Item Group 1: Wizardry Definition

Principle: Wizardry is the Paranormal, Supernatural, Mystical area of science.

Principle: Wizardry is another area of science.

Principle: Like many areas of science, Wizardry can be researched and developed.

Principle: There are endless sub-categorys of Wizardry. A handful are… Astrology, Numerology, Colorology, Tarot Cards, Spirit Animals, Chakras, Dream Interpretation, Greek Gods, and Cosmic Knowledge.

Principle: Learning Wizardry turns a person into a Paranormal creature. It makes them better at everything in life.

Principle: As with much science, Wizardry has Levels.

Principle: Level 3 Wizard is Ameature Wizard, and is enough to achieve Paranormal Creature.

Information: The author of this book has low teaching levels and low writing levels. The author has no idea how long it takes to read “Tome Of The Yellow Wizard”.

Principle: The current theory is that it takes 100 hours to get from level 0 Wizard to Level 3 Wizard.

Principle: The current theory is that a person can read “Tome Of The Yellow Wizard”, for 100 hours and achieve Level 3 Wizard.

Principle: In Wizardry there is real Sorcery. There is Alchemy, Spells, and Enchanting as well.

Principle: Knowing the Cosmic Knowledge from “Tome Of The Yellow Wizard”, adds up to Level 3 or 4 Wizard.

Principle: There are almost always a million different Paths from point A to point Z.

Principle: There are endless different Paths to get from Level 0 to Level 3 Wizard.

Principle: The theory is that it takes 100 hours to get from Level 0 to Level 3 Wizard.

Principle: The theory is that if you read “Tome of the Yellow Wizard” for 200 hours you can get to Level 4 Wizard.

Principle: Level 4 Wizard is Expert Wizard.

Principle: The education theory is that it takes 200 hours to get from Level 0 to Level 4 Wizard.

Principle: The education theory goes that it takes 400 hours to get from Level 0 to Level 5 Wizard.

Principle: Level 5 Wizard is Master Wizard.

Principle: In Numerology the Level system is Level 0 to Level 9.

Principle: There are different types of Wizards. A couple types are Combat Wizard, or Cosmic Wizard.

Principle: Large amounts of Cosmic Knowledge adds up to a Cosmic Wizard.

Principle: It turns out that all kinds of awesome Wizardry books can be found in gift shops.

Principle: The Chi of a Book grows bigger with time. Not talking about a physical copy of the book. Though that grows too.

Principle: There are endless Wizardry books out there.

Principle: A 10 year old Wizardry book is a huge amount of time for the Chi to grow big. 50 even more so. A brand new copy of the book is awesome.

Principle: In Wizardry there is reading into things. In Wizardry books you have to learn to read into things. That is sometimes how Power is unlocked in Wizardry books.

Principle: Often Wizardry books get things wrong. They often get major things right and major things wrong.

Principle: Wizardry is an evolving science. Current vocabulary is to call all Wizardry Actions “Sorcery”.

Principle: Tarot Card readings are Sorcery. Dream Interpretation is Sorcery. Along with all these other things a person can do.

Principle: In Wizardry you realize you can Fuse things all the time. Wizardry is constantly be more Fused with PAAIL. Vist PAAIL.org.

Principle: In PAAIL, the main theme is to use the terms Principle, Agenda, Action, and Information.

Principle: In Wizardry all Sorcery is the Actions of Wizardry. In Wizardry you have Spells. All Spells in life are an Action. All Actions in life are a Spell.

Principle: Its more of a Sorcery Spell(Action) if it has a profound Paranormal, Supernatural, Mystical side.

Principle: All Actions in life are Spells.

Principle: To cast Fireballs you need stuff like the Adam and Eve Language.

Principle: All Actions in life have a Paranormal, Supernatural, Mystical side. Some more than others.

Principle: In Wizardry we have Enchanting.

Principle: An Enchantment is a property, an attribute.

Principle: All things have infinite Enchantments.

Principle: In Wizardry the main thing is Enchanting yourself. Not physical items(exception to a persons Body).

Principle: By learning the Cosmic Knowledge of “Tome Of the Yellow Wizard”, you Enchant yourself.

Principle: Being a Level 3 Wizard, is having a Level 3 Wizard Enchantment.

Principle: Enchantments often grow all on their own once started.

Principle: After hitting Level 3 Wizard a persons paranormal creature Enchantments start growing on their own. You become more and more paranormal as time goes on.

Principle: Wizardry is a huge Chi Powerup. It can increase a person's Mind Levels a bunch.

Principle: Some of the biggest Exercises a person can do are, Body Exercise, Breathing Exercise, Meditation Exercise.

Principle: When you learn to read into things, you realize “There must be a Mana Battery. Its in all these games.”.

Principle: 3 of the best ways to increase a Mana battery are Body Exercise, Breathing Exercise, and Meditation Exercise. Body Exercise 1st place, Breathing Exercise 2nd place, and Meditation Exercise 3rd.

Principle: One important detail is to know that the Cosmic Year is 99 right now. Everything you encounter is a first century object. This gives it a huge Chi for an exsistence.

Principle: People use their Mana Battery all the time, without knowing it. It can flow through virtually all actions.

Principle: All people have above Level 0 on their Mana Battery. It is larger in some though.

Principle: Tapping into a Mana Battery is more of a challenge.

Principle: An Expert in Chess taps into more Mana in their Chess game, than an Ameature in Chess.

Principle: Doing a bunch of Body Exercise, Breathing Exercise, and Meditation Exercise can vastly increase a person's Mana Battery and their ability to tap into it.

Principle: Doing the book “Wizardry Practice” is also a massive way to deal with the Mana Battery.

Information: Wizardry Practice is messed up because there is Wizardry Practice A and Wizardry Practice B. A person might need to read both to learn everything. The goal of this article is to start a book called “Tome Of The Grey Wizard”…which would Fuse “Tome of The Yellow Wizard”, and “Wizardry Practice”.

Principle: The main way people gain Mana Power and the ability to tap into it is by doing various training.