ObjectName: Article
ObjectNumber:

Maker: PAAIL.org
Model:

Name: Starting Wizardry 0

Rank:

SerialNumber:

Level:

Score:
Birth: 8-5-2022

Label: Room

Title: Starting Wizardry 0

Details: The first Wizardry document a person should read….

Principle:
Agenda:

Action:

Information:

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Location: PAAIL.org



Item Group 0: Welcome to Wizardry

Information: Welcome to Wizardry. This article is to go over some general details about the entire subject, as is taught from PAAIL.org.

Information: This is the first Wizardry document a person should read.

Principle: The first thing to do is read this entire article.

Principle: The best Path right now is to start with Tome Of The Yellow Wizard.

-Item 2x Principle: This book tells you to enchant your book. This is not an important thing to do.

-Item 2x Principle: Reading Tome of the Yellow Wizard is get to at least level 3 wizard.

-Item 3x Principle: Getting to level 3 Wizard turn you into a para-normal creature, and adds the title “Amateur Wizard” to your titles collection.

Principle: Currently the best path involves reading the same principles multiple times.

Principle: Currently this path is a slow path. Slow paths can be good paths.

Principle: After reading Tome Of The Yellow Wizard, you read Wizardry Practice 0A.

-Item 2x Do none of the actions of Wizardry Practice 0A.

-Item 3x A better sorcery training comes later.

Principle: After reading Wizardry Practice 0A, you read Wizardry Practice 0B.

-Item 2x Do none of the actions of Wizardry Practice 0B.

-Item 3x A better sorcery training comes later.

Principle: You do no spells of Wizardry Practice, because they are obsolete.

Principle: After reading Wizardry Practice 0B. You move onto the new articles collection.

-Item 2x Information: It only works for this author to do new articles from now on. I cannot do whole books. Only new articles. The format from now on, will be to add new articles as I finish them. No more book efforts.

Principle: Ideally you read this article first of them all.

Principle: The first of the new articles collection is “Wizardry Defined”. You read it next.

Principle: Next you read “The Origin”.

Principle: Next you read “Energy”.

Principle: Next you move on to room “Refined Sorcery 0”.

Principle: Next you move on to room “Keys And Divination”.

Principle: At this point it seems likely you have made level 4(expert wizard) or level 5(master wizard).

Principle: The estimate is 100 hours to get level 3 Wizard(useful). Another 100 hours to get Level 4 Wizard(expert). 200 more hours to get Level 5 Wizard(master).

Principle: After you have finished all this training you should read the new articles/rooms, as they come out. For further education.

Principle: Wizardry is constantly in a science state of research and development. Its advancing all the time.

Principle: Wizardry is being Fused with PAAIL more and more.

Information: Currently the author is not an expert at general science. Not an expert at teaching. Not an expert at education. Not an expert at writing. This all adds up to a much worse set of files to read.

Principle: The PAAIL.org Wizardry Path is a slower Path. Slower can be better.