

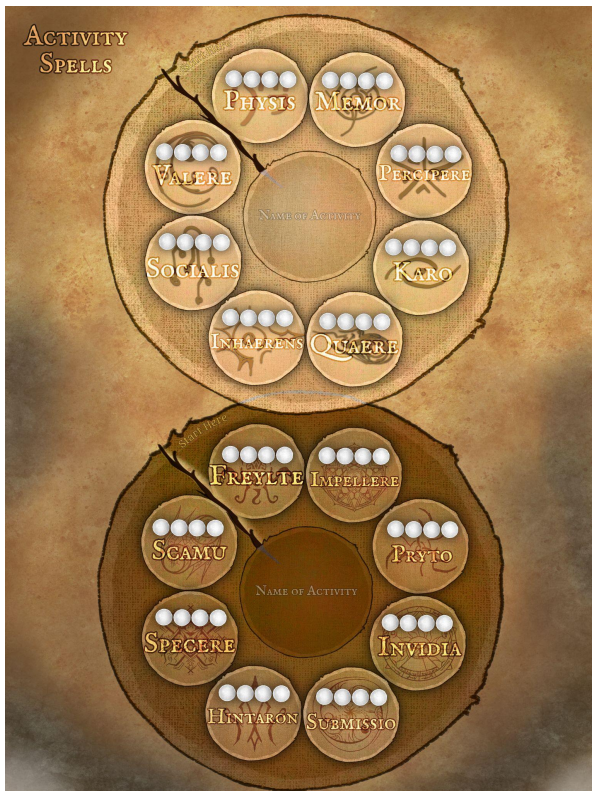
How Spells are Made

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



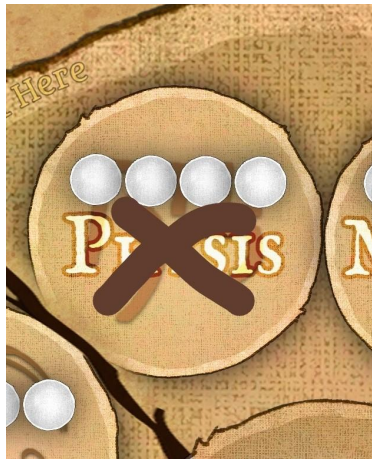
Spell Circle Back

Simple

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 are 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. On the back of the Spell Circle (Activity Spell Notes), 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.



Marking an X

Step 2: Memor through Valere

- Follow the same pattern as you did with Physis for all of the Hakim in the Spell Circle
- Ignore the darker circle on the Activity Spells page