

Purpose of Spells

Spells are for Guardians. They are:

- Tools for Guardians to incentivize personal growth and goal keeping in their Bixis
- Tools that help a Bixi to see the benefits and drawbacks of activities they participate in
- A process by which Bixis are rewarded for keeping goals. The reward comes in their bonded creature being “filled with energy” so the Bixis can play Grey Tavern games that are fun and educational

Spells utilize the Hakim the Bixis are learning to connect them with creatures from Anaes. Each Spell is a brilliant amalgamation of a Bixi’s unique personality, the benefits and drawbacks of activities Bixis engage in on a daily or frequent basis, and a potency judgment made by a Bixi’s Guardians on the benefits and drawbacks of an activity.

As these Spells are created, mystical, arcane paths extend from the Bixi to the Grand Symbiote creature sleeping beside them until 8 delicate paths have been connected in one form or another. Some paths are stronger and thicker than others. This is done by the Guardians who use their phenomenal power to strengthen the good and best paths.