ObjectName: Article
ObjectNumber:

Maker: PAAIL.org
Model:

Name: Charms 0

Rank:

SerialNumber:

Level:

Score:
Birth: 8-8-2022

Label: Room

Title: Enchanting 0

Details: All about “enchanting”….

Principle:
Agenda:

Action:

Information:

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Location: PAAIL.org



Item Group: Enchanting Basics

Principle: Enchantments are properties. Enchantments are attributes.

Principle: Doing enchanting is adding properties, or removing properties.

Principle: Doing enchanting unlocks properties.

Principle: Doing enchanting unlocks enchantments.

Principle: When it comes to a person what matters most is the enchantments of the person. Not the charms they have equipped.

Principle: All charms have a “general chess level” ranging from 0 to 9.

Principle: All charms have a “chess spirit level” ranging from 0 to 9.

Principle: All charms have a “chess mind level” ranging from 0 to 9.

Principle: All charms have a “chess body level” ranging from 0 to 9.

Principle: Alchemy is making charms, and doing the enchanting on them.

Principle: Charm enchanting is called alchemy.

Principle: The word “alchemy” can be used about anything made. As a word it can also be used in wizardry and sorcery.

Principle: How to unlock an enchantment changes from thing to thing.

Principle: Often the major enchantments take a long time to unlock.

Principle: People often spend 2 years unlocking a bachelor's degree enchantment from colleges.

Principle: A bachelor's degree is a property of a person. A bachelor's degree is an enchantment.

Principle: As with many things enchantments have levels.

Principle: Sometimes doing enchanting is increasing or decreasing the levels of an enchantment.



Item Group: Enchanting Charms

Principle: When it comes to enchanting charms the main thing is to make level 2 charms.

-2x Principle: Often all enchantments start out small, exactly like a seed. Then grow over time.

-2x Principle: Level 2 enchantments are useful. High enough level to do some things.

-2x Principle: Level 2 charms are super easy to make.

-2x Principle: Level 2 charms take very little time to make.

-2x Principle: Most of the time the level starts out 1, and then grows to level 2 in a few days.

-2x Principle: Tapping into the power of a level 2 charm is easy.

-2x Principle: Level 2 charms grow on their own. They can hit level 3 on their own.

Principle: Charm enchantments age over time. This is called aging.

Principle: A person can be aging charms at their shrine. This is a great place to age a charm.

Principle: Cleaning a charm can be part of aging a charm.

Principle: Unless your going to sell the charm…. Making level 3 charms isn’t worth the time/work it takes to do it.

Principle: In life sometimes its all about time management. When it comes to wizardry, there is time management, and making level 3 charms isn’t always worth the time.

Principle: When an expert at runes writing(drawing) does a enchantment it grows faster from level 2 to level 3. This only takes 5 minutes of their time to start the seed.

Principle: An expert at runes writing does an enchantment that grows faster and is more likely to get to level 3. And it takes them less time than a person who does not have runes writing.

Principle: The level dynamics of charms changes from charm type to charm type. Scrolls are just one type of charm.

Principle: The simple scroll alchemy done earlier in PAAIL.org rooms is scrolls that if you give them 100 years, they will get to level 4 or more all on their own.

Principle: Do nicer scrolls with leather, silk, rope, runes writing person and you end of with scrolls that will grow faster. Instead of 100 years to level 4 or more…. Its 50 years to level 4 or more.

Principle: Nicer scrolls can get to level 3 a lot faster.

Principle: With low runes writing levels a person must spend an hour on enchanting their scroll. If you were trying to make a level 3 scroll.

-2x Principle: Just draw little lines on the scroll for 1 hour. Make sure to use a keyword/keywords that’s written at least 10 times on it.

-2x Principle: Now the scroll has a level 1 enchantment, associated with the keyword/keywords you used.

-2x Principle: Because you spent an hour on the enchanting, the scroll will now grow faster.

-2x Principle: Age this scroll with a shrine, and it will get level 3 in 2 months.

-2x Principle: Do hours and hours of work and you can make level 3 in 2 weeks. Not 2 months.

-2x Principle: Just sitting around simple paper scrolls grow into level 4+ at 100 years.

-2x Principle: Do lots of work on a simple paper scroll and you can get it to level 4 much faster than 100 years.

-2x Principle: A expert level runes writing person can do the same enchantment. They can get quick drawing skilled enough to make it 5 minutes of their time. Instead of 1 hour.

-2x Principle: When it comes to making scrolls…. runes writing people can enchant them quickly and easily.

Principle: Runes writing levels can be used to enchant wizardry books. Personal notebooks. And other things.

Principle: People who are good at drawing have better runes writing levels.

Principle: A expert runes writing person can spend 30 minutes and enchant a scroll or book then that enchantment will grow super fast.

