ObjectName: Room ObjectNumber: 9

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Humans 1

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-9-2021

Label: Room 9

Title: Humans 1

Details: Humans continued…

Principle: Humans.

Agenda: Humans.

Action: Humans.

Information: Humans.

Room 9: Humans 1

 Humans continued…

Principle 18.1; Humans

 Humans these days are extremely intelligent. The exposure to any TV show, or movie, is more words on the brain. Shows/movies, enhance intelligence. All of them, though some more than others.

Principle 18.2; Humans

 Current education tech, and all the money into public schools also has increased intelligence across the planet.

Principle 18.3; Humans

 Little nick nacks are art. Art increases intelligence. Humans are exposed to tons of art, all day long. Cars, buildings, furniture, many things are art. Music boosts intelligence, even the not so good music.

Principle 18.4; Humans

 The internet is more words on the brain, and also a big intelligence increase.

Principle 18.5; Humans

 Truth be told, everyone is a genius any more.

Principle 18.6; Humans

 Understanding humans is to know that intelligence is very high these days.

Principle 18.7; Humans

 Mind levels, and scores are much higher these days.

Principle 18.8; Humans

 On Earth we must kill and eat. It is a survival existence.

Principle 18.9; Humans

 From the birth of Adam we have human time. On year 7000 of Adam, what would be his 7000th birthday, is Resurrection Day. Resurrection Day is year 7000, then the seperation between Heaven and Earth ends. Multitudes will rise from the dust of the Earth. Then begins the Hospital. With the Angels as the Doctors.

Principle 20.0; Humans

 Once the Hospital stage ends, humans will be given 3000 years of paradise, where Heaven caters the whole thing. If you want a Death Star, they can and will do it. Their power is endless. Everyone can ride a unicorn through space if they want. Fly to another star on a unicorn.

Principle 20.0; Humans

 When the Hospital ends, it becomes just like a game. Character creation. Choose personal gear. Choose what you look like, pick a mount.....on and on. Im sure everyone will start out with a nice space ship.

Principle 20.1; Humans

 Eventually the 3000 years is up. God regretfully demands all ascend unto Heaven. Born again in Heaven, your life as a human becomes a short dream in your mind. Like it never even happened. Your mother and father turn into your siblings, your children into your siblings, your spouse into your sibling. Your human life becomes a short 5 second dream, and you start out an infant all over again. There is a huge Connection between this and a Song…..the one that goes “Row, row, row your boat. Gently down the stream. Merrily, merrily, merrily, merrily, life is but a Dream.”.

Principle 20.1; Humans

 Heaven has the power to change Humans, so that 1 second Earth time, becomes 10 seconds for a Human. Because of this, the 3000 years, could stay 3000 years, but for humans, the experience is 30,000 years. Maybe Heaven will do this.

ObjectName: Spell ObjectNumber: 0

Maker: Tome Of The Yellow Wizard

Model: Teaching Spell

Name:

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth:

Label: Action

Title: Teaching Spell Room 9

Details: Enchant a Writing Item. Rub Writing Item against this book for 5 minutes. This Connects them together in an obvious way. The Writing Item has a Wizardry Enchantment now. Rub against a Sci Fi book, and it gains a Sci Fi Enchantment. You could do even better, if you Clean with dry cloth, the Writing Item, and book first. Cleaning Levels are awesome for many reasons, one is they Improve a persons Enchanting. The Cleaning of Pen and Book takes care of a Blocker on the two Items Connecting. Sometimes things Block a Connection between things. Sometimes they Block completely, sometimes just a little. Teaching Spells are all about teaching. They are not actual Spells, people should mass use. To get a higher Level Wizardry Enchant on Writing Item, now also leave the Writing Item, on the book/or in book for 24 hours. I have a pen near me. I am almost certain I could wash with soap and water, in a safe way, that would not damage the pen. Its not an Antique Pen either. Just a cheap pen.

Principle: Teaching Spell Agenda Teaching Spell:

Action: Teaching Spell Information: Teaching Spell