

Brand New 231

[Brand New Life Online: Rise Of The Goddess Of Harvest](#)

Chapter 231: A Possible New Friend Inside The Game

Lily quickly dried her tears using a handkerchief I gave to her.

"Alright! Let me help you with your garden for now, I can see there's a lot of messy things here, you didn't set it up completely right!" She said, quickly cheering up and acting like a teacher.

"Aahhh... I-I guess I didn't, huh... Well I still had fun with my Elena." I giggled nervously.

"Well, that's what important but it can always be better, right? Alright, let's get to it then!" Lily got surprisingly cheerful and energetic, as she began helping me in everything she could.

I honestly had a very fun time with her, laughing, smiling, and seeing her smile as well. I felt rather sad when she began to cry like that, it must have been hard for her after all these years of dedicating her blood and sweat to her shop to see how it might inevitably close.

When we finished, we drank some tea that Elisa gifted to me while enjoying the view of the garden, she seemed rather fulfilled after having helped me a lot.

"Phew that was a lot of work..." She sighed in relief. "Hmm, but this tea really makes it all worth it..."

"Yeah, it is amazing right? My daughter's friend gifted it to me, she's a really nice girl." I said.

"Ah, you've got a nice friend for your girl then." Lily said.

She suddenly looked into the garden and the flowers, seemingly slightly sorrowful.

"I wish I could had made a family like you did..."

"Eh? Ah... Well, you might had have your reasons..."

"I... Well, I was never good at interacting with guys... So it was hard for me. I always thought "eventually I'll find the right one", but that went on and on... the years went by and I... I never found anybody."

"Oh..."

"Ah, sorry, I guess it is not really something I should be telling you out of nowhere..."

"No, it's fine. You can talk anything you want, feel free."

"Elayne... you've got such an enormous amount of patience with this old lady..."

"Haha, don't call yourself old, you're only... fifty?" I asked.

"Fifty-two..." Sighed Lily.

"Well, it still very early! You're young and you look almost the same that I remember you when you were thirty, you're a gorgeous woman Lily, have more confidence." I said.

"Elayne..." Lily sighed as she seemed to smile a bit more.

Woah, I never thought I would be the one cheering up people like this.

I was always self-loathing myself and had Mark telling me all these days that I was someone nice that deserved more.

Now I am the one telling others that and trying to cheer them up.

I guess I have indeed changed...

"You think I could find someone one day?" Wondered Lily, slightly embarrassed.

"For sure!" I said. "There's lots of fishes out in the sea."

"Ahh... I wish I could find someone that could accept me how I am... I honestly just want that." She sighed. "I wouldn't even mind how they look or anything... I guess I am slightly desperate, am I? Though I am already way past the age I can have a kid... It was one of my dreams when I was a girl to have a family with kids and all... I can't believe how much I've wasted my life without ever fulfilling that dream..."

"Oh..." I sighed. I quickly patted her shoulders. "There is... well, always other options to have a child, perhaps... But well, it is all up to your own compromise and all of that."

"Hmm... I guess you're right." Lily sighed. "Well, I think I should get going, I don't want to bother you anymore and it's about to be lunch time..."

"Oh, how about you come eat with us?" I asked.

"Eh? M-Me?" She asked.

"Yeah, why not? You can have lunch with me and the girls." I said. "Can you help me cooking?"

"Sure!" Lily quickly answered happily, as we went inside my home and we began to cook a delicious paella. I introduced Lily to Anna and Elisa, as Lily praised how cute they were.

"This is... So delicious..." Lily said. "I don't think I've ever eaten something so tasty since I was a little girl and I was feed what my mother prepared every day..." Lily smiled, recalling her past.

"Eh?! That much?" I asked.

"Yeah! I don't know why but the food is way tastier than before too, it is so flavorful..." Anna said.

"T-This is amazing, not even the professional chefs at my house make such delicious paella!" Elisa said. "Auntie your food is the best of the best!"

"Hm, I don't know how she does it but it keeps getting more tasty." Elena said.

"Ahahaha... Thanks..." I said, slightly embarrassed.

I don't know why but the food was indeed more delicious, and more comforting and warm, as if it had an all-encompassing flavor that granted a sense of fulfillment to the body.

It felt like when I ate the delicious food I made inside the game, somehow.

"Thank you for the lunch, Elayne, I think I owe you so much now..." Sighed Lily.

"It is fine, don't worry about it... I'll be going to my parents' house for half the week but the other half we can meet up again, you can come here or I can come to your house as well." I said.

"O-oh, sure thing! I would love to." Lily said, suddenly giving me a big hug.

"Thank you for everything, really." She said.

"Aww... It is nothing Lily! Take care." I said, as she walked away slowly.

I guess I made a new friend, although deep down, it feels like Lily was always my friend.

And well, now that I've got nothing much to do, I'll go play BNLO until night!

Huh... I wonder if Lily will truly try it out now that she got it. I think it might do her well. She could even find a boyfriend there eventually...

[Brand New Life Online: Rise Of The Goddess Of Harvest](#)

Chapter 232: Logging In

"Lily, wait!"

I quickly chased Lily down the street.

"E-Eh? Elayne?"

"I forgot that I didn't even try to help you with the game set up at all... Is it okay for me to take a little visit at your house so I can help you out?"

"Oh! Right! I was already wondering I would need to find some tutorial in youtube..."

Like that, we went back to the plant and gardening store and Lily led me to her home, which was right in the back of her store. She offered me some tea, but I was in quite the hurry so I just decided to help her without drinking tea.

Lily quickly sat down over her bed as I told her, as I quickly set up the helmet and then put it over her head, the game cartridge was already installed and all was running excellently.

"This was awfully swift, Elayne, thanks a lot..."

Lily quickly logged in the game, as she seemed to have fallen asleep.

After like five minutes, she came back.

"It was incredible... it felt like I was in another world..." She said while opening her eyes.

"Eh? You're back pretty quickly... Did you go to the forest I told you?" I wondered.

"Yeah, but I appeared in a different area underground... I choose a special race that I found very cute..." She said with a smile.

"I see, what's your game name?" I wondered.

"It's... GardenerLily87..." She said slightly shyly.

"I see, got it! I'll see you in the game now." I said. Lily quickly followed me as she waved her hand while I walked back home.

"Thanks a lot for your help, Elayne, you're really a sweetheart. Have a nice trip!" She said.

"Likewise, see you soon in the game then!" I said.

"Yeah!" Lily was happy, quickly going back to her room, I bet.

She probably will become quite addicted to the game; she had a very good reaction to it.

And now... let's go back home!

...

After a few minutes of walking rapidly back home, I found myself sitting over my bed, with the helmet over my head. I closed the door of my room tightly and then quickly decided to log-in.

This time around I logged-in to the game very early, it was still day when I logged in and the beautiful sunlight atop the sky illuminated the beauty of this forest.

I found myself resting over a bed in the fairy kingdom's castle, as I quickly stood up. I receive some messages, Rita and Mark were logged since an hour ago, I had received some messages of Rita a lot before logging in, but because I was busy with Lily I couldn't properly answer her.

She got very jealous when she read I was going around with a new female friend, and she said she didn't knew of any old hag named Lily, I quickly reprimanded her after that though.

[Rita]: Elayne! Come on, log-in already! We are waiting for you with the big Titan and the boys.