Principle: Tattoo artists can do more than enchant skin. They can do leather I think too.

Principle: It seems when doing alchemy, it is something you have to train. Then the enchanting becomes more worth your time.

Principle: Enchanting charms is just one area of sorcery.

Principle: Keywords are the biggest of spell parts… this is partly why level 1 simple paper scrolls are so worth the time to make.

Principle: When a beginning of time person writes words, it’s a huge spell event. We all happen to be beginning of time people.

Principle: The reality of owning enchanted charms is that they do very little compared to your own personal enchantments.

Principle: Owning massive amounts of charms does not boost a person. You cannot tap into that massive energy.

Principle: All wizards should have a shrine, or shrines.

Principle: All wizards should have a shrine that has a Wizardry Enchantment.

Principle: There are many paths for enchanting a shrine. One way is to put things with the desired enchantment. A wizardry enchantment will grow on a shrine if you keep a wizardry book at it.

Principle: One good way to enchant a shrine is to use a shrine paper with a simple scroll.

Principle: Lots of people have shrines equipped that they have used.

Principle: With shrines the keyword is devotion. Shrines are devoted to one thing or another.

Principle: Devotions on shrines are enchantments.

Principle: Any charm can be said to have devotions.

Principle: Shrines age. As they age they grow.

Principle: Shrine devotion levels matter very little. Shrine levels matter very little. You can only tap into so much of the shrine chi.

Principle: All wizards should keep 1 book for each of their level 3 skills. They should keep them with their shrine.

-2x Principle: You do not have to read the books.

2x Principle: More than 1 book again is the cannot tap into the power of more than one book.

Principle: A person can only wield so much of a shrines chi.

Principle: The level 4 wizard gains more power from their wizard charms. Such as their wizardry shrine. Because they are specialized in wizardry.

Principle: The level 4 chess expert can get more power out of chess shrines than people level 3 and lower.

Principle: Higher level means you can tap into the chi of the shrine more.

Principle: If you were to rub a rock…. for 30 minutes… with a bare hand…. You give it your own personal enchantment, which is a mix of all your titles.

Principle: A shrine can have tons of different devotions, and you can tap into all of them, one at a time, all of them, or a combination of them. Depending on the situation.

Principle: A shrine connects a person to the right enchantment/enchantments a person needs. If it has that as one of its devotions.

Principle: Simple paper scrolls are a great way of enchanting shrines. Books are better.

Principle: There are an endless number of ways to enchant shrines and other charms.

Principle: Cover both arms in tattoo’s and both legs(ending just above the knee), and you are likely to get a 2% improvement if you are an MMA fighter.

Principle: A person can own a book collection and it be equipped so that it is a nice enhancement. A giant library cannot be tapped into every book in a huge way.

Principle: A collection of 10 rings can be equipped in a meaningful way. 1000 rings are not much better than 10.

Principle: A collection of 1000 rings is awesome. The power cannot be tapped into though.

Principle: If you own a ring then no matter where it is…. It is equipped.

Principle: If you are an expert on rings, you can tap into huge 1000 ring collections a lot more. You have a greater connection to the rings side of the multiverse.

Principle: If you have collected rings for years you can tap into huge 100 ring collections a lot more. You have a greater connection to the rings side of the multiverse.

Principle: To enchant a ring with a football enchantment, rub it against a football for 10 minutes.

Principle: What charms a person should have and what enchantments they should have on their charms, changes from person to person.

Principle: Lots of charms have a more practical use, not as much of a mystical side to them at all. Like a duster to dust a shrine. Say its ok to dust the shrine.

Principle: A person that likes football should collect at least 1 football charm. Spectators included.

Principle: A person that likes chess should collect at least 1 chess charm. Spectators included.

Principle: The chocolate is at least a little better if it was ever part of a wonderful chocolate waterfall.

Principle: A charm can be devoted to 100 things and you can always tap into all of the devotions. 1 to 10 at a time. Unless you were an expert in all 100 things…then you would tap into them all a decent amount at one time.

Principle: All charm enchanting is a combination of skill, work, and time. You can also age charms with skill, work, and time.

Principle: To make simple scrolls a person does not have to have skill to do the alchemy. Though better scrolls are a thing.

2x Principle: Simple scrolls have the use of a keyword, which makes them a powerful spell part. Even with only a level 1 enchantment.

Principle: If you have level 3 or better runes writing, then enchanting your scrolls for 5 minutes each is worth the time.

Principle: To enchant a simple scroll more, you spend time drawing whatever on the scroll. Random drawings or little symbols, it all works.



Item Group: Enchanting Shrines….

Principle: Shrines are one of the bigger things a person can have equipped.

Principle: Its more about having a shrine equipped, than it is about having a higher level shrine equipped.

