ObjectName: Article  
ObjectNumber:

Maker: PAAIL.org  
Model:  
  
Name: Advanced Wizardry 9

Rank:

SerialNumber:

Level:

Score:  
Birth: 1-29-2023

Label: Room

Title: Advanced Wizardry 9

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

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.

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Item Group: Numerology

Principle: Because this room is named Advanced Wizardry 9. It will have a connection to the number 9. That is what happens most of the time.

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Item Group: Sorcery

Principle: People already know tons of spells that work unbelievably well. Part of understanding sorcery is understanding why they work so well.

Principle: A celebration after you score a touchdown is a spell. It can boost morale, motivation, and energy. It can do this for more than just the person who scores the touchdown.

Principle: A celebration after a touchdown is also like all Actions, it drains the mana battery when you do it. A good thing.

Principle: A person goes up levels on their celebration spell as time goes on. This results in it having a greater effect.

Principle: The theory is that the shrine, personal charm, and smith spells training is a 5% boost on the short term (1 to 2 months). 10% on the medium term (1 year to 2 years). And a 15% to 20% on the long term (4 years).

X2 Principle: Boost to a persons Chi.

X2 Principle: This boost is after you finish training the smith spells. And from also using a personal charm and shrine.

Principle: There probably have been combat wizards over history. They look like “Pei Mei” from the movie “Kill Bill”. Or “Chun” from the movie “Remo Williams”.

Principle: I imagine that the movie “Dune” is a what would have happened (in the distant future) if resurrection day came much later than it is going to.

Principle: A lot in reality seems like coincidences when its not.

Principle: I like to call the Dune weapons that use sound “Force Pistols”, like the Force, from Star Wars. In the movie they also have 3 man teams that fire Force Cannons which can blow up ships.

Principle: I keep thinking that if you ran the Bible through a super computer (looking for hidden messages) it would look like a person intentionally added a bunch of hidden messages in it (even though no one did). This might be the story with all books, not just the Bible.

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Item Group: Divination Sorcery

Principle: Divination can be great inspiration, it is also often riddles.

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Item Group: The Barrier

Principle: There is what is known as the “barrier”.

Principle: The barrier protects all that is, in this universe, from the energy that emits from Gods body.

Principle: The energy emitting from Gods body would turn a black hole into a puff of smoke.

Principle: The barrier is what surrounds this universe.

Principle: Planet earth has a barrier that protects us from harmful energy emitted by our star.

Principle: Principles regarding Earth and our star are similar to principles of this universe and Gods body.

X2 Principle: As usual things mirror other things.

A screenshot of a video game

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Item Group: The 8 Directions

Principle: The 8 directions each have a color.

Principle: The 8 directions each have a number.

Principle: The numbers are 1 to 8, or 2 to 9.

Principle: If its 1 to 8, then white is probably 1, and 8 is black.

Principle: If its 2 to 9, then white is probably 2, and black is 9.

Principle: I would bet its 2 to 9. The 8 directions.

Principle: The major detail is not that each direction has a color.

Principle: The major detail is that each direction has a number.

Principle: Such knowledge must have use in things like physics and math.

Principle: On a 2D grid you have the 4 quadrants. On a 3D grid you have the 8 quadrants.

Principle: 4D is probably 16 quadrants.

Principle: 5D is probably 32 quadrants.

Principle: 6D is probably 64 quadrants.

Principle: 7D is probably 128 quadrants.

Principle: The list goes on forever….8D is probably 256 quadrants.

Principle: All particles probably have a number of quadrants. All particles probably have a bit number. At least one particle out there is a 256 bit particle.

Principle: The more complex the particle is… the higher its bit number is.

Principle: Since wizardry is to say that all things are a particle… wizardry is to say that all things have a bit number. Shape, square

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Item Group: Stories

Principle: The names of people and places have been changed… however the story remains the same.

Principle: Meditation is ultimate sorcery.

Principle: All meditation is sorcery.

Principle: I think its been mentioned before. Having trained using PAAIL.org text, your wizardry specialty is “Cosmic Knowledge”. Like the author of PAAIL.org.

