

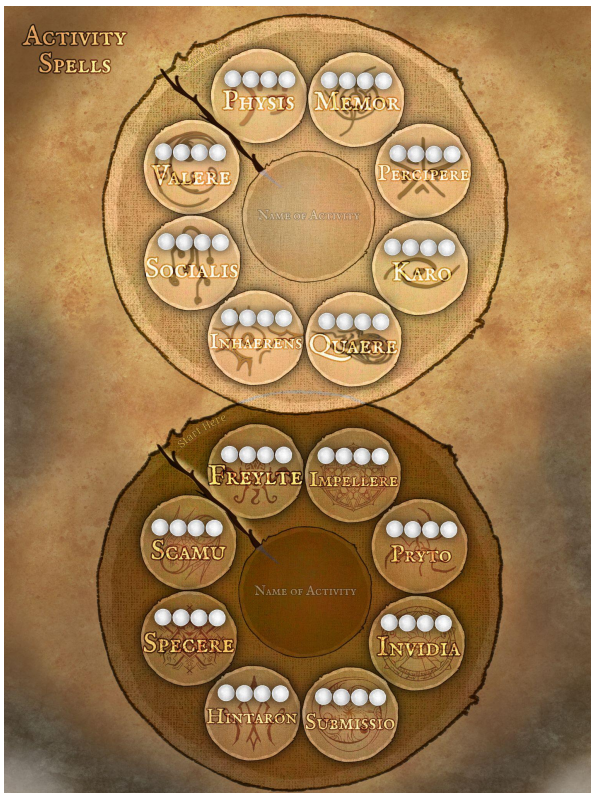
How Spells are Made

Spells should be specific to an activity.

For example, one Spell would be done for softball, if the Bixi participates in softball, and another would be done for reading. The Spells can “fuel” the same bonded creature, but each activity a Bixi participates in should have its own Spell

There are three ways to approach Spells:

- Simple
- Advanced
- Complex



Spell Circle Front



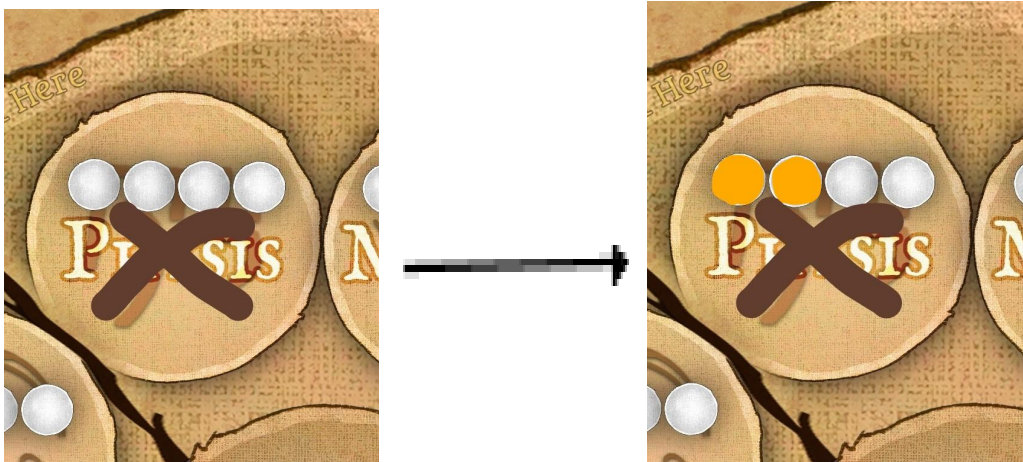
Spell Circle Back

Complex

Upon returning from the Character Hunt, the Bixi and their Guardians return to The Grey Tavern. Upon their return, a Grey Tavern employee or volunteer will conjure the Spell Circle. This Spell Circle will contain the 8 Hakim powers organized in a circle.

Step 1: Start with Physis

1. Refer to the Question Guide below for questions and question ideas that appropriate to Physis and activity you and your Bixi are discussing
2. After asking several questions of your Bixi pertaining to Physis (so you have more opportunity to learn what possible benefits and drawbacks the Bixi's activity might include), do one of the following:
 - a. If you think this activity has Physis in it, draw an X in the Physis circle, over the word.
 - b. If you do not think an activity has Physis, do not draw an X in the Physis circle
3. Rank the Hakim by coloring in the white circles according to how potent Physis is in that activity. Do NOT rank a Hakim if you have not put an X in it. Refer to the Advanced Ranking Guide below to see how Ranking works.
4. On the back of the Spell Circle, write down specific notes or details on your thoughts on Physis in this activity. Think of this as instruction or things you'd like babysitters, grandparents, teachers, or others who you entrust the care of your Bixis to from time to time or regularly.