[Elayne]: I am still busy, calm down a bit. You've gotten super addicted to the game, haven't you?

[Rita]: Ugh... I am just bored and want to do something with my best friend! What are you so busy doing anyways?

[Elayne]: I am with a friend named Lily; I'm helping her set up her online shop. She even bought a VR headset so we might get a new friend. She's 52 so she's quite old compared to us, treat her well okay?

[Rita]: Eeeh? I don't know any old hag named Lily! Why are you meeting with other girls than me?! You traitor!

[Elayne]: Rita stop messing around, don't call her old hag!

[Rita]: Ugh, okaaaaayyy... But just come and log in! We can meet that old hag there.

[Elayne]: Stop calling her old hag!

[Rita]: Fine! Fine! Ugh... Just hurry! I wanna be with my bestie.

[Elayne]: You could had come to visit me at home too...

[Rita]: I've got a big family so I am always busy... I am too tired to walk there now.

[Elayne]: You're always tired nowadays, how fat are you?

[Rita]: I am not the fat one, you're a fatty!

[Elayne]: No you!

[Rita]: You!

[Elayne]: You!

At that point we began to just mess around. It reminded me of our chats when we were young high school girls. I guess Rita is so childish that she always reminds me of those times because, aside from having kids and a husband, she has never really changed much at all. I guess I am the only one that has become gloomier over time.

I suppose this is why I appreciate Rita; she always bring me some joy and a laugh when she acts like she had always acted since we meet. I bet she knows about this and only abuses it to make me laugh even more so I can end up overlooking her offenses sometimes...

Anyways, as I logged inside the game, I quickly got some live chat from Achlys and Titan, who were currently having teatime with Titania in the hall. They looked slightly different; did they evolve?!

Achlys looked almost the same, but she had many purple tattoos around her arms, hands, legs, and a bit over her face, especially in her forehead, whose tattoos had the shape of an eye with tiny spider legs?! It looked slightly exotic. Her silver hair was longer and shinier, and she even had long black nails.

And Titan was slightly bigger now, his bark didn't look so long and seemed strong, sturdy, and rather healthy and young. He still covered his head with the skull of a goat I think... or whatever it is, with long horns, looking a bit creepy. But he now had tiny branches growing his back and shoulders, which looked like small saplings.

Looking at their status, Titan evolved into a High Treant while Achlys became a Night Elf... So they already evolved!

"Hey Planta, hurry and come here already!" Achlys said.

"Okay, I'm coming, wait up a bit..." I sighed.

It should be time I evolved already, so I am not the only one behind.

[Brand New Life Online: Rise Of The Goddess Of Harvest](#)

Chapter 233: It's Time To Evolve!

I looked into my own Status after deciding to evolve.

[Player Name]: [Planta]

[Title]: [Legendary Warrior]

[Race]: [Dryad: Lv20/20]

[Race EXP]: [--/--]

[Job Class]: [Farmer: Lv20/20]

[Job Class EXP]: [--/--]

[Satiation]: [100/100]

[HP]: [440/440]

[MP]: [1600/1600]

[STR]: [117]

[VIT]: [117]

[DEX]: [117]

[AGI]: [254]

[INT]: [283]

[WIS]: [250]

[LUC]: [135]

[Race Skills: 10/10]

[Spirit of the Forest: Lv1], [Photosynthesis: Lv2], [Green Magic: Lv4], [Life Drain: Lv3], [Plant Companion: Lv1], [Daughter of Nature: Lv1], [Spirit Magic: Lv4], [Spiritual Shield: Lv10 (MAX)], [Plant Synthesis: Lv1]
[Fairy Queen's Protection: Lv1]

[Job Class Skills: 10/10]

[Agriculture: Lv1], [AGI UP: Lv1], [Tame: Lv1], [Farm Animal Companion: Lv1], [Fishing: Lv2], [Robust Body: Lv1], [Farming Tools Usage: Lv10 (MAX)], [Terrain Adaptability: Lv10], [Soil Manipulation: Lv10], [Great Spirit Vessel: Lv1]

[Stored Skills (Unequipped): 3]

[Race Skills]: None

[Job Class Skills]: [Crafting: Lv1], [Alchemy: Lv1], [Cooking: Lv2]

[Summons: 2/2]

[White Goat (Female): Name: Belle: Lv30/30]

[Carnivorous Amber Lotus Flower: Name: Loki: Lv30/30]

[Tamed Monsters: 2/2]

[Silver-horned Lake Snake (Female): Name: Silver: Lv30/30: Affection: Lv8/10]

[Black Armor Mimic Swordsman (Hermaphrodite): Name: Mimy: Lv30/30: Affection: Lv7/10]

[Skill Points: 44] [Stat Points: 0]

[Equipment]: [Spirit of the Forest Robes] [Bracelet of Nature] [Great Spirit Crown of Harvest and Nature] [Seed Pouch] [Mushroom Hero Ring] [Mushroom Hero Bracelet] [Heavenly Ring of Life and Souls]

Ah, my stats are the same as I remember them to be since some time ago. Well, it has been a while since I reached Level 20, and the whole quest to finally evolve and change class took a while, without letting me level up any longer. But for now, I can both evolve and change my class and even get a subclass, alongside receiving all of that juicy accumulated EXP, so it is going to be an enjoyable thing to do, I bet Achlys and Titan already did that and got a lot of EXP, that probably got them already into a pretty high level.

"Guider, can you show me the evolution options?" I wondered.

"Yeah, here." The Guider Spirit swiftly emerged before my eyes, as he showed me the evolution options. Apparently, there were three options available.

"Usually players only have one option so they just evolve automatically into that option, but new secret evolutions appear when certain requirements are met before evolving." The Guider Spirit said.

"Indeed, such as becoming my vessel!" Laughed the Great Spirit of Harvest, as she appeared right before me.

"Yeah..." The Guider Spirit was not that fond of her. "And also helping the fairies and receiving the Blessing of the Fairy Queen as well. It was a secret requirement to unlock one of the three evolution options as well."

"Woah... let's see..."

[Available Evolution Options]

[Daphnaie, Dryad of Laurel Trees]

[Hesperides, Guardians of the Golden Apples]

[Hamadryad, Protectors and Hearts of the Forests]

Woah, they all sound fancy to me... I guess the Daphnaie is the one I should had evolved normally, right? It seems so, while the other are the newly unlocked ones. Let's see them all in detail.

[Daphnaie, Dryad of Laurel Trees]

Special Dryads who have grown stronger, their connection with nature and trees has grown to the point they're seen as Dryads of the Laurel Trees, special trees said to be guardians of towns and villages. These Dryads are capable of planting trees and slowly forming a new forest with effort. Their capabilities also include the ability to create special magic-imbued seeds, enchanting living beings with powerful spells, and giving life to the ones near death. Their blessings are cherished by people.

Seems quite simple and straightforward, but I can tell it might enhance all my normal capabilities. Although making Magic Seeds seems interesting, all my seeds were always normal and took a while for them to evolve into Magic Plants by harvesting them and planting them over and over through a farming cycle. I wonder what sort of fantastical plants I could make...

