

ObjectType: Article
ObjectNumber: 16

LocationName: PAAIL.org

LocationNumber:

Language: PAAIL 2.6

Maker: PAAIL.org
Model:
Name: Smith Spells 1

Rank:

SerialNumber:

Level: 4.0

Score:
Birth: 7-29-2023

Label: Room 16

Title: Smith Spells 1

Details: A new updated collection of Spells. The Room Smith Spells 0 teaches about Sorcery. This Room will be just the Spells. Not so much teaching.

Principle: Wizardry.

Agenda: Wizardry.

Action: Wizardry.

Information: Wizardry.





**Basic Spells**

**Spell 0: Think Keywords 1x**

Details: Think a Keyword or Keywords in your mind.

**Spell 1: Repeat 1x**

Details: Repeat a Spell or Spell Part over and over.

**Spell 2: Breathe 1x**

Details: Control your breathing and do a breathing exercise.

**Spell 3: Pause 1x**

Details: Pause for a moment.

**Spell 4: Bow 1x**

Details: Bow 1 time.

**Spell 5: Fists 1x**

Details: Make one fist or two fists.

**Spell 6: Palms 1x**

Details: Place the palms of your hands together.

**Spell 7: Palm Fist 1x**

Details: Make a fist and put it into the palm of your other hand.

**Spell 8: Keywords Write 1x**

Details: Write a Keyword or keywords.

**Spell 9: Keywords Speak 1x**

Details: Speak keywords or a keyword.

**Spell 10: Vision 1x**

Details: Envision something in your mind. Force a vision of something.



**Standard Spells**

**Spell 0: Write Keywords 10x**

Details: Write a Keyword or Keywords 10 times.

**Spell 1: Smith Summons 1**

Details: In your mind think a Keyword or Keywords 3 times. Pause for a moment, then repeat.

**Spell 2: Smith Summons 2**

Details: In your mind think a Keyword or Keywords 3 times. Then pause for a moment. During the pause do a breathing exercise. Then repeat.

**Spell 3: Smith Summons 3**

Details: Bow 3 times. Each time you bow think a Keyword or Keywords. Then Pause for a moment. During the pause do a breathing exercise. Then repeat.

**Spell 4: Smith Summons 4**

Details: Make a Fist or Fists. Then Bow 3 times. Each time you bow think a Keyword or Keywords. Then Pause for a moment. During the pause do a breathing exercise. Then repeat.

**Spell 5: Smith Summons 5**

Details: Make a Fist around an Energy Scroll. Then Bow 3 times. Each time you bow think a Keyword or Keywords. Then Pause for a moment. During the pause do a breathing exercise. Then repeat.



**Alchemy Spells**

**Spell 0: Simple Energy Scroll**

Details: Use the map above to make a scroll. Replace Keywords with the right Keyword or Keywords. Roll up the paper so it is a scroll. Fold it so it stays rolled up or tie it with string or ribbon or rope.

**Spell 1: Shrine Charm 0**

Details: Make a Shrine.

**Spell 2: Enchant Shrine 0**

Details: Use the right Charm and leave it with a Shrine to Enchant the Shrine. The Charms Enchantments rub off on the Shrine.

**Spell 3: Personal Charm 0**

Details: Place a Personal Charm at a Shrine. The Shrines Enchantments will rub off on the Personal Charm. This is one path for making a Personal Charm.

**Spell 4: Collectable Owner 0**

Details: For major things you are least Level 4 on…..own at least 1 Collectable Charm of the subject.



**Advanced Spells**

**Spell 0: Smith Body Exercise 0**

Details: Do a session of Body Exercises.

**Spell 1: Smith Breathing Session 0**

Details: Do a session of Breathing Exercises.

**Spell 2: Smith Meditation 0**

Details: Sit on the ground. Do a session of Meditation.

**Spell 3: Smith Group Meditation 0**

Details: Join a Meditation Group and do group Meditation.

**Spell 4: Smith Expert Blessing 0**

Details: Bless a Charm with an Expert Blessing. Enchant a Charm with an Expert Blessing. If you’re a chess Expert you can Enchant things with a Chess Expert Blessing Enchantment.

**Spell 5: Smith Custom Spell 0**

Details: Make your own custom Spell.

**Spell 6: Smith Add Part 0**

Details: Add a Spell Part to a Spell.