Principle: The Action of touching some shrines is a Negative Spell. Some shrines you’re not supposed to touch.

Principle: A person can make up spells for enchanting shrines and other charms.

Principle: A person could make a spell where you tap the shrine 3 times and each time think the word wizardry.

2x Principle: This would build up wizardry enchantments on the shrine. A wizardry devotion would build up as well.

Principle: Once a person has unlocked a level 1 devotion enchantment on a shrine, the enchantment level will grow to level 2 in few days.

2x Principle: Lots of charms once crafted need a few days to “cool off”.

Principle: Once a person has unlocked a devotion on a shrine they are done. After that its “keep” the shrine, maybe dust it once and awhile if that’s ok on your shrine.

Principle: Using a shrine can be having one equipped. There is also using a shrine with some action at a shrine. Even if you have no ownership in the shrine.

2x Principle: A person can do certain actions at a shrine and its called using the shrine.

Principle: It is good to pay tribute at your shrine at least once a year. If you keep one.

2x Principle: If it’s a shrine ok to touch then dusting/cleaning is one way of paying tribute.

Principle: An expert wizard can make up their own spells for paying tribute and more.

Principle: An expert wizard can make up spells.

Principle: One major use of wizardry is fusing wizardry with other science and make spells for that fusion.

Principle: Level 3 wizards can make up their own spells all over the place.

Principle: One major part of wizardry is research and development of new spells.

Principle: One major part of wizardry is people making new spells.

Principle: One major part of wizardry is finding great spells people have already been doing.



Item Group: Enchanting Thyself….

Principle: The charms of a person’s life have some influence on their chi.

 Principle: The enchantments of a person’s chi have much more influence than their charms.

Principle: Everyone has a “general chess level”. A “chess spirit level”. A “chess mind level”. And a “chess body level”. All ranging from 0 to 9.

Principle: Everyone has a “general wizardry level”. A “wizardry spirit level”. A “wizardry mind level”. And a “wizardry body level”. All ranging from 0 to 9.

Principle: The human body is a charm, and a part of a person’s chi.

Principle: Enchanting the human body can be very helpful.

Principle: There are endless spells for enchanting the human body.

Principle: A person can research and develop spells for enchanting the human body.

Principle: Since the human body is a very physical thing, the spells for it are often very physical. Physical spells for the physical body.

Principle: Enchanting the mind is not enchanting a charm. Though often it is very similar.

Principle: Enchanting sometimes is normal science, and enchanting the mind is sometimes normal science. Such as learning math is enchanting yourself with math levels/knowledge.

Principle: There is paranormal enchanting by doing certain mind enchanting spells. Such as all the “Write 10x” spells from room Refined Sorcery 0.

Principle: Doing mediation enchants a person.

Principle: Doing sorcery spells enchants a person.

Principle: Your mind level in wizardry is your skill level in wizardry.

Principle: If you have trained wizardry enough your “wizardry mind level” is 4 or 5, and your “general wizardry level” is also 4 or 5. Your at both 4 or both 5.

Principle: Enchanting the mind is a major part of wizardry.

Principle: Having done book Tome of the Yellow Wizard and everything else, you probably have done massive enchanting on yourself.

2x Principle: These enchantments will grow all on their own over time.

Principle: All people have a wizardry spirit level. A wizardry spirit score. A wizardry mind level and wizardry mind score. All people have a wizardry body level and wizardry body score.

2x Principle: In numerology the levels range from 0 to 9.

Principle: Your wizardry mind level is your skill level in wizardry.

Principle: Your wizardry mind score is your wizardry mind levels giving you points over the years.

Principle: There is also your wizardry body level, and wizardry body score.

Principle: Everyone also has a “general wizardry level” and “general wizardry score”.

Principle: Every detail of “levels” and “scores” is not known.

Principle: Every skill has a spirit level, a mind level, and a body level. A spirit score, a mind score, and a body score.

Principle: Enchanting has a great deal of numerology to it.

Principle: Many things have a numerology side.

Principle: Exercising the mind is exactly like using physical exercise on the calf muscle. Do to much is negative. Do to little has a negative. Do just right and you can grow more muscle.

Principle: Mind growth so mirrors physical muscle growth that the two can be greatly fused together. The dynamics of the two are exactly the same.

Principle: What tricks work with physical muscle growth are likely to work as tricks for massive mind growth.

Principle: It seems likely that the brain operates just like muscle, as a series of strings/strands. Tear muscle strands to much does damage. Do to little is only a little growth. Tear up muscle just right and you get massive growth. Tear up the brain strands just right and you get massive growth is the theory.

2x Principle: The “strands” of the brain may be a network of electrons.

Principle: There are endless actions in life for adding properties to thyself.

Principle: There are endless spells in life for enchanting thyself.