

MANIFEST WAY

A GAME OF TRANSMUTATIVE MAGIC, PART 1

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INTRODUCTION

Manifest Way is fundamentally a game of elemental transmutation. In this feudal world, two great kingdoms, An Ith and Ura, vie for prestige and control over territory. Even in times without open war, noble warrior mages meet on the battlefield to fight for the honor of their great nations. Each follow different interpretations of the Manifest Way, a divine set of magical principles which allow practitioners to affect the natural world through each of the Manifested or Divine elements, Wood, Fire, Earth, Metal, and Water. The Ascendants, or Fareth-do, fight for An Ith and seek mastery through discord and imbalance. The Harmonists, or Hurim-rii, carry the banner for Ura and seek only elemental balance and harmony.

Many aspects of the magical engagement are set by tradition, including: the boundaries and size of the battlefield, the number of combatants, and the nature and terms of victory.

The document below details the history of the world as it pertains to the two kingdoms, the development of magic and its application towards military conflict, and the philosophies of the Duarna, the two competing schools of transmutative magic.

BACKGROUND

Cosmogogenesis

If we turn back the ages of the world, before heaven and earth and all that carries weight in this life, there was something whole and featureless, but complete. It existed, timeless and without form, unknown and unchanging. There was nothing else, so no name could be ascribed. Yet this inscrutable unity split, giving form and direction where none had been before. From this, the infinite of the void without, and the infinite of the mind and spirit within, was born. The newfound tensions of this dynamic split existence once more, creating the 5 elements of our world, connecting heaven and earth.

Urith, the First Kingdom

Into this new world sprang up life, and then in the lands of the south, the first and greatest of kingdoms, Urith, arose. Even the western mountains and the vast oceans that lie east could not check it. In its time, and for many ages after, it had no rival in riches, either material or spiritual. For a kingdom whose lands seemed so vast that it rested beneath all of the heavens in the sky above, it was inevitable that it too would split.

Long at the heart of Urith was the desire to sustain itself and its people. Emperors gathered to themselves the greatest and brightest, all to better the life of Court and Greater Urith. At the end of the earliest days when the First Dynasty was established, the Emperor An Arith Sur, founded the Great Colleges and convened the first Divine Council to write laws and administer the provinces. From that era forward, the First Kingdom would be known as the Great Kingdom, or An Urith. At this time, no knowledge of magic was known, though they were guided by the spiritual and philosophical principles of *Muhn Hurit*, The Manifest Way.

MAGIC

The Manifest Way, Eras before Magic

In the early days of Urith, studies of the natural world served only to advance the scholarly pursuits of the Great Kingdom. While such studies were only conducted within the *An-Baath Toraa*, or the Great Colleges, they were considered noble and cherished undertakings. Under Muhn Hurit, the predominant philosophy of An Urith, any conduct which sought a deeper connection with the Manifest Way were considered *Hurim Taa*, or Virtuous Tasks.

Muhn-rii, Disciples of The Manifest Way

Outside of the Great Colleges, there had always been the *Muhn-rii*, monks who had given themselves to walking the Manifest Way, devoting their lives to living these beliefs to their fullest. They were believed to be able to achieve amazing feats of endurance and strength, and were sought after for their wisdom and blessings. Amongst the Muhn-rii, there were two general approaches to the Balanced Way, ascetics who lived isolated lives free of material possession, and *Indulgents*, those who embraced a philosophy of knowing the divine by living life to its fullest. While still seeking balance, they did not shun possessions, or modest living, instead believing that all things held a measure of the divine. All who sought to walk The Way beside them were welcome to join, irrespective of wealth or title. Beyond these two, a small minority of monks, often considered heretics for their beliefs, pursued the Way through imbalance, rather than harmony. While able to achieve seemingly superhuman feats, the practice took excessive toll on their bodies, and was considered by many as unclean and a pollution of Ur-muhn.

Scholars of the Manifest Way

Amongst the scholarly classes, the medical arts which evolved from the folk practices of earlier days, had long recognized the dual energies and paths of both the internal and external worlds. They had keenly studied and codified the behaviors of the human body as well as that of the plants, minerals, and environs of the natural world. As all such things, they were manifestations of *Ur-muhn* (essentially, that which existed before Manifesting) and it was only natural to consider their workings to match what they understood of the 5 Divine Elements. Proper application of food and drink as well as what was considered virtuous living was able to bring the body back into accord with the world and so live happier, healthier lives. Later studies encompassed all aspects of life and there were those whose beliefs paralleled that of the Indulgents, teaching that every aspect of life (whether, singing,

dancing, or simply walking) could bring an individual into greater harmony with the divine. To the other extreme, both individuals and nature could fall out of balance when a particular Divine Element was Ascendant. Thunderstorms, quakes, fever, drunkenness, were all symptoms of an existence out of balance.

