ObjectName: Article
ObjectNumber:

Maker: PAAIL.org
Model:

Name: Refined Sorcery

Rank:

SerialNumber:

Level:

Score:
Birth: 8-2-2022

Label: Room

Title: Refined Sorcery

Details: Sorcery that makes Wizardry Practice book obsolete.

Principle: Sorcery spells.
Agenda: Sorcery spells.

Action: Sorcery spells.

Information: Sorcery spells.

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Location: PAAIL.org

Item Group 1: Refined Sorcery

Principle: Sorcery is the actions of Wizardry.

Principle: There is Wizardry knowledge, and there are wizardry actions. The actions are sorcery.

Principle: A spell is a action. More associated with actions which are more paranormal, supernatural, mystical.

Principle: All actions are a spell.

Principle: All people have a mana battery above level 0.0.

Principle: All actions in life drain mana.

Principle: A person can force more mana into an action, and end up with a more powerful action.

Principle: A person can force more mana into a spell, and end up with a more powerful spell.

Principle: When a person exercises too much they can do damage to themselves.

Principle: When you exercise hard, instead of light, you do a more powerful spell/action per minute. Sometimes people should do leight exercise.

Principle: Sometimes you are not supposed to do hard exercise.

Principle: In life there are often 3 outcomes. A positive one, a negative one, or a neutral one.

Principle: Over do exercise can have a negative outcome.

Principle: When you do negative outcome it often comes with positive outcome, and a not so worth it sacrifice. Resulting in negative.

Principle: Sometimes you don’t want to drain much mana and you want to not overdo the exercise of the spell.

Principle: In physical exercise you don’t want to do too much.

Principle: Try and remember not to over do exercises in life.

Principle: With all spells/actions, try not to over do it.

Principle: All actions/spells drain batteries within the Chi.

Principle: The mana battery is just one battery of them all.

Principle: There are still some actions/spells that are more sorcery like.

Principle: All spells have at least 1 part. Each part is always a spell unto itself.

Principle: Spells are made out of other spells.

Principle: In PAAIL a Spell is an Item, and its made of Item Items.

Principle: Current vocabulary is to call the spell parts, parts. Though it seems like better vocabulary could be engineered.

Principle: For many, many reasons the first big sorcery spell is to think a keyword in your head.

Principle: When you think a keyword in your head it is likely to increase your connection to that side of the multiverse.

Principle: When you think a keyword in your head it is likely to improve your relationship to that side of the multiverse.

Principle: Thus the 1st spell/spell part is to think a keyword in your head. You can think the sign language of it as an option. Or the word in letters.

Principle: The 2nd spell/spell part is write a keyword.

Principle: The 3rd spell/spell part is to do a controlled breathing moment. A breathing exercise.

Principle: The 4th spell/spell part is bow.

Principle: The 5th spell/spell part is to make fists or make a fist.

Principle: The 6th big spell/spell part is put the palms of your hands together, like often found in prayer.

Principle: The 7th big spell/spell part is pause. Pause for a moment.

Principle: The 8th spell/spell part is repeat. Repeat a process over and over.

Principle: The 9th spell/spell part is speak a keyword. This is often not peaceful/quiet and is something you don’t use when making new spells. Don’t use this on new spells you make.

Principle: After learning the first/main spells/spell parts you find the first big spell a person should do is to write a keyword 10 times.

Action: Write the keyword “Origin” 10 times.

 -Item Item Principle: You only need to do this spell 1 time in your life.

 -Item Item Principle: This spell starts a small enchantment on a person.

 -Item Item Principle: The enchantment will grow over time.

 -Item Item Principle: This exercise will exercise the hand, which is often good for people.

 -Item Item Principle: Hand exercise is super helpful to things like making fists and more. Hand exercise helps a persons sorcery.

 -Item Item Principle: A person must do the writing all in one short session. A person cannot space it out over a day.

Principle: It’s a huge spell when us first century humans write a word 10 times.

Principle: There are a whole bunch of 10x word writing that should be done eventually. No rush is more peaceful/quiet and recommended for sure.

