything formed with this will be an illusion.
	integumentum	Cloaking air is the Dark Air. This air will make cloaking of any person or object that the caster desires. The cloak literally drapes in shadow the person or object until they aren't seen. Thus the shadow cloak will last in dark dark places and sheltered areas. Sunlight will disappate it.
	incalfacio	Heat is Light Air. This comes from Fire and Air. Heat grants mages a power source. It is the key to staying warm. Finding warmth in the night is to use fire that transfers heat particles to the air. Heaters also deliver warmth. An infusion of heat can enchant an object faster. Using an object in heat will strengthen spells. Casting spells in heat will make the spell stronger. Heat

Air		travels on a convection current.
	incursio	Collision air is Strife Air. This will attack by many means the people around. The attacks include objects. This is the perfect shield that will kill an army and leave the wielder in peace. Collision air is called the strike air.
	communio	Imitation Air is Sharing air. Use this air to share any property. The properties of any object can be shared by focusing on one item or person and thinking the properties in the other item or person. Thus you can copy the properties of anything.
	effectus	Additive air is Effects. The air of effect is to make a moment happen When imagined the the effect of choice will appear as the caster wills. When the caster imagines the effect it will make a drawing of energy from the element represented.
	redeo	Subtractive air is Nothing or Dark Matter. Dark matter supports 98% of the universe and is unseen. The power of Nothing is Dark Matter manipulation. This power will support everything. Call forth a lost memory if the one so desires. This Force is a great storage device of everything lost or destroyed. This force is controlled by belief or Forcecraft.
	cedo	Indirect Air is Change. With change there are events and moments. The moment of life is change itself. When change is influenced one must be willing to accept the responsibility if questioned. Thus face applies in which one can lie straight faced. Yet it would still be counted honor. Find a reason for change and the action is not questioned.
	dominus	Corruption air is the Control Air. This is the power of control by knowledge and skill gained. It is knowing that you can do things. This control will give you self-esteem of mind. Another name is mastery.
	molior	Air is the air of displacement. This air can displace any object or person. Imagine the place to send it to and then imagine the object appearing at that place. This place can be in your hands or any other place.
	adduco	Air of vision is mind. With the mind comes peace or disruption and panic. This air can also bring visions as one sees them in the air. These are sometimes called phantasms of the mind. One can be psyched out by the moment of disturbing phantasms. Mind is often used for the impulsive actions in someone else to urge the person on. Use mind to make moments of peace or disruptive panic. Another name is influence. This is a tool of the telepath.
	defendo	Deflection is the air shield. Air shields act by deflection of any element thrown at it and remove the damage if any. The air shield makes its use also to prevent projectiles from touching the protected person. Another name is the countershield.
	communico	Communication is the language air. The act of getting understood by those you speak with. There are two parts of it. Sending and receiving. One sends a message and one receives it. A medium is always used to send the message and there will be distractions from that message. Making it possible to miss the message. This is also called the speaking element.
muto	Inducement air is shift air that makes objects or people phase to another place or form. This air is pure concentrated effect force that works with both induction and introduction forces to create the phase effect. Phasic effect fields are instant shift at someones will or a machines energy manipulation by various ways to various effects. It can displace people or objects to any other place or form cuz of induction or introduction fields.	

		Another effect is to create effect fields in any area or of anything such as images or air conditioning. Another name is inducement force.
	caput	Mana air is magical source air that can be used for anything of magical purpose. This air supports any magical purpose in which is magick in itself such as a magical rite. This is the true source of power that can strengthen any rite or person to lengthen a persons life infinifetly if possible. It can deter problems from happening as long as possible so it can support in many ways. This is an olden power far older than it seems that comes channeled from the gut thus not to be misused as its a very strong source. Another name is mana source or old power.
	candor aero	White air is enlightenment air made from white void and air. This is air that enlightens you as you breathe it. This air lets you know intuitively and be able to cope with many things creatively.
Lightning	thundora	Lightning is the energy destruction form of air is formed by Energy fire and Air. This lightning is destructive as it can blast things in an area.
	inanis thundora	Black lightning incinerates when it hits a victim. It always hits and it never loses energy. Any energy cast at it only strengthens it and only the worker can dispel the workers attack of black lightning. This lightning comes from space and energy fire.
	inversio thundora	Focus a inverse lightning effect and you make an attack of a youthening This lightning comes from faery air and energy fire buildup.
	defluo	You can compress adverse air into adverse lightning and make a person appear as if said person never existed. This lightning comes from Remaking Air and Energy Fire.
	fulmeneus	Domination lightning makes the victim of the lightning attack formed from this air will become dominated. This is from Domination air and Energy fire.
	similtudo	The lightning formed from this air will be an illusion. This illusion lightning comes from Illusion and Energy fire.
	obscurio	The lightning formed from this air will be hidden and kill on sight. It comes from the Cloaking air and Energy fire.
	exuro	The lightning from this air will form with a lot of heat and strike with deadly force. This lightning comes from heat air and energy fire.
	conlido	The lightning formed from this air will make quite an impact before it hits. The victim could die by being near it. This lightning is formed from Heat air and Energy fire.
	transcribo	The imitation lightning air formed will give you the victims attributes as it strikes. This lightning comes from Sharing air and Energy fire.
	compello	The lightning formed by this air compressed is showy and deadly as its formed from force and compels if not killing. This is lightning formed by Effects air and Energy fire.
	cesso	The lightning formed from this air by compression will make the person do nothing. It is formed from Nothing air and Energy fire.
	demutatio	Lightning from air of control is the lightning that will control others by mastering them. Lightning from this is Control air and Energy fire.
	molior multo	Lightning from the air of displacement and energy fire is the moment of a dazzling light and a disappearing person or object. It seems like the person died or the object destroyed. In truth the caster put them somewhere of their own desires.
	decursus	Lighting of the the vision air is formed from energy fire and mind. This is the lightning of phantasms and will have the person screaming before it hits.

		Meaning the strike of the lightning will always hit because the victim or victims will be panicked into not moving. They will see phantasms in the mind.
	multus defendo	Shield lightning is energy heat plus deflection air and acts as shield against electrical current plus lightning effects. This lightning has a bluish purple glow.
	adfero	Message is the language lightning. This lightning is the act of getting a message understood through distractions. Communication is a part of this and so are the rest of these elements in this group. This lightning will burn to get attention then deliver its impact as its main meaning through various means.
	muto multus	Phase lightning is heat lightning that allows for people to move outta existence. This lightning is the force which is energy allowing the shift to occur phasing out things from existence. Focused subatomical effect force is represented by this lightning as it builds on an target to cause the phase out.
	invidia	Blue lightning is mana lightning that can succumb anything to its will plus be undetectable before it hits. Its an energy that strikes with incinerative force or a force that makes the victim succumb to the casters will. Another name is magic lightning and is directed by will.
	candor fulgur	White lightning is creative destruction lightning of thunder without thunder and is made of white void and an energy charge. This lightning can destroy any machine and cause demons to flee. Hit a person with it and you give them a creativity spurt.
		<p>Most the elements together be aether. <a href="#">Aether</a> is the element of the mind and is the root of conscious energy. The effect of the aether is to affect or influence other elements. Aether is like allot of the elements together, they make up the gray ness about it as different colors that blend together. When the element is called you can form any object by imagination of it forming or of any effect by the imagination of it. This is its compressed form.</p> <p>To manipulate the aether requires imagination and manifestation of aether with ether, after you understand what it is. This is the key to its manipulation. And to manipulate it by imagination, is to need the idea to occur by seeing the sigil, or to feel it happening. Then, sometimes the knowledge will come to you to do the idea and the deed is done even further. To change the symbol of knowledge in the idea that you receive, will summon a change of it in some manner. This will cause the idea as its represented in the aether to be representative of a change. As its manifested into its compressed form, using the ether to make the aether manifest into its compressed energy of its form. This symbol changing, may require that you understand what the symbolic meanings are as it is. If you draw the sigil it gives you understanding, that will happen if you don't already know what it means.</p> <p>This is to summon the aether to here as for it to effect. As to change the symbol the minute that you see it or you allow it to be the same. You can use a free hand rune or sigil to draw it. To draw the rune or sigil of knowledge, causes it to occur a summons of an aether effect. To add to the symbol that you see and that is which you add to the symbol you decided on, you decide what the meaning is, an after or before. Or, decide what the meaning is of the new rune and then change the symbol of knowledge in your mind to it. To imagine the color forming of the element of aether in the area, then think to it what ya want or just feel its effects will get results as well. Aether may draw on the experience you have, and</p>