In the Second Dynastical Age, Saavin the Elder had been charged by the Emperor with finding new ways to provide a military edge over his enemies and to maintain the peace in the Great Kingdom. For generations, the armies of the Great Kingdom had been without parallel, continuously employing the most advanced hardware and tactics. Towards the end of the First Dynastical Age, hand-to-hand combat had already been perfected by the addition of martial techniques augmented by the Divine Way. Referred to as *Fahen Muhn*, or the Manifesting Strength/Fist, it incorporated techniques developed by the Muhn-rii, providing enhanced strength, speed, and endurance.

Baath Muhn, The Grand Order of the Muhn-rii

Over the years, the various order of Muhn Hurit had organized within the *Baath Muhn*, the Manifest House. While they sometimes provided counsel to Court, the Baath Muhn prided itself on its neutrality, its charter providing them with the autonomy to follow its own spiritual pursuits.

All those who walked the Manifest Way were welcome to be a member, even the heretical Indulgents.

For some time before Saavin the Elder, it had long been suspected by the Great Colleges and ruling elite, that the 5-Pillar Council of the Baath Muhn was concealing some great discovery, preferring to hoard this wealth instead of sharing it with the Great Kingdom.

Under the 154th Writ of Mandate, Saavin the Elder was given the authority to summon the 5-Pillar Council so that they might provide access to their teachings. While the sheer abundance of scholarly material occupied Saavin for some time, he began to suspect that greater truths were concealed behind the arcane writings. Frustrated at the slow pace of his research and fearful of an increasingly impatient Emperor, Saavin the Elder demanded that the *An Muhn-ro* (The Elder or First Monk of the 5-Pillar Council) fully comply with the Writ of Mandate. The An-Muhn refused, citing their Charter and concerns that the state use of their knowledge would not be a virtuous application of the true Manifest Way. The An-Muhn, as well as many of the Order, believed the Manifest Way was more about creation than destruction, and had long opposed the adoption of their basic teachings by the military. In a marked breach of centuries of protocol and the autonomy of the Baath Muhn, Saavin appeared unannounced before the 5-Pillar council and offered Court recognition and prestige to any amongst the Order who were willing to aid their Emperor and provide the true knowledge. Gaal-ro Daath of the Ascendants, and two of the Sect of Indulgents, acceded to Saavin's demands. Gaal-ro Daath in particular was eager for this recognition, their sect having borne the brunt of scorn and ridicule by the other Muhn-rii Orders for generations. The Ascendants secretly agreed to assist in the overthrow of the Baath Muhn with a demonstration of their sect's abilities, hoping to curry additional favor with the Emperor. Saavin the Elder, who himself was there during the fall of the Palace of Baath Muhn, was so impressed by the abilities of the Ascendants, that he personally praised them to the Emperor, assuring them a place of prominence in the new hierarchical order. However, one of the two Muhn-rii of the Indulgents had a change of heart when she learned of the Emperor's forceful occupation of the Palace. She provided the means for several monks and copies of their teachings to escape to the Eastern Provinces, far from the Emperor's direct control.

Creation of the Fareth-do, the Warrior Monks

With nearly all of the Baath Muhn's accumulated knowledge at his disposal, Saavin the Elder began the long task of deconstructing this information and applying it to the purposes that the Emperor had directed. As the discoveries of the Ascendants were easiest to replicate and militarize, their application of focused manifestation was given priority. While he did not live long enough to see the final fruits of his labors, Saavin's successor An Fah-so Jiit (Great Teacher of Strength) would preside over the first graduating class of warrior monks, the Fareth-do.

The Manifest Way, Eras After Magic

The Eastern Provinces

The overthrow of the Palace of the Baath Muhn only served to exacerbate tensions within the Great Kingdom. The Eastern Provinces, far from the ceaseless drive for territorial expansions of the West, saw greater wisdom in harmonious coexistence with their neighbors. They had long been at the odds with the Court of the West and saw the latest incident as sign that the Emperors no longer adhered to the founding principles of Urith. With the dissolution of the Baath Muhn and the increased reliance on force over diplomacy, the West feared the inevitability of civil war.

