ObjectName: Room ObjectNumber: 14

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Wizardry 2

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-9-2021

Label: Room 9

Title: Wizardry 2

Details: More Wizardry…

Principle: Wizardry Basics.

Agenda: Wizardry Basics.

Action: Wizardry Basics.

Information: Wizardry Basics.

Room 14: Wizardry 2

 More Wizardry…

Principle 21.7 Wizardry

 The force(Star Wars) always reminds me of Merlins dragon, from the movie "Excalibur". May the dragon be with you.

Principle 21.7 Wizardry

 Reality goes by many names.

Principle 21.7 Wizardry

 Some positive people worship God. Some worship light. Either way works.

Principle 21.7 Wizardry

 If your a positive person you have a positive impact on the world. If your a positive person you have a positive amount of meaning in your life.

Principle 21.7 Wizardry

 My knowledge of Sorcery and Alchemy is quite limited, and is a bunch of theorys so far.

Principle 21.7 Wizardry

 Sorcery is generally speaking the using of rituals. Rituals are also called Spells.

Principle 21.7 Wizardry

 All actions are a ritual. All actions are a spell.

Principle 21.7 Wizardry

 In rituals(spells) we have items, body gestures, and words.

Principle 21.7 Wizardry

 The most powerful rituals on Earth, are the ones that are old, and have been practiced for years. The ritual powers up, as people over the years do it. Things like push-ups have been powered up big time. Big time, because of so many people, spending so much time doing them. The mystical side of push ups is that they are all powered up.

Principle 21.7 Wizardry

 All items have a huge mystical side. All items are big time charged up. However tapping in to an item is not an easy thing to do. Some items are easy to tap into, most are not.

Principle 21.7 Wizardry

 As items age, they often charge up more and more.

Principle 21.7 Wizardry

 All these Earthly, human made items, are on a cosmic scale, very, very young.

Principle 21.7 Wizardry

 Some rituals, increase the charge of an item. Some items increase the charge on a ritual.

Principle 21.7 Wizardry

 If a person were to pray over a healthy item for many years, it is likey its spirit side would grow more positive. The item would become a more positive item. This amounts to some kind of positive spiritual enchantment.

Principle 21.7 Wizardry

 The more time you put into a ritual, the higher level you get to in that ritual.

Principle 21.7 Wizardry

 One word is probably better than the other. Ritual or spell? What would the science of Heaven say?

Principle 21.7 Wizardry

 The theory is.... that most or all items have a Chi, which is much smaller than a person. Perhaps the biggest items get to be as big as a person.

Principle 21.7 Buildings

 The most charged up Items are the propertys/buildings.

Principle 21.7 Buildings

 The 2nd most charged up Items are the big ships. Then after that I think comes planes. After that might be cars. The more weight to the Item, the higher the probablity it has huge Enchantments. At least this is the story with heavy Items, like buildings, ships, planes, cars.

Principle 21.7 Wizardry

 Things like movies that take tons of people, doing tons of work, end up the most charged up items.

Principle 21.7 Wizardry

 All of these items are 1st century items.

Principle 21.7 Wizardry

 1st Century book's and movies have extreme enchantments.

Principle 21.7 Wizardry

 Music is probably one of the more enchanted items.

Principle 21.7 Food

 Food is Lifeforce. We must kill and eat. Even if you only eat plants, you still have to kill the plant to eat it. Food is likely one of the more enchanted items.

Principle 21.7 Firewater

 Firewater(Alcohol) is a charged up potion. All the mind altering toxins are.

Principle 21.7 Wizardry

 Very "charged up" may be described as "very enchanted".

Principle 21.7 Wizardry

 You can sense the aura on items, with an ESP battery. The sixth sense, used on an item. Sometimes you sense right, sometimes not right. A person cannot always see all sides of an item.

Principle 21.7 Wizardry

 The more familiarity with the type of item, the easier it is to get an ESP sense on it. If you have never had a beer, you might have a hard time sensing beer.

Principle 21.7 Wizardry

 Time is always a factor. The more time you spend with an item, the more likely you are to sense its Aura.

Principle 21.7 Wizardry

 The best spell stuff I can think up for sensing the Aura of a thing, is to note, on paper, as many of its propretys as you can. Its color, guess on its weight, its age, its current location, as many as you can. Then if can touch the object(some objects you never touch), that would help. If its a good smell object, and thats ok to do, then do that. Make sure to look it over with your eyes real good. In your mind note the texture on touching it(if is ok to touch). Use both hands at once, if is ok. Use your whole palm, not just the tips of your fingers, more hand skin contact is the goal. Focus on the object. Try to get all other things out of your mind. Breath right.

Principle 21.7 Wizardry

 Once your trained up on sensing a item, you just sense it right away is what happens. All you have to do is focus on it a bit.

Principle 21.7 Wizardry

 It seems senseing the Auras of music might be one of the easier things to do.

Principle 21.7 Wizardry

 When you touch something with your skin, you go a tiny bit, into the object.

Principle 21.7 Wizardry

 As with all things, words have a mystical side. Words are definetly seeming like they are largely Sorcery.

Principle 21.7 Wizardry

 The theory is that words are very powerful, and very enchanted. The theory is that the most powerful words would be from the language of Adam and Eve. I do not know that language.

Principle 21.7 Wizardry

 When you speak, write, or think a word, you create a connection between yourself and that word. The word has a connection to parts of reality, and thus you create a connection between yourself and those parts of reality.