[Hesperides, Guardians of the Golden Apples]

Beautiful and mystical dryads related with the Apple Trees and other Sweet Fruit Trees and seen as protectors of sheep and other farming animals. Also known as Epimelides, the Greek word melas—from which their name derives—means both apple and sheep.

They're cherished by all commoners and specially farmers, as they're seen as lower deities despite being still closer to normal spirits. Their power enhances the growth of all sorts of plants, their nutritional intake, and also the health and reproductive speed of farming animals and cattle. They are wandering dryads that protect the vast plains. It is said that they're capable of creating Golden Apples which, once consumed, can enhance stats and skill levels temporarily.

[Hamadryad, Protectors and Hearts of the Forests]

One of the most ancient lineages of Dryads, often associated with Oak Trees, they're capable of living for eternity as long as their forest survives. Since birth, their internal spirits converge with the lifeblood and core of a forest, and each tree becomes a part of their body. If a tree dies, they also become weakened, and if an entire forest dies, they perish as well. Protected due to this by the gods, anybody that dares hurt or kill a Hamadryad is punished by the gods.

Now long extinct due to the darkness covering the world, they are prophesied to be reborn one day, to merge with nature and the forests, and to help plant new seeds, new forests, and new life across the continents now shrouded in miasma and obscurity. Their abilities can extend up to the ability to bring nature wherever they walk, their forests emerge as a mystical domain around their surroundings, any arid place they touch will soon sprout with all sorts of vegetal life.

This is a hard choice... But I really should hurry up and pick something. Nonetheless, these two are the best of the three. Hesperides seem incredible for continuing my farm, but I feel like Hamadryads with their ability to enhance the forest and make it flourish and even expand it... kind of makes me want to choose that one as well.

Ugh, what should I pick?!

[Brand New Life Online: Rise Of The Goddess Of Harvest](#)

Chapter 234: Evolving!

"Obviously pick Hamadryad."

Suddenly, the Great Spirit spoke.

"Eh? Hmm, I had also considered it as well, so I was about to pick it anyways... But still, why?" I asked.

"Well, isn't it obvious? Hamadryads are mystical in nature and capable of many incredible things, although the Hesperides would be better for Farming, which is also one of my divinities, it is more important to choose one that not only could benefit you but the world surrounding you." The Great Spirit said.

"Hm, after all, I've been living in this world and grown so strong all thanks to the many wonderful people I've met. And this forest which I've grown to love so much... I guess it is kind of a given I should pick this,

right?" I laughed. "Well, I am not just obeying you or something, don't get the wrong idea, I had already considered it previously."

"Heh, if you truly choose the Hamadryad, then you'll become the first one in thousands of years..." Said the Great Spirit. "It might cause a bit of a commotion between the gods."

"Eh? Really?" I asked.

"Yeah... If you're scared, you can choose something else I guess." The Great Spirit said, taunting me.

"Well, I've already made up my mind." I said. "But how did I unlocked this evolution?"

"This one is the hardest to unlock." The Guider spirit said. "Not only must you have contact with a Great Spirit and become the vessel of one, but also you must gain the recognition of a second spirit of the forest, such as the fairies, and also gain the blessing of a strong spirit that is not the great spirit, such as Titania, all while keeping a good relationship with her and her race of spirits, the fairies."

"Oh... I guess it is the hardest and rarest of the bunch then!" I said in surprise.

"Precisely." The Guider Spirit said.

"Then, I shouldn't waste a single second!"

Ding!

[You have chosen the [Hamadryad, Protectors and Hearts of the Forests] Evolution Option!]

[Evolution has begun...]

FLASH!

Suddenly, my entire body began to glow incredibly brightly, as countless branches started to grow everywhere, and I couldn't even stop it! My entire body began growing larger and larger, as my legs became roots and my arms countless branches flying upwards into the skies.

"Uwaaahh!"

CRAAASH!

Suddenly, the castle floor below me immediately shattered and crumbled apart, alongside the walls surrounding this room where I was staying in. My entire body grew up to six meters of height, and my roots went all the way into the soil! When I realized it, I left an enormous hole in the castle and my body was staying immobile in there!

Oops?

I couldn't even move, and as much as I tried, nothing was happening... However, I felt a strange and warmth light encompassing my entire body, and the beating of my heart was intensifying constantly.

The last thing I heard before falling asleep were the screams of fairies rushing to my room, and then the voice of Achlys and Titan who were shocked to see I ended turning into a big tree...

.

.

The gods above the starry skies suddenly felt something within the land of the mortals. As one of the chosen ones by Gaia had already damaged the Demon King of Miasma a second time, and as she sent a new member of her group of blessed ones into the ground below, the gods couldn't feel more tired of what was happening, and immediately directed their gazes at Gaia, who was trying to relax after what had happened just some hours ago. However, she could not quite relax anymore, Planta, her blessed one and the one she had her highest hopes suddenly evolved into something not even her had expected.

"W-What is this?!" She asked, looking into a projection of Planta. "S-Shouldn't she had evolved into a Daphnaie?! But she evolved into a Hamadryad...! The first one in over a hundred thousand years..."

The gods were not furious by this, but incredibly surprised and happy. It has been so many years since the last Hamadryad perished, that they had gone long extinct. In fact, normal Dryads were already an incredibly rare race, and with Players being added into the mix, things never truly changed, as nobody ever choose the Dryad race... except for Planta.

"I-Is this the right thing?! Has a Hamadryad been reborn?"

"No, this is a completely new one!"

"How?!"

"Gaia, is this your doing?"

Each God lived within their own personal "rooms" or more like Divine Realms where their elements were channeled the most, and where their existences could be held still. However, they were capable of speaking through telepathy as easy as breathing and drinking water. Gaia, the Goddess that has been watching over Planta and helping her this entire time quickly received many "chat messages" from many Gods at the same time.

She had to quickly calm them down by answering each one of them, as she said that indeed, that was Planta herself. Apparently, she had managed to complete several incredibly hard to pull conditions, one of them was becoming the vessel of the Great Spirit of Nature, Harvest, and Farming, and the other was befriending a large group of Spirits, protecting them, and gaining the trust and blessing of their leader, a High or Divine Spirit, separate from the Great Spirit itself.

Gaia herself never imagined that Planta would ever manage to pull out such complicated requirements, but she did it in a whim, and with amazingly great achievements at that.

"Yes, it was Planta... I suppose I now deserve a good apology, right? From all of you who couldn't trust my intuition."

Gaia cheekily asked for apologies, as many gods quickly recognized she was right this whole time. Back then, they had made a big fuss over Planta "breaking the rules" of the game's settings and other things by abusing loopholes without realizing it. However, now that she had become such a highly sought after entity as a Hamadryad, the gods had to simply sigh and accept their defeat.

"We apologize, Gaia..."

Many gods' voices were heard, as Gaia chuckled a bit childishly at her victory.

"Looks like betting it all on you was not the wrong choice, Planta... I am expectant of what you will do next. Whatever it is, I am sure that it will be something good."

[Brand New Life Online: Rise Of The Goddess Of Harvest](#)

Chapter 235: Now Time To Change Job Classes!

When I evolved, it felt as if I was being embraced by a constant warmth that encompassed my entire being. It was comfortable, and I wanted to sleep for an eternity like this, but I knew I couldn't simply let the game make me sleep for so long, even less when I am trying to play it... So, I decided to wake up after taking a nap inside the game, something I don't remember having ever done before.