Principle: The origin side of the multiverse is the largest side. Thus its our first word to write 10 times.

Principle: In Wizardry Practice the book. This write words spell is named Spell 10A.

Principle: Wizardry Spell 10A is write Wizardry 10 times. Football Spell 10A is write the keyword Football 10 times.

Principle: Adding the “A” in Spell names allowed for a system where people can make variations of spells. Like a Spell 10B.

Principle: It seems fitting to change the name of Spell 10A. To something that’s more descriptive, easy to remember, and sounds like a magical vocabulary.

Principle: The rename of Spell 10A is going to be…. Write 10x. Where “Origin Write 10x” means write the keyword Origin 10 times.

Principle: All the spells/spell parts had names in book Wizardry Practice. It seems like they should all be renamed as well.

Principle: Lets make Spell 0A into… Think 1x. Meaning “Origin Think 1x” means think Origin 1 time in your head.

Principle: Spell 1A will now be “Write 1x”.

Principle: Spell 3A will now be “Breathe 1x”.

Principle: Spell 2A will now be “Bow 1x”.

Principle: Spell 4A will now be “Fists 1”.

Principle: In book Wizardry Practice, bow came before breathe. Breathe should come before bow.

Principle: Spell 5A will now be “Palms 1”.

Principle: Spell 7A will now be “Pause 1”.

Principle: Spell 6A will now be “Repeat 1”.

Principle: Spell 9A will now be “Speak 1”.

Principle: Often the greatest rules are only generally accurate. Meaning sometimes they arent accurate.

Action: Do 1 round of Wizardry Write 10x. Which means write the word “Wizardry” 10 times.

Principle: When you first start an area of science you should always do 1 Write 10x spell.

Action: Cast a Sorcery Write 10x spell. Write Sorcery 10 times.

Principle: The previous spells done use up mana battery when you do them. They also enchant you.

Principle: It is common for enchantments to start out small, then grow big on their own, without more work.

Principle: A lot of sorcery is casting level 2 enchantments.

Principle: Sometimes sorcery is casting level 4 enchantments.

Principle: Making yourself an expert at something is casting a level 4 enchantment on yourself.

Principle: When a person first starts learning something, they start out at low levels. Levels 1,2, and 3.

Principle: The “Write 10x” spell does a level 2 enchantment on a person, a few days after they have done it.

Principle: The level 2 enchantments are great on their own. Level 2 is a super useful amount of enchantment.

Principle: The ultimate trick(early on in sorcery) is cast tons of level 2 enchantments on yourself.

Principle: The way to do tons of level 2 enchantments on yourself is to do tons of the spell “Write 10x”.

Principle: Level 3 enchantments are harder to do than level 2. Level 4 enchantments harder to do than Level 3.

Principle: The ultimate path of wizardry is the more peaceful/quiet path. Then we connect to the peaceful/quiet side of the multiverse.

Principle: The path that is enchanted peaceful and quiet, is often a very nice path.

Principle: The peaceful/quiet path of wizardry is often just to do a little at time, and spread the education out over a long while.

Principle: Levels 1, 2 and 3 are the beginner levels. Often its easy to get to level 3 beginner person.

Principle: Lots of level 2 enchantments quickly grow to level 3. All on their own.

Principle: Often level 2 enchantments quickly grow to level 3 because people continue to do things that build on that enchantment.

Principle: There is a huge bunch of neurology to spell Write 10x. Which is part of the enchantment.

Principle: Often it takes a bunch of training to get to level 4 in a skill. Level 4 is expert.

Principle: Lots of enchantments never grow beyond level 4.

Principle: Lots of enchantments never grow beyond level 3.

Principle: Lots of level 2 enchantments adds up, when you combine them together, as a view.

Principle: When you fuse lots of level 2 enchantments, they add up to a lot.

Principle: Level 2 enchantments in large amounts are awesome.

Principle: Level 2 enchantments are also “Level 2 Energy Batteries”.

Principle: When you have lots of level 2 energy batteries its awesome.

Principle: Level 2 looks useless. Its not.

