ObjectName: Article  
ObjectNumber:

Maker: PAAIL.org  
Model:  
  
Name: Charms 0

Rank:

SerialNumber:

Level:

Score:  
Birth: 8-19-2022

Label: Room

Title: Advanced Wizardry 0

Details: Intended for experts and better. This will be research and development mixed in with further education.

Principle:  
Agenda:

Action:

Information:

Location: PAAIL.org

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Item Group: Wizard Levels

Principle: Once a person hits expert at a thing they tend to have large powers in that thing.

Principle: Often people do not go beyond expert because they don’t need to.

Principle: Master Wizard is not needed to learn this articles wizardry. Expert Wizard is good enough.

Principle: If you did all the wizardry training from PAAIL.org, then you likely got level 4 wizard by knowing the knowledge, and then gained level 5 wizard by doing the sorcery of the “write 10x”/ “Summons 5” spells.

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Item Group: Latest Wizardry 0

Principle: All spells have a “category”. Chess spells are the chess category.

Principle: People make whole books of chess spells/actions.

Principle: Wizardry spells are the wizardry category.

Principle: People make whole books of wizardry spells/actions.

Principle: Teaching is the teaching category of spells.

Principle: People make whole books of teaching spells/actions.

Principle: Wizardry vocabulary from movies and books tends to work well in wizardry science.

Principle: You can use the wizardry vocabulary while going over anything. It works especially well with wizardry science.

Principle: There are tons of different meditation spells. The summons 1,2,3,4 and 5 spells are meditation spells.

Principle: Some of the best wizardry is understanding why people’s actions/spells have been working all along. This way you can improve on actions/spells or make better ones.

Principle: Spell variations is a major thing. Often you want to alter the spell into a different variation.

Principle: Books about chess grow a level 2 chess enchantment a few days after made.

Principle: Using books is a good way to enchant things. Put a rock on a chess book for 24 hours and it will gain a level 1 chess enchantment.

Principle: Put your phone on a chess book for 24 hours and it will gain a level 1 chess enchantment.

Principle: If you have runes writing level 3, you can quickly improve the enchantments of a book. You can do this may different ways.

2x Principle: One way is spend 10 minutes with a picture at the back of the book.

2x Principle: Random symbols would work.

2x Principle: The ultimate spell parts of this are the “runes writing level 3” spell part, and the 10 minutes of time spell part.

2x Principle: Never draw in an antique book.

3x Principle: Many books you never draw in.

Principle: Runes writing is not something that must be trained.

Principle: People with runes writing level 3 can do awesome alchemy though.

Principle: People can use a shrine as a enchanting tool. It becomes a alchemy bench.

Principle: Some people keep religious objects at their shrines.

Principle: Most power does not come from charms like shrines. A shrine is a 5% to 10% boost though.

Principle: Shrines are easy to make. Easy to enchant. No big deal if you lose it. And more.

Principle: Keep a chess book at a shrine and it will unlock the chess shrine enchantment on the shrine.

Principle: When an instructor first introduces themselves they build a connection between themselves and the students.

Principle: The first spell of introducing yourself is a spell used in most all class’s. It is in many ways a huge/powerful spell.

Principle: Often instructors should add their origin to introducing themselves. Where you were born, where you grew up.

2x Principle: This builds a bigger connection between the instructor and the student.

Principle: The first spell of introducing yourself(in teaching) is a spell that much research and development could be done on.

Principle: Its all about the fission! Nuclear power plants are fission. Physical muscle growth is fission. Brain growth can be “use fission”.

Principle: The big bang is fission, where the 2 particles split into 4. Then the 4 into 8. The 8 into 16.

Principle: Fusion and fission are major vocabulary of wizardry.

Principle: Using books/scrolls with shrines is much easier than doing lots of sorcery spells on the shrine.

Principle: Keep a chess piece at a shrine for a week and it will unlock chess shrine.

Principle: Keep 1 charm for each of your hobbies and 1 charm for each of your level 3 titles or higher.

Principle: Its all about owning/equipping a charm to tap into. Not about owning a powerful charm to tap into.

Principle: Its all about owning/equipping a chess charm to tap into. Not a powerful chess charm to tap into.

Principle: Probably keeping your personal phone at a shrine(at night or something) is quick/good alchemy.

Principle: Keep a phone at a chess shrine for 24 hours and it will unlock a level 1 chess enchantment on the phone.

Principle: A shrine can be a bunch of scrolls in a bag. There are endless shrine designs a person can do.

Principle: Once you spread an enchantment to a shrine, that shrine then can spread those enchantments to other charms.

Principle: “Shrine alchemy” is an area of sorcery.

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Item Group: Latest Wizardry 1

Birth: 8-21-2022

Principle: In one way there are 3 types of charms. Shrines, collectables, and personal charms.

