

ObjectType: Tome
ObjectNumber: 101

LocationName: PAAIL.org

LocationNumber:

Language: PAAIL 2.6

Maker: PAAIL.org
Model:

Name: Smith Spells 24

Rank:

SerialNumber:

Level: 6.0

Score:
Birth: 4-3-2025

Label: Room 101

Title: Smith Spells 24

Details: The latest in PAAIL.org Spells.

Principle: Real Sorcery.

Agenda: Real Sorcery.

Action: Real Sorcery.

Information: Real Sorcery.



**New Spells -16**

**Spell 00: Smith Summons 19**

Details: Do a Smith Summons Spell and equip a Meditation head piece that blocks Off most vision. You should be able to see your chest, belly or legs during your sit on floor Meditation. It should be like a visor covering your face. It allows some vision at the bottom. In the Star Wars movies they use similar things for Jedi training.

**New Spells -15**

**Spell 00: Safe 0**

Details: Be safe.

**Spell 00: Gear Hand Rope 0**

Details: Wrap rope around the palm of your hand or hands. Leaving on too long is a danger. Some things are better than others. Ribbon might work. Rope like shoe strings works.

**Spell 05: Smith Summons 16**

Details: Do Spell Smith Summons 12, Smith Summons 13, Smith Summons 14 or Smith Summons 15. Add the Spell Part of “Gear Hand Rope 0”. Only use rope on the Energy Scroll Hand.

**Spell 06: Plant Rock 0**

Details: Add a pet rock to a Shrine or to your pocket. It’s also known as an Energy Stone or Energy Rock.

**Spell 07: Smith Summons 17**

Details: Do a Smith Summons Spell and equip an Energy Stone or Energy Rock by having One in your pocket. A person might be able to put One on their leg while they sit on the ground.

**Spell 08: Smith Summons 18**

Details: Do a Smith Summons Spell and add the Spell Part of putting 4 small rocks on your Meditation rug. Put a rock on each corner of the rug. Don’t use tiny rocks, use small rocks.

X2 Principle: This is a 2% to 5% increase in Score per minute.

**Spell 09: Dock 0**

Details: Dock with something.

**Spell 10: Undock 0**

Details: Undock with something.

**Spell 11: Body Exercise 0**

Details: Do Body Exercise.

**Spell 12: Breathing Exercise 0**

Details: Do Breathing Exercise.

**Spell 13: Meditation Exercise 0**

Details: Do Meditation Exercise.

**Spell 14: Hard Surface Back 0**

Details: Lye on a hard surface, on your back.

**New Spells -14**

**Spell 00: Sweating 0**

Details: Do safe sweating.

**Spell 01: Hearty Meal 3**

Details: Eat a Level 3 “hearty” meal. Its Level 3 if its “hearty” enough.

**New Spells -13**

**Spell 00: Renewal 0**

Details: Do something that renews your Connection to a thing.

**Spell 01: Renewal 0B**

Details: Spend a small amount of Time doing Renewal 0.

**Spell 02: Renewal 0C**

Details: Spend a medium amount of Time doing Renewal 0.

**Spell 03: Renewal 0D**

Details: Spend a lot of Time doing Renewal 0.

**Spell 03: Renewal 0E**

Details: Spend a huge amount of Time doing Renewal 0.

**Spell 03: Time Part 0**

Details: 1 to 6. Spend a Level 1 amount of Time doing a Spell. Or Level 2,3,4,5,6.

**Spell 04: Equip Gear 0**

Details: Equip the right amount of gear. Equip the right Type of gear. Sometimes you want a small amount of gear. Sometimes you want a large amount of gear. 0 gear is a quantity.

**Spell 05: Smith Summons 15**

Details: Do Spell Smith Summons 12, Smith Summons 13 or Smith Summons 14 and add the Spell Part of equipping tons of gear. At least 4 necklaces, 7 rings, 4 bracelets, a robe or something, a hat, a pocket with a pocket watch, a medicine bag in a pocket or around neck, your phone in a pocket. Ear buds may be an option sometimes.

**Spell 06: Water Rig 0**

Details: Choose a low amount of gear.

**Spell 06: Fire Rig 0**

Details: Choose a high amount of gear.

