Characters

# Tista

Tista was born with a congenital condition that prevented her from doing any physical exertion and made her also prone to illness.

Fast pacing was enough to leave her out of breath. She would chough from time to time, and when things were about to turn for the worse, the cough would become violent.

The first phase was the easiest. Lith would take control of Tista's mana flow, overloading her body with his mana, and forcing the impurities to move away from the inner organs and toward the skin.

Once most of the impurities were about to surface lith started part 2 of his plan.

required Tista to be soaking in the wash tub, that had been previously filled by Lith with hot water and soap   
Then, he could finally extract the impurities by using mater magic, creating and manipulating flows that would massage Tista all over her body.   
  
It was a difficult process that required using water and darkness magic, all while keeping Invigoration active.

He would treat tista twice a week and after each session she would get much better.

It also got her more beautiful and eventually Erina, Rena and Raaz got the same treatment.

She lost all respect for Orpal when he said that she could be put down. That was the moment she didn’t see him as a brother anymore.

# Nana/Narea

Caretaker/doctor of the Lutia village. Lith’s first magic teacher. Was a great magician with a light cyan core? When lith was three she offered to take him as apprentice when he reached the age of six. Also made lith see how beautiful magic could be instead of a means to an end.

Made lith known in the village as the kid who is blessed by light.

# Trant and rizel

2 of the 5 people that went to beat up lith under Orpal’s order. They knocked him out with a wooden cane and proceeded to beat him up. The moment he used lightning magic on one of them was the moment they started to beat him up mercilessly. Lith learned fusion magic and beat their asses. He also tortured them with Lightning magic. They all got dragged in front of the village militia.

They all got the sentence of four hours of pillory, where they will be shaved of all their hair and whipped ten times for your crimes. After that, you will spend three days in jail to reconsider your actions.

Orpal also tried to say trion knew all about the plan, but rizel told the truth saying he had nothing to do with it. Rizel got his sentence reduced by that and only got 5 whips. After the pillory ended, he didn’t have to spent time in jail

# Selia fastarrow

Selia fastarrow a hunter in lutia village. You could say she is Lith’s first teacher. Taught him how to skin and gut animals. Also, other tips and trick to keep your prey good. Always kept her promises to lith even though he was rude to her at their first meeting.

She was also the person Lith talked to about his problem home because Talking to a stranger was the best way to relieve his stress and ruin Orpal reputation

He kind of bonded with her and sees her as an aunt.

# Solus

When he first met her, she was feeding off Lith's mana. Not leeching it like a parasite, more like nibbling at the mana that he naturally released being talented in magic.

The stone would simply breath in what Lith's body breathed out, nothing more.

a gigantic tower, whose vault was so deep to reach the bottom of the ocean, it's top so high to touch the sky. He could perceive that the whole structure was a giant magical artifact, pulsing with mana.  
  
At some point, the owner of the tower had died, and without his/her mana to nourish its core, the tower began to decline. Centuries passed, while the tower kept looking for its next host, using illusions to send away those it deemed not talented enough or unworthy.  
  
Over time, the tower spent all his powers, and to avoid death it had been forced to an extreme sacrifice.  
  
To prolong its existence, it started to consume its own walls, floors, everything within itself, even its memories.  
  
More centuries had passed, now only the tower core was left, barely the size of a pebble. It had nothing left, except its sense of self. Preferring death rather than becoming a mindless tool, the tower core attempted a desperate gamble.  
  
It sent a signal that any being with the bare minimum magical powers to sustain its life could perceive. The clock was ticking, every second that passed, the tower core could feel its life slip away.

Lith eventually found her.

# Solus skills

## Mind link

She can make a mental link with her host. She can share everything with him and enter her hosts memories.

## quasi-golem

 Lith had just to plant her into a mud doll to turn it into a quasi-golem, finally getting his sparring partner.  
  
Solus had all the human senses and more, and with Lith permission, she could consume his mana to perform spells he knew in his stead.

# Skills lith

## accumulation

He discovered it thanks to his experience in his past life. When he practiced aikido, he would get the same sensation. He contracted the anus, holding the breath for some second to let the energy settle in before breathing out relaxing his whole body. After some time, he could feel a tingle around his body and then the world energy seemed to move and condense inside his solar plexus.   
  
The more he performed the breathing technique, more clearly, he could sense the energy getting more stable.

There is tar-like material scattered all around his body, in his organs, blood vessels and even in the neural pathway.  
  
Whenever he used the Accumulation technique, he could feel the smaller tar-like particles being pulled toward the mana core, while the bigger ones would fragment over time, shrinking in size before actually moving.