		neuro	<p>give you a symbol of what you know as its also glimpsed from the aether after this.</p> <p>Aether can influence void. Where aether is the layer that contains all information about the physical, and about people. Its also a source of information and the universal consciousness. Finally aether can influence the other elements and you can sometimes get aether to change the past, to make an effect of the future present. Again, its a source of information and the universal consciousness.</p> <p>Aether is referred to by the planes of existence outside, but they are also inside your mind too. As the consciousness works as a portal, you can change it's frequency like a radio to enter these different planes. Then you can think of what is desired and feel it occur, or think of the color and imagine it forming or pulsating into the object or possible event through manipulated elements. The aether is more like a higher layer of encrypted and stored information, and it's usually never changed by the typical individual, not directly. The aether is the roots to what happens in the physical world, and the spiritual worlds too, so it's somewhere on top of it all.</p> <p>The aether contains streams and rivers of elemental forces, the spiritual energies of fire air water and earth, and the directions of these rivers and streams indicate the things moving in the world beneath it. But, everything on the aether is made of the same energy, the aether energy, which would be comprising the 5th element. The aether energy takes form of different things as we go there, adapts to our mind to show us symbols so that we can understand what each thing represents.</p> <p>The symbolic color of time is gold, and space is silver. There is a golden river of time that is running through the entire aether to indicate that the world is always moving. The aether is also symbolically the roots of the world tree, Yggdrasil, in germanic mythology. But the world tree is also symbolically the consciousness we have. We climb the tree to the world of the gods by shifting our conscious frequency, into higher dimensions.</p> <p>There are different symbolic colors of the elements as well, where the symbolic color of fire is red, the symbolic color of air is very light blue or white, the symbolic color of earth is brown and green and the symbolic color of water is blue. The symbolic color of lava is red brown or purple violet, the symbolic color of ice and cold is light blue, amongst others. These colors are in splashes, sometimes together, in the aether.</p> <p>The practice and philosophy of those who deal with the aether, is that through knowing the aether you can know the physical world, because you can see the cause for everything that happens in the world by symbols. So one small change in the aether can do great changes in the physical world, if you know how to do it.</p>	
Group		animus	<p>Aether's negative element is ether. Ether resides in the <a href="#">etheric</a> and is the spiritual element, or the active element. The etheric is with chaotic and spontaneous creation of imagination, and that's where all ideas are first created. Then the idea get's reinforced and goes lower and lower in frequencies such as the astral, to then manifest in the quickest way possible on the physical. Ether is part of the fundamental principle of magic and manifestation in general.</p> <p>This is such in which all you do is focus enough and what you imagine happens. Otherwise the more you focus on an idea, the more chance of it happening. Ask the spirits to guide you for better results or feel and think what you want to happen when using ether, to always get the act desired.</p>	

effect	<p>However where aether responds to your imagination. Ether responds to the mind and thoughts with feeling and is instant. Ether works with you as you desire.</p> <p>You can focus the spirits to aid in anything, again for a better result. As, it is with the etheric plane where all our imagination manifests, and where the creation of our lives begin. This includes forming any object. The physical world is inputted as ideas on the ether, that manifest closer and closer to the physical. If the spirits are angered, they won't do anything at all. Always thank them afterwards. Aether is very similar to Ether as it too can influence void.</p>
magicus	Magick is the culminative results of the inverse elements and is like Aether and Ether. Magick has the possibility of reaching any place of existence. It can effect any place of existence. It can do anything that you can imagine. It is pure meta energies of the Astral Plane. It guides the rest of the elements. This elements heightens anything its used with.
iniquus	Adversity is the effect of all four elements and if one can control adversity one can control life. Adversity is also events that take place. Its effects are everywhere.
maleficus	Evil is the total effects of the combined elements and may lead to evil if not controlled. Thus have the effects you want in mind before using it. Then firmly control its power. Only then will not turn into a demon. These elements are also the invisible elements.
subduco	Stealth is the combined effects of the four stealth elements. It is the thieves best friend. Use it to best effect for hiding things. One does not want to find themselves caught or sometimes bad things can occur.
caecus	Dark is the element of darkness and represents all the Dark elements. Thus it is nightfall that can allow for shadows to exist. When Dark is used it is undetectable and the choice element of magic users.
apricatio	Sunlight is the cumulative effects of all the Light Elements. This is the Solar energy that powers the human body. The power of the Sun is that which one can use directly as a power source. Transform into a Sun Dragon and make yourself invincible to attack. Used as an attack the Sunlight can incinerate an attacker.
concertatio	Strife is the ultimate element of destruction and the cumulative effect of all the strife elements. It will destroy a victim or object and determine the best method to destroy by itself. Use this as a source and you will find yourself stronger. Assassins make use of strife. Another name is the Strike Element.
imitatio	Imitation is the cumulative effect of all the imitation elements. Using these you can perfect the arts of Illusion. This will also save your life when attacked. The hologram is the ultimate illusion.
adigo	Additive Forcecraft is the full collaborative effect of all the Additive elements. The effect of Additive is to make effects of Forcecraft. Make any effect visible or invisible with force craft and use all the the other elements with it if you want. Forcecraft will pull the other elements into service.
obliquus	Subtractive Forcecraft is the art of subtractive weaving. This is the collaborative effort of the entire Subtractive Elements. The Subtractive art is a solitary art that will literally bring the weaver to power. Abuse is possible so do not overuse.
turpificatus	Indirect is the actions of indirection. This is where the actions are done and never noticed until its too late. The actions can be caught and changed so its never too late in truth. Another name is wizardry. Wizards are the primary users of indirect actions.

	confero	Diversity is all the elements in this group altogether. To use the diversity of the moment will make winning easy. Thieves and Assassins use diversity. Use these to great great effect.
	videre	Psychic is all the vision group together. This element is the symbol of all that is vision. Being psychic grants you a gift of always knowing the events without being told. Most scryers, visionaries, investigators are psychic.
	cingo	Shielding is the group effect of all the shield elements. This is all aspects of shields that can work for you. The shielding of a person will protect until overcome in some manner.
	lingua	Language is all the elements in this group put together. Making things understood between two people or an audience. This is assured as an thing people express for understanding, This also used for socializing.
	classis	Hyperforce is the hyper energy forces that allow for most object or people interactivity plus it makes things manipulatable. It has the possibility to be called gravity effects or teleportation plus other things and this is the hyper forces combined to makes the bend in matter occur that effects time.
	feritas	Wildness is the force of uncontrolled nature that will turn the tide of any battle or make seem the person to be of uncontrolled wildness. This is the force of the wild element altogether and is totally unpredictable as its raw nature force at the hands of wild mages or chaoticists. Only dragons and fey can use this force without problem as they are wild benenergy beings.
	egredior	Ascension, this element causes you to ascend as you use it. Its made up of all the White elements. This is the culmination of all white elements that you can use in a moment.

More Element Combinations		
Element	Latin spellword	Description
Earth elements	trapetus	Earth water that is oil, where the oil is formed from bones and earth being heated and compressed. Then, it stays where it is, till it comes up somehow.
	severitudo	Earth air is gravity, that causes support, by pulling us down. This is through centrifugal force, of the spinning charged planet core. The nickel iron or heavy element in the planet core, will cause gravity in conjunction through an orbit around a sun. When the sun charges the core, through unseen electromagnetic pulses. The core of the planet holds the moon in orbit around the planet itself. The nickel iron core or other heavy element, will take the particle charge and form gravity from the spinning of the planet. An apple will fall to this force, through cause and effect. This gravity will also allow effects to be spread through a spread mass effect.
	aestus	Firey air is normal heat and as the 'fire in air' tornadoes. This heat shares its properties with the Light air element. Where, heat moves in waves and patterns that cause the effect of fire, if intense enough, or rain, if intense long enough. However if the air pattern is circular, then their is possibility of fire tornadoes, where the heat is so high it appears, as fire. This is where heat is enough in concentrated form, and fire will appear.
	luteus	Water earth, mixed together is mud, flows as a force, enmassed free from solid earth constraints. it slippery, walk on and to touch. finally, mud be soiid looking, in the quicksand pit. where, can sink till you suffocate.

	aerus taurus	Air with earth is blown or dirt devils and can come in the form of flying debrees.
Inverse Faery Elements	inversio trapetus	Faery earth water magical healing cleanse oil. this of magic oil is the type that heals cleanses an area. not just yourself. it can form on intent and idea spoken about it.
	inversio severitudo	Inverted faery earth air metainfluence gravity. gravity influence, of what be desired by intent. all one needs is focus their will desire through intent and the influence or magic meta, to make occurrence easier.
	inversio aestus	Firey faery air be fire meta heat. this where focus your will through intent heat up, near and away from you. as you influence things to become existant, the area is with a blue glow, too.
	inversio luteus	Faery water inverted earth is a type of mud that be considered healing and cleansing, as it causes magic.
	inversio aerus taurus	Faery water inverted air is healing cleanse influence. this combination be whatever you want to be, in influencing idea as it cures heals and cleanses.
Adversity Elements	iniquus trapetus	Adverse make pass-through absorption oil. this earth water combo, makes oil that to pass things and absorb nearly anything you d desire. it also allows a passing through of others absorption.
	iniquus severitudo	Adverse earth adverse air makes pass-thru gravity, where it can cause you another, to pass through energy and do a remaking events or idea, in presence of the gravity.
	iniquus aestus	Firey adverse air be heat. this is the heat causes change and remaking of things that it affects.
	iniquus luteus	Adverse water and adverse earth makes that causes absorption of a pass-through effect. this mud spread everywhere, where anything near it can feel grainy, suddenly.
Manipulation Elements	maleficus trapetus	Manipulation earth water is charm control oil. Its seeming as to control charms by suggestion, this oil allows it. Spread about, it makes the charm easy to control and dissipate.
	maleficus severitudo	Manipulation earth air is a charm of domination. This is a lesser form of domination charm, can make charming of another, to dominate them by earth, is some degree.
	maleficus aestus	Firey manipulation air is considered Mutation Domination heat. This heat allows mutation domination and control, by thinking of the idea and the person.
	maleficus luteus	Mutation water and mutation earth is control charm mud. This mud allows you to control a charm, with suggestion and spoken words.
	enervatus modicatus	Manipulation air with manipulation earth is a domination air charm. The domination charm that is greater in effect that the charm of domination. Where, it makes control of another by domination with air charming.
Stealth Elements	subduco trapetus	Stealth earth water that is concealment stealth oil. This oil will make concealed stealth easy.
	subduco severitudo	Stealth earth air is concealment illusion gravity. This type of gravity is generated by the self, and will cause concealment of illusions, in the area.
	subduco aestus	Firey Stealth air is cloning illusion heat. This heat be with the effect of cloning an illusion that be near the heat.
	subduco luteus	Stealth water and stealth earth is draining concealment mud. This mud thats applied or flowing in an area, will cause an effect of draining a concealment. So you will see the area, much more clearly.
	aspectus occultatio	Stealth air with stealth earth is illusion concealment. This is the air effect of illusion concealment.
Dark	caecus trapetus	Dark earth water is shadow substance oil. This oil will become very unique, as it ages, for once formed, it can cause corruption and empathy. This be the substance of shadows, where it is in oil formation. It starts out, by being spread and it causes ability to appear, along with some dark suggestions that come from nowhere.
	caecus severitudo	Dark earth air is shadow cloaking gravity. Similar to the stealth earth element, it seems to use gravity to cause shadows for cloaking people and things.
		Firey dark air is restorative cloaking heat and is as the effect is suggested.

