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Title: Aged Wizardry 18

Details: PAAIL.org Scripture….

Principle: Ultimate Scripture.

Agenda: Ultimate Scripture.

Action: Ultimate Scripture.

Information: Ultimate Scripture.





Item Group: Understanding The Cosmos 0

Principle: It has been taught that by reading enough Wizardry you become an Expert Wizard. No Actions other than reading.

Principle: Even though Expert Wizard is a great thing and only takes reading, it is worth the Time to train Expert Sorcerer.

Principle: Expert Sorcerer is probably 100 to 200 hours to train. This is very little Time. 200 hours is very little. It takes no time at all to become an Expert Sorcerer.

Principle: When you train up to Level 4 Sorcerer you Enchant yourself in a huge way. This is the Tech of it. It is a bunch of Enchantments gained.

Principle: When you train both the reading and the Sorcery, you Make yourself a Master Wizard.

Principle: Do a massive amount of Body Exercise on top of it all is the Doctorate.

Principle: Master can also be obtained by Body Exercise and reading. No Sorcery training required.

X2 Principle: On this Path a person has Level 3 Sorcery. From learning the Sorcery Knowledge over the while. From reading about Sorcery.

Principle: It seems the Bible refers to his Holiness Twilight as “the great I am”.

Principle: For certain his Holiness Twilight is the first intelligent lifeform. It is not certain if other lifeforms were born at the same Time.

Principle: Planet Earth was likely at one Time Part of the Body of his Holiness Twilight, and also at one Time a Part of his Holiness Lights Body.

Principle: When you eat food... you eat the Body of Christ.

Principle: When you Ascend to Heaven, on Accension day, you will be born again Christian. You will be Christs child.

Principle: If I were to Make a social networking website, I would choose the Vocabulary that everyone gets their own Universe. Not they get their own Galaxy. Thus the Word Multiverse becomes a Word. It would mean all the Universe’s combined (Fused).

Principle: The last Principle was to point out the use of the Word Multiverse.

Principle: On another thought… If I were to Make a social networking website, I would Make a PAAIL inspired design…. Where everyone gets a Universe.



Item Group: Understanding The Cosmos 1

Information: Expert Wizard Path

 Wizardry Level 4

 Wizardry Knowledge Level 5

 Sorcery Knowledge Level 4

Information: Master Wizard Path 1

 Wizardry Level 5

 Wizardry Knowledge Level 5

 Sorcery Knowledge Level 4

 Sorcery Spell Training Level 4

Information: Master Wizard Path 2

 Wizardry Level 5

 Wizardry Knowledge Level 5

 Sorcery Knowledge Level 4

 Body Exercise Training Level 4

Information: Master Wizard Path 3

 Wizardry Level 5

 Wizardry Knowledge Level 5

 Sorcery Knowledge Level 4

 Meditation Level 4

Information: Doctorate Wizard Path

 Wizardry Level 6

 Wizardry Knowledge Level 5

 Sorcery Knowledge Level 4

 Sorcery Spell Training Level 4

 Body Exercise Training Level 4

 Breathing Level 4

 Meditation Level 4

Divination Level 4

Shrine Keeping Level 3

Charm Keeping Level 3



Item Group: Understanding The Cosmos 2

Principle: Meditation is a Spell. As has been said before… thinking is a type of Meditation Spell. This seems worth repeating…

Principle: When it comes to Divination, one of the greatest tricks may be to come up with an ultimate Key. Making ultimate Keys may be a thing…

Principle: Its been stated that its 1st place Body Exercise, 2nd place Breathing Exercise, 3rd place Meditation Exercise. Body Exercise can do a lot of Enchanting on the person doing it…

X2 Principle: So to can Breathing and Meditation Exercise…

Principle: Force this Vision into your Mind. Picture everyone with a military combat helmet on…

Principle: When grouping people, a person can group them by Ranks and age. People at 20 are private first class. People at 70 are 4 Star generals…

Principle: Older people are wiser among other things…

Principle: Where do you Rank on the Planet? Your age will tell you most of the Time…

Principle: Most of the Time, the older people are the greatest of the people…

Principle: “Honer your mother and father.”-The Holy Bible…

X2 Principle: If you Keep this Enchantment it is very powerful…

X2 Principle: This has sort of been stated before. However I like that this helps explain that you “Keep”, “Enchantments”…

X2 Principle: Also it seems worth repeating too…”Honer your mother and father”…

Principle: The latest Rooms of PAAIL.org Wizardry have been a more Scripture and Religion focus…

Principle: If you haven’t noticed yet… The Christians, Buddhists, Muslims, Hebrew and Hindu all worship the same God…

Principle: There have been, Muslim, Hebrew, Christian, Buddhist and Hindu Prophets over the years…

Principle: Most Religions get things right. Most Religions get things wrong…



Item Group: Understanding The Cosmos 3

Principle: A lot of Wizardry tech is Enchanting yourself…

Principle: Learning Expert Wizardry can almost always greatly enhance other Science expertise…

Principle: You’ll be a better teacher if you learn Wizardry. You will be a better Scientist if you train Expert Wizardry…

Principle: If all this could be proven, it would be taught in the public schools and colleges. It would be mandatory learning, like reading and math. All Scientists would be Expert Wizards…

Principle: Most of the Time, training Expert Wizardry will add a lot of Virtue to a person, over the years…

Principle: The author here learned a lot of things after Tome of the Yellow Wizard. He wishes he knew then, what he knows now…

Principle: If Protons are alive, then a coin has a much bigger Chi from being alive…

Principle: If Protons are alive, then Planets and Moons are full of life as though they were plant. They are living beings.