**New Spells -12**

**Spell 00: Numerology Rating 0**

Details: Rate something from 1 to 6. Or 1.0 to 6.0.

**Spell 01: Smith Summons 14**

Details: Do Spell Smith Summons 12 or Smith Summons 13 and add the Spell Part of Making Spell Parts fluid like movements/robotic like movements.

**Spell 02: Water Meditation 0**

Details: Do Meditation that is peaceful and easy.

**Spell 03: Fire Meditation 0**

Details: Do Meditation that is difficult.

**Spell 04: Water Dose 0**

Details: Water down something. If Watering down a Spell, then Make it easier or simpler.

**New Spells -11**

**Spell 00: Smith Summons 11**

Details: Do Smith Summons 10 and add the Spell Part “Arms Back 0”. Put the Hand clutching the Energy Scroll behind your lower back.

**Spell 01: Smith Summons 12**

Details: Do Smith Summons 11 and add the Spell Part where you sit up straight/straighten your back.

**Spell 02: Smith Summons 13**

Details: Do Smith Summons 12 and add a Spell Part that increases the difficulty of the exercise.

**Spell 03: Flex 0**

Details: Flex an area of your Body.

**New Spells -10**

**Spell 00: Make Scripture 0**

Details: Write Scripture, Make Scripture videos or Make Scripture in some other way.

**Spell 01: Plant Feet 0**

Details: Plant your feet. Do not lean on One foot or the other.

**Spell 02: Lock Knees 0**

Details: Lock your knees. Lock your legs.

**Spell 03: Arms Back 0**

Details: Put your arms behind your lower back. Put your hands behind your lower back. A person could also put only One hand/arm behind their back.

**New Spells -9**

**Spell 00: Aggressive Training 0**

Details: Do Training that Makes you more aggressive in moments where aggressive is right.

**Spell 01: Passive Training 0**

Details: Do Training that Makes you more passive in moments where passive is right.

**New Spells -8**

**Spell 00: Incantation Craft 0**

Details: Make a Incantation.

**New Spells -7**

**Spell 00: Religious Order 0**

Details: Make a new Religious order.

**New Spells -6**

**Spell 00: Meditation Guide 0**

Details: Guide the Meditation of another.

**Spell 01: Wizard School 0**

Details: Make a Wizard school.

**New Spells -5**

**Spell 00: Add Time 0**

Details: Add more Time to a Spell.

**Spell 01: Word Letters Vision 0**

Details: Force a Vision of a Word in your Mind. Force a Vision of the letters.

**Spell 02: Celebrate 0**

Details: Celebrate something.

**New Spells -4**

**Spell 00: Origin Connect 0**

Details: Picture the Origin moment in your Mind. Connect to the Origin moment.

**Spell 01: Cleanse 0**

Details: Do something that you can call a “cleansing”.

**New Spells -3**

**Spell 00: Rune Alchemy 0**

Details: Rune a Charm.

**Spell 01: Fluid Movement 0**

Details: Make “Fluid” Movements.

**Spell 02: Team Building 0**

Details: Do a Spell that is team building.

**New Spells -2**

**Spell 00: Straighten Back 0**

Details: Sit Up straight or stand up straight.

**Spell 01: Slouch 0**

Details: Slouch your back.

**Spell 02: Warmups 0**

Details: Do warm Up Exercises.

**Spell 03: Symbol Vision 0**

Details: Force yourself to have a Vision of a Symbol.

**New Spells -1**

**Spell 00: Fresh Air Breathe 0**

Details: Do a Breathing Exercise while getting fresh air.

**New Spells 0**

**Spell 00: Smith Summons 8**

Details: Do Smith Summons 7 and add the Spell Part of using a Meditation rug.

**Spell 01: Smith Summons 9**

Details: Do Smith Summons 8 and add the Spell Part of having a Shrine in the Room that has a Meditation Enchantment.

**Spell 02: Smith Summons 10**

Details: Do Smith Summons 9 and add the Spell Part of being in a Meditation Temple or Meditation Chamber.

