ObjectName: Room ObjectNumber: 11

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Wizardry 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-9-2021

Label: Room 9

Title: Wizardry 0

Details: Wizardry Basics…

Principle: Wizardry Basics.

Agenda: Wizardry Basics.

Action: Wizardry Basics.

Information: Wizardry Basics.

Room 11: Wizardry 0

 Wizardry Basics…

Principle 21.0; Science

 Since I suspect the word Wizardry and Wizard are available in the education world. I have decided to claim the words, and declare things like the sixth sense "Wizardry". I call Sorcery a sub type of Wizardry. Sorcery then is a part of Wizardry.

Principle 21.1; Wizardry

 So far the definition of Wizardry is... the para-normal, and super-natural knowledge/powers. Also is Mystical Energy Fields, Mystical knowledge/powers.

Principle 21.1; Wizardry

 The theory is that often, new technology is para-normal and super-natural, and for a time it is Wizardry.

Principle 21.1; Wizard

 In the wizard world, we have +1 to +9 wizards. A +1 is the lowest form of wizard. A Jr. Wizard. +2 and +3 are also Jr. Wizard. Like amateur wizard. +4 is like a bachelor’s degree in wizardry, and makes you just Wizard. Also is fair to say at +4 you are an Expert Wizard.

Principle 21.1; Wizardry

 Learning the Wizard knowledge and developing a more powerful Sixth Sense Battery, will classify you as +4. Yellow Wizard.

Principle 21.2; Wizardry

 +5 is like a master's degree, and makes you a Master Wizard. Also known as a Grey Wizard

Principle 21.2; Wizardry

 Of course this whole book is puny human science. If Heaven did this book, they might not like the word wizard, for all I know. There science is more the 100% science. Where the word choices are perfect, and there is no better.

Principle 21.2; Alchemy

 Alchemy is a type of Wizardry.

Principle 21.3; Potions

 People who make alcohol, make a Mystical Potion. They are Jr, wizards, without knowing it. +1 wizards.

Principle 21.4; Wizardry

 Mystical Potions are dangerous.

Principle 21.5; Wizardry

 I prefer to also use the colors for wizard levels. The white wizard is +1, the blue +2, the green +3, the +4 is yellow, +5 grey, +6 purple, +7 orange, +8 red, and finally +9 black.

Principle 21.6; Wizardry

 I myself am a yellow wizard, +4. The main reason I wanted to do this book, is that by doing it, I will increase my education, and get at least 0.2 levels of wizardry from doing it. Im hoping to get grey wizard off this book. I have learned a ton since I started this book. I am getting more than 0.2 Level gain off this book, for sure. Prediction is at least a 0.4 Level gain, I will get for writing this book. My Wizardry Level will go up at least 0.4 Levels.

Principle 21.7; Wizardry

 Im sorry if wizardry is not the best term for all this. Its the best I can come up with so far. Maybe the words mystic, and mysticism would be better words. I dont know if the Universities are already using mystic, and mysticism. Vocabulary can be important. Im thinking they dont use the words Wizard, and Wizardry... meaning they are available.

Principle 21.7; Words

 There are 3 types of words in Wizardry. Positive words, neutral words, and negative words.

Principle 21.7; Rituals

 The most powerful rituals, are the ones "Charged Up". Meaning they were done tons over the last 1000's of years. Some rituals are new, and still “Charged Up”.

Principle 21.7; Enchantments

 The more people did the Ritual over the last 1000's of years, the greater the "Enchantments" of the Ritual.

Principle 21.7; Wizardry

 All this stuff around us, is beginning of time stuff. First century. As such it is all big time "Enchanted".

Principle 21.7; Wizardry

 Planet Earth is the most eventful chuck of energy in all reality.

Principle 21.7; Wizardry

 All energy of Earth is big time enchanted. Light enchantments, Twilight enchantments, Dark enchantments.

Principle 21.7; Wizardry

 Reality has 3 sides. The light side, the twilight side, and the dark side.

Principle 21.7; Wizardry

 There is the ultimate compare things to Reality. If you are gardener you say something like "Reality is a garden." If you are a sailor, your say something like "Reality is a boat." If your a General, you might say "Reality is a battlefield." If your a painter, you might say "Reality is a painting." If you are a computer science expert...you might say "Reality is a computer." If you are a police officer....maybe you would say "Reality is a beat." If your an actor, you might say "Reality is a movie."...or "Reality is a play." You can do this with most things in life. Just have to choose, what reality is. Can also use the word Universe, which is more Mystical Vocabulary. Then, we would say “The Universe is a garden”, “The Universe is a Boat”, “The Universe is a battlefield”.

Principle 21.7; Wizardry

 In the movie Excalibur....Merlin likes to call Reality a "Dragon." That was always my favorite.

Principle 21.7; Wizardry

 Some of the most Practical Application with Wizardry is becoming a Hybrid-Wizard. This is when you Connect Wizardry with another Field of Science. Example. If you are an Education Expert, you become an “Education Wizard”, when you mix the two. The author of the book has no Hybrid-Wizard Titles.

Principle 21.7; Wizardry

 Wizardry is an ultra huge inspiration when you mix it with other things.

Principle 21.7; Wizardry

 The author is an amateur programmer, and everything has a real programming inspiration to it.

Principle 21.7; Wizardry

 Hybrid-Wizard is likely, the ultimate, quick path, to +5, Grey Wizard.

Principle 21.7; Wizardry

 Most areas of Science have Hybrid-Wizard Titles that can be unlocked.

Principle 21.7; Wizardry

 As usual there are Levels to everything. There are Hybrid-Wizard Levels. Thus, we have

Education Wizard Levels.

Principle 21.7; Wizardry

 First you unlock Education Wizard. Then you grow your Education Wizard Levels, by doing the research and development of the two Connected. The two Fussed together. For Fusion is everything.

Principle 21.7; Wizardry

 If the author of this book became an expert at education, then could do a Fusion of the two.

Principle 21.7; Wizardry

 Fusion is everything, and a keyword in Wizardry.

ObjectName: Spell ObjectNumber: 0

Maker: Tome Of The Yellow Wizard

Model: Teaching Spell

Name: Teaching Spell Room 11

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth:

Label: Action

Title: Teaching Spell Room 11

Details: Write the alphabet somewhere in this book. A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z. Keep it small. This will Enchant your book more, and help you train Runes Writing. It will also increase other Wizardry Levels. People who have already done tons of writing with Writing Items, have a high Level on Runes Writing. People who are great at Drawing have the highest Levels though. The higher the Level of Runes Writing, the higher the Level on the Enchantment, sometimes. People with a high Level on Runes Writing can Enchant objects quicker, and more. Low Level Runes Writing people can still do big Enchantments, however it takes longer. The author of this book is a low Level Runes Writing person.

Principle: Runes Writing Agenda: Runes Writing

Action: Runes Writing Information: Runes Writing