

Brand New 1081

Chapter 1081: Inheriting The Strength Of Everyone?!

Mark's Skill was already pretty interesting, and I definitely could have many uses for it, although it still made me feel bad I copied his specialty, but I am sure he isn't going to mind it once I explain to him how I got it.

Now, into the other Skills

[Fairy Queen's Magic Swordsmanship Arts: Lv1/100 (Guardian Skill)]

A Guardian Skill Inherited from your {Guardian}: [Titania]. This Skill cannot be leveled up through Skill Points and can only Level Up through constant usage of the Skill.

You have inherited the powerful and ancient Swordsmanship of the Fairy Queen Titania, one of the first ever Spiritual Beings of the world of Arcadia, who has polished her swordsmanship arts to smite evil for eons, perfecting the ideal combination between Spirit Energy, Ki, Speed, Dexterity, and Strength.

By combining both Mana, Spirit Energy, and Ki together, and while wielding a Magic Sword or Magic Rapier, you will be able to utilize the powerful and ancient Magic Swordsmanship Arts of Queen Titania,

whose power will be based on 200% of your STR and INT Stats combined, with an additional 3% with each Skill Level.

These powerful Swordsmanship Arts are capable of not only smiting evil, but eliminating it and piercing through hard defenses, the Queen didn't have the greatest of physical strengths, but through her sheer spirit and magical powers, and her speed and dexterity, she could pierce through foe's tough defenses and overcome her weakness.

When wielding these swordsmanship arts and while imbuing Spirit Power into your weapon, you can pierce through 30% of the foe's Defenses, with an additional 1% every 5 Levels. Additionally, after 5 consecutive blows, the foe's Damage Taken increases by 50% for 10 seconds, can't stack. When fighting alongside Titania or becoming her Spiritual Vessel, Skill EXP earned increases by x10.

Available Fairy Queen's Magic Swordsmanship Arts:

Level 1: [Fluttering Petals (Quick Stab)] [Bee's Piercing Stinger (Piercing Stab, May Poison)] [Illusory Garden (Creates Illusions)]

Level 10: ???

Level 20: ???

Oh wow this is amazing! I don't even remember her using these abilities before, the only times we've fought together, she always uses magic instead because she's on her spiritual form.

Maybe she had grown rusty after a while so that's why she doesn't use these... Also he gave me her sword, Gram, so she doesn't have any now.

I wonder if I should make her one, perhaps? Definitely, well, if she ever fights physically.

[Ice Spirit Weaponization: Lv1/100 (Guardian Skill)]

A Guardian Skill Inherited from your {Guardian}: [Nieve]. This Skill cannot be leveled up through Skill Points and can only Level Up through constant usage of the Skill.

Using Mana, Summon Ice Spirits and through this Skill Power, shape their bodies and forms into mighty Spiritual Weapons. Their forms and shapes will depend on each Ice Spirit's personalities and your own imagination.

More Spirits can be fused to create larger weapons and even specialized armor or structures of frost. In their weaponized states, the Spirits can also move on their own and attack or defend.

The Attack Power, Durability, and Speed of these weaponized Ice Spirits is based on 100% of your STR and INT Stat, with an additional 2.5% with each Skill Level. When fighting alongside Nieve, Skill EXP earned increases by x10.

A simple yet interesting Skill I suppose, rather short description, but that's for the better, to be honest. It might eventually evolve into something quite strong though, or perhaps I could use it for Skill Fusion, I'll see.

[Wild Beast Fighting Arts: Lv1/100 (Guardian Skill)]

A Guardian Skill Inherited from your {Guardian}: [Acorn]. This Skill cannot be leveled up through Skill Points and can only Level Up through constant usage of the Skill.

Channel the Wild Beast inside of you, imbuing your muscles, bones, cartilage, and your entire physique with Mana and Spiritual Power to enhance your Physical Stats by +100%, with an additional 2% with each Skill Level, and unleash the mighty beastly power you hide from the world, lying dormant within your body and soul.

You can use these Arts with any part of your body itself, anything goes, from kicks to claws, to bites, or even tail attacks. Each blow using your physical body and nothing else will be enhanced in their power by 50% of your STR and VIT Stat, with an additional 2.5% with each Skill Level. When fighting alongside Acorn, Skill EXP earned increases by x10.

Available Wild Beast Fighting Arts:

Level 1: [Beastly Charge (Body Weight Attack)] [Wild Claw Barrage (Slashing, Tearing Attack)]

Level 10: ???

Level 20: ???

Interesting... W-Wil I ever use this though? I am not too sure, but I suppose I could use it with my Draconification abilities, right? Or when I undergo full dragon transformation as well, yeah.

[Sword Intent Embodiment: Lv1/100 (Guardian Skill)]

A Guardian Skill Inherited from your {Guardian}: [DarkReaper]. This Skill cannot be leveled up through Skill Points and can only Level Up through constant usage of the Skill.

