ObjectName: Room

ObjectNumber: 9

Maker: Wizardry Practice 0A

Model: Sorcery Reading 0A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-26-2021

Label: Room

Title: Sorcery Reading

Details: Reading as a Sorcerer…

Principle: Wizardry Levels.

Agenda: Wizardry Levels.

Action: Wizardry Levels.

Information: Wizardry Levels.

Room 9: Sorcery Reading

 Reading as a Sorcerer…



Item Group 0: Paralleling

Principle 0: In Sorcery there is “Reading Into” things.

Principle 0: Reading Into things is an Action. Sorcery is Actions.

Principle 0: One form of Reading Into things is “Paralleling”.

Principle 0: Paralleling happens when you line two things up.

Principle 0: To do Paralleling you have to Fuse things together.

Principle 0: A good example of Paralleling would be to Fuse Chess and Military Science.

Principle 0: When you Fuse Chess and Military Science you can do metaphors, analogies, parables, mirroring, Paralleling in your Chess Science or Military Science.

Principle 0: When you Fuse Chess and Military Science you can Parallel the two.

Principle 0: When you Fuse Chess and Military Science you Make a Hybrid Science.

Principle 0: Some things Fuse together better than others.

Principle 0: Since Wizardry is about Connecting. You can say Paralleling is Connecting things together.

Principle 0: Often it feels like you can Fuse(Parallel) anything together. Like Gardening and Military Science.

Principle 0: In a Gardening/Military Science Fusion you End up with metaphors about the enemy weeds and bugs, or something like that.

Principle 0: When you Parallel two things, you are Paralleling.

Principle 0: One way of doing Parallels is the example of a Shrine.

Principle 0: A person can talk about a Shrine. They can use metaphors about a Shrine.

Example 1: A person could say “…a Shrine is a plant. It takes time for it to grow.”.

Example 2: A person could say “…a Shrine is a river…”. Then have some river metaphor.

Example 3: A person could say “…a Shrine is a garden…”. Then have some garden metaphor.

Principle 0: A person could use the Word ship or movie. A person could use the Word universe or galaxy. For metaphors on a Shrine.

Principle 0: Almost anything works for making metaphors on a Shrine.

Principle 0: Almost anything works for making metaphors on Charms.

Principle 0: Charms are not the only things that you can do these metaphors on.

Principle 0: A person can almost Fuse anything together to do similar metaphors.

 Example 1: “…a movie is like a ship…”.

 Example 2: “…a rock is like movie…”.

 Example 3: “…a computer is like a notebook…”.

Example 4: “…a garden is like a battlefield…”

Example 5: ”…a garden is like rock…”.

Example 6: “…a rock is like a garden…”.

Example 7: “…a Shrine is like a tank…”.

Example 8: “…a tank is like a Shrine…”.

Principle 0: The biggest Paralleling happens when a person is an Expert at two things.

Principle 0: Paralleling can be done by persons who are less than Expert.

Principle 0: Experts are better at Fusing things together.

Principle 0: Fusing Wizardry and something else is called Hybrid Wizardry.

Principle 0: A person who is a Wizard and Expert at something else can quickly become a Hybrid Wizard. By Fusing the two.

Principle 0: The Definition of Hybrid Wizard is someone who has Fused Wizardry with another Science.

Principle 0: Wizardry tends to be a huge inspiration while doing other Science.

Principle 0: Most Science areas mix well with Wizardry.

