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Title: Aged Wizardry 25

Details: PAAIL.org Scripture….

Principle: Ultimate Scripture.

Agenda: Ultimate Scripture.

Action: Ultimate Scripture.

Information: Ultimate Scripture.





Item Group: Understanding The Cosmos 0

Principle: Planet Earth is a very wild place. The internet is a very wild thing.

Principle: All Planet Earth Energy has a huge Chi. Much bigger than any other Planet in the Universe.

Principle: All Planet Earth Charms have a huge Chi. They are Made of Planet Earth Energy.

Principle: All people have a “Numerology Domain”. His Holiness Origin’s Numerology Domain is the Number 0 to the Number 0.999(repeating 9’s). His Holiness Light is Number 1 to 1.999(repeating 9’s).

X2 Principle: The term “Numerology Domain” is a new term. That is why this Principle is repeated.

Principle: Physics Experts should always be searching for Negative. It’s possible there is such thing as Negative Mass.

Principle: Physics Experts should always be searching for Positive. It’s possible there is such a thing as Positive Mass.

Principle: People should always be searching for Negative and Positive.

Principle: Since we have the Two Objects, Axis’s and Poles, they likely line up with the Two Forces. Positive and Negative. My guess is that Axis’s are the Positive Force, and Poles are the Negative Force. Axis’s are Zoomed out and Poles are Zoomed in.

Principle: When you have a Two Unit System there is a chance it lines up with the Two Forces.

Principle: When you have a Three Unit System there is a chance it lines up with the Three Forces.

Principle: When you have a Four Unit System there is a chance it lines up with the Four Forces.

Principle: When you have a 32 Unit System there is a chance it lines up with the 32 Forces.

Principle: When you have a 100 Unit System there is a chance it lines up with the 100 Forces. 0 to 99.



Principle: “View” is a major Vocabulary Word of PAAIL. It is what you get when you look at a Map. It is Wizardry and other Science Vocabulary as well.

Principle: If mass is an Axis, then there is Positive and Negative mass. If mass is a Pole, then there is an opposite of mass.

Principle: In the past it has been mentioned that there may be “bend in Particles”, also known as concave Particles. And “bend out Particles”, also known as convex Particles.

Principle: The 4 dimensions, height, width, depth and Time may be “bend in Particles”, concave Particles.

Principle: Height, width, depth and Time are Particles.

Principle: Since height, width, depth and Time is a 4 Unit System, it likely lines up with the Four Forces. “.

Principle: The first Two dimensions are certain to be the less complex height and width. The Addition Force and Subtraction Force.

Principle: Likely the Addition Force is the height dimension as its Symbol is the vertical line…“ | “

Principle: Likely the Subtraction Force is the width dimension as its Symbol is the horizontal line…“ - “.

Principle: Time and depth are the Multiplication Force and Division Force. Which One is Time and which One is Multiplication I don’t know.

Principle: The spatial dimensions are 100% exactly like a tapestry.

Principle: All Numbers have a huge Connection to the Number “1”. Because 1 + 1 equals 2, it has a huge Connection to 2. Examples:

 1 +1 = 2

 1 +2 = 3

 1 + 555 = 556

Principle: Most Numbers have a huge Connection to the Number “9”. Examples

 9 + 1 = 10

 9 + 15 = 24

 9 + 101,000 = 101,009

Principle: The smaller the Number, the more you find the Number in the Multiverse. The more you find its Force in the Multiverse.

Principle: The 1 Axis is found more throughout reality than the 2 Axis.

Principle: Addition and Subtraction are more at the core of things than Multiplication and Division.

Principle: It may be that Multiplication is a “type” of Addition. Division a type of Subtraction.

Principle: There are an Infinite amount of Numbers and an Infinite amount of Axis’s.

Principle: It may be that a new Axis appears when an Axis is split.

Principle: The guess is that Level 0 to Level 6 Wizard can be done in 1 to 2 years.



Principle: The guess is that Wizardry is less knowledge to learn and less difficulty learning. Compared to other Sciences.

Principle: Some Principles are repeated because they become clearer and clearer.

Principle: At the End of “Tome of the Yellow Wizard” we were at Wizardry 1.0. After books “Wizardry Practice 0A” and “Wizardry Practice 0B” we were at 2.0. Now we are at Wizardry 5.0.

Principle: Wizardry has evolved a great deal over the last 3 years.

Principle: Current Wizardry Science is much better than it was a year ago.

Principle: Using Numerology for education Levels is not “a System”. It is “the System” for measuring knowledge.

Principle: A doctorate in anything is a Level 6 in that thing. Levels 7, 8, and 9 are also considered doctorate.

X2 Principle: Levels 7, 8 and 9 likely have other Names than doctorate. That knowledge is unknown to the author.

Principle: Level 5 is a masters degree in something and Level 4 is a bachelors degree, associates degree or some other specialized training.

Principle: Of course, in Science, there are Levels, 0,1,2 and 3 as well.

Principle: Training Expert Wizard is super easy. Just have to do the reading. It might take 500 pages or more though.

Principle: I think most people can read 500 pages in a very short Time.

Principle: Expert Wizard is a lot accomplished. Master Wizard and Doctorate Wizard are not important.

Principle: Getting the Level 6 Doctorate Wizard may have 10 hours a week of Body Exercise. Perhaps more hours.

X2 Principle: The theory is that at least 10 hours a week.

Principle: 1 Energy Bit is an Object. 2 Energy Bits are a unique Object. 2 Energy Bits should be called a “Energy Byte” or something. 3 Energy Bits is a thing and they should be called a “Energy Tryte” or something.

Principle: There is likely the “++” Axis, the “- -” Axis, the “+-“ Axis and the “-+” Axis.

Principle: Often, when you add the Word “often” to the statement, it improves its accuracy.

Principle: Sometimes, when you add the Word “sometimes” to the statement, it improves its accuracy.





Principle: A “Addition, Subtraction Event” is a “Multiplication Event”. Positive Negative equals Multiplication.

 + - = \*

| - = \

Principle: A “Subtraction, Addition Event” is a “Division Event”. Negative Positive equals Division.

* + = /

- | = /

Principle: The theory is that the +++ Force is Addition, that the ++++Force is Addition, that the +++++Force is Addition. On and on, all ++++++++++ Forces are Addition.

Principle: The theory is that from Axis’s and Poles come other Axis’s and Poles.

Principle: His Holiness Jesus is our true father.

Principle: In the Catholic Religion priests are often called “father”. This is likely because they try to be Jesus “our father” in our lives. They represent his Holiness Jesus.

X2 Principle: This I believe has been mentioned before. It seems worth repeating.

Principle: A Wizard has a Paranormal, Supernatural and Mystical perspective in life. A Wizard has a Paranormal, Supernatural and Mystical View in life.

Principle: Because of current technology and so forth, we live in an extremely Paranormal, Supernatural and Mystical Time.

Principle: Its fair to say that humans have Grown wings and can fly around the world, in less than a week. It’s fair to say that humans can Jump to the moon and back again.

Principle: Humans aboard the space station live in Heaven. Humans have climbed into Heaven.

Principle: Note how the Christian cross looks like the plus Symbol. Note how the plus Symbol is One of his Holiness Jesus’s Symbols.

Principle: It may be that the Christian cross is One of his Holiness Jesus’s main Symbols.



