The moment it reached the core it would be expelled outside.

is body felt lighter than ever, all his physical abilities augmented, all his senses sharper and heightened, compared to before.

his mana had undergone a qualitative change, becoming purer and denser. This allowed him to cast stronger spells, also reducing the time he needed manipulate elemental and spirit magic, resulting in faster casting speed. It also upgrades spirit magic in strength and range.

## Invigoration

The changed version of accumulation

he breathed in the world mana, he would combine it with his own, temporarily exceeding his limits  
  
Then he would expand the resulting energy, moving it from the solar plexus outwards, until even his body hair would be overflowing with mana.  
  
Thank to Invigoration Lith was now better at withstanding cold and head, and he would hardly ever get sick.

After several tries, he discovered that the world's mana could allow him to stay awake for several days, but not indefinitely.  
  
Each time he would use Invigoration, the energizing effect would last less and less, and only sleeping would reset its effectiveness.

It also made him hungry. His hunger never went away even though he wasn´t starving.

 You can also use Invigoration's body imaging on others.  
  
He was now able to let his mana seep into another person's body, and slowly take control of their mana flow, allowing Lith to know everything about the subject's physical condition.  
  
The only way to achieve such a result was to keep physical contact

# Spirit magic

when he casted an elemental spell, it consisted in a three-step process.

First, he would emit the mana,

then he had to mix it with the world energy that he was trying to manipulate.

The last step was the hardest one, controlling the spell and its effects.

Spirit magic skipped the second step, it used only his own power, without borrowing elemental energy. That made it more difficult that any magic he had practiced so far and more mana consuming.

It also required much more focus compared to normal magic. Pure mana had no physical form, so he could not rely on his eyes for manipulating its effects.  
  
All depended on his willpower and imagination. The clearer was the mental image of the action he wanted the mana to make, the better the result.

It gets upgraded every time

# Fusion magic

How to do it?  
With each breath he started calling upon the elemental energy, but instead of wasting time giving it a form, Lith let it merge directly with his mana core,.

# Light magic

accelerates his healing and prevents you from losing consciousness

Water fusion

Up to 60% of the human body is made of water. I can be formless like water

Makes him more nimble and agile. By controlling those parts

Air fusion

Makes you way faster.

"Nerves, synapsis all the information and orders in the body are transmitted via electrical impulse. I can be fast as lightning!"

it makes the information reach his limbs faster and makes your body faster.

Earth fusion

Earth is just a mix of minerals and organic matter, the same as my body. I can be immovable like a mountain

It makes your body withstand magic and physical attacks more.

Fire fusion

It grants short bursts of explosive strength.

"The body burns calories to produce heat and energy. I can be destructive like fire!"

# Items lith created/invented

Rocking chair: swing

Water massage: to get impurities out of Tista’s body. But it made her more beautiful, so he had to use it on Raaz, Rina and Elina later.

animals

A Ry was a magical wolf beast, the apex predator of the Trawn woods. The Ry was almost as big as horse, with a fire coloured thick fur.  Rys were intelligent beasts that avoided unnecessary trouble. If humans did not disturb them, they would return the favour.

Spells used

**Ekidu used by nana dark magic**

Darkness spell that cleans you up.

**Vinire Lakhat used by nana light magic**

It makes pain and fatigue disappear. It also heals you.

**"Vinire Rad Tu!" used by nana light magic**

Enters your body and checks if anything is wrong. If there was a scratch or injury the spell would leave that area blank. If you don’t have an injury it won’t leave any area blank.

**Magna used by lith**

makes the ground shake

**Life vision: used by lith**

 By infusing his eyes with light magic, Lith was able to see living beings as coloured, while the rest of the world was turned into shades of grey. The stronger the lifeforce, the bigger and brighter was the light emitted.

**Fire vision: used by lith**

Fire Vision spell, that granted him an improved version of thermal goggles.

**Plague arrow: spell used by lith**   
Plague Arrow was a spell that injected a dense mass of darkness magic in the victim, disrupting both the mana flow and the life force.

**Twin spell! Flash&Bang!"**

right hand produced a massive flash of light, for a moment it was like a second sun had appeared. His left hand, instead, used wind magic to produce a noise comparable to an explosion.

**Ice javelins: used by lith**

think of a 3-meter-long ice spear

mana core

After every cycle of expansion and compression, your mana core would turn one shade brighter. Every time you expel impurities from your mana core, it skips to the next level.

A mana core might have something to do with a prism.

A prism can break down white light in its basic components: red, orange, yellow, green, cyan, blue, purple."

And Lith’s core upgraded from red, to orange, to yellow, to green

But it could also somehow be related to fire. Flames follow the same principle; a yellow star is colder than green one and so on.

the real question is: Is the final step for a mana core to turn purple or white