When I finally opened my eyes, I realized I was several meters above the floor of the castle, and my body was a stiff tree... However, as I began to move, the tree bark slowly started to crack, shattering as I pushed out of this "cocoon". The moment I finally freed my arms, and then my legs and the rest of my body, I ended falling into the cold floor, my equipment was all automatically unequipped, so I was completely naked.

BAAAM!

"Ouch..."

As I began to caress my butt which was hit hard into the floor and the pain didn't go away, I realized there were several fairies standing in front of me, alongside Titan, Achlys, and Titania...

"A-Ah... Hi..." I said, quickly realizing I was naked and then deciding to equip all my equipment back up again.

"Y-You became a tree!" Said Achlys.

"Ugh... I know, but now I am freed!" I said. "That's what matters- Oh boy, I really did left a disaster in the entire castle... I should had evolved in the forest, not inside a building."

"You should..." Sighed Titania. "Nonetheless, I am surprised at what you've become. By merely giving you a single gaze I can tell you've become a Hamadryad, Planta! I can't believe one has finally been born in this world after a hundred thousand years since the last one died... And in such a way as well..."

"A-Ah, yeah, I choose this evolution because it was indeed the rarest of the bunch." I said while puffing my chest... And I wasn't even done with that yet.

Ultimately, I had to explain everybody what happened, I caused too much of a commotion after all. Achlys wanted to go in an adventure, and was insisting me a lot to go out, but I had yet to change my Class and choose a Subclass, so she decided to give me a few minutes to get that done.

Apparently, from what I investigated; a Class is also capable of "evolving" the same way a Race can evolve each time they reach their max level. As of now, my current Class, Farmer, could evolve into three different Classes, each one was a branch towards a different specialization, apparently.

So there might be types of Farmer as well, some that specialize in raising cattle, others that specialize in planting plants and harvesting, and others that might specialize in changing the terrain, or even crafting. Although my Class Change Options were not really about such specializations, to say the least.

[Available Class Change Options]

[Shepherd]

[Gardener]

[Spirit Farmer]

They sound rather normal compared to the Race Evolutions, but let's not waste time wondering that and just pick something to see what's up with it.

[Shepherd]

A special Class unlocked after a Farmer reaches max level. It specializes not only in the caretaking of sheep in specific, but of all types of farming animals. Not only can they enhance the power of summons that are categorized as farming animals, but also grant new abilities to enhance their power further or allow summons to share their power with the Shepherd.

Additionally monsters that are compatible have a better favorability with the user and can become tamed easily. Tamed Monsters might breed faster and produce offspring that age rapidly through a Shepherd's blessings and care. Their farming abilities also receive an improvement, and plants might grow with special properties if grown in vast grassy plains.

I see, this one Class seems to be a tamer-specialized Farmer? I guess a whole army of farm animals would be interesting to have...

[Gardener]

A special Class unlocked after a Farmer reaches max level who has formed some sort of pact with a spirit related to nature. Gardeners are specialist in the caretaking of all sorts of plants. Their abilities and skills allow them for the creation of vast gardens wherever they feel like.

The flowers and other plants such as trees, bushes, and even mushrooms raised by Gardeners can take up special qualities never seen before and other traits that can be later on processed through alchemy or cooking to make them shine the most. Gardeners specialize in the raise of plants, and their ability to tame plant and nature-type monsters are the greatest of all classes, alongside enhancing their ability to summon such entities as well. Gardeners might require special materials to make most of their abilities shine.

And this one seems more like a plant growth and raising specialist, plus a specialization over taming plant and nature monsters and summon them to battle as well. It seems pretty interesting! But there's another one left...

[Spirit Farmer]

A special Class unlocked after a Farmer reaches max level who has formed a pact with a special spirit and that has befriended several dozens of spirits and even received a blessing from a high-ranking spirit

leading such spirits. A special never seen before Class that is, in a sense, an upgrade from the jack-of-all-trades Farmer Class, but that has gained the additional blessing of the spirits, being able to perform all sorts of incredible things that would be seem as normal for a farmer but enhanced by the power of spirits.

Planted seeds may be able to grow into spiritual plants, special plants above in quality than magic plants, raised animals, tamed monsters, and summons may gain elemental spirit blessings, and sometimes, even living spirits might pop up out of plants. Spirits can also be called to enhance the farming process, and the terrain surrounding the farmer is blessed with spiritual essence, making them walking gods of farming.

Eh? What with this description?!

[Brand New Life Online: Rise Of The Goddess Of Harvest](#)

Chapter 236: Time To Get A Subclass And... Heart Of The Forest?!

I didn't had to think it twice, Spirit Farmer was right up my alley, without even faltering, I also choose that Class Change and immediately took it, at the same time, I also saw the changes that happened within the system, as there were several newly accumulated system windows that had popped out recently.

However, before checking, I decided to immediately move towards my Subclasses to check them right away. Apparently the Subclass Slot was already within my Status, and one of the rewards of completing the quest is being able to access this function.

I touched a button in the menu named "Subclass Change" and was brought immediately towards a specific and different window, which showed five options.

[Subclasses are specific Classes made for the Player based in their experiences. Only one can be chosen, which will evolve over time as the Subclass Levels Up. Much like Race and Class, EXP can be earned by defeating monsters, but like Classes, Subclasses can also gain EXP by performing certain things related to such Subclasses and completing such actions successfully.]

[Available Subclasses]

[Apprentice Cook]

[Starting Fisherwoman]

[Novice Sewer]

[Beginner Crafter]

[Apprentice Alchemist]

Eh?! These don't look all that personalized... But I guess they do relate to how I've been doing all of this in my meantime, and they're all "starter" does this means that my Subclass won't match the current level of my Race and Class?

Well... I wonder what I should pick, each one is quite self-explanatory. What I've been enjoying the most is cooking though, so maybe a Subclass that helps at cooking would be interesting. However, Crafter and

Alchemist are just as interesting... Ugh, can't I get the jack of all trades subclass or something so I can do it all?

I guess not...

Ding!

[Due to the Intervention of [GM: Gaia], a small wish due to your great accomplishments have been granted]

[You have unlocked the [Jack Of All Trades] Subclass]

"Eh?! Gaia...?"

I looked into the sky, or well, the ceiling, but I couldn't see anything. Nor I really heard Gaia's voice this time either... but wow, such a Subclass really exists?

[Jack Of All Trades]

A Special Subclass that only those that have been able to perform various types of different trades are capable of unlocking by several very specific conditions. A special Class that has only been ever rumored to exist, Jack Of All Trades, as its name implies, deals with all Subclasses that the user has available aside from the Class itself, giving the user the ability to acquire all of such capabilities and enhancements. However, it is rumored that they cannot be completely mastered.

This is certainly a mysterious Subclass, are you willing to take it?

Uuhh... What with that last line... Of course I'll take it!

And like that, I took the [Jack Of All Trades] Subclass.

Ding!

[You changed Class into a [Spirit Farmer]!]

[The new [Spirit Farmer] Skill Tree has been formed]

[The Job Class Skill [Agriculture: Lv1] has evolved into [Spirit Agriculture: Lv1]!]

[The [Spirit Agriculture: Lv1] Job Class Skill has raised to Level 3!]

