ObjectName: Room ObjectNumber: 16

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Wizardry 4

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-9-2021

Label: Room 9

Title: Wizardry 4

Details: More Wizardry…

Principle: Wizardry Basics.

Agenda: Wizardry Basics.

Action: Wizardry Basics.

Information: Wizardry Basics.

Room 14: Wizardry 4

 More Wizardry…

Principle 21.7 Charms

 Charms are Mystical Items.

Principle 21.7 Wizardry

 Charms are always Enchanted.

Principle 21.7 Wizardry

 Totems and Charms may be the same thing.

Principle 21.7 Wizardry

 When you have a tiny 1 inch football Charm, it helps you connect to the football side of reality.

Principle 21.7 Wizardry

 You could enhance a tiny 1 inch football Charm, by rubbing it against a real football.

Principle 21.7 Wizardry

 The famous lucky rabbits foot is a Charm. It originaly was made by a hunter who bagged a rabbit. This made it a hunting Charm, the real boost is too hunting. A real rabbits foot from one hunted in the wild is the real hunting Charm.

Principle 21.7 Wizardry

 It goes something like this.....the good people who live to 70, score 70 Spirit points. These points flow into fighting the Darkness. It adds up to keeping 7, -1 Level, people from getting worse. It keeps them from getting worse for 10 years each. This shuts down a whole lot of Darkness, and saves 7 peoples souls. There is a huge gravity to each Human life.

Principle 21.7 Bowing

 Bowing exercises are very worth while.

Principle 21.7 Wizardry

 You may have learned by now that Sorcery is building connections. With Words, Runes, Items, and Gestures we can generate connections to things. With Words, Runes, Items and Gestures, we have our Spells.

Principle 21.7 Wizardry

 Enchanting things is a Spell. You can create a football Enchantment on something, by rubbing it with a real football.

Principle 21.7 Wizardry

 A person can Enchant Words, Runes, Items, and Gestures.

Principle 21.7 Wizardry

 You can Enchant things over years of time.

Principle 21.7 Wizardry

 Enchantments also auto-grow over years of time.

Principle 21.7 Wizardry

 All these objects around us are very Enchanted already.

Principle 21.7 Wizardry

 Bowing in exercises is very worth while.

Principle 21.7 Wizardry

 Spells have Enchantments

Principle 21.7 Wizardry

 Enchantments are also know as Propertys.

Principle 21.7 Wizardry

 Spells grow. Peoples personal Spell Level on each peticular Spell grows also. That is 2 different Levels, 2 different Energys, that grow.

Principle 21.7 Wizardry

 Spells have sometimes an obvious psycology to them. Writing a lesson on paper, imprints the Mind, so that person is more likely to learn the lesson. There is also a Mystical side to writing a lesson.

Principle 21.7 Wizardry

 Mind is a major part of Reality, and a major word in Wizardry.

Principle 21.7 Wizardry

 Body is a major part of Reality, and a major word in Wizardry.

Principle 21.7 Wizardry

 Wizards are able to create Spells.

Principle 21.7 Wizardry

 Wizards are trained up in Casting certain Spells.

Principle 21.7 Wizardry

 Wizards are able to create Enchantment Spells.

Principle 21.7 Wizardry

 Wizards are trained up in certain Enchantment Spells.

Principle 21.7 Wizardry

 You really just make up Rituals, then use the right key Words. If is a Football Spell, you would use Football words.

Principle 21.7 Wizardry

 With Football words you would Summon a greater Connection to Football in the room.

Principle 21.7 Wizardry

 The Rituals you choose become Enchanted with a Football Connection. You really do, just make the Ritual part up.

Principle 21.7 Wizardry

 Enchanting Items is the same as Casting Spells upon Items.

Principle 21.7 Wizardry

 You mix Wizardry with other areas of Science, and you unlock new Spells, plus more. There is often an obvious Mystical side to every Science. There is often the secrets of every area of Science.

Principle 21.7 Wizardry

 Wizardry helps a person to see the Positive, Nuetral, and Negative in everything. It often makes it easy to see the ultimate secrets in an area of Science, once you mix it with that Science.

Principle 21.7 Wizardry

 If you gain a Level 4 education in Wizardry, and have a degree in Education, you will become an Education Wizard. I am not an Education Wizard.

Principle 21.7 Wizardry

 Hitting Education Wizard, you should be able to see some of the ultimate secrets of Education.

Principle 21.7 Wizardry

 Mixing Football with Wizadry, you become a Football Wizard.

Principle 21.7 Wizardry

 The theory is that this book, combined with Body Exercise, Breathing Exercise, and Meditation Exercise, will generate a Level 4 Wizardry Education. Level 4 is a Numerology term. The equivilant might be a Bachelours degree from a University.



(Halo, Crown, Belt, Book)

Principle 21.7 Wizardry

 All Spells have a Chi. All Chi has a General Level.

Principle 21.7 Wizardry

 All Spells have a General Level.

Principle 21.7 Wizardry

 A persons Connection to a Spell has a Chi.

Principle 21.7 Wizardry

 A person has their own Connection General Level on each Spell.

Principle 21.7 Wizardry

 The Spells Main Level grows from people doing the Spell a lot. Old Spells already exist that have very high Main Level's. They are seen across the world in ceremony's and Rituals daily.

Principle 21.7 Wizardry

 A person has their Connection to the Spell. This grows when a person does the Spell.

Principle 21.7 Wizardry

 As a vocabulary thought, maybe could have term Global Level, for the Spells Main Chi Level. Personal Level for the persons Connection.

Principle 21.7 Wizardry

 All Science is Levels in a subject. Level values can be Numbers, Words, or even Colors. Level 1, Level Novice, Level White.

Principle 21.7 Wizardry

 Thinking a Word creates a Connection to the Word, however Writing a Word creates a bigger Connection. Writing Words is major Wizardry.

Principle 21.7 Wizardry

 Speaking Words can be rather loud. Often it is more peaceful/quite/better to think Words, instead of speak them.

Principle 21.7 Wizardry

 It might be that most the time a person hits a Level 1 Wizard state, just by getting a Bachelors degree in something. A Jr. Wizard.

ObjectName: Spell ObjectNumber: 0

Maker: Tome Of The Yellow Wizard

Model: Teaching Spell

Name: Teaching Spell Room 16

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-11-2021

Label: Action

Title: Teaching Spell Room 16

Details: The Word Wizardry is printed a lot in this book, and because of that, the book is more Wizardry Enchanted. It is intended that the Word Wizardry be all throughout the book. Now write the Word “Wizardry” 10 times in this book. After that, write 1 time in this book, “Tome Of The Yellow Wizard”. This book is very Wizardry Enchanted right off the assembly line. However you can easily increase the Wizardry Enchantment Level. At either point, you can use this book to create Wizardry Enchanted Items. Just laying an object on this book for 24 hours will turn the Item into a Wizardry Item. After that, you can use the new Wizardry Item you create to create other Wizardry Items. You would always do more than 24 hours. 24 hours of laying on this book would be a minor level Enchantment. If this book has had a bunch of Wizardry Enchantment Spells done on it, then it works better for Enchanting other Items.

Principle: Teaching Spell Agenda: Teaching Spell

Action: Teaching Spell Information: Teaching Spell