**Item Groups**

**Information -16: = New Spells -16**

**Information -15: = New Spells -15**

**Information -14: = New Spells -14**

**Information -13: = New Spells -13**

**Information -12: = New Spells -12**

**Information -11: = New Spells -11**

**Information -10: = New Spells -10**

**Information -9: = New Spells -9**

**Information -8: = New Spells -8**

**Information -7: = New Spells -7**

**Information -6: = New Spells -6**

**Information -5: = New Spells -5**

**Information -4: = New Spells -4**

**Information -3: = New Spells -3**

**Information -2: = New Spells -2**

**Information -1: = New Spells -1**

**Information 0: = New Spells 0**

**Information 1: = Room Item Groups**

**Information 2: = Recently Added Spells 5**

**Information 3: = Recently Added Spells 4**

**Information 4: = Recently Added Spells 3**

**Information 5: = Recently Added Spells 2**

**Information 6: = Recently Added Spells 1**

**Information 7: = Recently Added Spells 0**

**Information 8: = Basic Spells**

**Information 9: = Standard Spells**

**Information 10: = Alchemy Spells**

**Information 11: = Advanced Spells**

**Recently Added Spells 5**

**Spell 00: Fresh Air 0**

Details: Get some fresh Air.

**Recently Added Spells 4**

**Spell 00: Worship 0**

Details: In some way… Worship his Holiness, our God.

**Spell 01: Scripture Worship 0**

Details: Worship his Holiness, our God, by reading Scripture.

**Spell 02: Tithe Worship 0**

Details: Donate Time or money to a Church or charity.

**Spell 03: Stance Control 0**

Details: Think about your Stance and control it.

**Spell 03: Stretch Exercise 0**

Details: Do stretch Exercise.

**Spell 04: Jump 0**

Details: In a safe manner…jump.

**Spell 05: Waste Discard 0**

Details: Get rid of some garbage or something.

**Recently Added Spells 3**

**Spell 00: Clean 0**

Details: In some way…. Do some cleaning.

**Spell 00: Disconnect 0**

Details: In some way…. Do something that Disconnects you from something.

**Recently Added Spells 2**

**Spell 00: Divination 0**

Details: In some way…. Do Divination.

**Spell 01: Subject Ponder 0**

Details: A way to enhance thought and focus about a subject.

X1 Action: Get a blank piece of paper and pen, or something similar.

X1 Action: On one side write the subject Keyword/s 10 times.

X1 Action: On the other side write the subject Keywords/ 1 time. Only 1 time.

X1 Action: For about 10 seconds touch the paper with the palm of your Hand

X1 Action: Ponder the subject while being able to see the side of the paper with Keyword/s written 1 time.

X1 Action: While thinking about the subject… once and awhile glance at the Keyword/s and in your Mind read them.

X1 Information: This Spell has other uses.

X1 Information: This Spell can be used to focus on a subject.

**Spell 01: Spell Tome 0**

Details: Make a Spell book.





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**Recently Added Spells 1**

**Spell 00: Body Clean 0**

Details: In some way…. Clean your Body.

**Spell 00: Massage 0**

Details: Get a massage. This counts as Body Exercise.

**Spell 00: Smith Summons 6**

Details: Do Spell Smith Summons 5, only add the Spell Part Visualize something during the Spell. This is adding the induce a Vision Spell Part.

**Spell 00: Smith Summons 7**

Details: Do Spell Smith Summons 6, only add the Spell Part with one Hand Make a Symbol in the air. This is adding a Hand Symbol Sorcery Spell Part to the Spell.



**Recently Added Spells 0**

**Spell 00: Pay Tribute 0**

Details: In some way…. Pay Tribute to something.

**Spell 00: Repair Off Hand 0**

Details: In some way…. Improve your Off Hand. Sometimes this means improve your Off Hand Dexterity.

X2 Principle: Improving your Off Hand can Make you more graceful.

X2 Principle: There is such thing as Grace Virtue Levels

**Spell 00: Hydrate 0**

Details: In some way…. Hydrate yourself. Many liquids like water work. Many liquids do not.

**Spell 00: Consume Lifeforce 0**

Details: Consume Lifeforce by eating food or drinking something. This be what happens when people eat and drink.

**Spell 00: Rest 0**

Details: In some way rest…..

**Spell 00: Repair Off Leg 0**

Details: In some way…. Improve your Off Leg. Sometimes this means improve your Off Leg Dexterity.

