ObjectName: Room ObjectNumber: 17

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Wizardry 5

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-9-2021

Label: Room 9

Title: Wizardry 5

Details: More Wizardry…

Principle: Wizardry.

Agenda: Wizardry.

Action: Wizardry.

Information: Wizardry.

Room 14: Wizardry 5

 More Wizardry…

Principle 0.0: Wizardry

 A team of education experts could now take this book and make one that is 10 times better. The authors writing is really low education on writing. If author was to go to college to take Writing Class’s, then placement tests would put author in a Writing 80 class.

Principle 0.1: Wizardry

 Gaining Levels at an increased rate is a main thing of Wizardry. So is using Powers that you develop from getting Higher Levels. All Levels. Like General Football Levels.

Principle 0.2: General Levels

 The latest Vocabulary is General Level’s. Like General Wizardry Level, or General Football Level, or General Chess Level.

Principle 0.3: Systems

 The ultimate model for General Football Level, is to have a 0 – 9 System. Where the lowest General Football Level is 0, and the highest is 9. You can use decimals too. Like General Football Level 1.3, or General Football Level 6.2.

Principle 0.4: Wizardry

 A higher Level Wizardry is to start creating tons of Vocabulary terms.

Principle 0.5: Wizardry

 The quick summary is to do Body Exercise, Breathing Exercise and Meditation. However with the Meditation, its start out training Meditation Levels, so you use Word Meditate, and do other Meditations that focus on Meditation Levels. Once you have a higher Meditation Level, then you switch your Words to “Great, Gather, Get, Gain.” For Level Gaining Levels. Then you use your trained up Level Gaining Level, to do Wizardry Meditation, Meditation that is designed to increase Wizardry Levels. After that comes the Hybrid-Wizard stuff. Where your Meditation switch’s to something like a Football focus. You then end up a Football Wizard. Until someone else does, you will have to create the Football Wizard book. You will have to be an Expert in Football and Wizardry to do that book.

Principle 0.6: Spell Training

 For a Spell to be ultimate, you have to train that Spell up. The first time you do it, it can do the opposite of what you want. When you have done it a ton, your own Personal Spell Level on that Spell goes up. You have to train Spells for them to actually be helpful. You train them by doing them. High levels on a Spell make the Spell more ultimate.

Principle 0.7: General Wizardry Spells

 There are General Wizardry Spells, and there are also Hybrid Wizardry Spells. General Wizardry Spells are only about more Wizardry. Hybrid Spells are about something other than Wizardry. Like Football Spells, or Chess Spells.

Principle 0.8: Hybrid Wizardry Spells

 Hybrid Wizardry Spells is a new Vocabulary term.

Principle 1.0: Hybrid Wizardry Spells

 Maybe should be using Word Sorcery instead of Wizardry when talking about Spells

Principle 1.1: Wizardry

 Bowing is an ultimate Gesture. This is a Spell I use right now.

Principle 1.2: Wizardry

 Ultimate Gestures can be found easy. Just look around for things people have been doing tons over the years. Gestures are a main thing of ultimate Spells.

Principle 1.3: Wizardry

 Make fists with your hands. Do not squeeze hard. Do this for 30 seconds. This is an ultimate Gesture. This one also does some Body Exercise. This is a Spell I use right now. This Spell is definitely an ultimate Training Spell, and more.

Principle 1.4: Wizardry

 Since my only area of expertise is Wizardry, I can only do General Wizardry Spells. If you want nice Spells for Football, you will need a Football Wizard.

Principle 1.5: Wizardry

 At first the Path is all about training. Then after you have done the training, you don’t have to do it anymore. At that point you have enhanced Powers, and your Spells are all about doing something awesome. First you train Spells, then you Use them. As with most things, you have to spend a bunch of time, to train up Powers. First you have to train up a Spell, before it will be useful.

Principle 1.6: Wizardry

 You create Football Charms to get an increase in your Football skill gaining, and it also improves your performance. Once you have trained up Football, you don’t need the skill gaining Item, however you do want the performance increase from the Charm.

Principle 1.7: Wizardry

 On the short term, if you Combine everything, you can easily get Charms that are a 5% increase in skill gain, and performance enhancement. 3 Weeks being short term.

