ObjectName: Article  
ObjectNumber:

Maker: PAAIL.org  
Model:  
  
Name: Advanced Wizardry 2

Rank:

SerialNumber:

Level:

Score:  
Birth: 9-6-2022

Label: Room

Title: Advanced Wizardry 2

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: Sorcery Powers

Principle: Wizard knowledge adds up to sorcery powers.

Principle: One sorcery power is the ability to see the positive, neutral and negative in all things. To see it all throughout the multiverse.

X2 Principle: Seeing the positive, neutral, and negative is an action/spell.

Principle: One sorcery power is to see the zero setting in the multiverse. One sorcery power is to see the numerology in all things.

Principle: One sorcery power is to see that often there is off, and on in the multiverse. Sometimes there is no in between.

Principle: One sorcery power is to see the colorology throughout the multiverse.

Principle: One sorcery power is to see the 4 directions in everything. Another power to see the 8 directions in everything.

Principle: One sorcery power is to see the 10 core energies in everything.

Principle: To understand the light, twilight and darkness becomes sorcery powers.

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Item Group: Life Is Always Messy

Birth: 9-7-2022

Principle: Humans are primordial and primitive. As such we all have a clumsy existence.

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Item Group: Numerology

Birth: 9/11/2022

Principle: The correct vocabulary is not to call levels 4, 5, and 6 high. Instead its best to call them improved or something else.

X2 Principle: A person could call level 6 a super improved level. Still not use word high ever.

X2 Principle: Its hard to find a better word often. Its very possible to find a moment when you should choose the word high anyway.

X3 Principle: For better communication, and other reasons.

X2 Principle: Calling level 6 medium-high is 100% accurate.

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Item Group: Random

Birth: 9/12/2022

Principle: Men benefit more from doing the spell palms 1x than women. And women benefit more from doing spell fists 1x than men.

X2 Principle: Training both is ideal.

X2 Principle: Fists is slightly more powerful than palms.

Principle: Learning a second language is a 10% boost to intelligence.

X2 Principle: If you already know a second language then you have the 10% enchantment.

Principle: The ultimate debating power is a fusion of psychology and the law. Becoming a lawyer and a psychologist.

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Item Group: Music Divination

Birth: 9/21/2022

Principle: During music….when you’ve turned enough “I”’s and “one”’s into “jesus”. As a divination with music…..the music turns into religious music.

X2 Principle: “I” means “one” in roman numerals.

Principle: During music….after doing all the I’s and One’s….if you do all the “to”s/”too”s/”two”s, and use the name Michael…..you double how religious the music is.

Principle: There is also turn the “three”s into Gabriel.

Principle: Its profound the change for someone who has done this enough.

Principle: A person can talk about jesus saying….one said this, and one said that. In the bible one said a whole bunch of things.

Principle: Suddenly much of the music is gospel becomes the experience.

Principle: Once you have done enough of this music divination …. the music becomes more paranormal, supernatural, and mystical.

Principle: Starting out with songs that use a ton of the word “I”, and/or “one”….. is the quick path.

Principle: Starting out with songs that use a ton of the word “to/too”, and/or “two”….. is the quick path, after you do the ton of i/one songs.

Principle: The music changes in a huge way, after doing enough 1,2,3 divination. Eventually you hear the words one/I as his holiness the messiahs name.

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Item Group: Smith Spells

Birth: 9/27/2022

Principle: Because there is the “Smith Spell Collection”….all people have a “Smith Spells Level”.

X2 Principle: Often a person can use the word “general”. Example: Smith Spells General Level.

Principle: Getting 3 on Smith Spells General Level is something all wizards should do.

Principle: Getting level 4 on Smith Spells is probably worth the time it takes.

Principle: Doing the fastest training(Smith Summons 5)…..after 5.5 hours you get level 2…then give a month for cooling time and you hit level 3.

Principle: Using Smith Summons spells over time will increase your level to 4.

Information: Because the author has not fully finished the training…. When to use Smith Spells is not understood.

Principle: For sorcery research and development….. a person could experiment with and analyze the Smith Spells Collection.

Principle: If you do not train to level 3 they can do the opposite of what you want.

Principle: Simple Scrolls, Shrine Papers, and Paper Shrines are not important to get level 3.

Principle: Smith Summons 5 does not need to be trained either.

Principle: Not all Smith Spells need to be trained to get level 3 and higher.

Principle: Its possible that better training would be to do “Smith Spells Smith Summons 5” for a half hour. Make a Smith Spells Simple Scroll then use while bowing and thinking the words “Smith Spells”.

Principle: In life often level 3 or level 4 is enough and its not worth it to train higher.

Principle: Of course wizardry is the ultimate science, so level 5 is very desirable.

Principle: If you did all the training provided by paail.org, then you must be at least level 4 wizard.

Principle: After hitting level 4….give 3 to 6 months of cooling time and you might end up at level 5.

Principle: Spend 10 years as a level 5 wizard and after 10 years it might grow into level 6 wizard all on its own. No more training needed.

Information: The author is currently level 3 general science, level 3 programmer, level 3 video gamer, level 2 teaching, level 2 writing, level 5 wizard, level 3 sorcerer.

Information: The author is just beginning to explore the Smith Spells.

Information: The author takes the slow path.