[Green Magic] and [Spirit Magic] have gained new Spells]

[The [Farming Tools Usage: Lv10 (MAX)], [Terrain Adaptability: Lv10 (MAX)], and [Soil Manipulation: Lv10 (MAX)] have evolved into [Spirit Farming Tool Mastery: Lv1 (Evolved)], [Terrain Manipulation: Lv1 (Evolved)] and [Soil Domain: Lv1 (Evolved)] Skills!]

[You Choose the [Jack of All Trades] Subclass!]

[All other available Subclasses have been merged with the Jack of All Trades Skill Tree]

[You acquired the [Subclass Skill Slot: 5]!]

[You learned the [All Trades: Lv1] Subclass Skill!]

[You have evolved into a [Hamadryad, Protectors and Hearts of the Forests]!]

[A new [Hamadryad] Skill Tree has been formed]

[The [Spirit of the Forest: Lv1] Skill has evolved into the [Ancient Spirit of the Forest: Lv1]

[The [Ancient Spirit of the Forest: Lv1] Skill has raised to Level 3!]

[The [Fairy Queen's Protection: Lv1] Skill has raised to Level 3!]

[The [Great Spirit Vessel: Lv1] Skill has raised to Level 3!]

[The [Spiritual Shield: Lv10 (MAX)] has evolved into the [Spiritual Barrier: Lv1] Skill!]

[All Your Stats have increased, you earned bonus Stat Points and Skill Points]

[You acquired the [One of a Kind] Title!]

[You acquired the [Heart of the Forest] Title!]

[You have created your [Heart of the Forest], by connecting with it and stretching its roots, you will become capable of sharing the power of the surrounding forest and enhance it while receiving the blessings of nature.]

Woah, a lot of things just happened... Not only many of my Skills evolved, but I got two new Titles and... did some skill automatically leveled up? Ah, those must be the ones that cannot level up using Skill Points, I got it.

However, I not only got those two mysterious new Titles but also I... have apparently created a [Heart of the Forest]? Excuse me but what is that to begin with?

When I realized it, I looked into the tree in front of me, it had a large glowing green jewel emanating a large quantity of life and spiritual essence everywhere...

[Hamadryad's Heart of the Forest (Divine Grade)]

A mystical tree created when a Hamadryad is born, its core and body is connected to them and its safety and health is dependent in the Hamadryad and vice versa. If the Hamadryad dies, so will the tree, and vice versa. Once the Player dies and revives, the tree will regrow anew, but as a weak sapling which will require a lot of specific materials to grow as big as it is now. This special tree contains special properties, bringing life and spiritual essence to the surroundings and the entire world as a whole. The stronger its Hamadryad grows, the bigger the tree will become, which in exchange, will empower the Hamadryad with more strength and magic power.

[Special Effects 3/3]

[Spiritual Fountain: Lv1]: The Heart of the Forest is capable of generating up to 5000 Spiritual Essence every day, which it emanates naturally into its surroundings. The Hamadryad can concentrate such essence into crystalized [Spirit Crystals] or liquid form such as [Spirit Water] at will.

[Life Spring: Lv1]: The Heart of the Forest emanates a powerful Aura of Life Energy, anybody that is deemed as an ally by the Hamadryad that is within a kilometer of the Heart of the Forest will recover Health Points, Mana Potions, and Exhaustion at x5 the normal speed.

[Call Back Home: Lv1]: The Hamadryad and anybody it desires to bring with herself can teleport directly to where the Heart of the Forest is located, with a cooldown of 1 Hour. More [Spiritual Checkpoints] can be created by designing a specific available tree which will connect with the Heart of the Forest, with a maximum capacity of up to 3 other Trees.

Woah... what the heck is this...

Brand New Life Online: Rise Of The Goddess Of Harvest

Chapter 237: The True Power Of A Hamadryad!

Ding!

[The Hamadryad Heart of the Forest will grow stronger as the Hamadryad grows stronger, leveling up its special effects and gaining new ones over time.]

[Spiritual Essence is now being produced...]

[Life Energy is now being produced...]

"W-Woah... Is this the actual power of a Hamadryad? Is this why they're so special?" I wondered.

If this was really how it worked, then as I grew stronger, the entire tree would expand and connect with more and more trees, not only this area of the continent, but the entire continent and even beyond that. It might even be possible to teleport around as I please as well if I design the checkpoints correctly! In a game with ridiculous distances such as this, it is a very interesting and useful thing to have.

And I guess this tree will remain in the castle forever then, it doesn't show that I can move it. The only way I could was by... dying and then deciding to be reborn anywhere else, but I think it might grow in here anyways again, as there seems to be no options saying I can do it otherwise.

Damn it, well, it is nice though, I suppose leaving my first checkpoint in the country of the fairies is not bad at all. Although there might need to be some new reconstructions around the castle to let the tree breathe properly, I should tell this to Titania asap!

...After checking my Status, that's it.

[Player Name]: [Planta]

[Title]: [Legendary Warrior]

[Race]: [Hamadryad: Lv20/60]

[Race EXP]: [0/40000]

[Job Class]: [Spirit Farmer: Lv20/60]

[Job Class EXP]: [0/40000]

[Subclass]: [Jack Of All Trades: Lv0/20]

[Subclass EXP]: [0/500]

[Satiation]: [100/100]

[HP]: [500/500]

[MP]: [1800/1800]

[STR]: [125]

[VIT]: [125]

[DEX]: [130]

[AGI]: [270]

[INT]: [300]

[WIS]: [270]

[LUC]: [150]

[Race Skills: 10/10]

[Ancient Spirit of the Forest: Lv3], [Photosynthesis: Lv2], [Green Magic: Lv4], [Life Drain: Lv3], [Plant Companion: Lv1], [Daughter of Nature: Lv1], [Spirit Magic: Lv4], [Spiritual Barrier: Lv1 (Evolved)], [Plant Synthesis: Lv1] [Fairy Queen's Protection: Lv3]

[Job Class Skills: 10/10]

[Spirit Agriculture: Lv3], [AGI UP: Lv1], [Tame: Lv1], [Farm Animal Companion: Lv1], [Fishing: Lv2], [Robust Body: Lv1], [Spirit Farming Tool Mastery: Lv1 (Evolved)], [Terrain Manipulation: Lv1 (Evolved)], [Soil Domain: Lv1 (Evolved)], [Great Spirit Vessel: Lv3]

[Subclass Skills: 1/5]

[All Trades: Lv1]

[Stored Skills (Unequipped): 3]

[Race Skills]: None

[Job Class Skills]: [Crafting: Lv1], [Alchemy: Lv1], [Cooking: Lv2]

[Summons: 2/2]

[White Goat (Female): Name: Belle: Lv30/30]

[Carnivorous Amber Lotus Flower: Name: Loki: Lv30/30]

[Tamed Monsters: 2/2]

[Silver-horned Lake Snake (Female): Name: Silver: Lv30/30: Affection: Lv8/10]

[Black Armor Mimic Swordsman (Hermaphrodite): Name: Mimy: Lv30/30: Affection: Lv7/10]

[Skill Points: 144] [Stat Points: 100]

[Equipment]: [Spirit of the Forest Robes] [Bracelet of Nature] [Great Spirit Crown of Harvest and Nature] [Seed Pouch] [Mushroom Hero Ring] [Mushroom Hero Bracelet] [Heavenly Ring of Life and Souls]

Damn, my stats increased quite nicely, I at least got +10 or +20 to most things! And my MP went by... +200?! Eh?! That's a ridiculous amount! And not only that, but this special evolution and everything gave me 100 Skill Points and 100 Stat Points as a bonus, so I am starting with everything I could had ever wanted... except I had yet to receive that EXP.

