

Tenets

Spirit tenets are laws contained within the domain of Spirit to encourage fulfillment on the path of Spirit. You must create your own tenets and renounce tenets that do not aid your path. Tenets create freedom; they do not restrict it.

Pursue mastery until progress diminishes

Pursue mastery in Body/Mind/Spirit(BMS) domains until progress diminishes and you are no longer making effective progress down a specific path. At this point the wanderer may switch to a different pursuit of mastery in the exhausted domain if available, or switch to another domain entirely.

The wanderer should pivot to a different path when ineffective. Exhaustion and frustration must sometimes be worked through, but not always. Once body and mind paths are thoroughly walked for the day, the wanderer may rest, or continue to pursue mastery in a way that does not further exhaust the wanderer, like via passive learning. Low-intensity pursuits of body and mind mastery include assimilating content about their chosen mastery via books, video, etc. However, depending on how far a wanderer has walked, even low-intensity pursuits can be taxing to Body/Mind/Spirit(BMS)—at this point the wanderer steps off the path to rest.

Touch each domain Every day

You must touch each domain of body, mind, and spirit(BMS) each day, even when off the path and staying at The Inn. Aim to touch each mastery within each domain daily. If you cannot, consider reducing your width of mastery, at least in the short-term.

Those at The Inn who refuse to touch each domain may find themselves trapped at The Inn and stuck in Acedia.

Reviewing your code

You must review your code often. At least weekly. Be sure that your study of your code does not become an impediment to the path itself. If you are not placing yourself on the path, or making progress—reevaluate your priorities.

The more you study your code, the more it infuses with the three that make the one(3:1). Become one with your code.

Every campaign must have a clear “why” that is evaluated at least weekly to make sure you are on the right path. “I like it” is always an acceptable why because it is authentic.

Path Awareness

Being aware when you are on or off the path is crucial for a wanderer to understand if they are pursuing fulfillment. This awareness must be continuously developed throughout life.

The wanderer should structure their week to maximize time on the path so their lives may be fulfilling.

Fulfillment Through Attainment-The Path of Paths(FTA-TPP).

If you have chosen your paths in BMS, you know when you are on or off the path.

You cannot find fulfillment when you are off the path. Many live and die without ever finding a path. This lifestyle must be avoided to obtain fulfillment.

Don't wait to walk

Do not wait for motivation. When you wait, you do not walk the path, you do not find fulfillment. Motivation is the pursuit of pleasure because motivation cannot be mastered. You can never get enough motivational content, like you can never get enough pleasure.

When you move down the path, you are motivated because you are pursuing fulfillment while attaining mastery. When you consume motivation, you are false-motivated because you do not move forward down the path.

Authentic motivation comes with action—progress down the path.

Walk forward without knowing

Walk forward on paths to mastery without knowing the answers to questions pertaining to your paths. Some spend a lifetime preparing without ever moving forward. Walk until you can no longer, then study the path for rest.

Learn on the path. Study without movement is the pursuit of pleasure. Study when you are unable to walk. Walk when you are able to walk.

Study of a path must be supplemental to walking a path.

The Path goes forward

Do not linger in the past because it does not exist anymore. The path is forward. You move forward orienting your Body, Mind, and Spirit(BMS) forward.

You cannot go back, so avoid thinking about the past unless it is to aid you in the present or the future.

Do not think about the path behind you because you cannot go back. You can make the future into anything you want by walking that direction in the present.

Path before pleasure

You must pursue the path before you rest at The Inn. If you rest before you have pursued your paths to mastery, you will pursue pleasure, which is hell because pleasure cannot be fulfilled. The pursuit of pleasure is addiction, a trap that is difficult to escape.

Your energy must be used to pursue Fulfillment Through Attainment - on - The Path of Paths(FTA-TTP).

The body and mind must be exhausted before the spirit can engage with pleasure in a rejuvenating manner. Without body/mind exhaustion, pleasure is enervating.

When you have exhausted body and mind, pleasure and play become rewarding.

Respect the mind domain priority chain tenet.

Knowing what you need | Having something to do

At all times the wanderer must know what they need, even if that need is the need to find a path. Knowing what you need is having something to do.

If you don't know what you need, you may pursue pleasure, or someone else will decide your needs for you, which is them putting you on a path that will not be fulfilling to you, further encouraging the pursuit of pleasure, which cannot be fulfilled.

Knowing what you need and pursuing it allows your Muse to encourage you down the path. If you don't know what you need, another wanderer and their Muse may commandeer you to fulfill their destiny, which can take away from yours. However, forward movement of any kind is better than the pursuit of pleasure, which does not move the wanderer forward in any capacity.

Having nothing to do and not knowing what you need encourages the pursuit of pleasure.

If you have chosen your paths to mastery in BMS, you always have something to do.

Risk comfortability

Develop a familiar relationship with risk because all opportunities have a level of risk and every campaign is saturated with opportunity. The wanderer sets goals on and off the path in pursuit of fulfillment.

All competition is opportunity.

All advancement requires risk.

Opportunities appear on the path at unpredictable intervals so the wanderer must embrace and always be prepared for risk to act on their opportunities.

Hiding from risk is a sin against the self that damages the internal relationship while creating shame. Shame is sin against the self.

Failure creates less shame or no shame compared to refusing to participate.

Self-parenting

Be your own parent during all phases of life. The younger you start parenting yourself, the better. Start as early as possible and proceed through death. Use your mind to tell yourself no to things that harm your pursuit of mastery and fulfillment. Use your mind to encourage you to do what aids your pursuit of mastery and fulfillment.

If you act like your parents, grandparents or other dead or alive mentors/models are observing you in some circumstances, you will make better choices in those circumstances.

Immediate Enactment

When you declare a new tenet for yourself, a new path, a new way that will aid you down the path, you must assimilate it immediately. If you do not, you won't find if the new prescription is valuable to you, so you won't gain from it, or know that it is ineffective so you may stop thinking about it.

Do not waiver in the beginning of a new declaration.

Live for the dead

Remember your dead and live for them. The dead may not be able to achieve their Earthly goals, but you can, for them; regardless of whether or not 'your' dead are people you know personally.

Pray to your dead and keep them in your spirit.

1% Improvements

Aim to improve by at least 1% in each domain each day. However, understand that some days will be struggles that see no improvement, only to be followed by great improvements.

Improvement can be off the path, like putting a mind for mastery into cleaning, personal hygiene, or other tasks on the preparation day primer after leaving The Inn. Waking up just a few minutes earlier can be a 1% improvement.

Look for opportunities for small improvements in all things.

Competitive spirit

If you enter into competition, you are required to exercise your total will on the outcome. This is training for exercising your total will on opportunities on the path.

Competition involves competing against others. The path is a individual competition that places the wanderer's strengths(alpha) against their weaknesses(omega)—fear of the objective, fear of failure or success, anxiety, depression, etc.

Negative, omega emotions are competitors we carry with us.

All wanderers should compete at all stages of life. To participate, to be in the arena, is divine.

Always be calm(ABC)

Calm is clear. Panic has never improved a situation for all of time.

Earned rest is well rest

Live hard to rest well.

Authentic intimate experiences

The wanderer must only engage with authentic intimate experiences that provide fulfillment.

The pursuit of pleasure is Hell and cannot be fulfilled.

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