While the East did not relish the prospect of such conflict, they were determined to be prepared for it. With the arrival of the secret teachings from the West, a new 5-Pillar Council was created and integrated with the governance of the Eastern Provinces. While not a Republic, the Eastern Kingdoms saw the virtues of a tempered and reasoned approach to the decisions of Court. And as long as the Court would abide by harmony, the new An-Muhn would bless the study of the Manifest Way as a virtuous task.

Civil War

The period of protracted civil war eventually came to pass and the Great Kingdom would become divided, with the lands of An Ith to the West, and the lands of Ura to the East. An uneasy peace followed, with frequent skirmishes occurring at the disputed borders between the two nations. This is the state of affairs as it exists in the present of the game.

The Duarna, or the Dual Paths

Ascendants

A school of thought that held sway amongst the ruling elite and noble Houses of An Ith. They saw the elemental distinctions of the world as divine manifestations within which they could root the seats of their power. They believed that any who were strong enough to embrace one of the 5 paths in its purest form were themselves part of a profound lineage stretching back before heaven itself. With such an unbroken connection to the divine, any leader of such a House could claim dominion over all those beneath it.

The Great Houses were realigned to form the 5 Noble Families, with each deriving its connection to power through one of the 5 Divine Elements. The mages of the Noble Families wielded their application of the 5-Pillar Path as a blunt instrument, an immediate and often brutal solution to a vexing problem.

In the early days of the An Ith Hegemony, members of the Water Aspect House, known for their charisma and resourcefulness, were often Emperors. In the Middle Eras, when expansionism drove the pursuits of the Western Kingdoms, it was the Steel Aspect House that frequently occupied the throne.

Prestige was a highly sought-after aspect of the Western Kingdoms, especially amongst the Noble Mages. Whichever aspect controlled the throne elevated all those Ascendants into positions of greater authority.

Magical Philosophy

Practitioners

While anyone can technically access the powers of the Manifest Way through proper study and discipline, attendance of the *Baath Er-Faar* (House of the 5 Strengths) was mostly reserved for members of 5 Noble Houses and the landed gentry. While it was not unknown for those of common birth to become a Fareth-do, it was typically reserved only for extraordinary cases, such as the granting of a favor of Court or a Noble Debt. It also became common practice that legacy memberships would automatically be granted by right of birth to the more senior members of the Noble Houses.

Rules

Ascendants believe in manifestation through a singular element. While access to all of the 5 Divine Elements is possible for any practitioner, it is believed that continued application of a singular power over prolonged periods

of time erodes connections to the others. Such devotion grants enhanced control and power for a given manifestation of study, but at the detriment to others. It also enhances their ability to affect change in the oppositional element (Metal/Wood, Water/Fire, Wood/Earth, Fire/Metal, and Earth/Water). The minor discipline of a Fareth-do is always the element at opposition to their major element.

Practitioners can technically draw strength from any source aligned with a Divine Element that they wish to manifest. This might be a shrine, or artifact, or even the environment. For the purposes of battlefield application, however, most Fareth-do rely on elixirs or other consumables to manifest and strengthen the element within their body. As prestige and hierarchical order is prized in the Fareth-do, the commander is also an additional source of magical alignment and strength. Additionally, proximity to another similarly-aligned mage can also temporarily bolster power, endurance, and effect.

The price they pay for such efficacy is diminished access to *Maa* (unmanifested or undifferentiated energy) and its rapid depletion within the body.

The dominant or major discipline of an Ascendant mage is instantly known to their opponents because of the inherent balance within them. However, this does not inform other mages about which discipline is currently being utilized.

A mage can only allocate *Maa* into one Element at a time.

Constitution:

Ascendant mages

- receive a Constitution penalty for using elixirs or consumables as a source of *Maa* (the default is 1, but the penalty may vary depending on the elixir/consumable)
- can recover a point of Constitution for every 2 combat turns spent without moving or performing any other action (including sharing *Maa*). They receive an additional bonus of 1 Constitution point for recovering in a tile whose elemental nature matches their major discipline (however, they must remain inactive in that location for at least 1 combat turn to receive that bonus)
Acting as a conduit for energy for the purposes of chaining through a *Maa* line is **not** permitted.
Likewise, they can't share *Maa* during a combat turn.
They are considered to be meditating and recovering during this time period
- can recover Constitution by the application of an elixir/consumable

Manifestations/Feats

The philosophy of Muhn Hurit allows for cycles of generation and destruction, although they are actually both forms of transmutation. While some believe that pure creation or destruction is possible, most believe such feats are impossible to perform. The *Maa*-ists argue that as manifestations of *Ur-muhn*, the pure, undifferentiated whole, no new energy can be either added to or removed from the Universe; thus, energy can only be transformed from one manifestation to another. The Divinists avoid the question entirely, stating that it is pointless to consider an answer since such an act is only one that the Universe itself could perform. For the purposes of the game world, such acts of pure destruction or creation (e.g., creating water without the presence of metal) are impossible.

