ObjectName: Room

ObjectNumber: 1

Maker: PAAIL.org

Model: Book Start 0A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 10-23-2021

Label: Room

Title: Book Start

Details: Starting this book…

Principle: The start...

Agenda: The start...

Action: The start...

Information: The start...

Room 1: Book Start

Starting this book…

Shape, square

Description automatically generated

Item Group 0: Wizardry Basics…

Some Basic stuff…

Principle 0: Wizardry is defined as Paranormal/Supernatural/Mystical Science.

Principle 0: Part of Wizardry is Numerology.

Principle 0: In Numerology it is a major thing to understand Reality is all about Levels.

Principle 0: All Wizards have a Level. A Wizard Level.

Principle 0: All Chess players have a Chess Level.

Principle 0: All Teachers have a Teaching Level.

Principle 0: All Football Players have a Football Level.

Principle 0: In Numerology we have the Level 0 too.

Principle 0: Chess Level 0 is where someone does not know how to play the game.

Principle 0: Chess Level 0.5 is where the Person has just learned the rules.

Principle 0: Chess Level 1 appears almost right away.

Principle 0: Wizardry Level 1 appears almost right away.

Principle 0: When a Person gets to Wizardry Level 1, they gain the Jr. Wizard Enchantment.

Principle 0: Enchantments are Properties.

Principle 0: At Level 1, People gain a Property. A Jr. at something.

Principle 0: There are 10 Levels of Wizards. In Numerology it goes Level 0 to Level 9.

Principle 0: In Colorology there are 10 Levels. Level 0 is Transparent(No Color), then it goes, White, Blue, Green, Yellow, Grey, Purple, Orange, Red, Black.

Principle 0: A Level 1 Wizard is known as a White Wizard.

Principle 0: White Wizard is ultimate. Because Wizardry is ultimate.

Principle 0: A Level 1 Chess Person… in Colorology… is a White Chess Player.

Principle 0: A major understanding of Wizardry is that we all have a Chi.

Principle 0: Another Word for Chi is Energy.

Principle 0: We all have an Energy.

Principle 0: 3 sides of our Chi are… Spirit, Mind, and Body.

Principle 0: Wizardry is honest Work.

Principle 0: All honest Work has about the same amount of Spiritual impact.

Principle 0: Wizardry does nothing special for the Spirit. No more than any other Work.

Principle 0: Wizardry does have a Spiritual side like all honest Work.

Principle 0: Wizardry does have a huge impact on the Mind side of Persons Chi.

Principle 0: A Persons Mind will be very enhanced by Wizardry.

Principle 0: A Persons Body can be much enhanced by Wizardry.

Shape, square

Description automatically generated

Item Group 0: Levels…

Levels…

Principle 0: Level 2 happens very soon after getting to Level 1.

Principle 0: In Numerology Levels 1,2,3 are known as the Low Levels.

Principle 0: In Wizardry the 1,2,3 Levels are known as the Jr. Levels.

Principle 0: The Low Levels are the Amateur Levels.

Principle 0: In Wizardry even Jr. Levels are Powerful. Because its Wizardry… the ultimate Science.

Principle 0: Level 3 Wizard takes very little effort and time.

Principle 0: Read this book and read “Tome of The Yellow Wizard”, and you will easily reach Level 3 Wizard.

Principle 0: Levels 1 and 2 are Powerful. Level 3 is unreal.

Principle 0: This book combined with book “Tome of The Yellow Wizard” is enough to get a Person from Level 0 to Level 6 Wizard.

Information 0: A third book is being Worked on(Titled Spell Collections 0A). It is just Spells. No education. It is not needed though. Most of its Spells will be in this book.

Principle 0: Level 4 and Higher is considered the Expert Levels.

Principle 0: Level 3 is Jr.

Principle 0: Level 4 is Expert.

Principle 0: Level 5 is Master.

Principle 0: Level 6 and above is Doctor.

Information 0: The author of this book is a Level 5 Wizard.

Principle 0: A Person can easily get from Level 0 Wizard to Level 4 Wizard in 1 year.

Principle 0: A Person can easily get from Level 4 Wizard to Level 5 Wizard in 1 year.

Principle 0: A Person could go from Level 5 Wizard to Level 6 in two years.

Principle 0: Wizardry is partly used by Fusing it with other Science areas to result in what can be called Sorcery.

Principle 0: Sorcery is part of Wizardry.

Principle 0: There is the Knowledge half of Wizardry, and there is the Sorcery half. The Sorcery half is the Actions.

Principle 0: Big Sorcery is Trained up Spells.

Principle 0: Big Wizardry can be just lots of Knowledge, no real Sorcery Levels.

Principle 0: This book is big Knowledge and Sorcery Levels.

Principle 0: A Person will end up a Wizard and Sorcerer by using this book.

Principle 0: As Science it has been decided that Wizards and Sorcerers are not the same thing. Sorcerers are a type of Wizard.

Principle 0: There are an endless amount of Sub-Levels within Wizardry.

Principle 0: A quick list of a few…Tarot Cards, Tea Leaf Readings, Palms Readings, Dream Interpretation, Astrology, Sorcery, Animal Spirits, Chakras, Greek Gods, Spells, Alchemy, Charms, Enchanting… and more…

Information 0: Here lies a bunch of Levels info.

Level Types:

General Levels

Sub-Levels

Chi Level/ A General Level

Wizardry Level /General Wizardry Level

Sorcery Level/General Sorcery Level

Cosmic Knowledge Level/General

Spirit Level/General

Mind Level/General

Body Level/General

Breathing Level/General

Breathing Enchantment Level

Writing Level/Runes Writing Level/General

Body Gestures Level/General

Bow Gestures Level

Fists Gestures Level

Palms Gestures Level

Numerology Level/General

Colorology Level/General

Astrology Level/General

Greek Gods Level/General

General Charms Level

General Words Level

General Spells Level

General Enchanting Level

General Collecting Level

General Mana Level

Mana Battery Current Level

General ESP Level

Meditation Level/General

Cleaning Level/General

Alchemy Level/General

Dreams Level/General

Dream Interpretation Level

Taming Level/General

Wielding Level/General

Charm Draining Level/General

Recharging Level/General

Draining Level/General