As a swordsman, your pursuit for mastering the sword has awakened a supernatural ability. You've slain so many foes with your blade that your very presence exudes the sharpness of the sword. By channeling Mana and Spirit Power into your Aura, you can unleash your Sword Intent Embodiment, creating swords out of your very intent, your aura and soul.

These swords can surround you for protecting or move at fast speed, slashing at foes anywhere and at any time whose damage increases based on 300% of the STR Stat, with an additional 3% with each Skill Level. Each attack using the Sword Intent will also pierce through 20% of foe's Physical or Magical Defenses.

When wielding swords or blades, the Sword Intent Embodiment takes upon a new form, shaping itself into the very form of your Sword Soul, gaining special, unique, and supernatural powers, whose strength will be based on 150% of your STR and INT Stats. When fighting alongside Acorn, Skill EXP earned increases by x10.

Oh wow, is this a Skill my daughter has? It's surprisingly powerful and interesting!

If I can combine this with my Heroic Swordsmanship, plus Titania's own Swordsmanship, I could really enhance my sword abilities even further.

And I really need that if I'll fight the monsters that are to come...

Chapter 1082: So Many New Skills!

The Sword Intent Skill was definitely a keeper, and it could potentially enhance my swordsmanship even further, so I have to keep it.

[Command Summon: Lv1/100 (Guardian Skill)]

A Guardian Skill Inherited from your {Guardian}: [RedPhoenix]. This Skill cannot be leveled up through Skill Points and can only Level Up through constant usage of the Skill. When fighting alongside RedPhoenix, Skill EXP earned increases by x10.

As a Summoner, you can create an intrinsic connection with any or all your Spirits, Tamed, and Summoned Familiars, this connection grants you the ability to give them direct commands which will they obey at all times. Not because you control them, but because their royalty will make them obey you immediately.

The higher their loyalty for you, the higher the chance for them to do your command no matter what.

When commanding a Spirit, Tamed, or Summoned Familiar, their Stats will increase by 100%, with an additional +3% with each Skill Level and their Magic Power and Skill Power will increase by +50%, with an additional 2.5% with each Skill Level for the duration of the Command itself.

Additionally, you can use different types of pre-made commands which will enhance a certain Stat for 10 Minutes each but cannot stack.

Available Pre-Made Commands:

[Attack Command]: Increases All Attack Power by 100%, ignores foe's Defenses by 10% and can drain 1% of damage dealt as MP.

[Defend Command]: Increases All Defense by 100%, decreases Damage Taken by 10%, 1% of Damage Taken restores HP.

[Chase Command]: Increases Movement Speed, Dexterity, and Agility by 100%, Senses become Sharper.

Oh, this is interesting... It comes with special buffs, three of them at that, each one enhances something in specific, plus the command buff itself which seems to come separately too.

But even then, I don't know if I'll be using it that much? Depends on if I have enough slots...

[Golden Dragon Breath: Lv1/100 (Guardian Skill)]

A Guardian Skill Inherited from your {Guardian}: [GoldenLady]. This Skill cannot be leveled up through Skill Points and can only Level Up through constant usage of the Skill. When fighting alongside Golden Lady, Skill EXP earned increases by x10.

Channel the and unleash the power of the Golden Dragons, summoning their mighty Breath through your Magical and Spiritual Aura. Requires the usage of Draconic Energy to be unleashed at full power. Damage Dealt and Range increases based on 100% of STR, INT, and DEX, with an additional 3% with each Skill Level.

Explosive damage will spread within 30 meters of the attack, dealing 50% of the damage of the main attack.

When a Dragon Breath is unleashed, foes affected by its Golden Flames have a chance (10%) to gain the Status: [Paralyzed], [Petrified], or [Poisoned] for 15 Seconds, can't stack. And there's a 30% chance for any of their Stats to decrease by 20% randomly for 10 Seconds, can't stack.

Huh, so that's how it works, interesting, it comes with status effects and even a random debuff. The duration of both is on the short side, but not useless or anything. Honestly quite surprised by how good it might be if I combine it with my usual Yggdragon breath.

And lastly...

[Cursed Soul Heart: Lv1/100 (Guardian Skill)]

A Guardian Skill Inherited from your {Guardian}: [Monica]. This Skill cannot be leveled up through Skill Points and can only Level Up through constant usage of the Skill. When fighting alongside RedPhoenix, Skill EXP earned increases by x10.

Inside of your Soul there's a crystalized heart made out of powerful, dark Curses. When imbued with Mana, it will fill your Soul with the deadliest curses, turning you into a ghostly and accursed being that will make anything that touches them filled with many deadly Curses, while exuding a deadly Cursed Aura that both weakens surrounding living beings and absorbs their Health and Mana.

This Skill does not differentiate between friend and foe.