The cycle of generation is typically used for offensive capabilities in combat. When mages meet on the battlefield, each encounter is resolved as a test of manifest application and skill (in terms of game mechanics, this means that combat is resolved by comparing offensive and defensive stats; victory, or effective manifestation goes to whichever mage (or group of mages) has the higher score. In the event of a tie, nothing occurs, although *Maa* is expended on both sides). Since a mage can draw strength from their surroundings, a generative cycle can also be used in a defensive application. A mage may seek to deprive their opponent of *Maa* by transforming part of the environment to another element (e.g., transforming a portion of a brook into a wooded thicket). Conversely, a destructive cycle may be used for a similar purpose.

Transmuting the environment will match the mage's score against the environment's rating (inherent value + any potential modifiers). If a terrain tile has two environments, each of the Elements must be transformed separately. Ascendant mages are more sensitive to disruption of Maa lines, so merely transmuting one half of a two-terrain tile is sufficient to deprive them of energy.

Ascendants:

- receive a bonus for disharmonious transformations
- receive a penalty for harmonious transformations

Area of effect: there is no preset way that a transmutation can be manifested. It is left to the mage to decide how to allocate their resources. A mage may decide to affect multiple tiles, but their Maa will be split evenly amongst them. For every location greater than 1 tile away from the mage, the score diminishes by 2. It is possible that higher levels may enhance the ability of a mage to affect targets at range. Ascendants receive a +2 bonus of effect in any terrain that shares their major discipline, +1 for their minor discipline.

Chaining: Mages may decide to **chain** their transformative effect across the battlefield, but,

- the spacing must obey the rules for sharing Maa
- the mages can perform no other action that combat turn (meaning they cannot defend themselves against attack)

Note: As with sharing Maa or utilizing the environment for transmutation, chaining is disrupted if an opponent transforms any one intervening tile between source and target (or donor and recipient).

(also, see *Maa Lines* below)

Maa

As noted above, Ascendant mages deplete their energy faster than Harmonists and have a smaller pool of resources to draw from. To counter this, their discipline makes more efficient use of their energies.

Ascendant mages:

- can regain Maa only from sources that share their major or minor discipline (receiving +2 from major, +1 from minor) – such sources may be elixirs/consumables, shrines, environments, devices or relics
- receive a +2 to their initial pool if they share their major discipline with the leader and a +1 for each combat round afterwards
- can receive Maa from other like-disciplined mages within two tiles so long as none of the intervening terrain consists of either their minor-disciplined element or is of a dual type

Unless participating in a campaign mode, all Maa is considered to be replenished at the end of an engagement.

Maa lines: For mobile/web/console versions of this game, Maa lines may exist on the game map, allowing mages to utilize these to enhance the reach of their spells at diminished cost. The Maa lines might randomly change over time and/or as a result of certain changes to the battlefield (transmutation of the environment, removal of shrines, placement of devices/artifacts, etc.). Maa lines are not specific to any one element. Conveyance of energies along Maa lines by Ascendant mages require the expenditure of a point of Maa for each Ascendant mage or source of Maa (excluding the environment) that the line passes through. The cost is paid by each Ascendant mage that the energy passes through because of their inherent imbalance caused by their discipline. Note that the energy can't pass through a Harmonist mage without terminating at their location.

Advancement

Both winners and losers of an engagement are eligible to receive both experience and victory points.

Experience bonuses are dependent on the level of the overall engagement (i.e., combat between more experienced mages will yield more experience – this could be determined by taking an average of levels between all participants)

Victory points are received by achieving certain goals during an engagement. These might include capturing a shrine, transmuting a certain number of tiles, removing an opponent from the field, or an external goal set by a task or environment modifier

Victory points go towards prestige for the Fareth-do. Accumulation of certain preset amounts (which might be reduced if their major discipline matches the currently ascendant element of Court) will give them additional titles, advancing them in status. With increase in status comes the ability to command monks of a higher level as well as access to devices, artifacts or potentially mythical creatures aligned with their major discipline.