Ding!

[A stockpiled amount of [764000 EXP] has been transformed into [Deluxe EXP Potion (100k EXP)] X7, [Great EXP Potion (50k EXP)] x1, [High EXP Potion (10k EXP)] x1, and [EXP Potion (1k EXP)] x4!]

Ooh, so the EXP ended turning into EXP Potions, they're all inside of my inventory now. Maybe I should just jug them all in a single go? But this is some ridiculous amount of EXP though... Won't I end up power leveling too much? Did Rita and Titan do the same?

Wait, because they're potions I could even sell them... Wow, don't EXP Potions sell for a ton? And each item says "Tradable". I've checked the market and saw a 100k EXP Potion being sold for the in-game equivalent of 1k USD, and they were selling nicely as well! I could earn 7K USD right now if I wanted...

Wow... But seeing how Titan and Achlys didn't sell anything, I am guessing they just drank them all. I might as well do that too.

I quickly began chugging every potion one after the other, starting from the smallest ones until the big 100k EXP Potions.

[You have consumed a total of 764000 EXP]

[Your [Race] Level has increased from Level 20 to Level 34]

[Your [Job Class] Level has increased from Level 20 to Level 34]

[Your [Subclass] Level has increased from Level 0 to Level 20]

[Your [Subclass] has automatically evolved into [Novice Of All Trades: Lv20/40]

[The Subclass Skill [All Trades: Lv1] has raised to Level 3!]

[Your Subclass Skill Slots have increased by +2!]

[Your [Subclass] Level has increased from Level 20 to Level 30]

[You earned Bonus Stat Points and Skill Points]

[Player Name]: [Planta]

[Title]: [Legendary Warrior]

[Race]: [Hamadryad: Lv34/60]

[Race EXP]: [22000/68000]

[Job Class]: [Spirit Farmer: Lv34/60]

[Job Class EXP]: [22000/68000]

[Subclass]: [Novice Of All Trades: Lv30/60]

[Subclass EXP]: [12000/60000]

[Satiation]: [100/100]

[HP]: [500/500] -> [850/850]

[MP]: [1800/1800] -> [2640/2640]

[STR]: [125] -> [265]

[VIT]: [125] -> [265]

[DEX]: [130] -> [298]

[AGI]: [270] -> [522]

[INT]: [300] -> [552]

[WIS]: [270] -> [480]

[LUC]: [150] -> [290]

[Race Skills: 10/10]

[Ancient Spirit of the Forest: Lv3], [Photosynthesis: Lv2], [Green Magic: Lv4], [Life Drain: Lv3], [Plant Companion: Lv1], [Daughter of Nature: Lv1], [Spirit Magic: Lv4], [Spiritual Barrier: Lv1 (Evolved)], [Plant Synthesis: Lv1] [Fairy Queen's Protection: Lv3]

[Job Class Skills: 10/10]

[Spirit Agriculture: Lv3], [AGI UP: Lv1], [Tame: Lv1], [Farm Animal Companion: Lv1], [Fishing: Lv2], [Robust Body: Lv1], [Spirit Farming Tool Mastery: Lv1 (Evolved)], [Terrain Manipulation: Lv1 (Evolved)], [Soil Domain: Lv1 (Evolved)], [Great Spirit Vessel: Lv3]

[Subclass Skills: 1/7]

[All Trades: Lv3]

[Stored Skills (Unequipped): 3]

[Race Skills]: None

[Job Class Skills]: [Crafting: Lv1], [Alchemy: Lv1], [Cooking: Lv2]

[Summons: 2/2]

[White Goat (Female): Name: Belle: Lv30/30]

[Carnivorous Amber Lotus Flower: Name: Loki: Lv30/30]

[Tamed Monsters: 2/2]

[Silver-horned Lake Snake (Female): Name: Silver: Lv30/30: Affection: Lv8/10]

[Black Armor Mimic Swordsman (Hermaphrodite): Name: Mimy: Lv30/30: Affection: Lv7/10]

[Skill Points: 434] [Stat Points: 390]

[Equipment]: [Spirit of the Forest Robes] [Bracelet of Nature] [Great Spirit Crown of Harvest and Nature]
[Seed Pouch] [Mushroom Hero Ring] [Mushroom Hero Bracelet] [Heavenly Ring of Life and Souls]

I see- EH?!

What is this?! 434 Skill Points and 390 Stat Points?! Did this game bugged?

[Brand New Life Online: Rise Of The Goddess Of Harvest](#)

Chapter 238: Administrating A Large Quantity Of Stat Points!

Right in front of me, my stats seemed odd... Very odd!

"Eh? What's wrong?" Wondered the Guider Spirit.

"My stats went up as usual when one levels up, and I was expecting 140 Stat points and Skill Points in total, but I got... 290 for each one instead?! Why?" I asked.

"One of the benefits of [Subclasses] is the bonus Stat Points and Skill Points... Remember that!"

"Race and Job Class Level Ups give 5 Skill Points and 5 Stat Points each, resulting in 10 of both as they level up simultaneously, with Subclass, that'll be an additional 5 and 5 for each of the Subclass levels."

"Due to that, you got 290 Stat Points and Skill Points instead. It is a ridiculous quantity, plus the 100 you got as bonus from evolving and changing class... Yeah, you've grown quite strong already, you might be naturally stronger than those at your own level, even."

"I feel somewhat nervous, as if I am about to get banned by breaking the rules of the game at any moment now... Ah, this feeling is not good for my heart..." I said.

"Don't worry, this is according to the game's functions. Subclasses are so rare because they grant an amazing power over players, and as they evolve you get even more benefits such as more Subclass Skill Slots, which can store any Skill between both Races and Classes. Quite handy, isn't it?" The Guider Spirit was happy to go back to his role as someone that explains the game to someone as clueless as me.

"O-Oh..." I sighed in relief. "Well, that's quite something..." I sighed once more. "For now, I should really just assign my Stat Points, but to what? Just MP doesn't seem as viable anymore, or well, it is, but it is boring... I kind of need more strength as well to use stronger weapons, as I've seen they got minimum Strength requirements to wield them even for farmers."

"Well if you pop all your stat points into STR you would be stronger than a Warrior-type Class at Level 40." Said the Guider Spirit.

"Eh? Wow... All hail the Subclass Cheat..." I said in disbelief.

"But I wouldn't recommend it, your main forte is agility, dexterity, and magic spells. MP is your lifeblood when it comes to conjuring magic, your main method of dealing damage." Said the Guider.

"But with me, you can also deal strong physical damage thanks to your special spirit farming tool mastery skill and the spirit vessel skill." Said the Great Spirit. "It would be good to distribute all stat points around carefully, not dump it all into one."

"I see... Let's take our time then."

After ten minutes of thinking and discussing, I was done.

Ding!

