ObjectName: Room ObjectNumber: 12

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Sorcery 1

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-9-2021

Label: Room 9

Title: Sorcery 1

Details: More Sorcery…

Principle: Sorcery Basics.

Agenda: Sorcery Basics.

Action: Sorcery Basics.

Information: Sorcery Basics.

Room 12: Sorcery 1

 More Sorcery…

Principle 21.7; Batteries

 "Batteries" are everything. Everything is much like a battery.

Principle 21.7; ESP

 The sixth sense is an ESP(Extra Sensory Preception) battery.

Principle 21.7; Sorcery

 Batteries are filled with other batteries, that exist in them.

Principle 21.7; Sorcery

 Draining batterys and recharging batterys are a major part of batterys.

Principle 21.7; Sorcery

 Sloutching can turn into a recharge exercise. And used when need recharge.

Principle 21.7; Sorcery

 Stand up straight/sit up straight can drain batterys faster, but put out more energy per second.

Principle 21.7; Sorcery

 Sloutch when you want rest and/or recharge.

Principle 21.7; Sorcery

 Stand up straight/sit up straight, when you want to get more done. This drains energy faster and can be bad.

Principle 21.7; Sorcery

 Push ups are the most important body exercise. They are "Charged Up" because of all the people doing push ups over the years.

Principle 21.7; Breathing

 The greatest, starting breathing exercise is the quick in and out. As fast as you can go. In and out, real fast in, real fast out. There are dangers if you do this wrong. Too much for instance. After doing some seconds of "Quick Breathing".....do normal breathing....but focus on your breathing...think about it....control it. This is some ultimate breathing exercises. The reason the "Quick Breathing" is so good....more breaths per second.....more breathing levels per second.

Principle 21.7; Caution!!!

 The exercises of this book are dangerous. Please use extreme caution.

Principle 21.7; Sorcery

 Eventually you develope "Breathing Powers". You take deep breaths at the right times, and more correct breathing patterns.

Principle 21.7; Sorcery

 "If you do not breath right. You do not move right."- Chun(From movie Remo Williams)

Principle 21.7; Meditation

 Meditation is a complex subject. There are a million different options of Meditation exercise. Using positive words. Repeating words in your mind over and over. While fixing your eyes on one spot, and keeping them there.

Principle 21.7; Sorcery

 There are an endless amount of different Meditation Rituals people have created. All with their own Merits. Especially the older ones. 25 years and older.

Principle 21.7; Sorcery

 Developing Meditation Rituals is still something that Meditation Experts should do. Even though they would be new Rituals, and not as Enchanted in that way. I am sure that experts have already been Developing Meditation Rituals.

Principle 21.7; Sorcery

 I recommend as a starter meditation, to think the word meditation, or meditate, over and over, while you meditate.

Principle 21.7; Exercises

 When it comes to exercises, there are beginner exercises, intermediate exercises, and advanced exercises. 1,2,3 beginner numbers. 4,5,6 intermediate numbers. 7,8,9 advanced numbers.

Principle 21.7; Sorcery

 Sometimes you still use beginner exercises, even when your not a beginner.

Principle 21.7; Secrets

 There are Secrets to all things.

Principle 21.7; Sorcery

 Some Secrets are bigger than others.

Principle 21.7; Sorcery

 The secrets of the universe are infinite. Technology will evolve forever. God's technology will increase forever.

Principle 21.7; Sorcery

 There are the secrets of chairs, tables, mirror's, music, paintings, movies, gardens, dreams, carrots, bears, bowls, pens, battle fields. There are the secrets about everything. There are even specific secrets of every individual thing, like a specific table.

Principle 21.7; Sorcery

 I suspect there are 3 types of particles. Positive, nuetral, and negative. In which case, proton's are positive particles, nuetrons are nuetral particles, and electrons negative particles.

Principle 21.7; Sorcery

 Power can flow through a person and make them look powerful, even when they are not.

Principle 21.7; Sorcery

 My spirit level is +4, or yellow.

Principle 21.7; Sorcery

 When you meditate and repeat a word over and over in your mind, you create a greater connection between you and that word. Being connected more to that word connects you more to that side of reality. If the word is Meditate, then you create a connection between yourself, and the Meditation side of reality.

Principle 21.7; Sorcery

 You almost always have to do a ton of an exercise before you will see major benifits. To have a greater connection to the Meditation side of the universe, you have to do a bunch of exercise.

Principle 21.7; Sorcery

 Never use negative words in meditation.

Principle 21.7; Sorcery

 Writing down a word over and over is another way to develope a connection with a specific side of reality.

Principle 21.7; Sorcery

 Sometimes you can mix body exercise, with meditation, and breathing, all at once.

Principle 21.7; Sorcery

 A person could mix writing words, with a form of meditation ritual, and this would be one way to develope connections.