Experience points can be used to enhance elemental attunement. Because of the elemental focus of Ascendants:

- receive a bonus experience for 2 points spent in their major discipline
- do not receive this bonus in their minor discipline, but pay no penalty
- must expend 2 points of experience to enhance an elemental category that is neither their major nor minor discipline

Elemental levels will require increasingly large expenditures of experience to master. For every level of mastery attained their Maa pool will increase. Ascendants receive an additional Maa bonus for any increase in level of their major discipline.

Leaders

For the Fareth-do, a leader will always be the highest ranking (by title or prestige) member of the current Ascendant House. A leader remains in their position throughout the engagement unless removed from the field. This position is not transferable. If the leader is removed from the field, any benefit that they would normally provide leaves with them.

Prestige

Social standing is important to the Fareth-do. The levels of Prestige are named for the animals associated with each of the Divine Elements: Black Tortoise (1), White Tiger (2), Yellow Dragon (3), Vermillion Bird (4), and Azure Serpent (5).

Harmonists

The philosopher Kings of Eastern Ura espoused a belief in unity and elemental balance. They taught that material and spiritual prosperity rested in a harmonious existence that mirrored the time before creation. By embracing transformation as a motive force, their magic could match the ebb and flow of the natural world and guide its direction. The Harmonists took a longer view of the 5-Pillar Path, seeing it stretching out into distant time, with their mages acting as shepherds of civilization.

The rule of Ura reflected this same mutable philosophy. As new situations arose to challenge the Eastern Kingdoms, one amongst the Council was elevated to the position of Emperor with a mandate to rule guided by the relevant principle of the 5 Divine Elements. In the rare times of peace, a *Mue* or Wood Emperor might lead with kindness and idealism. In times of adversity, a *Giin* or Fire Emperor could preside as an intense and resolute ruler.

The ritual of determination was conducted by casting runes into a small bag, with the presented runes matching one of the 5 Divine Elements. That Aspect which received the most votes was ascendant only for the governing epoch. If there was no plurality, then voting continued until one was achieved. The Aspect (or Aspects) that received the next most votes served to inform how the Emperor should apply their power under the current set of circumstances.

Magical Philosophy

Practitioners

Harmonists accept any and all who wish to study their discipline. Students are accepted into the Baath An-Hurii (The House of the Great Way) and graduate as **Hurim-rii** (virtuous students). No legacy admissions are accepted and rank is not hereditary.

Rules

Unlike Ascendants, Harmonists seek balance and strive to attune themselves to each of the 5 Elements. Every mage has a natural level of affinity for each Divine Element, depending on their personality, experience, and constitution. Through practice and study any individual can seek mastery of the Elements.

Practitioners can likewise draw strength from any source aligned with a Divine Element that they wish to manifest. This might be a shrine, or artifact, or even the environment. Field commanders are also an additional source of magical alignment and strength. Additionally, proximity to another similarly-aligned mage can also temporarily bolster power, endurance, and effect.

A mage can only allocate Maa into one Element at a time.

Harmonists:

- receive a bonus for creating harmonious transformations
- receive a penalty for creating disharmonious transformations

Constitution:

Harmonist mages

- do not receive a Constitution penalty for using elixirs or consumables as a source of Maa.
- can recover a point of Constitution for every combat turn spent without moving or performing any other action (including sharing Maa). Acting as a conduit for energy for the purposes of chaining through a Maa line is permitted so long as they do not contribute any Maa to the transmutation. They are considered to be meditating and recovering during this time period
- can recover Constitution by the application of an elixir/consumable

Manifestations/Feats

Harmonist mages are less sensitive to disruption of Maa lines, so transmuting one half of a two-terrain tile is **insufficient** to deprive them of energy.

Area of effect: there is no preset way that a transmutation can be manifested. It is left to the mage to decide how to allocate their resources. A mage may decide to affect multiple tiles, but their Maa will be split evenly amongst them. For every location greater than 1 tile away from the mage, the score diminishes by 1. It is possible that higher levels may enhance the ability of a mage to affect targets at range. Harmonists receive a +1 bonus in terrain that matches the discipline being utilized.

Chaining: Mages may decide to **chain** their transformative effect across the battlefield, but,

- the spacing must obey the rules for sharing Maa
- the mages can perform no other action that combat turn (meaning they cannot defend themselves against attack)

Note: As with sharing Maa or utilizing the environment for transmutation, chaining is disrupted if an opponent transforms any one intervening tile between source and target (or donor and recipient).