Principle: A mobile phone is a personal charm. A person can turn a rock into a personal charm.

X2 Principle: What qualifies as a personal charm is partly unknown.

Principle: Collectable charms are everything that’s not a shrine or personal charm.

Principle: Using a rock for a personal charm is a old sorcery. These days its probably best most the time to use your mobile phone as your main personal charm.

Principle: Using shrines is one way of enchanting mobile phones or rocks.

Principle: Books are super awesome when you combine them with shrines to enchant your phone.

Principle: Place a phone on a book for 24 hours and you can enchant the phone.

X2 Principle: You can spilt it into 12 hour sessions or even split it into 1 hour sessions.

Principle: Using a shrine a person can enchant their phone with tons of enchantments all at once. It takes 24 hours with the shrine.

X2 Principle: This is much faster than with books.

Principle: With charms some of the main things are a shrine, 1 charm for each of the things that are a hobby/skill, and a personal charm enchanted with all our hobbies/skills.

X2 Principle: This method when done without any further sorcery gives a 5% to 10% boost. Mostly 10%.

X3 Principle: This is more short term benefits. Long term benefits may be more like 10% to 15%.

Principle: Some people have a chess temple equipped because they use a certain chess building. This counts as good as a chess shrine.

Principle: Having a shrine is about as good as having a temple.

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Item Group: Latest Wizardry 2

Birth: 8-22-2022

Principle: Making a watch into a personal charm is probably one of the better choices for a personal charm.

Principle: You can make a lot of things into a personal charm. A ring. A necklace. You could go with sun glasses if you want.

Principle: In lots of things we have the vocabulary term “industrial grade”.

Principle: In shrines and charms, there are industrial grade temples, shrines and other charms.

Principle: Industrial grade charms require tons of people and tons of time.

X2 A single individual can use a industrial grade shrine for quick enchanting personal charms.

X2 A single individual cannot tap into the massive power of an industrial grade shrine.

Principle: Industrial grade alchemy has unique power.

X2 Normal machinery can be mixed with alchemy while doing industrial grade alchemy.

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Item Group: Latest Wizardry 3

Birth: 8-23-2022

Principle: The best way to go is to have 1 main, or a handful of main personal charms.

Principle: A personal charm is enchanted right, when it has a level 1 enchantment of your hobby/interest/skill.

Principle: If you are a football athlete or like watching football, you should have a personal charm with a level 1 football enchantment.

Principle: Principle: Equipping things is exactly the same as filling slots in a game.

X2 Principle: Having cloths on is slots filled.

X2 Principle: Owning a shrine is a slot filled.

Principle: If you are a football athlete/specialty or like watching football, you should have a football collectable, and your personal charm doesn’t count.

X2 Principle: A football would count as a football collectable.

X2 Principle: A little metal football charm could be used for the football collectable slot.

X2 Principle: A football paper player card would fill the football collectable slot.

X2 Principle: Things football related work very well.

Principle: If you like football or are a football athlete/specialty you should have your football collectable slot filled.

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Item Group: Latest Wizardry 4

Birth: 8-25-2022

Principle: One thing the movies, books, games got right is that when you mix magic with science you get ultimate power.

X2 Principle: This is partly why learning wizardry turns you into a paranormal creature.

X2 Principle: When a person hits level 3 wizard them fuse wizardry with their existence in a huge way.

X2 Principle: Technically the magic is just more science. Still there is the constant ability to fuse it with the big technology that exists today.

Principle: People are often inspired by things they are level 3 in. A level 3 programmer has a programmer inspired existence, when doing things.

Principle: The maker of this room is an amateur programmer. They have a programing inspired existence. A programming inspired bunch of writing.

Principle: In people that are teachers you get writing that is more teaching inspired like.

X2 Information: The maker of this room is a level 2 Teacher.

Principle: When a person hits level 3 wizard they gain a wizardry inspired existence.

Principle: Numerology is sown throughout the multiverse. There are even areas of numerology.

X2 Principle: Some areas are body numerology, mind numerology, and even spiritual numerology.

X2 Principle: There might be tons of numerology areas.

X2 Principle: There is color numerology. Where +1 is white, +2 is blue…. On and on….

Principle: Wizard is an awesome title. Sorcerer is a category of wizard, and a different title.

Principle: A person having done everything(write 10x spells, all the summons spells and so forth, plus the knowledge of all PAAIL.org)……. they are probably at level 3 sorcerer.

X2 Principle: If you have done only the knowledge, not the write 10x spells and so forth, then you are a level 2 sorcerer.

X3 Principle: Level 2 sorcery can be gained without doing any spell training. Just know the right knowledge can be level 2.