ObjectName: Article
ObjectNumber:

Maker: PAAIL.org
Model:

Name: Advanced Wizardry 5

Rank:

SerialNumber:

Level:

Score:
Birth: 11-4-2022

Label: Room

Title: Advanced Wizardry 5

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:

Location: PAAIL.org



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 probably.



Item Group: Tomes

Principle: One piece of ultimate alchemy is making tomes.

 X2 Principle: Wizards like the word “tome”. It is more poetic in wizardry.

Principle: One easy tome a person could make…is there very own Astrology tome(book).

Principle: A person could make an astrology book where they go over each animals, and think “what does that animal make me think to write?”. Keep it related to the animal.

Principle: A person can make their own astrology tome using all kinds of different tricks.

Principle: 20 years after a tome is first made, all copies of the tome have an especially huge chi. Including digital ones.

Principle: Tomes in paper format are only useful as collectables, and for alchemy. Digital learning is often the better way to go. Where you do not use paper books.

Information: Astrology Example:

 The authors astrology sign is Capricorn the goat. I would start by writing…….

 Capricorn: The Goat

 Reminds one of the priest.

Reminds one how his holiness the Messiah is a Capricorn.

Reminds one of peaceful plant eating animals.

Reminds one of horns.

(Refined Now)

Sign of the priest connection.

Sign of his holiness the Messiah.

Sign of the peaceful plant eater.

Sign of horns.



Item Group: Vocabulary

Principle: Knowing that the “properties” of a thing are the “enchantments” of a thing…… is a sorcery. Its the same with lots of Wizardry vocabulary. Wizardry vocabulary is very poetic.



Item Group: Charms

Principle: Charms are very much like people….only without a soul. Most charms are positive charms, so most charms are healthy, friendly charms.

Principle: Charms are so much like living beings that they have thoughts. They also have a high level of intelligence.

Principle: A person can speak with charms.

Principle: Since charms are so healthy they are extremely flawless like. They always forgive for instance.

Principle: Making a nice wand is easy. Tapping into its power is hard. That requires things like the Adam and Eve language.

Principle: Since charms speak. They speak languages. They best speak the Adam and Eve language.



Item Group: Research And Development

Principle: Experts could do way better than PAAIL.org. Way better than this author.

Principle: One of the biggest principles at this point is….with the right experts the science of wizardry could be much better than what you get from PAAIL.org.

Principle: Writing experts, who are also teaching experts, and also general science experts would be the people for further research and development of wizardry.

Principle: The author of PAAIL.org wizardry has only level 2 teaching, level 2 writing, level 3 general science. That is super low level. I would start with a writing 60 class is how low. A lot of high school students can write better than me.

Principle: It might be half as much to read if the right experts were to do the research and development. Half as much, compared to PAAIL.org.

Principle: It would be two times more organized with the right experts. Two times better than PAAIL.org.

Principle: It would be two times better than PAAIL.org. With the right experts. Teaching, writing, general science.

Principle: When you organize a whole area of science, you sometimes change vocabulary.

Principle: The simple story….the author of PAAIL.org is not really qualified to write education books, or teach things either. Because of this…experts can do way better!

Principle: The writings of PAAIL.org never go through the hands of professional editors. They need massive editing.

Principle: It’s a reasonable theory that writing books in this PAAIL format is not as good as writing books in a normal format.

Principle: A person that knows a lot about the Greek gods can make nice books.

Principle: A person that knows a lot about astrology can make nice books.

Principle: A person that knows a lot about Greek Gods and astrology can fuse the two and make nice books.

Principle: There are all kinds of things a person can learn, like the Greek gods and astrology.

Principle: When you fuse the Greek gods, astrology, and what you have learned from PAAIL.org, you can make nice books.

Principle: There are nice tarot books to make. Dream interpretation books to make. And so much more.

Principle: A teaching expert alone could do way better than PAAIL.org.

Principle: I expect that professors are expert teaching, expert writing, and expert general science. They would be qualified to re write the entire wizardry science. And qualified to do 10 times better than PAAIL.org. They would start with PAAIL.org though.



Item Group: Physics Wizardry

Principle: The theory goes that the four forces(the strong nuclear, weak nuclear, electromagnetism, and gravity) line up with the 4 heat levels….solid, liquid, gas, and plasma.

Principle: The theory goes that gravity is either the solid force, the liquid force, the gas force, or the plasma force.