(also, see *Maa Lines* below)

Maa

Harmonist mages:

- can regain Maa from **any** source (receiving +1 per combat turn) – such sources may be elixirs/consumables, shrines, environments, devices or relics
- receive a +1 from their leader for each combat round afterwards
- can receive Maa from other mages within two tiles so long as none of the intervening terrain consists of either their minor-disciplined element or is of a dual type (?)

Unless participating in a campaign mode, all Maa is considered to be replenished at the end of an engagement.

Maa lines: Conveyance of energies along Maa lines by Harmonist mages do not pay any Maa penalty for accessing them. Likewise, energy can't pass through an Ascendant mage without terminating at their location.

Advancement

Both winners and losers of an engagement are eligible to receive both experience and victory points.

Experience bonuses are dependent on the level of the overall engagement (i.e., combat between more experienced mages will yield more experience – this could be determined by taking an average of levels between all participants)

Victory points are received by achieving certain goals during an engagement. These might include capturing a shrine, transmuting a certain number of tiles, removing an opponent from the field, or an external goal set by a task or environment modifier

Victory points go towards accolades for the Hurim-rii. Accumulation of certain preset amounts will give them additional awards, advancing them in status. With increase in status comes the ability to command monks of a higher level as well as access to devices, artifacts or potentially mythical creatures aligned with an element or group of elements.

Experience points can be used to enhance elemental attunement. Because of the balanced nature of their discipline, there are neither penalties nor bonuses for assignment points to a particular element.

Elemental levels will require increasingly large expenditures of experience to master. For every level of mastery attained their Maa pool will increase. Harmonists receive an additional Maa bonus when they have advanced in mastery in all 5 elements.

Leaders

For the Hurim-rii, a leader will always be the highest ranking (by title or prestige) member. A leader remains in their position throughout the engagement unless removed from the field. Unlike the Ascendants, this position is transferable. If the leader is removed from the field, the mage with the highest title or prestige becomes leader. The leader bonus is applied in the combat turn following the elevation of the new leader.

Accolades

To the Hurim-rii, learning is paramount and their levels of recognition reflect this scholarly aspect. In order from first to fifth level, the ranks are: Shu-fii (Water Master), Jiin-fii (Metal Master), Tu-fii (Earth Master), Hu-fii (Fire Master), and Moh-fii (Wood Master). The Hurim-rii also recognize the rank of An-fii or Great Master.

General Rules of Engagement

Engagement Area

The default area is considered to be 20x20 tiles

Opposing Force Size/Level

The default size is 7 monks to a side

There are no specific default levels for an engagement. However, there may be certain mission or campaign goals that dictate these requirements

Modifiers

These could take the form of creatures, NPC's, tasks/goals or random events.

Creatures/NPCs might provide Maa or other bonuses depending on their specific nature

Mages may be assigned specific missions or charged with certain goals for an engagement which dictate tactics and/or victory point bonuses (e.g., defeat a certain leader, hold a certain shrine by the end of the engagement, etc.)

Random events might be assigned before the beginning of the battle. These could include environmental or social conditions that could affect the behavior of elemental magic during a battle

Combat Resolution

If a mage loses a battle their Constitution is reduced by 1 (unless dictated by the specifics of an engagement modifier such as an artifact or magical creature). If a mage's Constitution is reduced to zero or below, they are removed from the battlefield at the end of the combat turn

If the target is a **tile**, then its attunement is reduced by 1 (unless dictated by other modifiers). Once at zero, its Nature is transmuted and its attunement is considered to be 1. Application of generative transmutation to a tile will increase its attunement, but will also make it more difficult to transform.

If the target is a **creature** (or perhaps an **NPC**), then their resolution follows similarly to that of Mages, where their Constitution is diminished with each loss until reduced to zero or below (at which point they are again removed from the battlefield – however, unlike Mages, they are immediately removed)

Resolution

Engagement ends when:

- victory point conditions are met
- task(s)/goal(s) are completed
- all of the mages from one side have either fled or been removed from the battlefield

Present Day

Currently, An Ith and Ura are not officially at war, though the two countries vie over the disputed borderlands. Mages in each land are held in high esteem and exist as special forces within each of their militaries. It is not uncommon for the two sides to fight simply for honor or prestige, with none of the main militaries being deployed. Since each still view Muhn Hurit as a direct connection to the divine, a victory elevates the claim of the winner in any dispute.

Magic in the World Beyond

Rumors of different abilities exist in the distant lands beyond An Ith and Ura, but none have been definitively confirmed. There is nothing that would preclude someone born elsewhere from accessing the transformative magic of Muhn Hurit.