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Name: Wizardry Inspired 0

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Label: Room 02

Title: Wizardry Inspired 0

Details: Wizardry Inspired 0 is more Wizardry. It may be fair to call it intermediate/advanced. Its placed in the advanced wizardry section of PAAIL.org.

Principle:

Agenda:

Action:

Information:



(PAAIL Logo)

Item Group: Introduction

Principle: Since the author is a Master Wizard, his thoughts are big time influenced by Wizardry. Here lies some thoughts on the Multiverse. Thoughts that are not necessarily Wizardry, however are influenced by it.

Principle: Final conclusions are the end of thought on one thing or another.

Principle: As usual all these thoughts are theories. Not proven facts.



(The Peace Symbol)

Item Group: Gun Laws

Principle: One final theory is that if any guns should be banned. The only guns that should be banned are the semi-auto rifles.

Principle: It’s a thought to use the vocabulary “Military Grade Weapons” and declare semi-auto rifles “military grade”. Then (except for law-enforcement) ban all military grade weapons.

Principle: Semi-auto rifle means it has a high rate of fire and shoots large bullet rifle rounds.

Principle: I think if a law was passed banning them. It should not be made a crime if people don’t turn them over. Instead when finding them down the road, just take and destroy. Not flood the courts with people who didn’t hand in their guns.

Principle: It would be “Semi-auto rifles”… not a crime to own one…is a crime to sell one. If a cop catches you with one, it gets taken and destroyed. No charges filed.

Principle: The truth is that it would cost a fortune to ban “semi-auto rifles” and may not be worth the cost.

Principle: The five-day waiting period is something I would always vote for. Maybe it should be ten days.

Principle: I would not want to ban any of the carbine model weapons. I would vote against it.

Principle: Banning carbine model weapons would cost even more money.

Principle: A 9mm carbine seems like the same firepower as a 9mm pistol.

Principle: Background checks seem right. I still don’t see how they weed out the right people. Maybe someone could explain it to me. I don’t know much about background checks.

Principle: Like swords, guns are a fine thing. They are a hobby and sometimes career. A thing people like so much they sometimes become hypnotized by it.

Principle: Most guns have a positive spiritual chi.

Principle: Lots of hard work has gone into making guns over the years.

Principle: Guns have been used for hunting and have provided wonderful food for families.

Principle: The fine thing list is endless. There are many fine things.

Principle: In the after life some people will have gun collections. In the after life military grade weapons will be legal for all.

Principle: Because of the high amount of weight in most guns, they likely have a bigger than average chi. Which makes them more hypnotic.

Principle: More weight = more mass. More mass = more energy.

Principle: The theory is that often more mass comes with a bigger chi.

Principle: 50 year old coins have a huge chi. Even though they don’t weigh much.

Principle: Divination with coins is a thing. You drop the coins on something. Then say what do I see. A face is an easy to find thing usually. Look first for the two eyes. Then see the rest of the face.



Item Group: Psychology

Principle: Psychology is the science of the Mind.

Principle: Psychology has areas like “spiritual Psychology”.

Principle: The vocabulary word “mind” might be under used in psychology.

Principle: In psychology there is understanding the mind of different groups. Such as child psychology.

Principle: People of the same profession often have similarities to each other.

Principle: People of the same profession often have similar connections to the multiverse.

Principle: There is some psychology based on peoples profession.

Principle: Psychologists are not masters of the universe. They do know a lot of things that can help people.

Principle: Lots of science development in psychology over the years is why psychologists are able to help so much.

Principle: Some of the biggest vocabulary is personality, mentality, psychological state, virtues and flaws.

Principle: You can use colorology and numerology for making maps in psychology.

Principle: The 3 people are, healthy, unhealthy, and in-between. This aligns with the 3 forces, positive, negative and neutral.

Principle: The spirit, mind and body are very connected.

Principle: Understanding there is the spirit, the mind, and the body is worthwhile knowledge in psychology.

Principle: It may be best vocabulary to call the human brain a container for the mind.

Principle: It may be best vocabulary to say the spirit lives in the mind.

Principle: It may be best vocabulary to say the brain lives in the body.



Item Group: Beginning and End

Principle: The theory is that rarely do people get past level 6 in things.

Principle: If you were to make a map with numerology/colorology, 7, 8, 9, orange, red, black would be the rare numbers/colors.

Principle: Using the words beginning, middle and end are great words for writing fiction or non-fiction.

Principle: The words beginning, middle and end can be used in a way that they form a map.

Principle: Often a good map choice is the numbers 0 to 99. In that case level 10 wizard is a White Wizard. That would be the beginning of Jr. Wizard.



Item Group: Life Force

Principle: It may be that there are 2 types of lifeforms. The first is the human/animal/bug/ect. type that has a single lifeform which can say this is my body. The 2nd type is the plant like lifeform, that has no one lifeform to it.

Principle: It may be that there are 2 types of lifeforms. The human/animal/bug/ect. “I am” type and the plant like lifeform “we are” type.

