ObjectName: Article  
ObjectNumber:

LocationName: PAAIL.org

LocationNumber:

Maker: PAAIL.org  
Model:  
  
Name: Advanced Wizardry 12

Rank:

SerialNumber:

Level:

Score:  
Birth: 4-1-2023

Label: Room

Title: Advanced Wizardry 12

Details: Advanced Wizardry rooms are always the latest in PAAIL.org Wizardry research. They are called rooms because that is paail.org science.

Principle:

Agenda:

Action:

Information:

A picture containing diagram

Description automatically generated

Information: The 4 Quadrants…the top right quadrant is the “addition”, “++”, “11(binary)”, “up” “white/blue/green”, “A+A”, quadrant. The Strong nuclear, weak nuclear, electromagnetism, and gravity forces could be added. Earth, Water, Air and Fire could be added. And others could be added.

X2 Principle: This map could have slight errors.

Information: The “4 forces” likely unify into the “2 forces”. The 4 forces are made by combinations of the 2 forces (exactly like binary) ……. 11, 10, 01, 00. This is not just a coincidence.

Text

Description automatically generated

Item Group: General Wizardry

Principle: Wizardry is like much science, it can be researched and developed.

Principle: The last 2 years of Wizardry have had tons of research and development.

Principle: Though the process often involves reading some of the same principles over and over… the principles are more refined and are worth reading over and over.

Principle: The best description of the PAAIL.org Wizardry teaching is that it provides the equivalent of a Wizardry 3.0 bachelors degree.

X2 Principle: In numerology this called level 4 or level 5, and is…. expert (level 4)…. master (level 5).

Principle: Numerology is big Wizardry. The multiverse is all about numbers.

Principle: It would be very time consuming to refine Wizardry into a 5.0. Until that happens your stuck with Wizardry 3.0.

Principle: Wizardry should be learned by everyone. It really is basic science in many ways. Like knowing the names of colors.

Principle: Wizardry explains the importance of Body exercise (Body Spells)…. Breathing exercise (Breathing Spells), and Meditation exercises (A big type of Sorcery Spells).

Principle: It is basic science to know the color opposites.

Principle: 1 is the number for beginning and 9 is the number for end….this is basic science.

Principle: The Wizardry side of the multiverse is the paranormal/supernatural/mystical side.

Principle: A person could learn a little Wizardry a year for 5 years and might be able to get expert or master wizard.

Principle: The first teachings found in “Tome Of The Yellow Wizard”, are not as refined as the teachings down the road.

A picture containing calendar

Description automatically generated

Item Group: Numerology

Principle: Energies

1 = Energy

2 = Growth

1 + 1 = 2

Energy + Energy = Growth

3 = Order

1 + 1 + 1 = 3

Energy + Energy + Energy = Order

1 + 2 = 3

Energy + Growth = Order

4 = Solid

1 + 3 = 4

Energy + Order = Solid

2 + 2 = 4

Growth + Growth = Solid

1 \* 1 = 1

Energy \* Energy = Energy

1 / 1 = 1

Energy / Energy = Energy

8 = Infinity

9 = End

Energy + Infinity = End

Principle: 2 = Growth

0.2 = small growth

0.02 = tiny growth

20.0 = large growth

200.0 = huge growth

Sometimes its….

2 = small growth

20 = medium growth

200 = large growth

201 = medium growth, energy

A picture containing circle

Description automatically generated

Item Group: Random Principles

Principle: A person can use their phone or tablet and use the write with finger feature to scribble a bunch of lines…..then do divination with it. I found it on the program my phone comes with… a notes program.

Principle: His holiness lord Michael is the mouse of God.

Principle: The best breathing exercise design would be one with 5 or more different breathing exercises.

Principle: All spells/exercises should have names. Each breathing spell/exercise should have a name.

Principle: Each mediation spell should have a name.

Principle: During divination, using your name as a part of a key seems often to work out well.

Principle: If your last name was Smith, and you wanted to use this “Item Group” for divination….you start with the letter “S”, then move to the next word that has a “M”, then “I”, then “T”, “H”.

X2 Principle: Smith comes out of the underlined words….

Principles. Program. With. Notes. His.

Holiness. Michael. Is. The. The.

X3 Principle: The divination inspiration is I think about how huge lord Michael is.

X3 Principle: Another divination inspiration is I think about my actions of writing notes about his holiness lord Michael.

That is what I see when I look at the divination.

Principle: Most people do not know the huge gravity of their lives.

Principle: All people have a huge spiritual side to their lives.

