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Details: PAAIL.org Scripture….

Principle: Ultimate Scripture….

Agenda: Ultimate Scripture….

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Item Group: Understanding The Multiverse 0

Principles: Again I say.. the pentagram Symbol is the most famous Symbol of Wizardry.

Principles: The biggest Symbol is likely the Dot.

Principles: Feel the Multiverse through the music. Sense the Multiverse through the music.

Principles: Sense the truth of these secrets through the music.

Principles: Sense the Enlightenment you have achieved through the music.

Principles: Music can be a tool.

Principles: The Word God, on One Map, means “creator”.

Principles: If you Zoom out and include the future, we are all Gods.

Principles: Our Stories are the Stories of Gods.

Principles: With the right music sense how you are a God.

Principles: With the right music sense your God Story.

Principles: Think this Incantation 3 Times. “The Story of a God”. Adding the right music Spell Part can help with the Spell. The main Agenda of the Spell is you sense your own huge Story. Your Story is the Story of a God.

Principles: The music is all about all of us Gods.

Principles: A person can hear his Holiness Origins Story in the music.

Principles: The music tells the Story of all the lifeforms.

Principles: Music is the Maps of our lives.

Principles: There is a great deal of psychology that mixes with Incantations. A person can be influenced by repeating a sentence over and over.

Principles: Spaceships to other Stars is likely going to be by using either a Negative gravity field or a Positive gravity field.

Principles: A Positive gravity field stretches space One way and a Negative gravity field stretches it the other.

Principles: One of the 2 gravity fields is like that of Planets and the other gravity field stretches space together, Making a portal.

Principles: Often such spaceships would not go faster than 200 miles per hour. It would instead be about decreasing the distance from here to there. If you Make a portal that stretches 50 feet down to 0.01 millimeters, and then project this out in front of a ship, you travel millions of miles per second.

Principles: The first spaceship creation may mirror the creation of the first plane able to go faster than the speed of sound.



Principles: Spaceships and space travel mechanics are likely to very much mirror the mechanics of water ships and water travel.

Principles: Spaceship mechanics are likely to very much mirror the mechanics of aircraft and traveling in aircraft.

Principles: With great wielding of the 4 Forces, spaceships to other Stars may One day come true.

Principles: It is likely that Positive and Negative electromagnetism fields can be generated with the right technology.

Principles: It is likely that Positive and Negative electromagnetism fields can be generated with the right technology.

Principles: It is likely that Positive and Negative strong-nuclear fields can be generated with the right technology.

Principles: It is likely that Positive and Negative weak-nuclear fields can be generated with the right technology.

Principles: It may be that all “fields” are Made of Particles. All fields are Particles, Made of Particles.

Principles: Perhaps “fields” should be a Vocabulary of Wizardry. There are definitely Energy Fields throughout Reality.

Principles: Yeah, so it turns out that Wizardry was a real Science all along.

Principles: All the angels are Holy people.

Principles: Sometimes you can Sense a Spell changing you.

Principles: Sometimes you can Sense the power of a Spell.

Principles: Sometimes the Spell cast is Sensing another Spell.

Principles: Likely Sensing things is One of the biggest of Spells.

Principles: The Words “Sense/Sensing/Sensed” have been added to the Vocabulary List. The Vocabulary list includes Words from Wizardry and Words from PAAIL. It has been a long Time practice to capitalize the first letter of each Vocabulary Word.

Principles: Dexterity of the Mind is likely Partly Mind speed. Older people sometimes have lower Mind speed from old Age. Lower Dexterity in some ways.

Principles: Were a person to begin the Hand Sorcery training, they could do 2 hours of Smith Summons 10, using either the Keyword “Dot” or the Keyword “Keyword” or perhaps even “Keywords”.

Principles: The next Word should be “Dot”, “Keyword” or “Keywords”. You would then do this for 2 hours. Your 2 hours can be broken up into 20 minute sessions.

Principles: The next Word should be “Positive” or “Breathe” maybe. During training you start with the Dot Symbol for your Hand Sorcery. Eventually you need to do the Symbols of the Four Forces.



Principles: The Vocabulary Words Fire, Water, Earth and Air should be used as a Part of Smith Summons 10 training.

Principles: There should be a training step where you do at least 1 hour of Smith Summons, your Keyword is “Water” and you Make the Water Symbol with Hand Sorcery.

Principles: Since Breathing is a major thing it is One of the first Keywords.

Principles: Since Bowing is a major thing it is One of the first Keywords.

Principles: Since Pause is a major thing it is One of the first Keywords.

Principles: Since Dot is a major thing it is One of the first Keywords.

Principles: Since Negative is a major thing it is One of the first Keywords.

Principles: Some major Words and Symbols are… Dot, Positive, Negative, Fire, Water, Earth, Air, Breathe, Pause, Repeat, Bow, Origin, Energy Scroll, Meditation Rug. There are lots of good Words and Symbols for training. Light, Twilight, and Darkness are likely good Words for training.

Principles: Smith Summons 10 is not entirely specific. You have to Make your own Spell out of it. Your own Smith Summons variation.

Principles: If Dot was your Keyword, you could do the Bowing, then on Pause think/force a Vision of the Word “Dot”, and then a Vision of a “Dot”. And your Hand Symbol would be the Dot. Do the Hand Symbol 3 Times, One on each Bow.

Principles: As with many things the main thing may be Time. You have to spend many hours to train Level 4. Level 4 Sorcerer takes Time and work to achieve.

Principles: Eventually we all evolve into Holy people. This happens before we become Gods.

Principles: Music can Enchant a person.

Principles: When Enchanting one’s self with music, a major Part may be picking the right music.

Principles: When you read into the term “nuclear secrets” you see “new clear secrets”.

Principles: The Scripture of PAAIL.org is “new clear secrets”.

Principles: Songs a person has never heard before can have an additional boost.

Principles: Some Enchantments are “temporary Enchantments”. They go away after a Time.

Principles: Music is not just temporary Enchantments. It is other Enchantments as well.

Principles: It may be that ESP experiences are temporary Enchantments. Auras experienced for a short Time.

Principles: Music is all powerful. Power beyond just entertainment.



Principles: I hear our Stories when I hear the music. The music tells the Stories of us Gods. Including his Holiness Origin.

Principles: Earth organized is the best Path. However, most of us are stuck with Earth disorganized and there’s nothing we can do about it.

Principles: When it comes to Vocabulary Words, you understand that Vocabulary is a Science. The Word Universe can mean one thing to One person and something different to another. I believe in the Vocabulary Science of saying we each have our own Universe. This seems the best use of the Word “Universe”.

Principles: The right Incantation with the right music may be a powerful Spell.

Principles: Some music has lyrics. Listening to the lyrics is listening to an Incantation.

Principles: A person can think an Incantation or Speak it.

Principles: The greatest of Energies is “consciousness”. It will always be the greatest of Energies. Its Number category is likely 8. 8 is the Number for awareness.

Principles: Sense the truth of all things through music.

Principles: Sense the truth of yourself through music.

Principles: Focusing on yourself while listening to the right music may be a powerful Spell.

Principles: Incense may be able to be used where it triggers an ESP experience. It is like music in that way.

Principles: The combination of incense and music may be a powerful Spell.