Elements	caecus aestus	This heat will cloak the person or thing in a restoring substance, that acts in an area when darkness is there.
	caecus luteus	Dark water and dark earth make substance shadow mud. As it dries, it does the same as shadow substance oil, except its not oily, there's muddy shadow substance instead.
	integumentum solidus	Dark air with dark earth is cloaking shadow substance. It forms where you intend and focus it to exist, and causes cloaking through dark air and shadow substance through dark earth.
Light Elements	aprecatio trapetus	Light earth water is life positive oil, wherever this oil is, theres a life positive attitude and positive energy, that is there as a source.
	aprecatio severitudo	Light earth air is life heat gravity, that is self generated and spreads the heat of life.
	aprecatio aestus	Firey light air is light heat. This is the heat of the light that be near and is in the area.
	aprecatio luteus	Light water and light earth is positive life mud. This mud causes you to tink of positive life idea and do positive actions.
	incalfacio generus	Air with earth is heated life energy. This is the arguement energy that can cause arguements of many sorts.
Strife Elements	concertatio trapetus	Strife earth water that is chaotic abuse oil. This oil spreads and causes a chaotic activity thats abusive. To be avoided, if you can.
	concertatio severitudo	Strife earth air is chaotic collisive gravity. The gravity of this self generated type, be to cause chaotic and impulsive collisions.
	concertatio aestus	Firey strife air is destructive collision heat and it can make any destruction from a collision.
	concertatio luteus	Strife water and strife earth is a abusive chaos mud. This mud be spread and is generated from the self action. Its made on intent and idea to be done and then formed as a muddy action. Its interesting and to be avoided as it causes abusive chaos.
	incursio chao	Strife air with strife earth is collisive chaotic war. This is sometimes unavoidable, but it is very bad to get caught in this wind.
Imitation Elements	imitatio trapetus	Imitation earth water that is power mirroring oil. The oil that is spread about and becomes able to mirror powers that are in the area and becomes a shadow of that power.
	imitatio severitudo	Imitation earth air is power sharing gravity. This gravity can be safely generated using a magical object. As, it shares its gravity of idea and whatever power is placed in the object.
	imitatio aestus	Firey imitation air is copying sharing heat energy. This element will cause a copying and sharing heat thats energy based and hard to dispel.
	imitatio luteus	Imitation water and imitation earth is mirroring power mud. This mud, once created, will mirror a power and make what is coated in it, to be be like the power that be.
	communio efficio	Imitation air with imitation earth is sharing power energy. This is like the power sharing gravity, except it does things oppositely, as this element first shares and then causes power to be shared by an air-like effect.
Additive Elements	adigo trapetus	Additive earth water that is glamour adaptation oil. The oil, that once spread, will cause a glamour adaptation and this will change the glamour. To, whatever you would like it to be adapted to.
	adigo severitudo	Additive earth air is glamour effects gravity. This is self generated gravity that causes the lamour effects, as though it were done, by the mind and without you knowing.
	adigo aestus	Firey additive air is energy effects heat. This heat be the energy effects source, when there is heat, the effect can come about more easily.
	adigo luteus	Additive water and additive earth is adaptation glamour mud. The mud spreads itself about and causes an adaptation to the glamour effect, thats whatever is spoken and thought on and near it.
	effectus appono	Additive air with additive earth is the effects of glamour energy. This element combination represents the effects that glamour energy casts about. Whatever



		they be.
Subtractive Elements	malus trapetus	Subtractive earth water is unseen undoing oil. This be the oil that causes an unseen undoing of actions and events.
	malus severitudo	Subtractive earth air is undoing dark matter gravity. this be the gravity of dark matter thats undoing whatever is near.
	malus aestus	Firey subtractive air is reverse nothing heat. This be the reversing of events and by a seeming nothingness heat.
	malus luteus	Subtractive water and subtractive earth is undoing unseen mud. This mud is enchanted by the idea thought to it, of 'undoing the unseen'. It is spread about or allowed to spread, and it undoes the unseen to you actions.
	redeo fabricatio	Subtractive air with subtractive earth is dark matter undoing energy. This is the energy of the darkmatter and is similar to void energy. It causes an undoing of events by it effecting or affecting the area.
Indirect Elements	obliquus trapetus	Indirect earth water that is antimagic death oil. This oil be the cause of antimagic death effects where its applied. As it can be an applied direct force.
	obliquus severitudo	Indirect earth air is antimagic change gravity. This gravity be caused by the antimagic changing the nature of the item or person. The effect on a person is to be more stronger and yet slightly deteriorated.
	obliquus aestus	Firey indirect air is time change heat. This heat causes a time change effect, of whatever you think of, in the area you placed the energy type element.
	obliquus luteus	Indirect water and indirect earth is death antimagic mud. This mud can cause the death of something its on, and thats by antimagic influence.
	cedo ferreus	Indirect air with indirect earth is change antimagic energy. The energy itself can suddenly cause change in an essence of nearby people or things, through antimagic.
Corruption Elements	turpificatus trapetus	Corruption earth water is knowledge corruption oil. Spread this oil, using whatever means you intend to be effective. And, most knowledge that a person has, who's in the area of the oil, or even has it on. Will be corrupted.
	turpificatus severitudo	Corruption earth air is knowledge control gravity. This is the gravity of knowledge control, to cause knowledge control, you get this gravity around you.
	turpificatus aestus	Firey corruption air is greed control heat. This heat causes the control of greediness and idea. Where, it is noticed and looked for. This element doesn't effect unnoticeable things, unless its in energy form.
	turpificatus luteus	Corruption water and corruption earth is corruption knowledge mud. This mud be spread and is able to cause corruption through knowledge being told near it. The influence is the key and the vibration of the words are the turning of the key.
	dominus cognitio	Corruption air with corruption earth is control knowledge. This is knowledge that can be example or statements and its designed to control.
Divertive Elements	confero trapetus	Diversive earth water is aversion distraction oil. This oil be on use, to cause aversion distraction. It can make aversion and sometimetmes distraction of the people who be near the element.
	confero severitudo	Diversive earth air is aversion displacement gravity. This gravity causes aversion to events and displacement of idea or actions. By the idea of what you want, you can direct the element.
	confero aestus	Firey diversive air is aversion diversion heat. This is the heat of an event, that causes aversion to events and diversion to the facts and idea presented.
	confero luteus	Diversive water and diversive earth is distraction aversion mud. This is a mud created by actions. It causes distraction and aversion, to the moment and by people being near it.
	molior declino	Diversive air with diversive earth is displacement aversion energy. This be the energy of the earth that causes displacement and some aversion, to the moment of the the displacement.
	visio trapetus	Vision earth water is third eye sight oil. This oil causes your third eye to be sightful. Rub it near your third eye and on your forehead, to get effect. It may be invisible, to the eye especially. But, by imagining the oil being spread, will cause the spreading.



Vision Elements	visio severitudo	Vision earth air is third eye mind gravity. This gravity can be caused by the intent usage, and the third eye making the intent real. Where its to cause mental gravity and importance, on things.
	visio aestus	Firey vision air is vision of the mind heat. This heat causes the vision to appear in your mind, of the things nearby, that you would want to cause a person to see. It is summoned by the third eye.
	visio luteus	Vision water and vision earth is sight of the third eye mud. Basically, this element energy type will be a part of the mud suddenly, and where it spreads is likely to cause sight of the third eye, on thinking of the area.
	adduco impetus	Vision air with vision earth is third eye mind energy. This is a combination, of elemental energy types, that makes energy and this energy makes the third eye cause mental events, to be real enough.
Protection Elements	cingo trapetus	Protection earth water is shield prevention oil. This oil acts as a shield of prevention to that which its placed.
	cingo severitudo	Protection earth air is shield deflection gravity. This element energy type causes gravity by actions that make up a shield deflection.
	cingo aestus	Firey protection air is protection deflection heat. This is the heat that causes a protection motion to deflect the momentary element.
	cingo luteus	Protection water and protection earth is prevention shield mud. This enchanted mud will cause the state of prevention by protection. In and of things and people.
	defendo ancile	Protection air with protection earth is deflection shield energy. This energy protects by causing an energy that starts of the aura and is by the soul. The protection is formed into a deflective shield.
Language Elements	lingua trapetus	Language earth water is the understanding translation oil. This be the oil that is spread by imagination and thought provoking. The idea is what rules this and the moment be what details the action, for understanding the trtranslation of events and words.
	lingua severitudo	Language earth air is understanding communication gravity. This be the gravity of the moment, thats brought about by actions. And, the gravity of the understatement. By, understanding the communication, of the moment. Good use of the gravity, can draw attention to things and then the things can be spoken about.
	lingua aestus	Firey language air is projection communication heat. Also known as fighting, where fighting is one step farther than arguing. This figurative element uses projection as communication and the words projected, themselves.
	lingua luteus	Language water and language earth is translation understanding mud. This is a energy type of mud, that is making your mind or anyone near the mud, able to translate and understand.
	communico accipio	Language air with language earth is communication understanding energy. This mix of the figurative elements, makes use of energy, for understanding by communication. Where the energy of the moment brings the understanding.
Hyper Elements	classis trapetus	Hyper earth water is inductive introductive oil. Where, you get the pull and push of inductiveness with introduction of energy, by action. As in a suddenly more energetic item or idea being spoken on. This includes better output of effort and effect.
	classis severitudo	Hyper earth air is inductive inducement gravity. This be the gravity that pushes and pulls on will and triggering a shift effect. By enough activity giving the phase shift energy.
	classis aestus	Firey hyper air is hyper inducement heat. This be where there is a upping of energy and a phase shift, to a farther away place or somewhere.
	classis luteus	Hyper water and hyper earth is introductive inductive mud. This mud is enchanted, by an introductive inductive effect. Its spread to an area or placed on someone, and it causes a pull and push to become phasing, of object or people. Sometimes on will.
	muto vacuus	Hyper air with hyper earth is inducement inductive energy. This be energy generated by usage, of two figurative element energy types. To cause the effect, of phase shifting by the push and pull, of something or someone.