Principle: If Protons are alive, then manipulating them may be improved by understanding they are alive…

Principle: Because his Holiness Origin is the Zero person and is not there in so many ways, we have many, very different Religions across the Planet…

Principle: From the Birth of Adam to Resurrection day is 7000 years.

Principle: Every thousand years is an End of an age. The first End was 0750 to 0999, Adam Time.

Principle: The Ends of the ages are the most intense Times. They are known as the “End Times”. They happen every thousand years.

Principle: The first End Time I suspect was the nation/city Atlantis. This nation re-incarnates every 1000 years. The next nation was Egypt 1999. Then Babylon 2999. Then onto Rome 3999, and Rome again 4999. Finally to today, the United States in the 5900 area of Time.

Principle: The exact Adam year is unknown. I suspect that it is around 5900 right now.

Principle: The famous flood from the Bible is likely what destroyed Atlantis.

Principle: An age is 1000 Earth years.

Principle: The first half of an age is governed by the Light, and the second half is governed by the Darkness.

Principle: The End Times are always an Apocalypse and Armageddon, filled with wars.

Principle: In Numerology you call this the 5 End Time. Sometimes the sixth End Time.

Principle: This is going to be the worst End Times ever. The 6900 End times, the future, the last End Times, is going to be so close to the End of the tunnel, that it is not very difficult at all.

Principle: Many people from the last End Times are never going to experience death like the rest of us. People who live just before the year 7000.

Principle: Theres a chance that the worst moment of all human history was world war 2. Theres a chance that the worst moment will always be world war 2.

Principle: The End is not near. The End is here.

Information: I’m not sure if this stuff was fully covered. Which is why I am going over it now.

Principle: Once upon a Time I thought this was Wizardry. I didn’t realize its Scripture.

Principle: The Cosmic year being 99. It is a primordial Time.

Principle: It goes the – Symbol is the Fire Symbol. The | Symbol is the Water Symbol. The / Symbol is the Air Symbol. And the \ Symbol is the Earth Symbol.



Principle: The thought is that with Atlantis, his Holiness Origin destroyed it. And with Egypt his Holiness did great destruction. With Babylon, the thought is that it also received great destruction.

Principle: The thought is that the first Rome is in the middle and his Holiness Origin did not do destruction.

Principle: The thought with the United States is that his Holiness Origin is doing the opposite of great destruction. Propel humans further, not slow them down.

Principle: Because of technology the current nations on Earth are the most powerful nations ever.

Principle: Technically the Dark half of an age starts at the 500 mark. As in 5500. World war 1 was in the Dark half of an age. And many other wars.

Principle: Since the south African blood line is the oldest, I always think that Atlantis might have been near the south African coast. They would be ruins about 5000 years old.

Principle: Since the south African blood line is the oldest, it is the kings bloodline.

Principle: The best blood lines are the mixture bloodlines. The people that are mix races. That DNA is better.

Principle: Mixtures on DNA makes a more robust Body. Mixtures are or can become whole new races.

Principle: People of mix race have sometimes had harder lives and had to work harder because of it.

Principle: His Holiness may have blessed Rome on its second Time as the Atlantis re-incarnation.

Principle: All End of an age nations. Such as all the nations right now. Have a huge Connection to Atlantis. Because it was an End of an age nation.

Principle: “In God we trust.” – US Coins.

X2 Principle: I like the line “In God we trust.”.

Principle: If you haven’t noticed yet. A lot of wars are worshippers killing worshippers.

Principle: When a coin says “In God we trust”, the coin speaks that in this huge paranormal way.

Principle: Every Time these coins change Hands, the coin speaks “In God we trust.”.

Principle: His Holiness Origin may worship himself or is a Light worshipper.

Principle: It likely Makes his Holiness Origin more powerful by worshipping him.



Item Group: Understanding The Cosmos 4

Principle: One Wizardry tech is being able to see the Positive and Negative in everything. See the Light and Darkness all throughout the Sciences of the Multiverse.

Principle: One Wizardry tech is being able to see the Positive, Negative and Neutral in everything. See the Light, Darkness and Twilight all throughout the Sciences of the Multiverse.

Principle: One Wizardry tech is being able to see the four Elements in everything. See the Water, Fire, Earth, and Air all throughout the Sciences of the Multiverse.

Principle: One Wizardry tech is being able to see the Numbers in everything. See the Numerology and math all throughout the Sciences of the Multiverse.

Principle: One Wizardry tech is being able to see the Colors in everything. See the Colors all throughout the Sciences of the Multiverse.

Principle: These last Principles are ways a person Fuse’s Wizardry with other Science.

Principle: Another Wizardry tech is Enchanting yourself or Enchanting others.

Principle: Learning the major secrets of the Multiverse most of the time Makes a person wiser. This is Enchanting yourself.