Principle: Even though charms don’t have a single lifeform to them they can seem like people.

Principle: Charms are more people moving about.

Principle: Most charms worship God, and sometimes they pay tribute to their owner.

Principle: Charms pay tribute to people and other things.

Principle: Charms are so much like people that they speak to other charms.

Principle: Since charm means “physical object”. Once upon a time their were the zero charms. The origin charms.

Principle: Energy bits are charms.

Principle: The first symbol is the dot.

Principle: The first 3 symbols may be the dot…two dots together forming a small line and 3 dots together forming a slightly longer line.

Principle: There are the first 3 forms. One is the dot.

Principle: It may be the stars look like little dots to God. Just like they look to humans.



Item Group: The Seed

Principle: The map above is supposed to have a 1 pointed seed. The seed could be better draw, it looks like it might have 2 points to it.

Principle: The map above is inspired by the Christian cross and knowing his holiness the messiah’s symbol is the 1 pointed seed.

Principle: People don’t understand their place in the multiverse. Animals included; we are all 0 century elementals.

Principle: Often life is a bunch of educated guessing. Often life is a bunch of theories.



Item Group: Symbols/Maps

Principle: All symbols sort into the 3 forces. Positive, negative and neutral.

Principle: Since there is an equal amount of black and white…. And because there are 2 grey circles in the above yin yang symbol……it is a twilight symbol.

Item Group: Religion

Principle: It may be fair to say that all religions who believe in one God worship the same God.

Principle: In some religion the word spirituality is used.

Principle: It may be fair to say that a person’s spirituality is their religion, and that a person’s religion is their spirituality.

Principle: Most religions get things right and get things wrong.

Principle: Even though religions get major things wrong, they are not called false religions.

Principle: Even though some spirituality is wrong it is not necessarily a false spirituality.

Principle: A person could have a religion that does not have a God, and still it should not be called a false religion.

Principle: Most or all of the old religions have had priests and prophets of the one God.

Principle: God works through the clergy a lot. The clergy did their best with writing down laws and scripture.

Principle: The religions of the world are more shaped by clergy than by God.

Principle: Gods laws change. One day it’s not ok to drink caffeine coffee. The next day it is ok.

Principle: Unlike Gods laws…. Old scripture does not change.

Principle: Sometimes old scripture does not represent God very well.

Principle: Religions evolve over time.

Principle: Its likely the apostles of the Bible did not call themselves Christians. They likely called themselves Jewish.

Principle: If you’re of a Muslim faith that does not drink alcohol then you should not drink alcohol. If you convert to Christianity, you should turn the worlds water into wine.

Principle: Gods worshippers have warred it out.

Principle: Religions have been influenced by Kings. The Bible gives the impression that God has appointed people Kings.

Principle: To tame the land Kings have often been best as warriors. Kings that are warriors get more respect from the warriors around them.

Principle: The Bible is sorted into “Books”, two of those Books are “Kings I” and “Kings II”. The internet says there are 66 books in the Bible.

Principle: The names of the Books in the Bible are ultimate words. Ultimate vocabulary.

Principle: The first books of the Bible are “Genesis”, then “Exodus”. Genesis means beginning, and Exodus means migration. Together they say…..”Beginning migration”.

Principle: The 3rd book of the Bible is called Leviticus. Leviticus means “of the Levites”. The Levites are a tribe of the Israelites. They were some of the first priests of the Israelites. In some ways Leviticus means “priest”.

Principle: The first 4 books of the Bible are “Genesis, Exodus, Leviticus, Numbers”. Together they say…. “Beginning migration of priest numbers.

Principle: People who are not clergy and not Kings have shaped the religions of the world.

Principle: People who are not clergy and not Kings have shaped the spirituality of the world.

Principle: A person can worship light. Its not the best choice, yet tends to work out well.

Principle: God likely worships God. It’s likely the best choice.

Principle: Clergy is one of the biggest vocabulary words of religion. Most religions have clergy.

Principle: When it comes to worshippers there are two types. Clergy and parishioners.

Principle: Scripture is one of the biggest vocabulary words of religion. Most religions have scripture.

Principle: Most clergy base their teachings on scripture.

Principle: Scripture is there to be our ultimate teacher. However scripture can be wrong, for Gods laws change.

Principle: The New Testament part of the Bible starts with 4 Books, “Mathew, Mark, Luke, and John”. In heaven we all have a book with our name as its title.

Principle: When you’re a wizard you start noticing things.

Principle: Most religions think to little of other religions.

Principle: Scripture can be written by clergy. New scripture can even be written. Parishioners can also make new scripture.

Principle: New scripture can be based on old scripture.

Principle: I’m pretty sure the Catholics have tons of libraries filled with scripture.

Principle: In heaven an angel (star body) is so powerful that they can read all human stories in a human year.

Principle: A person could combine scripture from many different religions and make a new religion.

Principle: A person could write all new scripture and make a new religion.

Principle: Because religions evolve. Many current religions are in some ways new.