Principle 1.8: Wizardry

 When you Enchant a Location, and Containers, and Combine everything else from Wizardry….on the long term you get huge 10% increases.(1 year)

Principle 1.9: Wizardry

 At an even longer period of time(2 years), you get to 20% increases.

Principle 2.0: Wizardry

 When you do Spells, it is the same way. At first the Spell does 5% increases. Then 10, then 20.

Principle 2.1: Wizardry

 Big Wizardry takes time. It takes time to Enchant stuff, to create Spell books, to mix Wizardry with Football. It takes time to train Spells. It all takes time. The theory is that a Combination of a nice Wizardry book and Education Experts, and you could get a 2 year degree in Wizardry. At the end of the 2 years, you would be very trained up, have high Wizardry Levels. You become the ultimate Wizardry Item then. You could easily create high level, General Wizardry Enchantments on things. If people were to teach a 2 year degree at Colleges, the 40 hours a week work, would be a combination of learning Wizardry, and also doing Body, Breathing, and Meditation Exercises. Maybe 20 hours of Body, Breathing, Meditation, and the other 20 hours are learn Wizardry.

Principle 2.2: Wizardry

 Tapping into the Energy of a Charm takes time. You have to build up a Connection to the Charm in order for it to help you. Just owning it builds a Connection. You should however build a Connection with the Charm by doing Spells on it. One more ultimate Spell is to Clean it. Clean Charm daily and after a month you will be more Connected to it.

Principle 2.3: Wizardry

 Earlier in book we learn how Cleaning Levels are awesome. By now you may be able to see why.

Principle 2.4: Wizardry

 Once you have trained up your Collecting Level, you start out with Improved Water, when you Collect it. No Ageing needed. You should still Age it though.

Principle 2.4: Wizardry

 If you are a Football Wizard, you can make up your own Football Spells. When you do so, and create a Spell Book Item, the book instantly gains massive Enchantments. This massive gain transfers to the Spells as well. However, a 20 year old Football Spells book is way more awesome. Making the book is just making up the Spells. When a Spell book hits 20 though…that is a major milestone. At 20, whether people did Spells or not, the Spells end up ultimate. Ageing Spell Book Items is probably one of the biggest things that can be done.

Principle 2.4: Wizardry

 When I say Spell Book hits 20. I mean the Spells are now 20 years old. Not the book is 20 years old. At 20 years, any copy of the book is ultimate. A person creating a Spell Book Item is a awesome thing. Creating Spell Book Items, and using Spell Book Items, is core to it all.

Principle 2.4: Wizardry

 You can create short documents of Spells. However, when you create a whole Book of Spells, you create a big time Enchanted Item. When you can call it a Spell Book Item, that is a nice item.

Principle 2.4: Wizardry

 The first copy of a Spell Book is awesome.

Principle 2.4: Wizardry

 When Spells are gathered in the right way, into a book, the Spells become even more ultimate after 20 years. If is a Football Spells Book… the book can become the only book people use, when it comes to Football Spells.

Principle 2.4: Sorcery

 If a decent Spell Book Item were created, and it was printed into a ton of paper book copys, and a bunch of people use the Spells in it. Then you could get a really nice Spell Book Item in 5 years. If no people do, and book only exists as info on a computer, then it takes 20 years. If you print a copy of Spell book, you create a Individual Item that will be awesome at 20, and your Spells become powered up. Since your Spells are now powered up, any copy of your book is awesome. Awesome, because it has nice Spells for us to do.

Principle 2.4: Sorcery

 Ageing Spells is a major part of Sorcery. They are best Aged when you collect them into a Paper Book Item. You want to Age them with other Spells you are Ageing. You put a bunch together and create a Spell Book Item. A Spell Book Item, is bigger than a Spell Item, and has a huge Enchantment right away to it.

Principle 2.4: Sorcery

 You can Age Spell Books with Spells from other Books too.

Principle 2.4: Sorcery

 When done properly, a Spell Book Item creates ultra-powered up Spells over 5 years.

Principle 2.4: Sorcery

 When Spell Book is done, and at least one paper copy was printed, and no one does Spells ever….. it takes 20 years for ultra-powered up Spells.

Principle 2.4: Sorcery

 With Spell Book Items being one of the biggest Items, there is the most ultimate Sorcery, by Ageing Spells.