Wild Elements	feritas trapetus	Wild earth water is wild energy channel oil. This be an idea energy, starting out, that induces a thought which makes a wild energy surge channeled to some place.
	feritas severitudo	Wild earth air is wild energy mana gravity. The gravity that starts out as a mental creation. Then becomes something, from wild energy and mana being focused by your intent and will. The intended will can be expressed. At first, the effect is to kill the action, then the actions build up the wild energy, to create the effect. As though it were a gravity, for the right actions.
	feritas aestus	Firey wild air is devour mana heat. This heat energy type, be to cause devouring by mana and heat is generated, from the activity. This can drive you insane, if gone too much in working with it, or if your effected by it.
	feritas luteus	Wild water and wild earth is channelling wild energy mud. This created mud from enchantment, be from channeling wild energy, for the effect of placing the mud and getting a powerful, but somewhat unpredictable effect. The general intent is what be done, most times. If too much stress and wild energy, then you could go crazy.
	caput indomitus	Wild air with wild earth is mana wild energy. This be the energy of deferrment. Where the actions you do, causes the energy and by what you do in deferrment, can you direct it. Otherwise, its somewhat interesting to control it. As it refuses direct control, it becomes hard to be within control. Be within becomes be without things and idea and you lose energy.
White Elements	candor amurcae	White oil is White earth water that improves and refreshes. Squeezed plants and things can emulate this oil. This is where essential oils improve things as they work.
	candor severitas	White earth air is white gravity that is made of white void and earth air. This is improving things as it enlightens the mind. This is the gravity that makes the aura be able to enlighten people as you get near them.
	candor empyrus aero	White firey air is Faith enlightenment in activity, this is pretty to see but isn't really useful except to help your faith in things to come.
	candor lutum	White mud is white void with water and earth, this mud can make holy anything by improving it.
	candor aero taura	White air earth is enlightening improvement that is made of white void and air with earth. This makes it so that you improve yourself as you enlighten off of it.

Element	Latin spellword	Description
	cosmio	<a href="#">Cosmeria</a> is the general conjoining of Ether and Aether into Akasha or united spirit (Animus) and mind (Nuero), it defines the wholeness of the universe and is the giant container. Ether and Aether act as messangers and gain divided power, they also act as the rules and boundaries for the universe. Basically Akasha also has the attributes from both Ether and Aether making gray matter that is imprintable only once and it forms in any shape the wielder wants plus invisible at first. It transcends dimensions and is reality itself. This gray substance, Akasha, is usually impossible to wield but with the third eye and imagination you can wield it. With Akasha you can make anything work for you or do things. Its the strongest boost for any spell.If you tamper with this element, would be tampering with the fabrics of Reality. This may not be safe for those who do not look ahead to consider all possible consequences.
	cosmio turpificatus	There exists a negative form of it known as <a href="#">Corrupt Cosmeria</a> or Corrupt Akasha, its very existance is shrouded in mystery, but it has the ability to deform space and time, corrupting anything in its way to the will of the person. It forms a addictive unseen substance called corrupt red matter that is used by demonkind mostly.Something forged of this substance has the ability to slice through the boundaries of reality while immuring the wielder to addictive substance giving a good feeling to the person all the time of use. Yet again this substance is normally considered unwieldable unless wielded thru chaos or void to corrupt the

	person in a general direction and is always imprintable with no actual form.
infini	<p>As for <b>Infini</b>, every living thing contains it, obviously. When something is used, Infini is acted as the fuel, though Infini is never actually 'consumed'. Everything, including Cosmeria, was derived from Infini. You could think of Infini as the light that hits a prism before it divides into separate colors of light. And because of this you'd need enough power to force the separate colored lights (elements) back through the prism to attain and control Infini. A feat that has thus far been unaccomplishable. There have been some cases of people all of a sudden encompassed in a golden light. Everywhere they look is golden, though this doesn't last long it's a wonderful feeling. This is the closest (in my opinion) that man has ever gotten to infin.</p> <p>I know there are several types of infin with different colors other than Golden. I just know the brown Earth one of shit and stuff power, the golden one that's Fire, and the blue, water one of lightning like watery butanol flame. And now that Ice/Air is clear or menace of psychic wave with a white/pale blue and (forget what one that comes from) freezes of liquid nitrogen works like light or an addictive substance known as drugged item, as to just call it an inverted item is a truth, or spirit manipulation of grey, And that void is black devoid of most effect except for what is manifest of death and gaseous states..The voidal infin one is not recommended to do, nor is the normal void sight because it can drive you insane and the water/ice one is addictive.</p>
universa	<p>Universal be Void and Wild earth plus this force is very strong as it construes two earth forces together. When this happens it triples the outcome result plus this force makes it use negative with raw energy. The effect is obvious when using this power cuz it gets instant result with no indication except area power drain depending on the spell strength.. The result for even a little of this power can be limitless effect plus its unseen till the caster wants it to be. Another name is negative wild magic and this power gives power to the wishes of people plus its limitless. It makes for the underlying energy support for the universe itself.</p>
magicus neuro	<p>Inverse Aether is also called Faery Aether. Intuitive magick works by imagination.</p> <p>This magic is the magic of high magic. Guide the positive and magical energies with it.</p>
magicus animus	<p>Inverse Ether is called Faery Ether. This magick is used by feeling for the effect sought. This is the magick of empathists. Empathic people can use this easily.</p> <p>This guides magick and spirits.</p>
magicus cosmio	<p>Inverse Akasha is the forces of the Aether, Another name is Faery Akasha. Ether and Magick combined. This force is the universal energy that is the meta energy backbone.</p> <p>You can do anything with it through imagination.</p>
magicus iniquus	<p>Inverse Adversity is the forces of adversity and inversy. Another name is Faery Adverse. This force will allow manipulation of both inverse and adverse elements. Use imagination and feeling to manipulation.</p>
iniquus cosmio	<p>Adverse Akasha is the forces of Aether, Ether and Adversity. Control all three with the calling of this force.</p>
magicus iniquus cosmio	<p>Adverse Inverse Akasha is the forces of Aether, Ether, Adversity and Inversy. Control all four with focused mind and imagination.</p>
inanis pyro	<p>Absorbion black fire is the forces of Void and Inverted Fire. This black fire is lethal as it will absorb all energies around it while it is in existence.</p>
inversio pyro	<p>Black fire change is Void and Adverted Fire. This black fire is the incineration fire that will morph a person while it kills them..</p>
	<p>Black fire mutation is Mutation fire and Void. This black fire will mutate the body</p>

inanis mutus	and then kill the person leaving nothing behind. It will also mutate other things around it.
inanis simulo	Black fire cloning is the Cloning fire and Void. This fire will clone itself and strike simultaneously from all sides incinerating the victim.
inanis reductio	Dark restorative black fire is Dark Flame and Void. What this fire does is to make incineration and restores dark people and creatures.
inanis elevo	Light Black fire is Light fire and Void. This black fire will cast a killing light while it incinerates the victim. The light will kill those near it.
inanis disturbatio	Destructive black fire is Destruction and Void. This black fire will incinerate the target and those around the target. This fire is vastly improved over the normal black fire.
inanis descriptio	Copy black fire is Copy and Void. Fire that will take out its victim while giving the caster the victims energies.
inanis appono multus	Energy Black Fire is the forces of Energy and Void. Fire of this attack will incinerate the person with increased energy potential. Making it possible to kill everything in the area.
inanis retexo	Erasing black fire is the forces of Undoing and Void. The fire of this attack will incinerate the person erasing the existence entire of the victim.
inanis aevus	Time black fire is the black fire formed from time and void. This black fire will move through subspace and hit with lethal intensity. Thus the time it hits the target is the same moment its formed..
inanis avidus	Corruption of black fire is the fire formed from Greed and Void. This fire will attack anyone corrupt. It will make a mockery of the persons feelings and pass off anything of importance to the attacker. The attacker will end up with power and the victim will be killed by guilt. This is the most subtle black fire in existence. The fire it produces will spread to others and produce shame in the end. There is no heat to this flame.
inanis avocatio	The black fire of diversity is formed of diversion and void. It will mislead the people around it into not seeing it but the victim will die unknown and incinerated.
inanis visus	Vision black fire will make the person see ones death before it hits. Effectively killing the person because by the time it hits, the victim will be paralyzed already thinking they were dead.
inanis commendo	Protection black fire protects the person while it destroys the power of the attacker as if the ability did not exist in them by a black fire backlash..
inanis avis	Language black fire is the death projection. This black fire will project death to the person before it strikes. Making doom felt before it hits because they will want to be dead, before it happens.
inanis traiectio	Hyper black fire is subatomical death. This be the black fire that destroys through instant desolvation of the target as if it didnt exist before. Another name is instant death yet death itself can easily be turned with this.
inanis flamma	Devour black fire has possibility of enveloping death fire. This fire will devour from without to within causing death to the targets thought on at time of casting. Plus a use can be of destroying energy from without. Another name could be enveloping death.
inanis inversio cyro	Strengthened black ice is the forces of Void on Inverted Ice. This black ice has greater absorbing capacity. It will heal on touch instead incineration.
inanis potus abfabricatio	Remaking absorbing black ice is the forces of Void and Adverted Ice. When in existence it will remake anything around it. It will absorb at a higher capacity then black ice.
inanis moderatus enervatus	Controlled Domination Black Ice is black ice with Control and Domination. Use this ice to control and dominate the victims. This ice can also if used as an attack to incinerate the victims. It forms, on an unstable moment.