Principle: All people have a huge gravity to their lives.

Principle: Notice how the Christian cross looks a lot like the plus symbol (+). Note that one of Jesus symbols is the plus symbol (+).

Graphical user interface

Description automatically generated

Item Group: Spells

Principle: All spells have parts/properties, also known as enchantments.

Principle: All spells have enchantments.

Principle: When you think keywords instead of speak keywords, you add a peace and quiet enchantment to the spell.

Principle: When you think keywords instead of speak keywords, you probably reduce the power of the spell.

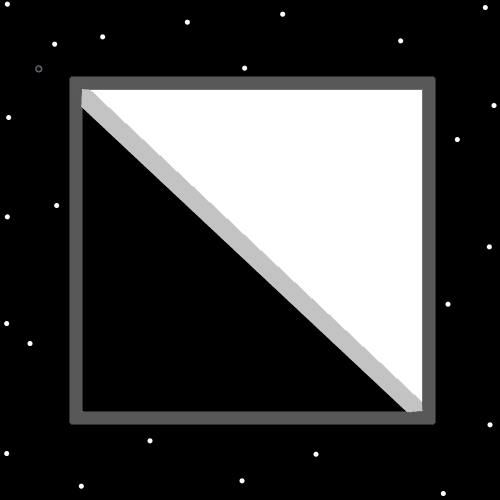
Principle: Some times its probably best to use speak keywords in spells.

A picture containing diagram

Description automatically generated

Item Group: Maps

Principle: Some maps are not 100% right.



Item Group: PAAIL Wizardry Fusion

Principle: Actions = Spells.

Principle: Body exercise Actions = Body Spells.

Principle: Body spells, breathing spells, and meditation spells are some of the greatest spells.

A black and white logo

Description automatically generated with low confidence

Item Group: Words

Principle: All words sort into 3 categories. Positive, negative or neutral.

Principle: All words sort into 4 categories. The 4 elements. Fire, water, earth, air.

Principle: All words sort into 8 categories. The 8 directions. Also known as the 8 processes.

Principle: All words sort into the 10 energies. Numbers 0 to 9.

Principle: Wizardry is the paranormal, supernatural, mystical science.

Principle: There are 4 big bangs to the multiverse. The 0 moment that brings a 4D empty universe. The tear moment when the god body was born. The moment when God creates Heaven/Jesus. And the moment earth was created.

A picture containing graphical user interface

Description automatically generated

Item Group: Wizardry Inspired Mapping

Principle: A person can use colorology in making maps.

Principle: A person can use numerology in making maps.

Principle: A person can make maps with the 2 forces.

Principle: A person can make maps with the 3 energies. A person can make maps with the 4 energies. A person can make maps with the 8 energies. A person can make maps with the 10 energies.

Principle: A person can make maps with the 9 energies….1 to 9.

Principle: Martial Arts schools could have a belt system that has 9 belts, white to black.

Principle: A person can make a 5 object map using colors. You could use red, purple, yellow, green, blue. There are many different options.

Principle: A person can make a map using, low, medium, high. A person can make a map with, a combination of low, medium, high, 1, 2, 3, red, purple, and blue.

Principle: A person can make a map that has 19 slots….-9 to +9.

Principle: Mapping is major vocabulary in PAAIL. Perhaps it should be major vocabulary in Wizardry.

Graphical user interface, text, application

Description automatically generated

Item Group: Alchemy

Principle: A person should choose a personal charm that is always ready to travel.

Principle: A person should have their personal charm travel around with them a lot.

Principle: Some awesome personal charm choices are, rings, nose rings, earrings, glasses, necklaces, rocks, and phones. And there are others.

Principle: Part of wizardry is understanding that we “keep” things.

Principle: When a person sleeps, their personal charm should be placed with their shrine.

Principle: When a person sleeps, they should keep their personal charm at their shrine.

Principle: It is alchemy to keep your personal charm at your shrine.

Principle: It is part of aging your personal charm, keeping it at your shrine.

Principle: You pay tribute to your personal charm when you treat it with respect, by keeping it at your shrine.

Principle: Your personal charm helps you pay tribute to many things.

Principle: A person builds a huge connection between their personal charm, and their shrine, when following proper keeping of their personal charm.

Principle: Should you ever loose your shrine, and/or personal charm, its not a big deal. It’s a change, not a levels decrease, and can be a level increase situation.

Principle: A person can be more connected to their shrine, when far away from their shrine, by using their personal charm.

Principle: The force is almost always with good people, when it comes to their shrines, and other charms. Including when they lose them.