[You have exchanged 390 Stat Points]

[You gained +50 STR, +40 VIT, +50 DEX, +80 AGI, +100 INT, +30 WIS, and +40 LUC]

This time I didn't even increase my MP and went straight for the major Stats instead. I wanted to enhance my overall physique as a whole, and even added some into LUC because this stat is more important than I thought, as it triggers more special quests and can give me more special dropped items as well. It also calculates all RNG based enchantment items, such as Greater Potential Cubes, that can be used on items to awaken potentials that increase stats and grant bonuses, they're all RNG based and if you got high LUC, you have a higher chance to get nice stuff.

I've investigated and most people never increase their LUC, leaving it as it is. Instead, there are rare and highly treasured "Lucky" Players that pick specifically lucky Classes such as Thieves, Rogues, Jesters, and so on, with Races with the highest LUC growths as well and become special players that accompany others into Raids and Bosses just to increase the odds of dropping valuable materials of high quality. They're also often good at crafting and alchemy to make high quality items. Some people even pay them just to enhance their equipment for them.

And it results that Dryad is one of the top 3 Races with the highest LUC growth, the other two that are higher are Thieflings and Djinn... I might one day find one of these players, but they're very famous and literally paid to do the simplest of jobs sometimes... Maybe I could become a Lucky Player myself and get paid to enchant equipment for other people? The Guider told me that my LUC at 290 was already ridiculous, most players at my level usually have LUC around 50.

"Woah, I feel way better now that I got everything done... Now, I should probably go back with everyone. I can check the Skills later- No, I better do it now or I might forget. And as for Skill Points... I now got two whole new Skill Trees, so maybe checking them wouldn't hurt anybody..." I said, as the Guider Spirit seemed eager to show me the new Skills, as he manipulated the System with his authority and showed me everything new that I got.

First of all, I checked the newly Evolved Skills, which had become amazingly strong after reaching max Level and Evolving. Apparently Skills can Evolve every time your Class and Race evolve as well, but the level cap of the skills become bigger by +5 with each evolution. However, the top players all usually have ten super evolved skills at their latest evolution which they use to even deal direct damage to World Bosses.

My main methods of attacking are Magic, so I might begin pouring more Skill Points into Green Magic and Spirit Magic now that I've got enough MP to deal with their high cost spells!

Now let's see...

[Spirit Farming Tool Mastery: Lv1 (Evolved)]

The upgraded version of [Farming Tool Usage]. By using Farming Tools, you're able to enhance the richness of the soil and also the growth of plants, and you can take care of your plants health so they grow stronger, and there's even the possibility of granting spiritual blessings into the soil and plants. Farming Tool Proficiency increased by +15000, Farming Tool Power increased by +18000, Farming Tool Mastery increased by +150%. The mastery, proficiency, and power increases with each level.

...

[Brand New Life Online: Rise Of The Goddess Of Harvest](#)

Chapter 239: The Power Of Evolved Skills!

[Spirit Farming Tool Mastery: Lv1 (Evolved)]

The upgraded version of [Farming Tool Usage]. By using Farming Tools, you're able to enhance the richness of the soil and also the growth of plants, and you can take care of your plants health so they grow stronger, and there's even the possibility of granting spiritual blessings into the soil and plants. Farming Tool Proficiency increased by +15000, Farming Tool Power increased by +18000, Farming Tool Mastery increased by +150%. The mastery, proficiency, and power increases with each level.

There is a 100% chance of inflicting [Stun] and [Paralysis] on a foe when hitting them with a Farming Tool for 5 Seconds, and there is a 90% chance of unleashing a [Shockwave] that spreads 60% of the damage you inflicted with the attack that triggered the effect, the shockwave can spread out up to 7 meters surrounding the target of your hit and hitting the ground with a Farming Tool has a 60% chance to turn it into [Spiritual Soil].

Additionally, there's also a 50% chance to acquire the "Spiritual Blessing" of a certain element (Earth, Fire, Wind, Water) into the Farming Tool at random for 1 Minute, which will unleash an [Elemental Spiritual Attack], imbuing any attack with that Elemental Damage and increasing Farming Tool Power by an additional +10000.

A-Amazing... I never thought the power of a Farmer could go this far! With this I can deal Elemental Damage at random! Though... at random. At least it doesn't cost MP! I guess it would be seen slightly unreliable seeing how it changes at random. Sometimes it might even change into an element the foe resists, which would be a pain, but maybe the increased Power into the Farming Tool would make up for its flaws.

[Terrain Manipulation: Lv1 (Evolved)]

The Upgraded Version of [Terrain Adaptability]. As an experienced Farmer, you're able to adapt to any terrain and make it your farm. And not only that, but control and manipulate the Terrain surrounding you into your own Farm... and more.

Enhances the Soil Richness, Quality, and Magical Essence of any Terrain you make your farm by +200%. Each Level enhances the number of terrains you can adapt into farms, and the soil richness given to them straight away. Number of Terrain Tiles that can be taken over: 250

After registering at least 5 Adjacent Tiles, such Tiles become a [Terrain] where you have [Farmer's Authority] over, gaining special effects, which increase every 5 more Tiles. Available Special Effects:

Negates 20% ~ 70% of enemy Terrain Effects

Enhances Nature, Light, Life, And Spirit Elements Power by +30% ~ +130%

All types of Plants can grow six times as fast, while being able to develop magical properties and spiritual properties.

All Stats of User and Allied Players/NPC/Tamed Monsters/Summons increase by +15% ~ 30%

HP and MP Automatic Regeneration Speed is enhanced by +50% ~ 150%

Additionally, there's a 30% chance for each Tile Created to suddenly sprout a [Spiritual Bud], once nourished with MP, Water, Life Energy, or Spiritual Energy, the [Spiritual Bud] might evolve into a Random Elemental Spirit (Earth, Fire, Wind, Water).

In Battle, the Spirit will unleash a powerful attack and stay fighting for up to 5 Minutes, and in not battle scenarios, the spirit will remain around the Tiles and might bless the farms and anything it sees until it flies away.

Woah, this is amazing. This means that whenever I expand my Tiles and increase the Terrain's size, new Spirits will emerge at random! Does this means I can create spirits? Wow, this might directly affect the world, whose spirits are rare. These spirits don't seem to die or something, so I might end up giving birth to spirits through such a power, enriching the entire world which is so covered in miasma nowadays...

[Soil Domain: Lv1 (Evolved)]

The Upgraded Version of [Soil Manipulation]. As a farmer, you have the innate ability to manipulate Soil. When manipulating the soil of your farm, you can choose which nutrients to enhance, and make the Soil richer. You can also shape the soil using Farming Tools and Soil Manipulation together, expanding the size of your farm as long as there is space to add to it. Based in the plants you're raising; certain types of nutrients will be needed. Corpses of animals, decomposing plants, and even feces can be used to enhance certain nutrients in the soil. Soil Manipulated will now automatically become your own Soil Domain.

Any Soil within your Farms receive a passive +200% enhancement to their Richness, Quality, and Magical Essence, any [Tile] that you transform through other Skills instantly becomes part of your [Farm] and receives enhancements, and you gain the [Farmer Authority] over any Tile that is considered your Farm, which can cancel a certain percentage (30% ~ 70%) of other Terrain, Dungeon, or Domain Effects surrounding such Tiles. The more Tiles are in your control, the weaker such effects become.