X2 Principle: Improving your Off Leg can Make you more graceful.



**Basic Spells**

**Spell 0: Think Keywords 1x**

Details: Think a Keyword or Keywords in your mind.

**Spell 1: Repeat 1x**

Details: Repeat a Spell or Spell Part over and over.

**Spell 2: Breathe 1x**

Details: Control your breathing and do a breathing exercise.

**Spell 3: Pause 1x**

Details: Pause for a moment.

**Spell 4: Bow 1x**

Details: Bow 1 time.

**Spell 5: Fists 1x**

Details: Make one fist or two fists.

**Spell 6: Palms 1x**

Details: Place the palms of your hands together.

**Spell 7: Palm Fist 1x**

Details: Make a fist and put it into the palm of your other hand.

**Spell 8: Keywords Write 1x**

Details: Write a Keyword or keywords.

**Spell 9: Keywords Speak 1x**

Details: Speak keywords or a keyword.

**Spell 10: Vision 1x**

Details: Envision something in your mind. Force a vision of something.

**Spell 11: Symbol Write 1x**

Details: With a writing utensil. On paper or something similar. Write a Symbol.

**Spell 12: Hand Symbol Sorcery 1x**

Details: With the palm of your hand. In the air. Draw a Symbol.



**Standard Spells**

**Spell 0: Write Keywords 10x**

Details: Write a Keyword or Keywords 10 times.

**Spell 1: Smith Summons 1**

Details: In your mind think a Keyword or Keywords 3 times. Pause for a moment, then repeat.

**Spell 2: Smith Summons 2**

Details: In your mind think a Keyword or Keywords 3 times. Then pause for a moment. During the pause do a breathing exercise. Then repeat.

**Spell 3: Smith Summons 3**

Details: Bow 3 times. Each time you bow think a Keyword or Keywords. Then Pause for a moment. During the pause do a breathing exercise. Then repeat.

**Spell 4: Smith Summons 4**

Details: Make a Fist or Fists. Then Bow 3 times. Each time you bow think a Keyword or Keywords. Then Pause for a moment. During the pause do a breathing exercise. Then repeat.

**Spell 5: Smith Summons 5**

Details: Make a Fist around an Energy Scroll. Then Bow 3 times. Each time you bow think a Keyword or Keywords. Then Pause for a moment. During the pause do a breathing exercise. Then repeat.

**Spell 6: Symbol Write 50x**

Details: With a writing utensil. On paper or something similar. Write a Symbol 50 times.



**Alchemy Spells**

**Spell 0: Simple Energy Scroll**

Details: Use the map above to make a scroll. Replace Keywords with the right Keyword or Keywords. Roll up the paper so it is a scroll. Fold it so it stays rolled up or tie it with string or ribbon or rope.

**Spell 1: Shrine Charm 0**

Details: Make a Shrine.

**Spell 2: Enchant Shrine 0**

Details: Use the right Charm and leave it with a Shrine to Enchant the Shrine. The Charms Enchantments rub off on the Shrine.

**Spell 3: Personal Charm 0**

Details: Place a Personal Charm at a Shrine. The Shrines Enchantments will rub off on the Personal Charm. This is one path for making a Personal Charm.

**Spell 4: Collectable Owner 0**

Details: For major things you are least Level 4 on…..own at least 1 Collectable Charm of the subject.

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**Advanced Spells**

**Spell 0: Smith Body Exercise 0**

Details: Do a session of Body Exercises.

**Spell 1: Smith Breathing Session 0**

Details: Do a session of Breathing Exercises.

**Spell 2: Smith Meditation 0**

Details: Do a session of Meditation. The common type. Where you sit on the ground and whatnot.

**Spell 3: Smith Group Meditation 0**

Details: Join a Meditation Group and do group Meditation.

**Spell 4: Smith Expert Blessing 0**

Details: Bless a Charm with an Expert Blessing. Enchant a Charm with an Expert Blessing. If you’re a chess Expert you can Enchant things with a Chess Expert Blessing Enchantment.

**Spell 5: Smith Custom Spell 0**

Details: Make your own custom Spell.

**Spell 6: Smith Add Part 0**

Details: Add a Spell Part to a Spell.