Principle: We all have whats known as our “Titles Collection”.

Principle: A persons title collection is their list of expert or higher skills and also their level 3 skills. Level 3 is called “ameature”.

Principle: A example of a title collection is… ameature golfer, doctor of medicine, Bob.

Principle: Level 3 is very awesome, it unlocks a title. Level 3 enchantments are very awesome, and are often easy to achieve.

Principle: Often people hit expert in a thing and never go any higher. They find expert is more than enough.

Principle: Level 5 is master.

Principle: Level 6 is sage, or doctorate.

Principle: Levels 7, 8, and 9 are very rare. Considered still “sage/doctorate” is the title of 7,8 and 9.

Principle: Level 3 enchantments are common. Level 4 enchantments much less common.

Principle: It takes very little time for a level 2 enchantment to grow to a level 3 enchantment.

Principle: Since this is learning sorcery science. It would be right to do a bunch of sorcery spells Write 10x. Do the words “Sorcery”, “Spells”, “Enchantments”. On and on all these word. We only need to do them 1 time in our life.

Action: Write the word “Spells” 10 times. Do Spells Write 10x. Don’t do if you have already done it before.

Principle: Doing all the Write 10x spells of book Wizardry Practice are one of the first things to do.

Principle: Most of the time you only do a Write 10x spell once in your life. Everyone should do 1 round of Energy Write 10x one time in their life. As part of wizardry training.

Principle: The reason you never write a word 100 times is that you could have done 10 words instead of 1.

Item Group: Spell 11A

Principle: The next major spell of book Wizardry Practice is Spell 11A.

Principle: Spell 11A was a combination of many spell parts.

Principle: Think 3x is a spell where you think a keyword 3 times in your head.

Principle: Sometimes in spells its keywords, not keyword. Like Wizardry Energy Spell Think 1x is think the words “Wizardry Energy” 1 time.

Principle: Bow 3x is a spell, where you bow 3 times.

Principle: Pause 1 is a spell where you pause for a moment.

Principle: Breathe 1 is where you do a breathing exercise.

Principle: Repeat 1 is where you repeat the spell again and again.

Principle: Spell 11A combined all of these parts.

Principle: Sometimes the best spell choice of the moment is a simple Think 3x.

Principle: Sometimes the best spell choice of the moment is a simple Think 3x, do a pause moment, then repeat the spell over and over.

Principle: Think 3x, with pause, and repeat is… Summons 1. Energy Summons 1 is think the keyword “Energy” 3 times. Then pause for a moment and repeat. Good Words Summons 1 is think the keywords “Good Words” . Then pause for a moment and repeat.

Principle: Summons 2 is add a breathing exercise during the pause of Summons 1.

Principle: Summons 3 is add a bow, each time you think the keyword/keywords.

Principle: Summons 4 is add make fists or a fist. You can also choose to put the palms of your hands together. Or make fist with one hand and put into the palm of the other.

Principle: Sometimes you want to do Summons 1. Sometimes you want to do Summons 2. Sometimes you want to do Summons 3. Sometimes you want to do Summons 4.

Principle: It seems fitting to state there is a Summons 4B. You add squeeze hard your hands. Or push hard your palms together. Or push hard your fist into the palm of other hand. This may be a not so good spell. Is a spell that this author does not understand.

Principle: Summons 2 drains more mana than Summons 1. Summons 3 drains more mana than summons 2. Summons 4 drains more mana than Summons 3. And Summons 4B probably drains more than Summons 4.

Principle: Sometimes Summons 2 is more than you need, and you should do Summons 1.

Principle: Once a person has trained up Summons 1, 2, 3 and 4, a person moves into a only need Summons 1 situation. Or only need Summons 2 situation.

Principle: So far the science of wizardry is to say that all Physical Objects are "Charms”.

Principle: Enchanting Charms is not important, compared with enchanting yourself.

Principle: Charms have ways they can be used.

Principle: Scrolls are simple to make, helpful charms.

Principle: All parts of a spell, help “Channel” a higher level spell.

Principle: We can add scrolls to channel more energy.