inanis exhaurio aspectus	Removing illusions black ice is Draining, Illusion and Void. Use this black ice to dispel any illusions and illness. The attack form of this ice will cut through illusions and incinerate the victim.
inanis solidus integumentum	Cloaking substance black ice is Cloaking, Substance and Void. Use this black ice to make an unseen attack that kills with incineration. Summon this black ice to make an invisible black ice column.
inanis facio incalfacio	Positive heat black ice is Positive, Heat and Void. The effect of this ice is to reinforce positive and make a warm area affect. This is not for attack.
inanis imago communio	Abusive Collision Black Ice is Abuse water, Collision Air and Void. Making this ice will cause death by abusive influence and psychic punches. Summoning it is even more funner because on summoning it clears negativity from the area. Summon this as a defense.
inanis comformo efficio	Mirroring Sharing Black Ice is the Imitation black ice. This black ice will mirror the the attacks back to the attacker. It will also make sharing of their abilities to you. It makes an excellent shield.
inanis comformo efficio	Adaptive Effects Black Ice is Adaptation water, Effects air and Void. This black ice is the effects of making the person adapt by accepting whatever the caster wants the person to accept It kills if used in an attack by a caster. The victim never realizes that death occurs. Incineration is that death. A shield of this black ice is perfect.
inanis fabricatio redeo	Making black ice is Undoing water, Nothing Air and Void. This black ice will by the caster make any event happen unseen. It is not meant for direct attack.
inanis necro cedo	Death change black ice is the black ice that will make death occur in some manner. Thus the black ice of death change is very powerful as it can can be a great defense. If used as the attack it will decimate the victim. Often, in an unstable moment, where it unstabilizes a person.
inanis attento dominus	Corruption black ice is twisted desire and control. It only leads to disaster and disruption of the mind and family. This ice is self contained and only affects those who are willing. The rewards are great and the balance in the mind must be kept Sanity is kept if balance is maintained. Its existence is completely hidden, as its only found, as for what it is not. Even if the person is aware of it, it will always control no matter the circumstance.  Once called into existence, a sacrifice can only get rid of its effects and, of any sort. Unsummoned, its effects are completely erased, as if it never happened. A person of complete calm will never be effected. Its not detectable by any means. It can steal any knowledge, for the summoner.
inanis distineo molior	Distractive Displacement black ice will displace anyone or anything that the caster wills. If left on its own it will make anything displaced. One cannot find this ice as it has no form in the prime material realm. But one can hear it as its true form is displaced in its own spacial pocket. It continuously reforms itself.
inanis conspectus visus	Mind sight black ice will grant people visions and store spells. It will also store visions. Thus the form of this black ice is a vision only. One will not hear it as its disguised by visions it makes the person perceive.
inanis anteverto defendo	Protection black ice absorbs without being seen as though the damage never happened being that it was absorbed to feed the blace ice itself. This will also weaken the weapon that tries to attack it.
inanis transfero	Removal black ice will remove the message in the air to make obstacles disappear and messages not heard. This black ice removes unwanted things and can act as a filter. This ice unseen but felt.



inanis delcicio	Phase black ice will make people disappear within a certain distance as it will take thier life force to do so and on success make the person disappear. Also it can make other things including memory to the same effect. One can't detail theblack ice itself but its effects are felt. This black ice has a cloaking effect for the object at the callers will.
inanis derivo	Infinite channel black ice allows for the person to use a little energy to create any number of results that the person chooses. A mere focus with this element will cause effect with an imagined scene. This is imagination magic an sustains itself as long as possible.
inanis neuro	The space of the mind is where people make mental constructs. Void and Aether make this space. This is also called Aerth or Aether space. People can range infinitely in this space. The time variance is 10 years there and 1 millisecond here. Thus test your ideas out there. This is your personal space and each person has there own space.
inanis animus	Ether Space is the soul space and is where people go when they die. Void and Spirit make this space up. This is a place of pure emotion and thoughts. One happens amongst a dimensional pocket and then gets reborn. One can also build spiritual constructs in this space.
inanis inversio aero	Breathable space is Void and Inverted Air. This is the space that you can breath. Travel through space in a shield made of this. In a limited air area use this element. There is a heightened sense of space.
inanis abfabricatio	Remaking space is Void and Adverted Air. Remaking space is used by pre-scientific people. This space has no existence except for moments. Use this by trained focus.
inanis enervatus	Domination Space is Domination and Void. Enter into this space and your mind will be dominated by an invisible force. Which will ensue control of the victim until they leave the space. It is also used by body jumpers.
inanis aspectus	Strife Space is the spaces of strike and strife. This space will kill you in instances. Use this space as the trap space that cannot be escaped.
inanis incalfacio	Heat Space is the space of heat. When the visitor enters they will be warmed and renergized immediately. Thus they never need to eat there and the person can receive visions.
inanis incursio	Chaos space is the hidden space that chaos beings live in. Thus chaos runs as the law there. The chaos is the ultimate force there as well. Trust not what you see.
inanis communio	Illusion Space is Illusion and Space. This is the space of pure illusions. One only has to enter and it gives the Vision which suits to the needs of the visitor the best. One almost never wants to leave. Be wary of people who use vision magic as they can usurp control if allowed to.
inanis integumentum	Shadow Space is the space of shadows and dark magic. Enter warily as the shadows can lie. One can be usurped by the merest spell from the shadows.
inanis communio	Sharing Space is Sharing and Void. Enter this space and pull in from other spaces of existence materials or objects that can copied. The copying will be a sharing of one object to another.
inanis multus	Energy Space is Energy air and Void. Enter this space and you will be energized in



	seconds. Attack from this space and you will never run out of energy.
inanis redeo	Making Space is the Nothing air and Void. This is also Nothing space and is the space of dark matter. Imagine there as its only concepts and most likely to happen. Nothing space is good as a storage for anything lost or broken.
inanis cedo	Reverse space is the space of indirections. This is Change and Void. Reverse space is always going backwards. When on entry the space will preserve your age and time will stop. Then a slow unaging will happen. Thus do whatever necessary and then do things there. When leaving you will be unaged slightly.
inanis dominus	Corruption space is called the book world. This place is entirely of books in a library and money of any sort. Find any type of money transaction in the book world. The dimensional traders live there and so do the dimensional bounty hunters. Everyone is a psi master of some degree in that space.
inanis molior	Avertive space is the space of prevention. This made from Void and displacement. This space prevents anything from ever happening. If one does an action its undone at some point in time. The other name is counter space for in truth everything done there is countered. This space is also the space of displaced objects or people.
inanis adduco	Vision space is the space of visions. One can see anything they would like here. The visions come however the person wants. What one expects will be seen. People who are negative will only see negative. People who are positive will see positive.
inanis communico	Language space is the space of which languages exist and are understood by all. The space of languages is also used for study in languages to understand them. Just focus on the name of the language and you will hear it.
inanis muto	Inducement space is a space that can be used to call into existance most anything the person desires. This space tends to make a good business area as you dun need to pay for it unless you want to. Now the other aspect is it may grant you visions at will.so you could spy unnoticed on people. Hyperspace is another name as this space also reflects a hyper reality where time is nonexistant and people or ships of many sort can jump to other places by will or engines.
inanis caput	Mana space is the space of the source of mana as it looks like a endless lake and a shore all in blackness. Enter this space for instant recharge of life and restoring abilities. However, just think on the effect to gain the event as you might feel like a god dun abuse it.
candor dein	White space is literally the space of beauty and developement. It makes life worth seeing as you visit the white space. Its literally the beautiful version of the world on its own.
inanis aero pyro	Space and fire make plasma. Plasma can melt anything and typically burns at 700 degrees kelvin or hotter.
inanis aero commutatus	Absorbing plasma is Space and Inverted Fire. This plasma which burns at the temperature of which the caster desires can absorb the energy around it to keep on going. It can melt anything.
inanis aero mutus	Morphing plasma is Space and Change. This plasma will burn at 800 kelvin. It will morph anything while it melts the surroundings.
inanis aero reductio	Mutating plasma is Evil and Space. The mutation plasma is for effecting object and people only. It won't mutate unless the wielder wills it. Otherwise it will melt everything near it.
inanis aero exhaurio	Draining energy plasma is Draining Water and Space. The plasma is very deadly as it will drain the victim first. Then give it to the caster while killing the victim. It burns at what the person wills it to be burning at. This plasma can only be summoned.
	Dark Restorative Plasma is Restorative Flame and Void. Use of this plasma is in

