ObjectName: Room ObjectNumber: 3

Maker: Wizardry Practice 0A

Model: 0A

Name: Book Beginning

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-6-2021

Label: Room

Title: Book Beginning

Details: Being book ready and more…

Principle: Book start.

Agenda: Book ready and more.

Action: Book ready and more.

Information: Book start.

Room 0: Book Beginning

 Being book ready and more…



Information 0: Tome Maker

 I am your Instructor. The Maker of this book. A Master Wizard, Jr. Teacher, and Jr. Programmer. My writing Level is very Low. A 10 times better book than this could be Made by Expert Teachers, and Expert Writers. However this book is good enough to get the job done.

Principle 0.0: Wizardry Definition

 Wizardry is Paranormal, Supernatural, and Mystical Science.

Principle 0.0: Wizardry Practice

 Wizardry Practice is using Paranormal, Supernatural, and Mystical Knowledge.

Principle 0.0: Wizardry Areas

 Wizardry includes, Sorcery, Numerology, Colorology, Cosmic Knowledge, Astronomy, Chakra’s, Greek Gods, Dream Interpretation, Animal Spirits, Tarot Cards, Alchemy, ESP, Spells, Enchanting, and more. The author of this book does not know them all. There’s probably another 100 of them. Greek Gods never existed. There are Secrets behind the Greek God myths.

Principle 0.0: Sorcery

 Tarot Cards is a Sorcery, so is Alchemy, so is Dream Interpretation. Many things are Sorcery. Using Astrology Knowledge is a Sorcery.

Principle 0.0: Sorcery

 Sorcery is Spells. Spells are Actions. Sorcery is the Actions part of Wizardry. Sorcery is Paranormal, Supernatural, Mystical, Actions. All Sorcery is Actions.

Principle 0.0: Sorcery

 Though all Actions have a Paranormal, Supernatural, Mystical Side. Some Actions are deemed not Paranormal, Supernatural, or Mystical, and therefor some Actions in life are not Sorcery.



Principle 0.0: Wizardry

 Wizardry Knowledge is part of Wizardry, however Wizardry Practice is using the Knowledge and doing actual Sorcery.

Principle 0.0: Paper Book Version

 If you have a paper copy of this book, then it may have come with mini black squares on every page, and a big black square every Room. These are used for book exercises and for Enchanting the paper book.

Principle 0.0: Paper Book Version

 The mini black squares are for Enchanting the book. The big black squares are for doing Spells where you Write.

Principle 0.0: Paper Book Version

 You do not need a paper copy of this book. A paper book has a nice Wizardry Enchantment right away. However getting a Wizardry Enchantment on an Item is not hard. A paper book is not important.

Principle 0.0: Paper Book Version

 Never write over other peoples Words in the book.

Principle 0: Paper Book Version

 A paper copy of a Chess book has a decent Chess Enchantment on it. A paper copy of a Wizardry book has a decent Wizardry Enchantment on it. Books are a quick way to get Items of the desired Enchantment. If you do not have a paper copy of this book, you will need to get a paper note book to Write in.

Principle 0: Training Spells

 All Spells take time to Train, before they will have a Positive impact. Many Spells will do the opposite of what is desired until you have trained them up.



Principle 0: Training Spells

 Training up Spells does not take very long, and they grow on their own once Trained.

Principle 0: Wizardry Items

 A Wizardry Item can be used to create other Wizardry Items. It can also do more. This book is a Wizardry Item.

Principle 0: Books

 The author of this book is not an Education Expert, is not an Expert at creating Education Books, and also the author is not good at writing. For these 3 reasons, a book that is 10 times better could be done. A book that teaches these same things, however is 10 times better. This would require Education Experts, and Experts at creating Education books.

Principle 0: PAAIL

 This book was done using PAAIL. Visit PAAIL.org

Principe 0: Digital Learning

 It is not important to learn this book from a paper copy. You can do a digital. You will have to do Writing Spells in some paper book though. A small paper notebook may work well. Writing things on paper is a huge spell.

Principle 0: Notebook Items

 If you choose to Write in a notebook…you will grow a Wizardry Item. If you take Notes while reading this book, the notebook you use will grow a decent Wizardry Enchantment.

Principle 0: Book Enchantments

 Writing a bunch of stuff about Chess in a notebook, creates a nice Chess Enchanted Item. If you write a bunch of Wizardry in a notebook you get a nice Wizardry Enchanted Item.



Principle 0: Tome Of The Yellow Wizard

 This book combined with “Tome Of The Yellow Wizard” are enough to get a person to Expert Wizard and beyond. Tome Of The Yellow Wizard is good enough to get Expert, however this book is a bunch more Wizardry Level Increase, Powerful Spells, and more.

Principle 0: Title Part 0A

 The Title part “0A” is chosen, so that eventually there could be a version “0B” of this book, and a eventually a more Advanced “0C”, then “0D”…

Agenda 0: Useable Wizardry

 The Agenda of the book is to teach Powerful Spells and usable Wizardry. Many Spells that you do when you’re a Beginner, are still useful when you hit Advanced. The early learned Spell 10A and Spell 11A are Spells for Beginners and for people who are Advanced.

Information 0: PAAIL 2.3B

 If you know PAAIL. A lot of this book was done before PAAIL 2.3B. PAAIL 2.3B added “Item Groups”. A thing you won’t find in this book. Until later on in this book.

Principle 0: Cosmic Knowledge

 Wizardry is honest work. All honest work has about the same Spiritual impact.

Principle 0: Consciousness

 Wizardry expands consciousness.

Principle 0: Mind Levels

 Wizardry Increases Mind Levels. It Increases intelligence, wisdom, makes one more graceful and Increases other Mind Properties. This is one of the many uses of Wizardry.

Principle 0: Mind Levels

 This book and Tome Of The Yellow Wizard Increase Mind Levels a lot.

Principle 0: Body Levels

 The Wizardry of this book Increases Body Levels.

Principle 0: Body Levels

 Body Levels can give a Person more intelligence, wisdom, Make one more graceful, and more.

Principle 0: Wizardry Fusion

 Wizardry often is used by Fusing it with some other area of Science. Wizardry can be Fused with most Science.

Principle 0: Wizardry Fusion

 Wizardry can often be Fused with any activities.

Principle 0: Wizardry Fusion

 Wizardry can be Fused with things like Chess, Cleaning, Biology,…on and on, the list is endless.

Principle 0: Writing Words Spells

 This book is full of Writing Words Spells(Where you Write Words to Tap into Power). When using a Notebook… it is best to do these Write Words Spells at the back of the notebook. Then the Beginning of the Notebook can be used for better things.

Principle 0: Wizardry Levels

 The current theory is that this book Fused with Tome Of the Yellow Wizard…. On the Short Term(6 months) a person can easily get to Level 3 Wizard. A more long term(1 year) a person can easily get to Level 4 Wizard(Expert Wizard). On an even longer term(2-4 years) a person can easily get to Level 5 Wizard(Master Wizard). And on an even longer term(6-10 years) a person can easily get to Level 6 Wizard(Doctorate Wizard).