Principle: Making and enchanting Charms is called Alchemy.

Principle: First you have to make a scroll.

Principle: Lets name the action of making a simple scroll. Lets name the spell/action.

Action: Simple Scroll

 -Action 1: Draw the drawing. Be close enough. Replace the words Keywords with the correct words. If your word is Wizard, the spell name is Wizard Simple Scroll, and you replace keywords with “Wizard”.

 -Principle: Make the drawing about as big as the paper.



 -Action 2: Roll up the paper. The inside is the blank side.

 -Action 3: Flaten the scroll and bend at the center. This way it does not come apart too much.

 -Principle: Your Simple Scroll is finished.

Principle: In book Wizardry Practice it was taught to use 2 hours of this spell, and 2 hours that spell. With the use of scrolls(and other stuff) a person can shrink down the time it takes to do things.

Principle: The book Wizardry Practice was a working path from point A to point Z. This article is a much faster path from point A to point Z. A faster training strategy.

Principle: Summons 5 is a spell. It means add use a scroll to Summons 4. Hold the scroll, while you make fists, or a fist. Push it together with your Palms if you use Palms. Hold in fist if put fist inside palm.

Principle: At first you have to train the spells. They can do the opposite of desired effect until you train them up a little.

Principle: Once trained up a little, spells start to work more and more.

Principle: Often when training a spell, the first thing you want is for it to drain you. You often drain to train the spell.

Principle: Often later when the spell is fully trained, it will auto do recharge or drain, as needed.

Principle: This article teaches a better training than book Wizardry Practice. The steps and so forth have changed a lot.

Action: Start Training Simple Summons Spells

-Action 1: Make a “Keywords Simple Scroll”. Use the word “Keywords”, like in the picture.

-Action 2: Do “Keywords Summons 5” for 30 minutes to start training the Summons spell collection.

-Principle: After this you move onto the next word. There are a few of them.

Action: Make a Breathe Simple Scroll. Do Breathe Summons 5 for 30 minutes. This is the next part of training the spells.

Action: Make a Bow Simple Scroll. Do Bow Summons 5 for 30 minutes.

Action: Make a Fists Simple Scroll. Do Fists Summons 5 for 30 minutes.

Action: Make a Palms Simple Scroll. Do Bow Summons 5 for 30 minutes.

Action: Make a Palm Fists Simple Scroll. Do Palm Fists Summons 5 for 30 minutes.

Action: Make a Pause Simple Scroll. Do Pause Summons 5 for 30 minutes.

Action: Make a Repeat Simple Scroll. Do Repeat Summons 5 for 30 minutes.

Action: Make a Recharge Simple Scroll. Do Recharge Summons 5 for 30 minutes.

Action: Make a Drain Simple Scroll. Do Drain Summons 5 for 30 minutes.

Action: Make a Power Simple Scroll. Do Power Summons 5 for 30 minutes.

Principle: The above actions end the training of the summons spells collection.

Principle: This is not entirely the end of the training. To use Chess Summons 2, you have to train it up as well. A person could train Chess Summons 2, and it takes 30 minutes of Chess Summons 5.

Principle: Often enchantments need a cooling period of a few days, before they hit level 2.

Principle: If this were a bunch of training chess, we would do a bunch of chess spells. Use different chess words and do Summons 5 on them for 30 minutes each.

Principle: Chess Summons 2 works well without training a bunch of other chess words.

Principle: Sometimes Chess Summons 1 is enough.

Principle: Since this is training wizardry and sorcery we do a bunch of spells for the science area of wizardry/sorcery.

Principle: You can use sorcery to enhance your sorcery.

Action: Make a Wizardry Simple Scroll.

Action: Do 30 minutes of Wizardry Summons 5.

Action: Make a Sorcery Simple Scroll.

Action: Do 30 minutes of Sorcery Summons 5.

Action: Make a Mana Simple Scroll.

Action: Do 30 minutes of Mana Summons 5.

Action: Make a Spells Simple Scroll.

Action: Do 30 minutes of Spells Summons 5.