Principle: A person can do 30 second, even 10 second meditation sessions. Meditation can be used all the time.

Principle: “Take a moment and breathe.” Could be called a meditation.

Principle: The secret of sorcery is that the powerful sorcery is meditation.

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Item Group: Wielding

Principle: “Wielding” things is a part of life.

Principle: A person that can play a musical instrument well…has high wielding levels on that instrument.

Principle: Some things cannot be wielded.

Principle: Wielding is a major vocabulary word in Wizardry.

Principle: There are many principles regarding wielding.

Item Group: The 8 Winds

Principle: It seems fitting to call the 8 directions, the 8 winds. This is new vocabulary.

Principle: There is also the 4 winds. They make the 8 winds. From them come the 8 winds.

Principle: There is also the 16 winds. They are made from the 8 winds.

Principle: There are an infinite number of winds. After The 16 winds, it becomes the 32 winds. After the 32 winds, we have the 64 winds……128, 256, 512….that is the pattern.

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Item Group: Greater Meaning

Principle: From the Super Mario game we have level, lives and score.

Principle: We all have a spiritual level, and spiritual score. I have yet to figure out the meaning behind “lives”…. “spiritual lives”.

Principle: There is almost always meaning behind every book, movie, song, and game.

Principle: Secrets can be found in the simplest of games.

Principle: On closer examination all these things look like someone put secrets throughout them. Even though no one did.

Principle: Lots of principles are said multiple times. Its hard to keep track of so much material.

Principle: I mostly experience shock with two things. The fact that there is a God, and that I know all the major secrets of the multiverse.

Principle: You know all the major secrets of the multiverse if you have learned all this.

Principle: I was the biggest atheist ever. That’s why I still live in shock that there is a God.

Principle: I like the term multiverse. Its like we all have our own universe.

Principle: In numerology we each have what’s known as our “domain”. Jesus’s domain is 1.0 to 1.999 repeating 9’s.

X2 Principle: This principle has been said before. It connects with the thought that we all have our own universe.

Principle: Since we live at the end of an age (1000 years), the more relevant reading from the Bible, Koran, and Torah is the end of these books.

Principle: If we were beginning of an age people, the more relevant reading would be from the beginning of the Bible, Koran, and Torah.

Principle: The Bible has two parts. The old testament and new testament. This is because all scripture is testimony.

Principle: All the writing of this article is a testimony.

Principle: The only important energy field is the spiritual energy field.

Principle: A new theory is to use the vocabulary of saying that there are the three forces (positive, negative, neutral). That there are the 4 elements (addition, subtraction, multiplication, division). That there are the 8 winds(the 8 directions). And that there is the 10 core energies ( numbers 0 – 9).

Principle: I guess all kinds of divination can be done on everything.

Principle: The Bible speaks of a moment when Jesus was drawing in the dirt. He was probably doing some divination.

X2 Principle: Pretty certain this has been stated too. It mixes with this Item Group well.

Principle: The elder angels are always holy people. They are the larger people. They are born holy on earth.

Principle: Breathe….. and stay hydrated.

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Item Group: Zero

Principle: His holiness Origin has a God level Spirit, a God level Mind, and a God level Body.

Principle: The first intelligent lifeform was God.

Principle: If there were other lifeforms born at the same time as God, they could be the single cells of his body. They would experience a primitive existence.

Principle: God might not be the first lifeform. God might be one of the first lifeforms.

Principle: As for the physics four forces. Strong nuclear, weak nuclear, electromagnetism and gravity. One is the Up force. One is the white force. One is the plus, plus force (++). One is the water force. One is the liquid force. One is the 11 force (binary). The list goes on and on….

X2 Principle: It must be better understanding of the four forces to know this.

X2 Principle: It must have a practical application to better understand the 4 forces.

Principle: A person can do psychic readings for people and if they do it for 20 years they will develop a paranormal bunch of levels on it.

Principle: Wizardry can be fused with most all other science. It might be best to be an expert at the other science.

Principle: The author of this article has no expert levels other than Wizardry.

Principle: The author of this article can not fuse Wizardry with much. Not enough levels in other things.