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ObjectType: Article  
ObjectNumber: 25

LocationName: PAAIL.org

LocationNumber:

Language: PAAIL 2.6

Maker: PAAIL.org  
Model:   
  
Name:

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Level: 4.0

Score:   
Birth: 8-30-2023

Label: Room 25

Title: Aged Wizardry 1

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

Principle: Aged Wizardry.

Agenda: Aged Wizardry.

Action: Aged Wizardry.

Information: Aged Wizardry.

A white star in a black background

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A screenshot of a computer

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Item Group: Evolution 0

Principle: Many Principles were learned after Tome Of The Yellow Wizard.

Principle: Many Principles were learned after Wizardry Practice 0A and 0B.

Principle: Wizardry has advanced a great deal since Tome Of The Yellow Wizard.

Principle: Wizardry has advanced a great deal since Wizardry Practice 0A and 0B.

Principle: Many Principles that should be at the beginning, don’t come until the end.

Principle: When doing Hand Sorcery. Write big Symbols. When doing the Circle Symbol, Make big Circles.

Principle: Doing big Triangles is eventually a training stage on Hand Sorcery.

Principle: Hand Sorcery has a place in Meditation.

Principle: Remember Hand Sorcery is Hand Gestures. It is also described as writing Symbols in the air.

Principle: Remember that Hand Sorcery is like using a pen. You first push the pen down, then make the Symbol, then pull the pen away. Then repeat.

Principle: Before a Divination session a person could use Hand Sorcery. And a person can do Hand Sorcery during Divination. Such as Making Fists or Making Symbols. Or Putting Palms together, or other options.

Principle: Making a big Triangle Symbol is likely a very powerful Spell.

Principle: Symbols Hand Writing Sorcery is a new thing in PAAIL.org Wizardry and is still being developed.

Principle: Right now you will find no PAAIL.org Spell Book that has Hand Symbol Writing. Eventually I will add it to a Spell book.

Principle: Writing Symbols slowly is likely a graceful virtue gain thing. And has other benefits as well.

Principle: Writing a big Triangle in the air should likely take 3 to 4 seconds. This Makes it a slowly done Symbol.

Principle: A person can Make a Fist with one Hand and write in the air with the other.

Principle: When a person drains their Mana battery, the Energy flows into other batteries. This is the purpose of the Mana battery.

A green triangle on a black background with white dots

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Principle: Doing the Triangle Symbol is 3 lines. One for each of the 3 Energies. Light, Twilight, and Darkness.

Principle: When starting training of writing Symbols. A person should write very slowly. Like learning to use a pen.

Principle: When a person has trained up writing Symbols they can write much faster.

Principle: When a person has trained up writing Symbols they should be able to do it faster and still be fluid/graceful.

Principle: Part of Wizardry training could be writing Symbols on paper. For instance, the Circle, a person could write 10 times and get an Enchantment from doing it.

Principle: The Enchantment would come from doing all the basic Symbols, and a bunch of other Symbols. You have to do more than just the Circle.

Principle: Doing write Symbols on paper training is likely 0.2 Levels of Wizardry gain.

Principle: Doing write Symbols on paper training is other Enchantment gains as well.

Principle: You have to use the ultimate Symbols. Which have been taught throughout PAAIL.org training.

A black background with white symbols

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Item Group: Evolution 1

Principle: Some Principles are worth repeating.

Principle: The following is to be very clear about certain things.

Principle: I think there is a place called the Baseball Hall of Fame. Such a building is a Temple. A Temple devoted to Baseball.

Principle: There is a place called the Rock & Roll Hall of Fame. This place is a Temple. A Temple devoted to Rock & Roll.

Principle: It’s a major detail about places that some are Temples.

Principle: A Temple can have multiple Enchantments. The Rock & Roll Hall of Fame has the Rock & Roll Temple Enchantment.

Principle: Temple Enchantments are a type of Enchantment. They make a place a Temple.

Principle: Temple Enchantments are a huge Enchantment. The biggest of the building Enchantments.

Principle: Buildings are of course one of the bigger Chi Charms.

Principle: Stories are an ultimate thing.

Principle: Movies are stories. Books are stories. Educational books are stories about science.

Principle: You can sum a persons life by saying it is a story.

Principle: Reality is a story.

Principle: The Multiverse is a story.

Principle: God has a story.

Principle: As for Reality. There is a beginning of the story.

Principle: As for Reality. Its still the beginning of the story.

Principle: With Cosmic Knowledge we know the beginning of the beginning is the Zero Moment.

Principle: If I were to tell the story of the Multiverse I would start with the Zero Moment.

Principle: Its Cosmic Knowledge knowing that stories are a major thing.

Principle: Cosmic Knowledge is Enlightenment.

Principle: Cosmic Knowledge is knowing the story of Reality. Knowing the story of the Multiverse.

Principle: Cosmic Knowledge and Sorcery are ultimate powers.

Principle: Spiritual Enlightenment is common. Enlightenment of the Mind is rare.

Principle: The Spiritual side of the Multiverse is the biggest side of the Multiverse. Understanding it is Cosmic Knowledge.

Principle: The square shape is unique looking and so is the five-sided diamond shape. All shapes 6 sided and higher look the same. The seven side shape looks just like the 6 sided. The 8 sided shape looks a lot like the 6 sided. The 42 sided shape looks like the 6.

A group of colorful shapes in a circle

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Item Group: Evolution 2

Principle: Hand Symbol Sorcery is like using a brush. The center of the palm of your hand is the brush.

Principle: A person could use one finger. This would be like using a much smaller brush and is not the right way to go.

Principle: It may be that after tons of training a person can use one finger.

Principle: All Hand Sorcery starts with a Dot. You have to Make the Dot Symbol when you first Make any Symbols.

Principle: I think its been made clear. To train Hand Symbol Sorcery you start by Making the Dot Symbol over and over.

Principle: There are the eight Seed Symbols. They are in the Map above.

Principle: The 8 Energies. It may be there is the 1,2,3,4….6,7,8,9 ones. This would mean there is no Number 5 of the 8 Energies. There is no Grey of the 8 Energies.