Action: Make a Enchantments Simple Scroll.

Action: Do 30 minutes of Enchantments Summons 5.

Action: Make an Origin Simple Scroll.

Action: Do 30 minutes of Origin Summons 5.

Principle: We do Origin Summons 5 because the origin side the the multiverse is the largest or one of the largest sides of the multiverse.

Principle: It may be that all things have in common that they have an origin.

Principle: Its been a thought that learning all from book Tome of The Yellow Wizard is teach level 4, expert Wizard. And Wizardry Practice was enough to get to level 5, master Wizard.

Principle: It is a thought that Summons 1,2,3,4 and 5 are “meditations”.

Principle: All meditations are spells.

Principle: There are an endless number of meditations out there.

Principle: All wizards should have a shrine. Not to god. Devoted to other things.

Principle: Shrines to god is spirituality. The topics of this article is not spirituality.

Principle: A paper shrine can easily be made. It takes one Simple Scroll, and a “Shrine Paper”.

Principle: To make a “Shrine Paper”, you do the same process as making a Simple Scroll, only you do not roll it up at the end. Its not a scroll… it’s a “Shrine Paper”. The word to write on the shrine paper is “Shrine”.

Action: Make 1 Shrine Paper.

Action: Make 1 Wizardry Simple Scroll.

Action: Fold the simple scroll inside Shrine Paper. Shrine words on outside. Bend the ends of Shrine Paper(now folded around scroll). By bending ends, you keep it all together.

Principle: Last actions done right and you have a “Paper Wizardry Shrine”. Takes a few days to turn into a shrine.

Principle: If we were training chess right now, we would make a paper chess shrine.

Principle: Once a person has done all the Write 10x spells from book Wizardry Practice. And once a person has done all this articles work, then they are done with a lot of the training.

Item Group: More Spells

Principle: Some objects(charms) you are not supposed to touch. You sense them and use them without touching.

Principle: One major spell is to rub a charm.

 Item 2x Principle: A huge amount of the charm matter tends to mix with your hand.

 Item 2x Principle: A huge amount of your matter tends to mix with the charm.

 Item 2x Principle: In a certain vocabulary you say you mix your energy with the charms energy, by rubbing the charm.

Principle: One major spell is raise a charm above your head.

 Item 2x Principle: It is common to pay tribute by raising a charm above your head.

 Item 2x Principle: A person does not need to raise the charm higher than their head to do a tribute spell.

Principle: One major spell is squeeze a charm in your hand. This can do damage. Don’t do if will do damage.

 -Item 2x Principle: Some charms you are not supposed to touch.

Principle: A person who is an expert(level 4) or higher can enchant a charm with a blessing like enchantment.

Principle: Spells are all about building connections/relationships to energy. Often enchantments are about building better relationships with sides of the multiverse.

Principle: One greater spell is make fists and rub knuckles together.

 -Item 2x Principle: Doing this spell makes a huge bond between your right hand, and your left hand.

 -Item 3x Principle: It is good dexterity gains, chi balance, a big enchantment, and more to unite your right hand and left hand.

Principle: In sorcery you want to improve the levels of your hands. Hand exercises are one way to improve hand levels.

Principle: One greater spell is put palms of hands together and rub hands together.

-Item 2x Principle: Doing this spell makes a huge bond between your right hand, and your left hand.

 -Item 3x Principle: It can be

 good dexterity gains, chi balance, a big enchantment, and more to unite your right hand and left hand.

Principle: Sometimes you want to recharge energy, recharge your batteries. Sometimes you want to drain energy, drain your batteries.

Principle: Often sit up straight drains more energy. Often stand up straight drains more energy.

Principle: Often slouch recharges energy.

Principle: “Clear your mind….” - Unknown.

Principle: Push ups.

Principle: The words “tame” and “taming” are major sorcery words.

Principle: Some things are easier to tame than others.

Principle: Some spells are easier to tame than others. Some spells are not possible. Cannot be tamed.

Principle: “What do you see?” - Unknown

Item Group: Shrines And Temples

Principle: Shrines can turn places into Temples.