Principle 21.7 Wizardry

 People have been chanting words for 1000's of years.

Principle 21.7 Wizardry

 In Meditation, words seem priceless. Think the word, write the word, speak the word/Meditation rituals. A person can easily invent Meditation rituals, that use words. If you want a greater connection to something, you can use words.

Principle 21.7 Wizardry

 Strange gestures may seem odd. But in communication, people use gestures all the time. There is a Sorcery to gestures, they too can be mixed with Meditation, and should be mixed with Meditation.

Principle 21.7 Wizardry

 One quick Meditation Gesture is to wave a hand around in a pattern. You pick the pattern, as long as it is a pattern.

Principle 21.7 Wizardry

 Big hand Gestures should be used until you have trained up levels on it. Not the short, quick Jedi wave, but instead a big, long wave. Make the time to do wave at least 5 seconds, probably longer is better.

Principle 21.7 Wizardry

 There is also body Gestures. Often used in Yoga, and other Meditation patterns. One can mix body Gestures with Meditation as well.

Principle 21.7 Noise

 You trigger a disturbance in the force, when you snap your fingers. When a clap is louder than a snap, it triggers an even bigger disturbance.

Principle 21.7 Wizardry

 Gestures that make noise are especially large. Rubbing your hands together is a good one.

Principle 21.7 Wizardry

 The only potion I know of is Firewater(Alcohol). I suspect Alchemy has more to it than just potions. Seems likely Herbs qualify as Alchemy, if is the right Herb. Since mind altering drugs are paranormal substance, they probably also qualify as Alchemy. There are many dangerous Alchemy items, it would seem. I would bet most of the illegaly made drugs have extreme negative enchantments. Marijuana looks as though it is the only exception.

Principle 21.7 Wizardry

 The story is either, Alchemy is a type of Chemistry. Chemistry is a type of Alchemy. They are the same thing, or they are two different things.

Principle 21.7 ESP Wizardry

 A person can get to a more charged up ESP battery by doing 10 hours of body/breathing/meditation exercise maybe in 3 years.

Principle 21.7 ESP Wizardry

 A person can get to a more charged up ESP battery by doing 5 hours of body/breathing/meditation exercise maybe in 4 years.

Principle 21.7 ESP Wizardry

 If a person already has high body exercise levels, and high breathing exercise levels, they might only need meditation levels. Since they already have the body levels, and breathing levels.

Principle 21.7 Wizardry

 Everything is an Energy. Everything is a Chi. Everything is a Karma. Everything is an Aura. Everything is a Battery, a Particle, a Dimension, a Universe.

Principle 21.7 Mirror

 When you find yourself with 4 categorys, you often can line those up with the four forces, the four directions, the four operations, the four byte's. When you end up of with 4 categorys, they often mirror these other things. This also happens when you have 2 categorys. Most of the time, your 2 categorys, mirror the 2 categorys of positive and negative.

Principle 21.7 Wizardry

 Paranormal, and supernatural, new technology, counts as Wizardry is the theory.

Principle 21.7 Wizardry

 It probably takes 20 years for humans to adapt to all new technology.

Principle 21.7 Wizardry

 Since my Wizard specialty is a sorta Cosmic scale knowledge, mixed with ESP Batterys, my ultimate Sorcery is in my understanding of Meditation. Meditation is a powerful tool.

Principle 21.7 Wizardry

 Using items is ulitmate in Meditation. If your a football player, you want to use a football. If your a golfer, you want to use a golf ball or club. There are already certain Meditation items that have been used many years. These items have huge enchantments on them, and are likely the best item when you start out Meditating. First you want to develope Meditation levels, then you can move on to using your Meditation Levels with a football.

Principle 21.7 Wizardry

 I have heard of something called Meditation Balls. Seems like I saw some once, they were metal seeming balls, your supposed to move them around in your hand, while you meditate.



(Medicine Ball)

Principle 21.7 Medicine Ball

 Probably one of the best pieces of Body Exercise equipment is the "Medicine Ball". It could be used in Meditation, and mixed with breathing exercises as well. Plus more. I bet they are not too expensive, compared to other equipment.

ObjectName: Spell ObjectNumber: 0

Maker: Tome Of The Yellow Wizard

Model: Teaching Spell

Name: Teaching Spell Room 14

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-11-2021

Label: Action

Title: Teaching Spell Room 14

Details: Controlled, Pattern Breathing is ultimate. Controlled means you think about it, and control it, while thinking about it. Though eventually you wont need to think about it. Then pattern means, that it is a pattern. Breath in 1 second, breath out 1 second, breath in 1 second, breath out 1 second. This is a pattern example, a 2 second pattern. Once you have trained up a Breathing Pattern, you can do it, without thinking about it. Breath in 2 seconds, then breath out 2 seconds, is probably a better Pattern. It is also a 4 second Pattern. Maybe right seconds is 3. I do not know the ultimate Breathing Patterns. This has just been a bunch of Examples. Breath right is super important. Breath right Spells are super important. It is a ultimate Spell Part to add a Controlled Breathing. Now… think about your breathing. Control it. Breath in as long as you want. Breath out, as long as you want. The important Part, is that you Control it. Doing a Controlled Breathing Exercise, is an ultimate Spell. The opposite of Pattern Breathing, would be Random Breathing.

Principle: Controlled Breathing Agenda: Controlled Breathing

Action: Controlled Breathing Information: Controlled Breathing