Additionally, you can freely manipulate the Tiles Soil and Terrain, and store Tiles as [Tile Cubes] within your own Inventory to later place in different areas, stick together, and build completely new Terrains

and Shapes within your environment. This Skill can be combined with [Green Magic] to further control Soil and Tiles and use them offensively and defensively.

This is a big coincidence... Lily had just spoken about Minecraft recently, and now I get this powerup that literally turns Soil Manipulation into Minecraft power. Now I can even store Tiles as Tile Cubes inside my damn Inventory! What the heck?! This is a whole new world of possibilities!

And not only that, but I can also combine it with Green Magic to use it offensively or defensively... Maybe I could form an Earth Wall, use Soil Domain, and turn it into a Rock Spear, or something deadly like that... yeah, it sounds great, I am dying to try it with some big monster!

...Woah, I've really become quite carefree lately. I do remember I was scared of slaying monsters at first. Look at me now, I am eager to fight some. I did really changed... a bit.

Brand New Life Online: Rise Of The Goddess Of Harvest

Chapter 240: New Skill Trees!

And the last of the Evolved Skills is...!

[Spiritual Barrier: Lv1 (Evolved)]

The Upgraded Form of [Spiritual Shield]. Call forth the power of the spirits dwelling in Nature to generate a powerful Spiritual Shield around you, which can block up to 80% of all Damage taken in exchanged for MP. This acts as a Passive Skill that can be turned on and off, and the cost of MP varies depending in the damage taken, the Barrier might break if MP runs out or its durability limit is reached.

The Barrier can be conjured several times in a row to create layers, and it can also be conjured over party members or friends as a Buff that lasts 10 Minutes. Summons and Tamed Monsters share your own Spiritual Shield.

Additionally, Spiritual Barriers can be freely shaped into different forms and can naturally float in midair. They can be set as bubbles to protect items, or other people from farther away. MP Cost to maintain and create barriers is reduced by -20%.

This one's simpler to digest, but it seems that the new abilities include being able to block even more damage and also being able to create barriers and shape them easily and allow them to naturally float like bubbles themselves! I wonder in what sort of way could I use these barriers in such a way... Well, whatever it might be end up as, it sounds quite interesting and useful, the reduced MP cost really helps, and this might all raise as the Level does, so this skill seems quite attractive to level up right now.

And yeah, there's also the Subclass Skill I got here, which is part of the "Pillar Skills", they're specific and powerful Skills that come with the Race and Class, and can only Level up as the Race and Class Evolves. Naturally, Subclasses also come with one, and my Subclass Pillar Skill is [All Trades], an odd sounding one.

[All Trades: Lv3]

A Special Subclass Skill for the [Jack of All Trades] Subclass and its Evolutions. As someone that deals with all Trades, you're someone capable of understanding such arts very easily, and comprehend them,

utilize them, and develop them at a higher speed and without feeling tired nor exhausted by doing so.
Trades available: Cooking, Fishing, Sewing, Crafting, and Alchemy

The Effects of this Skill includes:

Enhances All Trades Proficiency by +30000

All Trades Techniques Learning speed is enhanced by x3

While performing any of such Trades, EXP earned is enhanced by +15%

Created items through such Trades receive a bonus to their quality grade and rank, alongside bonus effects.

It becomes possibly to learn the techniques of other masters of such trades, and their learning speed is increased by x3

Trades effects can be converged together.

All Skills related to such Trades receive a bonus to their effects of +30%

It was straightforward and rather simplistic, but it was an overall good passive ability that enhanced everything I enjoyed doing for the most part. And now, maybe I should give a peek to the other Skills I have unlocked through the Skill Trees.

Oh, apparently the old Skill Trees are still there, so the Skills in there can still be picked up... Huh, and the new Skill Trees got less skills than the initial ones. Also the Subclass Skill Tree is... weird.

For a quick example, there's the first two Skill Trees I had:

<SKILL TREES>

[Skill Tree: Dryad]

[Plant Synthesis: Lv0] PICKED

[Life Drain: Lv0] PICKED

[Spirit Magic: Lv0] PICKED

[Natural Charm: Lv0]

[Daughter of Nature: Lv0] PICKED

[Spiritual Shield: Lv0] PICKED

[Plant Companion: Lv0] PICKED

[Nature's Rage: Lv0]

[INT UP: Lv0]

[WIS UP: Lv0]

[MP UP: Lv0]

[Skill Tree: Farmer]

[Tame: Lv0] PICKED

[Cooking: Lv0] PICKED

[Brewing: Lv0]

[Crafting: Lv0] PICKED

[Sewing: Lv0]

[Fishing: Lv0] PICKED

[Alchemy: Lv0] PICKED

[Robust Body: Lv0] PICKED

[Farm Animal Companion: Lv0] PICKED

[Farming Tools Usage: Lv0] PICKED

[Terrain Adaptability: Lv0] PICKED

[Soil Manipulation: Lv0] PICKED

[DEX UP: Lv0]

[HP UP: Lv0]

There are big "PICKED" words over anything I've already acquired. These Skills don't repeat with the later ones, so it seems like its impossible to get two of the same Skill. This is why the Subclass Skill Tree is strange, but I'll see that later, for now, let's see the Hamadryad and Spirit Farmer Skill Trees:

<SKILL TREES>

[Skill Tree: Hamadryad]

[Forest's Guardian: Lv0]

[Geomancer: Lv0]

[Plant Absorption: Lv0]

[Terrain Expansion: Lv0]

[Nature's Assimilation: Lv0]

This is for Hamadryad... It's only five Skills, I guess I shouldn't be asking for more. Even with all the Skill Points I have accumulated; I am pretty sure it still not enough to get and max anything I want. I have to be smart in what to pick and choose... Well, for now let's see the Spirit Farmer while we are at it:

[Skill Tree: Spirit Farmer]

[Spirit Ranch: Lv0]

[Spiritual infusion: Lv0]

[Elemental Spirit Seed: Lv0]

[Spirit Fusion: Lv0]

[Farm Spirit Protection: Lv0]

Also five Skills, and they sound... Err, I guess the whole thing about this Class is Spirits, I suppose. I have to just bear with everything saying spirit over and over again. For the moment, what should I pick? I've got a bunch of Skill Points and I can pretty much pick whatever I want... But I must have patience and try to choose wisely.

I still got the six other slots I can use for the Subclass. Apparently, Subclass Skill Slots are not just for the Subclass Skills, but for any other Skill from Race and Class categories. It is complicated to think about, but maybe checking the Subclass Skill Tree could give me a hint.

[Skill Tree: Novice Of All Trades]

[Cooking Talent: Lv0]

[Magic Spices: Lv0]

[Cooking Spirit Summon: Lv0]

[Fishing Talent: Lv0]

[Fishing Rod Usage: Lv0]

[Fishing Spirit Summon: Lv0]

[Sewing Talent: Lv0]

[Sewing Needle Usage: Lv0]

[Sewing Spirit Summon: Lv0]

[Crafting Talent: Lv0]

[Crafting Tools Usage: Lv0]

[Crafting Spirit Summon: Lv0]

[Alchemy Talent: Lv0]

[Alchemy Cauldron Usage: Lv0]

[Alchemy Spirit Summon: Lv0]

Spirit Summon? There are Spirits for each of these professions?!