



Magic is divided into 4 mundane elements and 2 heavenly elements. The Elemental hierarchy decides how close in nature certain elements are to one another. This is important for efficiency of exchanging your mana in pacts or mimicking the properties of a certain element.

Each element excels at certain things, but fails at others:

Absence/Darkness – excels at debuffs and damage absorption. Can't be really formed into projectiles for attacking at all.

Earth – excels at defense and using an enemy's power against them – due to the density of earth launching attacks is very inefficient as you can't move it very fast

Water – the jack of all trades, can do everything from healing, buffing, debuffing, attacking and defending at the prize of being mediocre at all of them.

Air – excels at boosting speed, has mediocre attack, but wind can control a battlefield

Fire – best at attacking, lacks any defensive utility

Light/Abundance – buffing and healing

There exist 4 main schools of magic which really just refers to how magic is used:

Infusion – you infuse an object with mana corresponding to an element altering it's properties. In case of earth magic it makes the object harder/sturdier. In case of air it makes it poisonous, or gives another malice etc.

Transmutation – you use your mana to turn mana into your desired element. Like a fire mage producing flame or water mage producing water. Efficiency tried to density/mass.

Application – refers to the act of 'doing stuff' if a chunk of element. The simplest use is moving it but can also be used to condense it. Select an area or alter the shape.

Access to more advanced magic schools is usually gated, but Augmentation was made by some sewage worker so he published it for pennies to get his name out and the book happens to be useful to you.

Augmentation – humans of low elemental attunement (correspondence to an element) contain traces of other magic in their natural mana. Augmentation allows you to increase your mana efficiency by adding the other aspects of your mana to your spell.

Pacts:

Pacts allow you to use powers from your contracted entity in exchange for your maximum-mana. Beings you have contracts with depending on their power and nature of your contract can be referred too as patrons, contractors or familiars.

A pact innately alters the properties of your mana, but only on a surface level.

Magic misc info:

Each mage has a mana-orb. The orb can be grown by absorbing mana when it is full. It stores mana that can be used for spells. The emptier it is the quicker you can refill it.

Speed at which you accumulate mana is reliant on the terrain you are in.

Priasmaries can be used to separate mana strains to efficiently absorb mana even even in an unobtainal terrain.

Staffs can store spells for later use and instant casting, but require mana be constantly pumped into them.

Mages have 5 classes based on how efficiently they can utilize their type of mana. Via a conversion rate.

1-3x – high class

5-8x – upper Class

9-12x – middle class

13-20 – low class

21-25 - demimage

(the protagonist is incidentally at 20x)

Basically this means that to do the same spell a 1x mage consumes 5 mana, but a low class mage could consume 100.

## **Story thus far**

You are a former accountant for a criminal organization who became the fall guy for a job gone wrong. You were reborn and awakened in your body on your 4th birthday. In this new life your mother is a workaholic alchemist and your father an alcoholic farmer.

Through your involvement you managed to calm your mom's workaholicism and grew her business which became an important trading partner to the Silver Pheasant Merchant company. You managed to channel your father's alcoholism into making herbal wines based on your mother's alchemical knowledge.

You live in a village in the hills of a human kingdom not far from the Border of a Dwarven Underkingdom. The village is tiny with a population of less than 70 with 20 of that being guest workers working for your family.

You became good friends with the neighbourhood dwarven girl and learned carving from her father.

During a pixie invasion you made a pact with a Pixie Princess partly to save your family and partly out of curiosity. You have been making sculptures for her since, managing to meet a high ranked Butterfly Fairy you increased your mana capacity drastically.

You are now 6 years old and about to be hauled off by the Inquisition for making a pact with an impure being. Luckily you are a young child so treated as a victim and not as a heretic/perpetrator. Your family's business on the other hand has been targeted by the 400 Ruby Lily Company, the Silver Pheasants have sent secret guards, but the situation could turn ugly quickly.

What happened after is in the OP.

### **Important characters** (although unlikely to be seen for a while)

Avto – you yourself, 6yo, a low class earth mage with a mana capacity of 600(level of an adult mage), capable of using application magic and spells containing 2 sygils on your own and 3 sygils via your pact boon,

Ana – your mother, a good looking woman making cosmetics from herbs for nobility. You tried learning alchemy for her for a bit but got interested in magic instead. Workoholic & Introvert/autist kind of person.

Izdor – your father, an alchoholic (managing it), makes herbal wines. Felt inferior to your mother due to being a simple farmer, had to act as the family’s “face” to keep friendly relations with other villagers.

Meva – a dwarf girl your age. Your childhood friend. Likes tinkering and building stuff as well as large monsters. Her parents appear to be the age of your grandparents and likely moved to human lands to retire not expecting to have another kid... (Meva has 5 much older siblings).

### **Minor Characters**

Ryodjer – your first magic master. A mercenary hired by the Silver Pheasant Company. A water mage which managed to give you the basics of magic.

Tuva – your younger sister. Recently born

The Miller – your father’s drinking buddy. Makes wine. Has 3 sons, his middle son works as a contract worker. His grandfather ‘Old Miller’ is the oldest person in the village.

Eldarin, Nadriel, Zuara – an adventuring trio of student-mages from the magic academy. They briefly examined your magic and found it worth exploring further. (due to isekai math knowledge you can execute commands in viewer sygils making your spells more efficient). Well two of them are fire mages and one is a rogue they hired to accompany them.

Eldarin - brown haired rogue, Nadriel – sleepy black haired fire mage, Zuara – easily excited black haired female, fire mage

Meva’s Siblings:

Barbatos - the oldest, assistant mine overseer at the Court of the Undermountain King, he made it high in life

Ayuva - her only sister, a teacher in a school

Afghar - a jeweler from far away>

Khun - an adventurer

Kheskar - still a student, but managed to get into a prestigious school with a scholarship

Ayva – a middle aged nun. She was your mother's wetnurse and helped temporarily around the house. She taught you (partly) how to read. She's the one who snitched you out to the inquisition.

Old Ballanda – along with the Old Miller the oldest person in the village. Knows alchemy, helps out in the alchemist workshop a bit.

Albus and Sara – the boss of the Silver Pheasant Company and his daughter Sara who is your age. Your mother's business has become a golden goose for his merchant company so he tries to set you up with his daughter. So far you played with Sara only a few times, her and Meva don't get along well.

World map



Local map