Principle 21.7; Sorcery

 Learning a 2nd language boosts intelligence at least 10%. People who are bi-lingual have a 10% intellegence boost.

Principle 21.7; Sorcery

 Typically all education increases intelligence, but learning a 2nd language is a really big booster.

Principle 21.7; Energy

 The truth is that all things are a particle. All things are a dimension. All things are a universe.

Principle 21.7; Waves

 I doubt very much that there is a difference between particles and waves. I suspect, a wave is a type of particle. Particle types may be based on shape.....thus some are sphere shape particles, and then some others are wave shape particles.

Principle 21.7; Life

 It is a theory, that the lifeforms level goes deep. As in proton's might be alive, and possibly nuetrons, electrons as well. It is possible that protons are alive, but not electrons. If eletrons are alive, the science of electrons is to manipulate small lifeforms.

Principle 21.7; Energy Manipulation

 Everything is "Energy Manipulation". There is not so much creation or destruction of energy, just energy manipulation.

Principle 21.7; Electrons

 I imagine if electrons are alive, then they are like fish, and might have a very similar existence to fish.

Principle 21.7; Sorcery

 If these things are alive, they might share with us that they eat food....consume energy. You might be able to fatten up electrons, or even protons.

Principle 21.7; Sorcery

 If alive, these things will have living behaviour and can be manipulated, by understanding that behaviour.

Principle 21.7; Sorcery

 Its a major detail if protons are alive. If these small things are alive, its all about lifeform manipulation.

Principle 21.7; Sorcery

 I am certain that human cell's are alive, but the question is how much deeper does the lifeform reality go.

Principle 21.7; DNA

 I suspect DNA strands are alive. I know very little biology.

Principle 21.7; Sorcery

 It is possible that with a unit of Hydrogen you have 4 souls. The proton, the neutron, the electron, and a final soul that can say "I am the Hydrogen", a soul that exsits at the center where the proton and neutron connect.

Principle 21.7; Sorcery

 It is a theory that protons joined with neutrons create a pointy proton, that is, the proton is jabed into the nuetron. Instead of protons being a sphere shape, they turn into a pointy seed shape. The nuetron has a whole in it, where the proton is jabed in. If this is true then the seed shape is even more common.

(Pointy Proton)

Principle 21.7 Sorcery

 Everythings a ritual. Body exercise is a ritual. Breathing exercise is a ritual. Meditation is a ritual. Brushing your teeth is a ritual. Cooking is a ritual. This goes on and on.

Principle 21.7 Sorcery

 This book is a bunch of theorys. Some things may be wrong.

Principle 21.7 Sorcery

 There is the Cosmic Scale, the Quantum Scale, and at least 1 scale inbetween. Likely 1 or 2, scales in between.

Principle 21.7 Sorcery

 There is a psychology, increase in learning something, when you take notes on it. Writing the notes, or typing them. Even if you never read the note again, you still are more likely to learn it and memorize it too. When you take notes on a lesson, you in a mystical way, also add yourself a connection to that lesson. For multiple reason's, taking notes is an ultimate path of learning. For a Wizard, you know that writing notes is doing a Spell.

Principle 21.7 Vocabulary

 When it comes to the universe, there is a mystical vocabulary, and a standard science vocabulary. Most of the time people prefer mystical vocabulary, as it is far more poetic. I myself prefer the mystical vocabulary. An example is positive, nuetral and negative. They are standard science vocabulary. While light, twilight, and darkness are mystical vocabulary.

Principle 21.7 Sorcery

 All things are science. Every area of expertise is a science. All details are science.

Principle 21.7 Sorcery

 If the lifeforms level goes deep, all science might be largely about manipulation of lifeforms into doing what you want them to do. This is already the case with human cells. Its all about getting the human cells to do what you want them to do.

(Human Cells)

ObjectName: Spell ObjectNumber: 0

Maker: Tome Of The Yellow Wizard

Model: Teaching Spell

Name: Teaching Spell Room 12

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-10-2021

Label: Action

Title: Teaching Spell Room 12

Details: The more ultimate Spells, combine many different things, and take time. Often old Rituals on Earth combine these things, and take time. If I was an Expert on Religion, I would probably like to make a list of my favorite Religious Rituals. Make a list from many different Religions. Then I would have a list of nice Spells. This book teaches to think Words, rather than Speak Words. This is because think Words is quieter. This then Connects our Chi to more peace and quiet. Some Spells people should speak Words. Some Spells people should think Words. In your mind Chant these Words. Put a pause at the end, before you start again. Do it over and over a few times. “Great, Gather, Get, Gain.” These Words are designed for training Level Gaining. Likely better can be found. If you want an ultimate Spell, you have to combine the things from past Teaching Spells. You would also need to train yourself up on the Spell, do it a bunch. An ultimate football Spell would go like. “Field, First down, Football.”

Principle: Teaching Spells Agenda: Teaching Spells

Action: Teaching Spells Information: Teaching Spells