ObjectName: Article  
ObjectNumber:

Maker: PAAIL.org  
Model:  
  
Name: Charms 0

Rank:

SerialNumber:

Level:

Score:  
Birth: 8-6-2022

Label: Room

Title: Charms 0

Details: All about “charms”….

Principle:  
Agenda:

Action:

Information:

.

Location: PAAIL.org

Shape, square

Description automatically generated

Item Group 0: Charm Basics

Principle: All physical objects are “Charms”.

Principle: A building is a Charm.

Principle: Making and enchanting charms is called Alchemy.

Principle: All charms have a “Chi”.

Principle: All charms have a “Chi Level”.

Principle: All charms have a “General Chi Level”.

Principle: The “general chi level” is made of the combined enchantments of the charm.

Principle: Earth energy is huge energy.

Principle: All the charms of earth have a huge chi.

Principle: A charm can have a level 2 enchantment, and the level 2 enchantment be super helpful to the person.

Principle: The enchantments of charms grow over time. All on their own.

Principle: A person can do spells to add to enchantments. Often its best to let the enchantments grow on their own.

Principle: Often the more ultimate alchemy is casting/channeling level 2 enchantments on charms. Then the enchantment grows on its own.

Principle: Better charms would matter, if you could actually find better charms.

Principle: Better charms would matter, however even when you find better charms it is difficult to tap into their energy.

Principle: Better charms would matter, if it didn’t take lots of time to make them.

Principle: Charm enchantments rarely go above level 4.

Principle: Charm enchantments grow fast from level 1 to level 3.

Principle: Level 3 enchantments are super common and are a great level.

Principle: Level 2 enchantments are helpful.

Principle: Part of charms is aging. Aging is part of alchemy.

Principle: All charms a person owns influences their existence. They are considered “equipped”.

Principle: The simple paper scrolls made in other rooms start out with Level 1 enchantments.

-2x Principle: They grow to level 2 in a few days.

-2x Principle: At level 1 they are super useful.

-2x Principle: The wizardry scroll starts with a level 1 wizardry enchantment.

Principle: Often charms don’t get bigger than a level 3 enchantment.

Principle: Often its not worth the time it takes to go for above level 3.

Principle: Often its not worth the time it takes to go for above level 2.

Principle: Level 4 enchantments on charms are rare.

Principle: Even if you have a level 4 enchanted charm, its hard to tap into the power of it.

Principle: Getting a level 5 chess enchantment on a charm is much less common than level 4.

Principle: Getting a level 5 wizardry enchantment on a charm is much less common than level 4.

Principle: It almost never happens that charms get to level 6 through 9. Even if they did, you would not be able to tap into any of that power.

Principle: One major word of sorcery is “wielding”.

Principle: Often a person cannot wield the full power of the charm.

Principle: The best enchanting/alchemy is often the charm starts with a level 1 enchantment, and then in a few days grows to level 2.

Principle: A common form of tribute is to raise a charm. Charms with a wizardry enchantment are useful if you wish to pay tribute to wizardry.

Principle: Another way to pay tribute with a charm is to keep it at a shrine.

Principle: Some charms you are supposed to never touch.

Principle: Some charms are to never be cleaned.

Principle: Some charms are to only be cleaned by college experts on restoration/cleaning.

Principle: One great way to pay tribute is to clean a charm.

Principle: Cleaning a charm can also improve the aging process and increase its enchantment levels.

Principle: Rubbing a charm can build a bond between the person and the charm. Tapping into more of the charms power.

Principle: Touching a charm can be used for ESP enhancement. Touching the charm becomes a tool for ESP. A spell part for a ESP spell.

Principle: It is thought to sense buildings that touching the wall might help.

Principle: A shrine with a devotion to all your level 3 major subjects is the more ultimate charm. If “amateur general scientist, amateur video gamer, amateur programmer, master wizard, Adam” were to have a shrine. He would want the shrine to have those 4 devotions.

Principle: Shrines are one of the more powerful charms. For many reasons.

Principle: A shrine is such a better charm because it does not need to travel. You need not take your shrine with you.

Principle: A shrine is a more powerful charm because it makes it easier to pay tribute to something.

Principle: Shrines are devoted to one thing, or multiple things.

Principle: Charms can recharge, they can drain, and sometimes do both.

Principle: The chi size of charms are always tiny compared to a persons chi size. People have much bigger chi’s than charms.