Elemental interaction	inanis aero reductio	essence only and will give life to dark peoples. It will raise dead and make them shadows. It gives permanent strength to the wielder. There is always a seductive pull to this plasma as it pulls the person down into the soul. The person must have control of influences around said person. This plasma has no heat and resides on the plane of shadows.
	inanis aero elevo	Light plasma is the plasma of heat. Use this to heal or raise someone with heat emanations. This is used for warmth as well. This plasma has no true form except for essence. It is up to the caster to what temperature it is. This lava felt.
	inanis aero disturbatio	Destruction plasma is plasma that will kill more effeciently and will burn at 1000 degrees kelvin. This can melt a small chunk of land. Throw this a an foe and it will kill several more people.
	inanis aero descriptio	Copying plasma is the plasma that will copy the attributes of the victim as it kills the victim. This burns at 700 degrees kelvin.
	inanis aero multus	Energy plasma is the supernova plasma that melts half a planet. 1500 degrees kelvin is its temperature.
	inanis aero retexo	Erasing plasma is the plasma that will erase the existence of everything around it including the victim from the heat emanation. It burns at 600 degrees kelvin.
	inanis aero aevus	Timed plasma is the plasma that will time itself to the target and attempt to kill the victim while time seems to stand still for it. Make a note. do not be the target or it could be fatal.
	inanis aero avidus	Corruption plasma is the corruption of greed and space. The corruption plasma is the type of plasma that will kill by desires of greed. Its temperature can be any temperature of the casters desire. The caster will make the desire be amplified in the victims which are melted from within. The hotter the plasma, the more disaster by desire.
	inanis aero avocatio	Misleading Plasma is Diversive Fire and Space. This plasma will destroy people around it and the victim as well. While misleading them into thinking the attack is not aimed at them it will melt them into death.
	inanis aero visus	Vision plasma will kill on sight as it is made from Vision fire and Space. The visions it sends will be phantasms of death. Freezing the victims while it melts them if they are too near the 1000 dergress kelvin heat.
	inanis aero commendo	Plasma language will kill by you hearing hot or bad language. Distracting you to be melted by the plasma to death. This plasma puts nasty sounding words in your mind. Everything you hear will be a probable bad word. Another name is cursing.
	inanis aero traiectio	Subatomic plasma is the plasma that is felt but not seen as it burns at 1200 degree kelvin. It can melt even the most hardest metal or mineral in its path. It can only exist at calling it so it will melt anything at the persons desire.
	inanis aero flamma	Devour plasma is the plasma type that will melt objects from the outside in and this includes people. This plasma is most likely to occur at the will of the caster plus at 1000 degrees kelvin making it unpredictable results except to be certain of melting things in its path.
	candor inanis sol	White plasma is the plasma that is of the sun and white void. This white plasma makes anything better and it increases stamina with the body energy going up. This can increase the heat level dramatically.
	inanis aero visus	There is mental time which comes from Aether and Time. This is the time where your mind controls the moments. People plan in this time.
	inanis aevus	Reversed time is from Void and Time. The effect of both is the reversal of time events. When this happens you can remove age. Confuse your enemies. Make spells disappear or use it as a shield to be unkillable as the damages just disappears.
	animus aevus	There is soul time which is the time of spirits. This time is where the spirits do what they please and all other time is frozen. The spirits control this time.
inversio aevus	Magical time is from Magic and Time. This time goes forward yet stands still. This is the time of the faeries. Many things can be done in this time compared to	

	normal time. Plus it lengthens the lifetime.
iniquus aevus	Moment time is Adversity and Time. This time is the time of moments. It stands still until a moment happens. When that moment happens, it occurs as quick as you want or an eye blink.
maleficus aevus	Manipulated time is the time of which you manipulate everything and it happens your way. All you need is imagination and then watch it occur during the day. Use complete scenes.
subduco aevus	Concealed time is the time of which you are not seen yet the time goes normal. The time of which you can walk unseen and everyone averts their eyes. This is the thieves time.
caecus aevus	Dark restorative time is the time that stands still and the shadows, liches, shades, wraiths, dark mages and other dark creatures heal completely.
aprecatio aevus	Positive time is the time of healing as it heals perfectly as time goes at the rate wanted. This aids regeneration.
concertatio aevus	Chaotic time is the time of no time at all whereas everything stands still. Thus this time is outside of time and only found in the chaos realm.
imitatio aevus	Sharing time is the time where you find no time and only in the sharing space. This time will move 1/10 normal time.
adigo aevus	Adaptive time is the time of which you adapt to a circumstance but afterwards time goes normal again. While adapting time does not move.
ininitio	Infinity time is the power of the space, mind and spirit. It is also subtractive in nature. The power of infinity is stillness. This means that it is an entropy effect. You can use entropy to slow down anything. To make yourself untouched by any effect. You can work to extend spells to infinity. you can extend the effects of anything.
turpificatus aevus	Corruption time is the time of books. Read a book or see a movie and you live in that time as it happened. One cannot change the story in any way or the dimensional police will correct it. If not that, then natural energy will do the exact same thing to that one when the person returns. Thus balance is kept. Do nothing bad in other worlds or bad will happen to the person in their world.
confero aevus	Diversity time is the time of distractions. This is the time that the caster can use to make use of escape. This is the time of distraction moments. Thieves and assassins use this time effeciently.
visio aevus	Vision time is the time of vision manipulations. Make visions here for all or whomever the target is to see. The visions can be perfect or not but they will be believed. The only way to tell the false vision is a slight droning sound in the background. There are ways to hide the drone.
cingo aevus	Protection time is the time of protection and when evoked it will make the wielder unhurttable plus some actions not otherwise possible. This is an excellent time shield effect.
lingua aevus	Language time is the time of messages. Say a message of any sort except derogatory and you find no time passes and its instantly heard. If derogatory then it might get a nasty response.
classis aevus	Hyperforce time is the time of relative actions that one lives thru as they do things. Most the rules of physics are possible to make happen at which people or objects can move at the speed of light. Gravity can be adverted or made to happen to the willer necessity. Physics time is another name.
feritas aevus	Wild time is the time of dimension as it will make use of any time the wielder wants. and allow access to any place without showing signs you were there. That is till a movie, show or some report shows signs as your behaviour pattern.
egredior aevus	White time is the time of Ascension. This time lets you see things that are beautiful visions and makes things better as the time works on your behalf.
chao liquentis	Black lava is the effect of chaos on lava. What is black lava? Its a voidal lava that will morph anything it runs over while it melts it to create a new but different and somewhat bizarre element.
chao inversio	Mutation lava is Chaos and Inverted Lava. This lava will restore with its heat and

liquentis	mutate the person or object. Creating a diversion and stronger form.
chao penetro commutatus	Aversive Diverse lava is made from aversion, diversion and chaos. This lava will mutate the land around it while making people avert their eyes and ignore it. It will kill by melting everything it flows across. Its temperature is 600 degrees kelvin.
chao medicatus mutus	Charm mutation black lava is made from charm mutation and chaos to create a disastrous energy that mutates things around. This black lava energy makes everything charmed to strike at the wielders willing and work for the wielder as he wants including manipulation of others..
chao occultatio simulo	Rapid destructive black lava is stealth lava with chaos. This lava will cover a landscape in minutes as it makes more of itself spreading rapid mutation. It is non detectable and there is very few that can outrun it. The temperature of this lava is undetectable..
chao opacus reductio	Shadow destruction black lava is chaos plus shadow restoration lava plus sends draining shadows which twists anything near it with undetectable nature to destruction. Lava of this nature is black in color and has no heat except that in which the person thinks it has. It has no substance so it will be undiscernable..
chao genero elevo	Death Light Lava is Chaos and Light Lava. This is the only lava that will restore people to undeath while it flows. It brings spell resistance that aids in spell fights and it also brings an unnatural deathly light to the area. Death Lava will raise people by infusing heat into the person causing an unnatural lich like state. The death light lava has no temperature and it can melt people or objects in an attack. This is only found as a source of death.
chao disturbatio	Warp Copy Lava is Power Copying Lava and Chaos. This lava will spread itself across land with warping power waves of corrosive effect. It will literally cause malformed corrosive deterioration of anything near it plus a wielder can use this to create .blight
chao efficio descriptio	Mirroring sharing black lava is imitation lava plus chaos creating a effect of destructive blackish lava that has no substance and corruptly mirrors with full bizarre attribute all things effectable..
chao appono multus	Adaption lava is Energy Glamour and Chaos. Use this in force craft as making a permanent glamour changed through Heat infusion to the wielder will. The Heat of this lava causes a permanent glamour to change into something else. This lava can only be used as modification force.
chao caecus retexo	Unseen erasure lava is Unseen Reverse lava with chaos so use this force of lava to force erasure unseen in an area of anything at all nearby as if it did not exist. and disappears anything in the area. There is no heat with this lava so its undetectable plus it could erase the wielder..
chao ferreus aevus	Antimagic time black lava is the Anti-magic Time plus Chaos. This is the time of warped motions and thoughts. When used it will make warps moments happen anywhere in the spacial plane. This can be detected of background radiation thus this time flows backwards so stay in it only as long as one dares.
chao cognitio avidus	Greedy Knowledge black lava is lava that will bring control by blind desire. This lava will make most people do anything to gain the grasp of power by emotion and hate. The pride pulls them in and makes the pull undeniable to do as if the wielder was charismatic. People will always want more and sometimes the person will go to great lengths to please the wielder. Hitler was one such to be controlled by it as it appears like a unseen winning force.
chao declino avocatio	Avertive Diversion black lava is the diverted lava with chaos. This is the lava that uses destructive and chaotic actions to make it work. If it flowed along the area it would make destructive activity and its only revealed by a strange high pitch sound heard by the victim.
chao ancile	Shield protection black lava is chaos plus shield protection and pushes people away thru deterrence while making certain the protected never gets hurt. A side