Principle 2.4: Sorcery

 If it were adopted the practice to always use “Collect, Collect”, when collecting things…this Standard Practice, would be people across the planet, doing this at the same time. It would be happening all day, every day, all over. This would likely Enhance the quality people get on their Collected Item, and increase skill gain for everyone on Collecting. After years, the Enchantments would likely become profound, from using “Collect, Collect”. Once trained up on Collecting, people would have profound powers on Collecting.

Principle 2.4: Sorcery

 There is a good chance “Collect” is not the best Vocabulary Word. The same for “Collecting Level”. Also “Collect, Collect”…..good chance that is not the best Chant.

Principle 2.4: Sorcery

 A person could create a new Version of a Spell Book Item, where you add a Spell or 2.

Principle 2.4: Sorcery

 People can create Spell Book Items right now, that just use Spells people have been doing for years. Push Ups are an example.

Principle 2.4: Sorcery

 Sorcery is Actions. All Actions are a Sorcery.

Principle 2.4: Sorcery

 Push Ups are Sorcery. Push Ups are a Spell.

Principle 2.4: Sorcery

 All Spells are Actions. All Actions are a Spell.

Principle 2.4: Sorcery

 If you are a Personal Trainer and you didn’t write down your Exercises/Spells and create a Spell Book Item, that is disappointing. Your Spells are Powered up, but theres no Spell Book Item that is real powered up.

Principle 2.4: Sorcery

 People already know tons of Spells that have huge Mystical sides to them. However people don’t know it. People don’t call these things Spells either. They call them Exercises, or Lessons or something like that.

Principle 2.4: Sorcery

 Books with Exercises may qualify as Spell Book Items.

Principle 2.4: Sorcery

 Books that have Actions may qualify as Spell Book Items.

Principle 2.4: Sorcery

 Creating new Spell Books, using long used Exercises like Push Ups is ultimate Sorcery.

Principle 2.4: Wizardry

 It would be fair to say the author of this book, has not developed the Wizardry Vocabulary at all. There are tons of terms and so forth that should be added to the Wizardry Vocabulary. There is a ton of research and development that could be done regarding the Vocabulary. Changing the Vocabulary is one thing to think about.

Principle 2.4: Charms

 You have to build up a Connection to a Charm, before the Charm will work. Often things can be Cleaned, without doing damage to Item. Cleaning an Item is always a great way to build a Connection to an Item. Often it is ok to rub the object with your hand. If this does no damage, then this is a great way to grow a Connection to the Item. Do not use gloves while doing. You want the skin on Item contact. Clean hands are required. When Enchanting by rubbing, you should always first, clean your hands. If Item can be cleaned, then you should clean it first too. Polish Items is a more ultimate Cleaning. It has its own Level “General Polishing Level”. Sometimes Items can not be Cleaned, but they can be Polished. Even if they can be Cleaned, adding a Polish Session, at the end, is usually the best way to go.

Principle 2.4: Wizardry

 Polishing things is a type of Cleaning.

Principle 2.4: Wizardry

 High Level Cleaning people do huge Enchantments, when they do Polishing Item. Even when they do it real quick.

ObjectName: Spell ObjectNumber: 0

Maker: Tome Of The Yellow Wizard

Model: Teaching Alchemy

Name: Teaching Alchemy Room 17

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-12-2021

Label: Action

Title: Teaching Alchemy Room 17

Details: Collect water and while you do it think the Words “Collect Water, Collect Water, Collect Water…”Also Bow, each time you think “Collect Water”(Could add a Breathing Pattern). You now have an Item called “Collected Water.”. Because the water was Collected by a Human, it now has huge Mystical Enchantments on it. Now you need to put in an air tight container. Then you Age it. It Age’s by just sitting around. You can improve the Aging though, by casting Spells on it, while you are aging it. After you Age it, you have a new Item you created. This Item is called “Improved Water.” If you wanted to give it a long title, you could say “Collected, Improved, Water”. Improved Water is better to use in Spells than just Regular Water. If you bought Improved Water, you would have to trust the Alchemist on its Age and the quality of the Ageing. A better Spell than this could be designed, for Collecting Water. This Spell for Collecting Water is really good though. It would be nice to just buy Improved Stuff.

Principle: Collecting Agenda: Collecting

Action: Collecting Information: Collecting