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Title: Aged Wizardry 28

Details: PAAIL.org Scripture….

Principle: Ultimate Scripture.

Agenda: Ultimate Scripture.

Action: Ultimate Scripture.

Information: Ultimate Scripture.





Item Group: Understanding The Cosmos 0

Principle: White, Blue, Green and Yellow. They are the Four Positive Colors. See Map above.

Principle: Black, Red, Orange and Purple. They are the Four Negative Colors. See Map above.

Principle: The Energy Bits Zoom Level is likely a simple View. It may look like sticks.

Principle: Standing Up straight or sitting Up straight likely Drains more Mana per second. It pumps Mana Energy into your Actions.

Principle: Slouching your back likely Recharges Mana.

Principle: Its all about Batteries. Batteries are a major Part of human existence.

Principle: The dynamics of Batteries are not fully known. What is known is that there is likely such thing as the chess Battery.

Principle: Warmups are a major Spell to do.

Principle: In a first-person shooter game, the warmups would be Partly to fire off tons of rounds. This would help warm you up some.



Item Group: Understanding The Cosmos 1

Principle: Feel the power of an Action.

Principle: Feel the power of a Spell.

Principle: Feel the power of the Wizard.

Principle: Feel the power of being an Elemental.

Principle: Make a Fist and feel the power of Making a Fist.

Principle: ESP is feeling things. Feeling the power of something is one of the more common ESP experiences.

Principle: There is huge power in all the Charms around us. Huge power in all aspects of life. This is the Reality of us Elementals.

Principle: Huge power flows through us all.

Principle: Elementals are strong with the Force.

Principle: The Spiritual Energy Field is the most important Energy Field.

Principle: His Holiness Origin may be the biggest Part of the Spiritual Energy Field.



Item Group: Understanding The Cosmos 2

Principle: The latest theory is that along with “Axis’s” and “Poles”, we have “Axis Groups” and “Pole Groups”.

Principle: A Axis Group is a Group of Axis. A Pole Group is the same thing as a Axis or Axis Group.

Principle: The theory is that Height, Width, Depth, and Time are combined as a 4 Axis Object. An 8 Pole Object.

Principle: The theory goes there are 4 Axis Objects. 8 Pole Objects.

Principle: Hear your own Chi through music.

Principle: Hear the Chi of others through music.

Principle: Having a Level 3 Wizard Chi is a very nice thing.



Item Group: Understanding The Cosmos 3

Principle: Level 0 Wizard is not very good. Level 1 Wizard is not that great either. Level 2 Wizard is a lot. Blue Wizard is awesome.

Principle: It takes very little Time getting to Blue Wizard.

Principle: Becoming a Level 2 Wizard is like a peasant changing into a Wizard.

Principle: It is a huge Change becoming a Wizard.

Principle: Training Yellow Wizard can be a lot like Alice going down the rabbit hole and then turning into a magical cat.

Principle: Training Yellow Wizard can be a lot like Dorthy going down the yellow brick road and ending up a Wizard.

Principle: Even Blue Wizard can be a lot.

Principle: It may be 200 to 300 pages for Blue Wizard. Or know very well the first 100 pages.

Principle: Many Paths exist for Blue Wizard.



Item Group: Understanding The Cosmos 4

Principle: Many things are what should be called Disciplines.

Principle: Military Science is Discipline. Martial Arts is Discipline. Gardening is a Discipline, chess is a Discipline, and Wizardry is a Discipline.

Principle: Discipline is a huge Virtue.

Principle: Virtue is Scripture, and Discipline is Scripture as well.

Principle: Worship of his Holiness Origin is a Discipline.

Principle: Reality is just One big family.

Principle: We are family to his Holiness Origin. We are family to his family.

Principle: It has been said that modern people are often “desensitized” to Darkness. This is true. People are “desensitized” to many things like technology.

Principle: A few years ago, you could not get news from the other side of the Planet. You had no idea what was happening there.