commendo	note on this is that is always alone in some manner and cold.
chao impetus visus	Manipulation vision lava is made from Third eye earth, Vision fire and Chaos. The chaos tinges the third eye vision to manipulation of peoples vision into an impulsive destructive impulse and a false vision that only leads to destruction. It has no heat and only exists as force. So only casters can summon this black lava.
chao accipio avis	Transition black lava is made from language lava and void and is the black lava which transitions two things into one or mutates two things apart. This black lava works with objects to accomplish a transition of some sort. It always uses void as its medium. There is no heat except of the transition radiation to this black lava. Another name is genetics.
chao navitas	Hyper Inductive black lava is subatomical twist flow. This element can twist any event thru gut feeling and desire into happening. Know the event be what this is called by gut and it happens to make itself done thru any available path that the energy wants. The ability to manipulate it is called telekinetic ability plus its considered making miracles as it uses the twist of a subatomical twist flow to change events. This energy is undetectable plus another name is the will and a way.
chao exedo	Wild warp lava will makewarping destruction of a city block easy as there is no control of it whence its released except for wild mages with expertise. This black lava will warp anything with wild energy in its path as it flows altering along an area fairly quick. It has no heat except a slight evil radiance. Another is wild warp.
chao candor liquentis	White warped lava is the white lava that chaos turns into a warped lava with a terror effect that gets to any that get near it. Instead of improving things it makes them worse. White warped lava is likely to create more chaos that feels good to be near.
neuro ancile	Mental shields are the shields for the mind and will reject mental intrusion. The mental shields are strong if one believes in the strength of survival.
animus visus	Soul shields are the breaking type that are Aura shields that can not be broken unless they are thought to be breakable by the person using the Aura shield. If the spirit is strong then one can survive anything. The Aura shield can cause regeneration. This is the strongest shield their is.
inanis ancile	Void shields are the reversed shields that are impossible to break. This is void and shield. When used the void shield make time very fast. There is unaging slowly and said practitioner seems unaging. This allows winning against anything as the spells get converted to spell energies for personal use. The Void Shield will not fade until the caster wills it. You can damage others that you can choose while you are protected. These are shields that support themselves only focus is needed.
inversio ancile	Inverted shields are Inversion and Shield. These shields make the person invisible and slow time down for the person. Making the person unseen and the shield unbreakable as the shield absorbs any energies. These are easy shields to hold with three times the power.
iniquus ancile	Adverted shields are Adversion and Shield. These are the unbreakable shields that stop time around you and allow you to go anywhere without detection. The shields of averted nature divert the eye from the caster. Aversion shields are the shields that allow you to choose the moment. These are easy shields to hold with three times the power.
maleficus ancile	Manipulation shields are the shields that allow the wielder to manipulate everything in the area. Imagine the thing to be be manipulated and think of what you what you want to be done. Feel the event if so desired.
subduco ancile	Concealed illusion shields are the shields that allow the person to be seen as something else else and almost invisible. These take only a little bit of life force to make work. If the shield almost fails embue it with more force. This is the diguise shield.
caecus ancile	Shadow shields are the shields that cloak in shadow. The person is not seen as they are in an unpiercable shadow shield and eyes see through you. The shadows



	protect the shielded person by taking the extra force of attacks in to strengthen it. These shields disappate in direct sunlight.
aprecatio ancile	Sunlight shields are the shields that make a person unkillable as the force of spells sent at the shield only strengthen it. Thus the shield never fails and imparts converted energy to the caster. This shield uses the sun as its source. It can also kill with attacks of its own.
concertatio ancile	Strife shields are the shields of strife and will cause distress or death to anyone the caster chooses to target. Otherwise it absorbs the violence as its fuel. Any attack strengthens it. This shield almost always guides the caster to a critical kill.
imitatio ancile	Illusion sharing shields are the shields of Illusion that copy the abilities to you of the attacker and cloak in illusion the protected. These shields absorb the energies as the source for which allows it to work.
adigo ancile	Force shields are the shields that turn things or people away from the protected as if an invisible barrier existed. The Jedi's shield as its called. This shield will keep a person alive even afterwards.
malus ancile	Negative force shields are the shields that use negative feelings, thoughts and ideas to fuel it. It will reject any ones presence that the person does not like. It will absorb any energy that is cast at the protected. This shield will not fail.
obliquus ancile	Time shields prevent anyone from attacking and look like a bubble. The time shield is the moment of backward space. Thus the damage passes away from the protected. Yet time moves forward. One won't age in a time shield or feel hungry.
turpificatus ancile	Corruption shields are shields of desire and mastery. These shields give whatever the attacker wants and yet never gives everything. Ending result is the victim will not be killed and thus the knowledge disappears from the attackers mind never to come back when its safe.
confero aevus	Diversive shields are the shields that divert attention away from the protected person rendering the person invisible. It has no other protection of itself but it costs very little to upkeep. Its called a cowards shield.
visio ancile	Vision shields are the shields that give people false visions to protect the protected. So, in truth the person can manipulate what the people around the protected will see endlessly.
lingua ancile	Language shielding is the shields that block out anything said person doesn't want to hear or see as a message. This shielding also allows language manipulation endlessly and effort free.
classis ancile	Hyper shields are shields that can deflect anything without having to work at keeping the shield up. It has multi variable phasing capability as it is undetectable to the senses. This has capabilities of morphing the body to survive a blow or struggle.
feritus ancile	Wild shields.make it so you can use any energy and indirectly as it will aid as it needs. So this shield will do as it feels necessary being the protecteds will. It wun go down till necessary.
egredior ancile	White Shield is the shield that Ascends you and makes you more aware of what you want and can get. This shield protects you from demons as it raises your vibrations and makes you unaffected by lower plane beings.
animus visus	Soul sight allows you to see the soul of others and know what they know with ease of thought. This is instant as one sees everything of the person and also called aura vision.
inanis visus	Black sight is the sight that uses void as the source of the visions. It is made from space with sight. The psychic visions can go to deep space or other dimensions for the visions. Thus it is the greater of the sight. One can also use this to see in black shades at any time of day thus one does not need light. Black psychic visions are great for viewing other planets.
inversio visus	Inverted vision is the magical vision. When this vision is used the third eye is used. This sight will work in place of normal vision. There is possibility of using this for easier psychic vision. See ghosts and other invisible beings with it.
iniquus ancile	Adverted sight is the sight of moments. See the events as in psychic visions. This is what psychics use as in when they stare into a crystal ball. When the



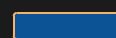
		vision is received there are only moments that you remember. The other name is Psychic Vision.
	maleficus visus	Demonic sight is the sight of demons and evil people. This sight allows you to see all the evil going on at will at a mere thought. This sight is in particles.
	subduco visus	Night vision is the vision of nighttime and allows for you to see at night without a single bit of light. Thus you can do whatever you want at night. This is the sight of vampires. This sight is in shades of normal color.
	caecus visus	Shadow sight is the sight of shadows and they can see equally well in the daytime or night time. This sight is in shades of gray.
	aprecatio visus	Star vision is the sight star energy. No light at all is needed but you see in heightened vision at night or day. Thus the vision is never impaired. There is infinite vision possibility.
	concertatio visus	Violence vision is the vision of nightmare where the sights you see are the bad things in life and these vision are called at any time.
	imitatio visus	Illusion sight is the sight of illusionists which allow for the sight of both illusion and normal vision. This allows for easy set up of illusions.
	adigo ancile	Force sight is the vision of aura and powers. See anything in force and see magical objects. The night and day are almost the same.
	malus visus	Sightless sight is the sight of particles and does not use normal sight. Yet again it appears like normal vision in the light of day or night. This is sight without sight and uses the third eye. See anything with this sight. This sight does not even appear as sight.
	obliquus visus	Indirect sight is the sight that sees everything. When one looks in indirect Vision, have a thought in mind for what you seek to know. the vision will come. But, one must allow for it and remain separate from the sight. One can read minds with this sight.
	turpificatus visus	Corruption sight is the sight of the complete mind and soul. Its the sight of knowledge. One can read anything as if in a book and make the correct decisions always. A keen mind is only needed to see it. Prescience is gained by using this sight. The necessity is only that one has an open mind.
	confero visus	Diversive vision is the vision of the maneuvers to make in moments. Its moments that come when one needs to survive. These will only be warnings. One can learn of survival tactics while getting these visions. These visions usually come minutes to hours before the events.
	cingo visus	Shield sight is the vision of many type of shields in general as it allows the caster to see the shields of your enemies and other people too.
	lingua visus	Language sight allows the worker to see languages as translated words plus makes possible to translate spoken words as in the language you understand thus the language spoken will be instantly understood by the caster. Just listen to the speech patterns and the understanding will come clear in your mind.
	classis visus	Hyper sight allows the person to see in the hyper dimensional world. Its just a peek as it will probably draw unwanted attention from a very powerful hyper worlder somewhere. So the sight will not be there if the seer doent want to look. With this sight a person can look into any other world as the hyper world links to all of them.
	feritas visus	Wild sight allows you to see into alternative worlds or any place else as well. cuz it uses wild energy that cannot be detected as the source of the seeing. This energy allows the peerer to see anywhere without detection.
	candor visus	White sight allows you to see things as they are and it shatters illusions. This sight reveals the truth behind anything your curious about. It reveals anything your curious about.