Item Group: Toxins Expanded

Principle: The only acceptable toxins are, caffeine, nicotine, alcohol, and THC. And only when legal to do. Also acceptable are prescribed toxins.

Principle: It’s a secret of the multiverse that people have been using toxins to have visions. Visions are not that great. They can go bad. They are no better than any other divination (say like dreams).

Principle: It may be that all toxins which can create visions are toxins that can kill you.

Information: Divination done using the word toxin by underlining words. The first letter of Toxin is a “T” so it starts with the word “The”.



Item Group: Movie Divination

Principle: We are all a character from the movie Alice in Wonderland. There is the positive Alice, the neutral Alice, and the negative Alice. There is the positive magical cat, the neutral magical cat, and the negative magical cat. There are the 3 versions for all characters in the movie. The positive version, the neutral version, and the negative version.

Principle: The book Alice in Wonderland is the same story as the movie.

Principle: We are all characters from the movie the Wizard of Oz.

Principle: We are all characters from the cartoon show “Looney Tunes”. We are all characters from the cartoon show “Tiny Tunes”.

Principle: Mickey mouse is an archangel Michael thing. His holiness brother Michael is Mickey Mouse.

Principle: Goofy is probably an archangel Gabriel thing



Item Group: Roman Numeral I

Principle: In roman numerals “I” means one. His holiness Jesus is “I”. He is his holiness I. That is one of his names.



Item Group: More

Principle: Being at peace with things is desirable, though not always something that can be done.

Principle: Being at peace with things is an awesome, and sometimes doable thing.

Principle: There is a lot to be said for “being at peace with things”.

Principle: Its not as much about your Actions as it is about your spiritual level.

Principle: A persons positive energy field is on, whether they are doing work or not. It is common to see much energy flow though work though.

Principle: The most common flaw these days is over-confidence…even the older, more experienced ones.

Principle: In the movie “Remo-Williams”, there is a moment where Remo says something like..”Jesus!”. Then the teacher says something like..”Focus! This is no time for prayer!”. This means that those moments count as prayer!

Principle: When people say “Jesus!”, sometimes it counts as prayer.

Principle: So far the big thing medicine has decided is to tell people to stay hydrated.

Principle: It seems breakfast might be an important meal. For sure, if you skip breakfast, you should eat a lunch.

Principle: Fruits have lots of antioxidants. To a Wizard.. antioxidant sounds like “Anti Oxidize”, which sounds like “Anti Rust”.

Principle: The bigger this universe gets, the more energy, per second, it soaks up from God. Since Gods body is like a star.

Principle: This universe is like a balloon, and the energy flowing from Gods body causes it to expand.

Principle: It is 100% accurate to say everyone is a huge disturbance in the force. We all endure our own huge disturbance and also we endure the huge disturbance of the people around us.

Principle: It is likely the Mario and Luigi games are a big brothers Michael, and Gabriel thing. Michael is Mario, and Gabriel Luigi

Principle: In the first Mario game, when you score points during the game, it means you did something wrong.

X2 Principle: Don’t smash the mushroom person, jump over if you can.

X2 Principle: Don’t go after the mushroom that pops out of the square. The mushroom that if you eat, makes you big. The one that pops up if you jump into a square.

X2 Principle: Don’t go after the coins, that’s being all about money.

X2 Principle: The secret “hard mode” of the Mario game is that you want to get to the end with as small a score as possible.

X2 Principle: In the secret “hard mode” of Mario, to win you have to get to Bowser while having no more lives. You have to do it on your last life. That’s a lot harder. The nice thing is you let Bowser kill you and you win.

X2 Principle: If you know the Mario game well there is whats known as "turtle tapping”(where you jump on the turtle over and over)…. It’s the equivalent of feeding on the lifeforce of a person. And not good either.



Item Group: More Music Divination

Principle: In the alphabet there are 2 letters that are letters, and also words. They are “I” and “A”.

Principle: The letter “A” is the first letter of the alphabet.

Principle: The word “A” is a 1 letter word.

Principle: For multiple reasons the letter “A” has a huge connection to the number 1. Which means it has a huge connection to his holiness Jesus.

Principle: A person can do music divination with the word “I”, and turn music into a more religious experience. They can also do it with the word “A”. Just turn the “A”’s into Jesus’s. Principle: It’s a newer principle to call these Actions with music….”divination”.

Principle: There is divination where you do just the “I”s. Divination where you do just the “A”’s, and divination where you do both the “I”’s and “A”s at the same time.