

- \* Vivid color spectrum. Vagrancy
- \* Water into blood (דָּם): Ex. 7:14–25. Wild animals, possibly flies (צְרָרָה): Ex. 8:20–32
- \* Yellow bile, black bile, blood and phlegm
- \* Approximate
- \* Boils (בַּחֲבֵרִים): Ex. 9:8–12. Bacteria. Blue
- \* Continuous uninterrupted duration
- \* Dyslexia, alphabetic diffraction
- \* fluency-Dis, alphabetic diffraction
- \* Infinite unlimited edition
- \* Joy
- \* Light between branches between seconds, 00:01,00:015,00:0157, ... morning.

**\* No repetition devices. A list**

\* Orpheus's gesture

*One of the magical properties that this wand can roll is increased damage percentage*

*View source for Gesture of Orpheus*

*He twists traditional interpretations of the myth by making \* of turning around to look at her not a stupid act of insecurity and failed faith, but a*

*In this sense, \* is a figure for mourning itself, and it almost appears as though the permission the gods have given Orpheus to enact a singular*

*If it is going to be successful, however, the poem has to repeat \* and make us hear the growth of the tree. To prepare our ears*

*decisiveness, initiative—are absent, and instead he insists on the “lightness” and irresponsibility of \*.*

*Moreover, the transgression is situated*

*I gave up looking for a better one... mine is around 1500 dmg, ch dmg (around 100) and APOC*

*(orpheus gesture) The best chantodo's I've*

*H.D. presents the myth instead through the anger, disappointment, and resentment of Eurydice, who sees \* as a destructive carelessness if not*

\* Plagues. Almost all. Proliferation

- \* A quasiperiodic crystal, or quasicrystal, is a structure that is ordered but not periodic. A quasicrystalline pattern can continuously fill all available space, but it lacks translational symmetry

\* Riots

\* Sand. Sadness. Sad sand swarms

\* Thunderstorm of hail and fire (רָעָם): Ex. 9:13–35

\* Unrest. Unrestlessness.

\* Untranslatability. Noun (*uncountable*).

Synonym: Untranslatableness, Intranslatability.

Antonym: translatableness