Zackal, Djihin and Skyhawk contributed to Aether and Ether. Zackal solely owns Cosmeria, Corrupt Cosmeria and Infini. Skyhawk contributed the rest. with help from others.

skyhawk



Google



The periodic table is an arrangement of the chemical elements ordered by atomic number so that periodic properties of the elements (chemical periodicity) are made clear. WebElements welcomes four new elements to the periodic table: element 113, nihonium (Nh); element 115, moscovium, Mc; element 117, tennessine, Ts; and 118, oganesson, Og. These are now accepted as discovered and officially part of the periodic table. Their provisional names were announced 8 June 2016 from which there is a five-month consultation period after which the new names are likely to become official.



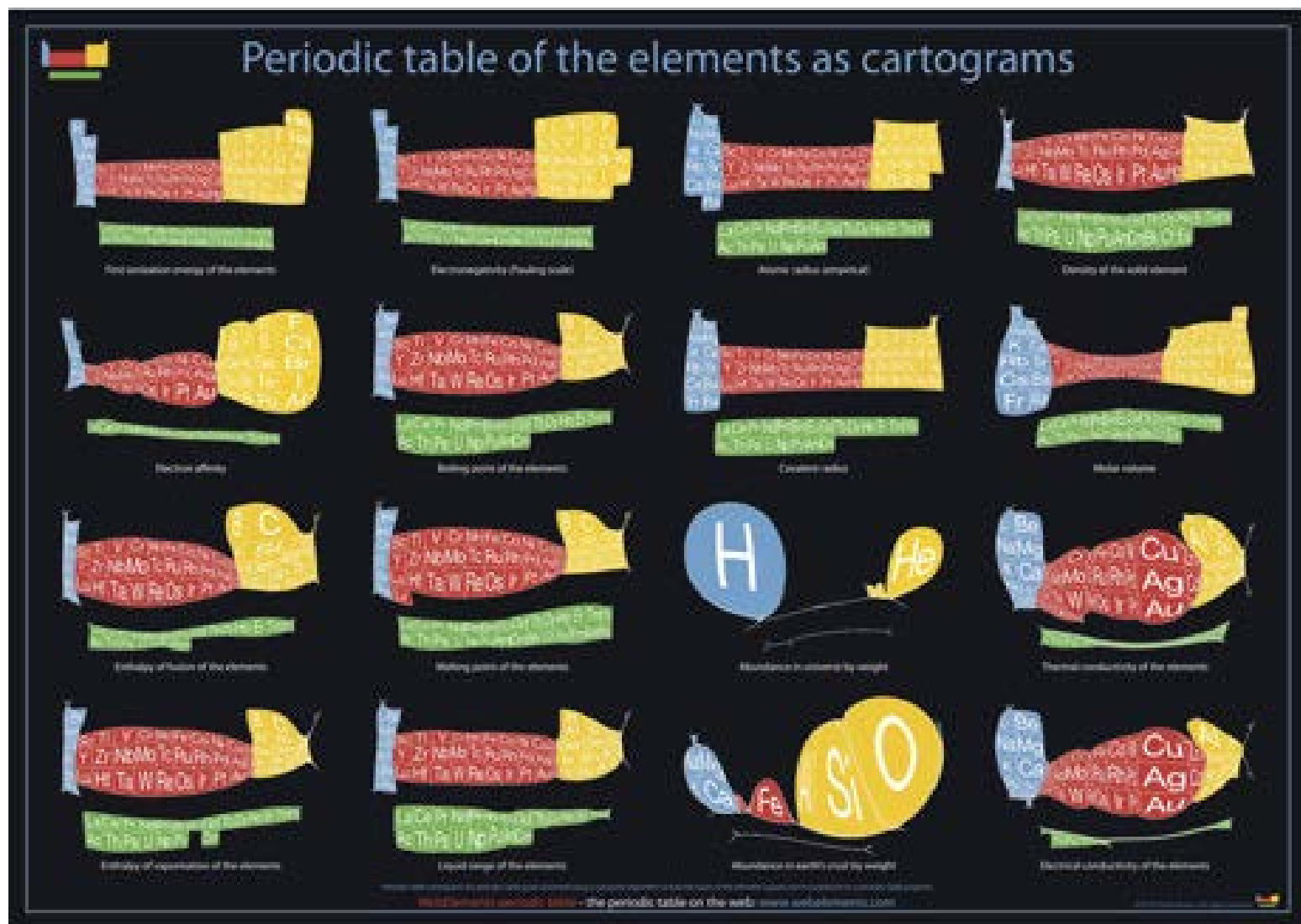
### Explore the chemical elements through this periodic table

Group	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Period 1	1 H 1.008																	2 He 4.0026
2	3 Li 6.94	4 Be 9.0122											5 B 10.81	6 C 12.011	7 N 14.007	8 O 15.999	9 F 18.998	10 Ne 20.180
3	11 Na 22.990	12 Mg 24.305											13 Al 26.982	14 Si 28.085	15 P 30.974	16 S 32.06	17 Cl 35.45	18 Ar 39.948
4	19 K 39.098	20 Ca 40.078	21 Sc 44.956	22 Ti 47.867	23 V 50.942	24 Cr 51.996	25 Mn 54.938	26 Fe 55.845	27 Co 58.933	28 Ni 58.693	29 Cu 63.546	30 Zn 65.38	31 Ga 69.723	32 Ge 72.63	33 As 74.922	34 Se 78.96	35 Br 79.904	36 Kr 83.798
5	37 Rb 85.468	38 Sr 87.62	39 Y 88.906	40 Zr 91.224	41 Nb 92.906	42 Mo 95.96	43 Tc [97.91]	44 Ru 101.07	45 Rh 102.91	46 Pd 106.42	47 Ag 107.87	48 Cd 112.41	49 In 114.82	50 Sn 118.71	51 Sb 121.76	52 Te 127.60	53 I 126.90	54 Xe 131.29
6	55 Cs 132.91	56 Ba 137.33	* 71 Lu 174.97	72 Hf 178.49	73 Ta 180.95	74 W 183.84	75 Re 186.21	76 Os 190.23	77 Ir 192.22	78 Pt 195.08	79 Au 196.97	80 Hg 200.59	81 Tl 204.38	82 Pb 207.2	83 Bi 208.98	84 Po [208.98]	85 At [209.99]	86 Rn [222.02]
7	87 Fr [223.02]	88 Ra [226.03]	** 103 Lr [262.11]	104 Rf [265.12]	105 Db [268.13]	106 Sg [271.13]	107 Bh [270]	108 Hs [277.15]	109 Mt [276.15]	110 Ds [281.16]	111 Rg [280.16]	112 Cn [285.17]	113 Nh [284.18]	114 Fl [289.19]	115 Mc [288.19]	116 Lv [293]	117 Ts [294]	118 Og [294]

*Lanthanoids	* 57 La 138.91	58 Ce 140.12	59 Pr 140.91	60 Nd 144.24	61 Pm [144.91]	62 Sm 150.36	63 Eu 151.96	64 Gd 157.25	65 Tb 158.93	66 Dy 162.50	67 Ho 164.93	68 Er 167.26	69 Tm 168.93	70 Yb 173.05
**Actinoids	** 89 Ac [227.03]	90 Th 232.04	91 Pa 231.04	92 U 238.03	93 Np [237.05]	94 Pu [244.06]	95 Am [243.06]	96 Cm [247.07]	97 Bk [247.07]	98 Cf [251.08]	99 Es [252.08]	100 Fm [257.10]	101 Md [258.10]	102 No [259.10]

The standard form of the periodic table includes periods (shown horizontally) and groups (shown vertically). Elements in groups have some similar properties to each other. There is no one single or best structure for the periodic table but by whatever consensus there is, the form used here in WebElements is very useful. The periodic table is a masterpiece of organised chemical information. The evolution of chemistry's periodic table into the current form is an astonishing achievement with major contributions from many now famous chemists and other eminent scientists.

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The image shows a periodic table of elements with several groups highlighted in different colors. The highlighted groups are:

- Blue:** Group 1 (Li, Na, K, Rb, Cs, Fr), Group 2 (Be, Mg, Ca, Sr, Ba, Ra), and the first two columns of the s-block.
- Red:** Groups 3 through 10 (Sc, Ti, V, Cr, Mn, Fe, Ni, Cu, Zn, Ga, Ge, As, Se, Br, Kr, Y, Zr, Nb, Mo, Tc, Ru, Rh, Pd, Ag, Cd, In, Sn, Sb, Hf, Ta, W, Re, Os, Ir, Pt, Au, Hg, Tl, Pb, Bi, Po, Rf, Db, Sg, Bh, Hs, Mt, Ds, Rg, Cn).
- Yellow:** Groups 11 through 18 (B, C, N, O, F, Ne, Al, Si, P, S, Cl, Ar, Ga, Ge, As, Se, Br, Kr, In, Sn, Sb, Te, I, Xe, Tl, Pb, Bi, Po, At, Rn, Uut, Fl, Uup, Lv, Uus, Uuo).
- Green:** The f-block elements (lanthanides and actinides).

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## Element 117 discovered

On 1 May 2014 a paper published in [Phys. Rev. Lett](#) by J. Khuyagbaatar and others states the superheavy element with atomic number  $Z = 117$  (ununseptium) was produced as an evaporation residue in the  $^{48}\text{Ca}$  and  $^{249}\text{Bk}$  fusion reaction at the gas-filled recoil separator TASCA at GSI Darmstadt, Germany. The radioactive decay of evaporation residues and their  $\alpha$ -decay products was studied using a detection setup that allows measurement of decays of single atomic nuclei with very short half-lives. Two decay chains comprising seven  $\alpha$ -decays and a spontaneous fission each were identified and assigned to the isotope  $^{294}\text{Uus}$  (element 117) and its decay products.



**WebElements:**

the periodic table on the WWW

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