Principle: Getting news from the other side of the Planet in minutes is a Paranormal thing.

Principle: All this technology is Paranormal. All this technology is Supernatural.

Principle: Some technology is Mystical. Wizardry is Mystical.

Principle: Understanding your existence is understanding that there is all this Paranormal technology around you.

Principle: Understanding your existence is understanding that there is all this Paranormal Energy around you.

Principle: Huge amounts of Paranormal, Supernatural and Mystical Energy are all around us.

Principle: The End of an Age is a greater disturbance in the Force than the Beginning of an Age.

Principle: The End of the Story is the final fight of the last boss Story. In computer games.

Principle: Writing Science Experts also have things to say about the End of a Story.

Principle: The biggest boss’s his Holiness Origin fights are the Ends of an Age ones. The apocalypse Ones.





Item Group: Understanding The Cosmos 5

Principle: The Zero moment is the ultimate Twilight zone. There is Zero Time, Zero Energy and it Makes Zero sense.

Principle: It seems likely there is a Zero moment Science. All about the Zero moment.

Principle: It always seems possible that there is Zero physical Laws to the Zero moment. Or maybe One or something. Maybe 2. Maybe 4. Maybe more.

Principle: The theory is that the 2 Origin Particles are Fused and therefor also One Object. They are Two Objects, and they are One Object.

Principle: It can be said there is the Origin Object. Not just the Origin Particle Objects.

Principle: In the Time before Time, there was the Origin Object. Made of the Origin Particles.

Principle: In the Time before Time, there was the Zero Object. Made of the Zero Particles.

Principle: It may be in the Time before Time there was the Origin Axis with the Two Zero Poles.

Principle: The latest theory is that not only are there Axis’s and Poles…….there is also Axis Groups.

Principle: There are 3 Types of Objects…..Axis’s, Poles, and Axis Groups.

Principle: Axis’s are Objects. Poles are Objects and Axis Groups are Objects.

Principle: This is all basic Energy Science in Heaven. That is Part of why it is Scripture and Wizardry.

Principle: Height, width, depth and Time are 4 Axis’s. They are One Object, a Axis Group.

Principle: Reality is One big Axis Group.

Principle: With 3 Types of Objects being the theory comes the theory they align with the 3 Forces. Positive, Negative and Neutral.

Principle: When you find a 3 Unit System it often aligns with the 3 Forces. Positive, Negative and Neutral.

Principle: A “Axis Group” is the biggest it is likely the Positive Force. The “Axis” the Neutral Force and “Poles” the Negative Force.

Principle: The big picture is the Positive picture. The small picture is the Negative picture. Zoom out is Positive. Zoom in is Negative.

Principle: One of the newest Spells is “Symbol Vision 0”.

X2 Information: Force yourself to have a Vision of a Symbol.

Principle: The Dot Symbol is a powerful Symbol for the Spell “Symbol Vision 0”.

Principle: It may be there are 4 main Object Types. Axis’s, Poles, Axis Groups and Pole Groups.

Principle: If it goes there are 4 main Object Types, then they possibly align with the 4 Forces. Addition, Subtraction, Multiplication and Division.

Principle: Possibly the Axis Group is the Addition Force. The Axis is the Multiplication Force. Pole Groups are the Division Force and Poles are the Negative Force.

Principle: It may be combinations of Positive Poles and Negative Poles Makes the Multiplication and Division Poles. Multiplication is a Two Pole Object, Made of Poles.

Principle: Things seem to be Made of Axis’s and Poles.

Principle: All Axis’s have a Positive and Negative Side.

Principle: All Poles (except Zero) are either Positive Poles or Negative Poles.

Principle: It may be that if you Zoom in on a Pole it becomes an Axis. These theories are all very new.

Principle: A few days ago it was only “Axis’s” and “Poles”. No Pole Groups or Axis Groups.