Principle: Like shrines a Temple can be devoted to things other than God.

Principle: Tribute to things is a spell.

Principle: Paying tribute to things is a spell.

Principle: A shrine to God is worship of God. A shrine to chess or wizardry is not worship of chess or wizardry, its a tribute to chess or wizardry.

Principle: Shrines and temples can be devoted to many different things at the same time.

Principle: You can make a shrine or temple devoted to almost anything.

Principle: Some major words are “Keep”, and “Keeping”. As an example “You keep a shrine devoted to gardening”.

Principle: All things owned by a person are things that person has “Equiped”.

Principle: Equiped charms influence us, even if not in the same room with them. Such as a shrine.

Principle: The agenda is to have a shrine/shrines that are devoted to all your main levels. If your Adam the ameature golfer, Medical Doctor, your shrine/shrines is one devoted to golf and medicine.

Principle: Its more about having a shrine equiped than it is about the level of the shrine.

Principle: If a shrine is high level it will not necessarily flow all through you.

Principle: The Temple title is an enchantment. It means the place has unlocked the temple enchantment.

Item Group: ESP

Principle: ESP stands for extra sensory preception.

Principle: ESP is often referred to as the “sixth sense”.

Principle: The theory is that we have more than 6 senses. That there might be lots of senses.

Principle: It may be fair to call our normal brain predicting the future a sense. Like when you know whats going to happen after you click send.

Principle: ESP is one of the senses, maybe not the 6th sense.

Principle: Everyone has above a 0.0 ESP level.

Principle: Everyone has ESP experiences all the time. Some more than others.

Principle: When you hold a item in your hand and you sense it is a nice item, that is an ESP experience.

Principle: ESP sometimes is a sensation.

Principle: Auras are properties.

Principle: What a person can see is a visual sense. Its sensing the visual auras of a thing.

Principle: ESP auras are something a person can sense as well.

Principle: The most common ESP experience is sensing something is a nice thing. This is usually its general aura. The aura of a first century thing.

Principle: Sensing something is a nice thing turns into a sensation. Usually the sensation is a positive one.

Principle: Often ESP in people is sensing all these positive auras.

Principle: When you sense something is a nice thing, often it is, and this is experiencing its ESP aura’s.

Principle: Incense can trigger an ESP experience.

Principle: Sensing positive auras is great.

Principle: Sometimes a person will sense a positive aura, even though it is a negative object. Your sense was wrong in this case.

Principle: Sometimes people describe ESP experiences as feeling things. It is a feeling/sensation.

Principle: Most all things have auras that can be sensed with ESP.

Principle: The dynamics of ESP are likely to mirror the dynamics of the main 5 senses.

Principle: Things mirroring things is a major part of the multiverse. Systems always mirror other systems.

Principle: All actions drain mana. Using senses drains mana. Using a ESP battery drains mana.

Principle: Using sight is spell/action. Using ears is a spell/action. Using ESP is a spell/action.

Principle: The sorcery of training the Summons Spell Collection does so much breathing exercise that it improves a person’s ESP levels.

Principle: In other ways the Summon Spells Collection increases ESP levels.

Principle: If all charms have an infinite amount of properties(enchantments), then there are an infinite amount of auras(properties) to sense in the charm.

Principle: There is also ESP sensing multiple auras at the same time.

Principle: Properties, enchantments, auras are all very similar words.

Principle: Some people can sense things others cannot. If you’re an expert in antiques you can sense things about antiques that others cannot. Because they are not experts in antiques.

Principle: A expert in antiques(from their training) can often tell the general age of something when others cannot.

Principle: When you’re an expert at something, you know things about that something. This is sensing properties, sensing auras. There is no ESP in it.

Principle: Some people can sense properties(enchantments) that others cannot.

Principle: Some people can sense properties(auras) that others cannot.

Principle: People can have different ESP experiences on the same object.

Principle: ESP is called the 6th sense. I guess the main subject we are talking about is the senses and sensing.

Item Group: Spells More

Principle: The correct spells and when to use them changes from moment to moment. In life there are endless spells/actions we can do.

