A black star with stars in the background

Description automatically generated

ObjectType: Article  
ObjectNumber: 14

LocationName: PAAIL.org

LocationNumber:

Language: PAAIL 2.6

Maker: PAAIL.org  
Model:   
  
Name: Wizardry Evolved 7

Rank:

SerialNumber:

Level: 4.0

Score:   
Birth: 7-28-2023

Label: Room 14

Title: Wizardry Evolved 7

Details: Aged Wizardry. Wizardry more evolved. Wizardry more researched and developed.

Principle: Wizardry.

Agenda: Wizardry.

Action: Wizardry.

Information: Wizardry.

Text

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(PAAIL Logo)

Graphical user interface

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Item Group: Evolution 0

Principle: Looking at the pentagram image, here on this page is good for the mind. Partly because I did a really good job on it.

Principle: I looked at pentagram pictures online. I lucked out and drew one as good as any I saw online.

Principle: You might be able to sense sorcery by looking at the symbol.

Principle: When I look at my pentagram drawing the word spells comes to my mind.

Principle: There are 11 holes in my pentagram. In numerology that’s “Won, Won”.

Principle: People should probably use the pentagram symbol when making scrolls and doing other enchanting.

Principle: Since Wizardry writing is paranormal, supernatural, mystical writing. It is perfect for doing divination with.

Principle: The idea that Wizardry is a real science probably sounds crazy to most people. It not so crazy sounding when you have learned it all like me.

Principle: Later on, in research and development did I realize to put all these nice pictures in with the writing. They are good on the mind.

Principle: Wizardry science has gotten better over the last 2 years.

Action: A Quick Divination Exercise 0

X2 Action: Use your name and this room to do a little divination about yourself.

Action: A Quick Divination Exercise 1

X2 Action: Since the number of this article is 7. Use the number 7 and this room to do a little divination.

Principle: The last two actions/spells will be good for you to do.

Principle: A person can do divination using Gods words or symbols. The universe will whisper things about God when you do.

Principle: God words include, “God”, “Origin”, “Zero”, “Circle”, “Sphere”, “Jehovah”, “Shiva” and many more.

Principle: Since Wizardry writing is paranormal, supernatural, mystical writing. It may be great for divination on all subjects, like chess, or particle physics.

Principle: My pentagram picture could be more at the center of the square. This would be a super huge improvement.

Principle: At Expert Wizard you will see secrets of the multiverse in things like movies, music, books, scripture, and many other things.

Principle: A Wizard can sense the secrets of the multiverse in things like movies, music, books, scripture, and many other things.

Principle: It could be that an Expert Wizard gains higher ESP levels from becoming an Expert Wizard.

Principle: It could be that an Expert Wizard will grow higher levels of ESP as time goes on.

Principle: One of the most ancient divination spells is looking at clouds.

Principle: “Holy, Holy, is God almighty, who is and was and is to come.”-Bible. There is a divination frequency that repeats those words over and over.

Principle: “Holy, Holy, is God almighty, who is and was and is to come.”-Bible. Sensing the secrets of the multiverse, you realize that this translation is good as well: “Wholey, Holy, is God almighty, who is and was and is to come.”-Bible.

A white star in a black background

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Principle: “Holy, Holy, is God almighty, who is and was and is to come.”-Bible.

X2 Principle: Sense how God “was” (has a past), “is” (has a present) and “is to come” (will live with us one day).

Principle: One of Gods many names is “nothing”.

Principle: At the zero moment, there was a zero amount of time.

Principle: The zero moment is the ultimate twilight zone. With physical laws that contradict each other.

Principle: 1 – 1 = 0. Zero is a quantity of a thing.

Principle: When you have a basket, there is an infinite amount of code stating the many things its zero on. Like its zero on sticks, pens, paper, legos, books….the list is infinite in fact.

Principle: When you add an apple to a basket, the multiverse now has code which makes it so there is 1 apple in the basket. When you remove the apple, now there is code that there is zero apples in the basket.

Principle: The zero setting is a setting. Zero is a level. Zero is one of the 10 single digit numbers.

Principle: I seem to remember debates in physics about whether zero exists. It does.

Principle: 0 is the ultimate twilight number. The physical laws surrounding it are twilight like. Full of strange reality.

Principle: If you have no apples in a basket, its also fair to say that “it is negative on having 1 apple in the basket”, thus “there is -1 apples in the basket.”. All negative numbers apply…..”there is -537 apples in the basket”.

Principle: I like the black pentagram picture more than the white one.

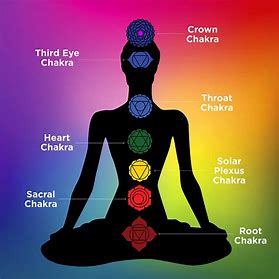
Principle: I sense White Wizards when I look at the white pentagram picture. For some strange reason is makes me think of White Wizards.

Principle: All these Wizardry Rooms should have had nice Wizardry pictures. I didn’t learn this fact until way later down the road.



(Credit: The internet)

Principle: I looked for a chakra map on the internet. This was my favorite. Modern times, use a real picture of someone. It might be a real person picture.



(Credit: The internet)

Principle: Some time back I used a black square before every new Item Group. That was not as good a system.

Principle: The Third eye chakra may be connected to the word “senses”. Connected to peoples senses. The Third Eye chakra is the senses chakra.

Principle: The Heart chakra is the middle chakra, as though it might be our core chakra.

Principle: It makes sense the Root chakra would be at the bottom.

Principle: Zero seems like off with energy. Negative is off with energy. Zero on a number line comes between no energy and yes energy.

Principle: Expert, level 4 sorcerer is awesome. It requires training by doing a bunch of spells.

Principle: Remember Sorcery is the actions of Wizardry. Actions are also known as Spells.

Principle: Two ultimate words for divination are the words Sorcery, and Wizardry.

Principle: One effect of becoming a Wizard is that the music can turn more religions. Songs no one would call gospel suddenly feel like they are gospel. That they have huge religious meaning.

Principle: Theres a song titled “Nothing Compares 2 U”. When I hear it, I only hear two things… how nothing compares to his holiness brother Michael and how God compares people to his holiness brother Michael.

Principle: There are many songs that are forever changed for me. Because of being a Wizard.

Principle: The biggest songs are the God and Jesus songs. The ones with obvious God and Jesus divination words. Such as the word “one”.

Principle: The songs with the word “one” in them tend to be really big.

Principle: His holiness One came to Earth and made the ultimate sacrifice. Not the same story with his holiness God.

Principle: Sometimes principles from the past are repeated because I feel like I can explain everything better.

Principle: I consider myself enlightened.

Principle: It may sound less than humble to believe you are enlightened. However one who is enlightened knows that they are.

Principle: No. I don’t think many people are enlightened. If you don’t know the ultimate cosmic knowledge you are sort of in the dark.

Principle: I fuse numerology and colorology with other science all the time.

Principle: Two of the 4 forces are positive forces, addition and multiplication. The other two are negative forces, subtraction and division.

Principle: Another statement is that there is 1 positive force, one negative force, and two neutral forces. There is something to this principle and the one before it.

Principle: The black pentagram Map does not give me a vision of Black Wizards. It gives me a vision of how powerful Wizardry is, since it’s a all powerful category 9 science.

A screenshot of a video game

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