ObjectName: Room ObjectNumber: 22

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Alchemy 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-17-2021

Label: Room 22

Title: Alchemy 0

Details: Alchemy Basics…

Principle: Alchemy.

Agenda: Alchemy.

Action: Alchemy.

Information: Alchemy.

Room 14: Alchemy 0

Alchemy Basics…

Principle 0.0: Improved Water

Earlier in book, we read how to create Improved Water. A person can also create Football Water.

Principle 0.0: Football Water

A person can pour water on a Football, and Collect the water, as it drips off. First, I would wash my hands. Then clean the Football. Then find good Containers. They might need Cleaning. Then pour, Clean, water on the Football, and Collect it as it drips off the bottom of Football. A person could make a machine that does this. The Football Water would not be as big as if a person manually did. However this machine would produce tons of Football Water that is ready for Ageing. This machine would be more ultimate Alchemy, and the right way to go. The Football Water would be good enough to Age, is the major Detail.

Principle 0.0: Football Water

When water is not ok to drink, the Container should be Labeled that the water is not ok to drink. Ideally water is always ok to drink.

Principle 0.0: Football Water

If I had an internet site that sells Wizardry Items, I would do mass produce with a machine, Football Water. Not manually make it. I would also Age it, before I sell it. A machine that smacks the Water Containers into Footballs for a week would be nice. This is a just a random attempt at machine Ageing things. I am sure there is a better machine. I would want to add noise, so a bunch of speakers that you hear. “Collect, Collect”. On the Collect Football Water room. And I would use speakers on the Ageing process as well.

Principle 0.0: Wizardry

Humans doing things Manually is a huge Enchantment always, however Machines are more than good enough. Machines are better, because of the mass production power. A power that no Individual Human has.

Principle 0.0: Wizardry

Once you create Aged Football Water. You could use it, on a room where you Age Footballs. You could even use the water over and over, throughout the process. That would be the best for Football Ageing. You collect the water you use in the Football Ageing room, and then pump it to the Ageing Water room. When its been in the Ageing room a week, then it gets used again.

Principle 0.0: Wizardry

With re use the water over and over, you get better and better water as time goes on.

Principle 0.0: Wizardry

It might be best Vocabulary to say Alchemy, in part, is creating Charms. Then all Charm creation is Alchemy.

Principle 0.0: Football Charm

A little Football Charm is something worth creating. A machine could be done for creating those as well.

Principle 0.0: Football Charm

The best Charms start out at, is usually, Level 2. Where the Item has this max 20% skill gain, and performance enhancements. Then you have to Tap Into the Item, to get 10% of its max 20%. You only get the 20% if you use the Item, for many, many years. And this is because its Football Level grows over time, along with your Connection to it. If gone right, at 100 years, it has a Level 4 Football Enchantment for sure, possibly better, and has this 40% max. Which is impossible to Tap Into the whole 40%. By gone right, I mean things went well for the Charm, over the 100 years. It does not require any special Ageing. It gets to the Level 4, all on its own.

Principle 0.0: Alchemy

It would seem that creating an ultimate Meditation Chamber is Alchemy.