Principle: This books summons spell collection is a form of basic sorcery. Still is useful sorcery, as sorcery even at level 2 is quite powerful.

Information: At the end of this paper, the author realizes that he should have been using a principles, within principles system. A items within items system all throughout it. Only realized around the end of it.

Principle: All spells drain mana, recharge mana, or a combination of the 2.

Principle: Its about having a shrine equipped, not having a better level shrine.

Principle: Since all the charms are 1st century charms they all have a huge chi.

Principle: When equipping charms, its not about levels of the charms. Its more about having a slot filled.

Principle: All charms you own are equipped no matter where you go.

Item Group: The List

Information 0: Major Write 10x spells worth doing 1 time. You do these Spells 1 time in your life mostly. A general area word like chess, wizardry, teaching, you would use once a year or more. If that’s your science area.

 -Item 2x Information: Author has no idea how long it takes to do all these words…..

1. Origin
2. Origins
3. Zero
4. Zeros
5. Zeroed
6. Zeroing
7. God
8. Gods
9. Genesis
10. Exodus
11. Leviticus
12. Power
13. Powers
14. Powering
15. Powered
16. Powerful
17. Wizard
18. Wizards
19. Wizardry
20. Wizarding
21. King
22. Kings
23. Kinged
24. If you play Chess…Chess, all the Pieces, King, Queen, Bishop. Also do Check, and Checkmate…
25. If you are a Teacher…Teacher, Teachers, Teaches, Teaching, Education, Educate, Educated…
26. Football player…Football, Touchdown, First Down, Field Goal…
27. Level
28. Levels
29. Leveled
30. Leveling
31. Leveler
32. Universe
33. Universes
34. Galaxy
35. Galaxy’s
36. Star
37. Stars
38. Spell
39. Spells
40. Spelling
41. Spelled
42. Enchantment
43. Enchantments
44. Enchanting
45. Enchanted
46. Light
47. Lights
48. Lighted
49. Lighting
50. Lighter
51. Positive
52. Positives
53. Twilight
54. Twilights
55. Negative
56. Bible
57. Bibles
58. Torah
59. Torah’s
60. Koran
61. Korans
62. Planet
63. Planets
64. Land
65. Lands
66. Landing
67. Lander
68. Landed
69. Principle
70. Agenda
71. Action
72. Information
73. Alchemy
74. Alchemy’s
75. Sorcery
76. Sorcerer
77. Item
78. Items
79. Recharge
80. Recharged
81. Recharging
82. Drain
83. Draining
84. Drains
85. Drained
86. Energy
87. Chi
88. Mana
89. Spirit
90. Body
91. Mind
92. Location
93. Locations
94. Map
95. Maps
96. Mapping
97. Mapped
98. Mapper
99. Paranormal
100. Supernatural
101. Mystical
102. Numerology
103. Reality
104. Realities
105. Person
106. Property
107. Properties
108. Colorology
109. The 9 colors…White, Blue, Green, Yellow, Grey, Purple, Orange, Red, Black.
110. Train
111. Training
112. Trained
113. Trainer
114. Trains
115. Shrine
116. Shrines
117. Temple
118. Temples
119. Priest
120. Monk
121. Gesture
122. Gestures
123. Fusion
124. Fission
125. Keyword
126. Keywords
127. Write
128. Writing
129. Season
130. Age
131. Aging
132. Aged
133. Ager
134. Ages
135. Summon
136. Summoning
137. Summoned
138. Summoner
139. The 10 core numbers….(you already did Zero) One, Two, Three, Four, Five, Six, Seven, Eight, Nine.
140. The 10 cores, mores… Ones, Twos, Threes, Fours, Fives, Sixes, Sevens, Eights, Nines.
141. Multiverse
142. Principle
143. Agenda
144. Action
145. Information
146. Object
147. Name
148. Number
149. Maker
150. Model
151. Rank
152. Serialnumber
153. Level
154. Score
155. Birth
156. Label
157. Title
158. Details
159. Location
160. Titan
161. Immortal
162. Demi-God