Example of Marking an X then Ranking the Hakim Category for that activity

Step 2: Memor through Valere

- Follow the same pattern as you did with Physis for all of the Hakim in the Spell Circle

Step 3: “Evil” Hakim

“Evil” simply refers to the drawbacks of an activity.

The darker Spell Circle at the bottom of the Activity Spell page is used to identify and Rank the drawbacks of an activity. This is optional for Guardians to do, but it does help to provide Guardians and Bixis with a more complete knowledge and understanding of what a Bixi is exposed to in their activities.

In the games, the Bixi's bonded creature will be sick, according to how many Ranks an "Evil" Hakim is given by a Guardian.



These "evil" traits represent bad things that we have learned in one or another. These are traits that the Dark Guardian, as the grand protector of the Realm, must help Bixis "remove" so "evil" does not enter the Realm of Anaes.

Just like the good energy above, the bad will transfer over to the Grand Symbiote. The Dark Guardian is responsible for resolving these "evil points" through challenges that help Bixis learn how to appropriately identify, deal, and even negate these "evil" things the next time they interact with them.

More information will be shared on this as more gameplay for the effects of "evil" points and how the Dark Guardian can use his power to resolve them is developed.

If you wish to do this Spell Circle, here is how to complete it:

1. Mark an X in the "evil" circle that corresponds with good circles that have been marked.
2. Rank only the "evil" Hakim marked with an X. Refer to the Complex Ranking below to see how to do this.

Ranking Guide

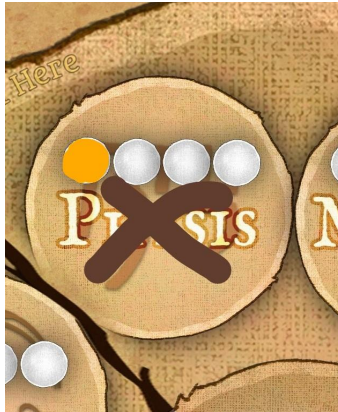
Advanced

Fill in a number of white circles equal to the number chosen below.

- Only do this for Hakim marked with an X
- Do this Ranking assessment for each Hakim category individually

Ranks

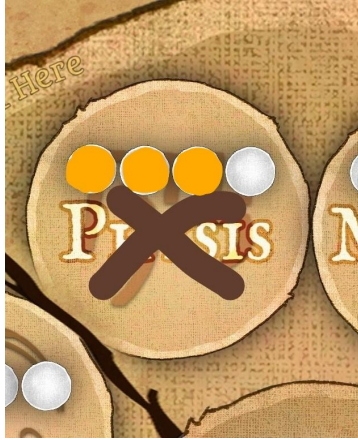
1 = “Junk Food”; the Hakim exists in the activity but it’s only has light nutrition or lightly teaches the principle Hakim.



2 = “Content with It”; you are thrilled at the level or magnitude of how much or how well the Hakim principle is taught, but there is some value.



3 = “This is Good”; not the most education, but you are pleased about what the activity does to teach or give exposure to the Hakim principle.



4 = “I am Ecstatic”; the Bixi is learning a specific principle really well through this activity and you wish your child would choose this activity when specifically trying to learn this Hakim principle.



Complex

The Complex method utilizes the Ranking in the Advanced method for the Good Spells. These should be done before Ranking the “Evil” Spells

Guardians should Rank these by asking questions that determine if there are dangers or things Guardians don’t want taught to Bixis.

Ranks

1 = “Low Hazard”; You are confident in your Bixi playing this.

2 = “Potential Risk”; You feel like there is something wrong or off with this particular principle in the activity, but you aren’t quite sure what it is.

3 = “Yellow Flags”; There is one or more yellow flags in the activity. This activity should be done with supervision or rules with consequences set in place if certain things are done in the activity or done without supervision.

4 = “Fatal Flaw”; there is something very wrong with the activity or something(s) that my Bixi should not be exposed to at all. Your Bixi should not play or participate in this activity.