When touched by a foe, there's a guaranteed chance to at least get cursed by 1 curse, and smaller chances to get more curses for a max of 5 curses at a time for 1 Minute. Available Curses: {Curse of Weakness} {Curse of Poison} {Curse of Blood} {Curse of Paralysis} {Curse of Sickness} {Curse of Restraint} {Curse of Hunger}, [...]

The intensity of the Curses increases based on 100% of INT and WIS Stats, and so does the power of the Cursed Aura and its ability to drain HP and MP from any living being within 10 meters of the user, with

an additional 3% with each Skill Level. These curses are so potent they cannot be resisted and will always land on any foe.

Oh, this is deadly! I can see Monica using this from time to time, she could turn into her ghostly form and just walk into a crowd of monsters, temporarily becoming invulnerable to physical damage and constantly touching them, ending up weakening everyone and everything.

Now I can do the same thing! Although I don't know if I can become incorporeal like her, after all she chose the Ghost Race, I believe.

Nonetheless, even though it doesn't differentiate friend from foe, I can see that this could be really useful, I might try it out or use it on desperate 1 on 1 battles, I suppose.

Well, now that I am done inspecting them, what do I equip for the moment?

Looking at my Skill Slots, I actually have a lot available! Five in total.

Though, I want to save some for my Race, Class, and Subclass Skills as well, so I can't use them all sparingly or without thinking, right?

However, I also plan on freeing more as I'm going to fuse a few more Skills, probably four will get fused definitely, so I'll free three more slots with that, if I don't use stored skills, that's it.

Hmm...

Okay, I'll definitely pick Mark's Skill, Titania, my daughter's Skill too, that's three slots.

Is the rest really that necessary?

Well, seeing it by a Skill Fusion perspective, Cursed Soul heart could be a good ingredient, so I'll take that one too.

Alright, four it is!

Ding!

[You have equipped the following Skills: [Blazing Totem Spirit Summon: Lv1/100 (Guardian Skill)], [Fairy Queen's Magic Swordsmanship Arts: Lv1/100 (Guardian Skill)], [Sword Intent Embodiment: Lv1/100 (Guardian Skill)], and [Cursed Soul Heart: Lv1/100 (Guardian Skill)]!]

Chapter 1083: Creating A New Divine Fusion Skill!

Ding!

[You have equipped the following Skills: [Blazing Totem Spirit Summon: Lv1/100 (Guardian Skill)], [Fairy Queen's Magic Swordsmanship Arts: Lv1/100 (Guardian Skill)], [Sword Intent Embodiment: Lv1/100 (Guardian Skill)], and [Cursed Soul Heart: Lv1/100 (Guardian Skill)]!]

With this done, I was now contemplating what I could do next. There was the Skill Specialization Marble, yes, but there was also an NPC Skill Inheritance Ticket too, which seemed weird. I can choose any NPC and take one of their Skills as mine, random Skill.

I should probably wait and use it on a really strong foe, right? Maybe Merlinus, or even the Demon King of Death, or the Demon King of the End. Though I don't know if I'll ever meet the latter in person yet.

I guess I'll save that one until then... Next, there was a Divine Skill Evolution Ticket!

This one was quite interesting, it created a Divine Skill, Soul-Bound, out of any Skill of my choosing which I could directly evolve into its next stage.

I think it was still restricted to non-core skills.

Core Skills are the Skills tied to the Race, Class, and Subclass, it's the first Skill of each Skill Slot, and what defines all uniqueness of each Race, Class, and Subclass, it evolves and upgrades as you Rank Up.

Hmm, I can't just choose any general Skill, it has to be something of my core "gameplay" something that defines my fighting style.

And I'm always using my swords after all... However, IRL, I am pretty clumsy with them, so I tend to just fire sword-like projectiles at most.

Irene's there, but she's actually a big talking shovel, not a sword. Although with my powers, I should also be able to shape her form into one, if possible...

Hm, okay then, let's use it on that!

I am being a bit compulsive right now, yeah, but I don't want to just leave these things behind and forget about them for days.

I better get as strong as possible in case the worst possible scenario happens, and it always happens.

Maybe I'm a bit paranoid after all these battles I've had, but yeah, let's just call this "experience" for now, the experience of having battled so much I expect a big fight anywhere anytime...

Anyways...

Ding!

[You have used the [Divine Skill Evolution Ticket (S Grade)] x1 and have chosen the [Heroic Legendary Sword Arts: Lv7] Skill to evolve!]

[The [Heroic Legendary Sword Arts: Lv7] Skill has begun to undergo Divine Evolution! A bond with your Soul and this Skill will be formed, please wait patiently.]

FLASH!

A bright flash of golden and white light engulfed my soul completely, as the Skill surged from my soul, a sphere of silver color with the sign of a blazing, divine golden sword wielded by a heroic man.

It melded with the ticket, which turned into elemental particles, and fused together, becoming a much larger sphere, this time, the pixel art illustration showed an even more experienced hero, but a female heroine this time, wielding two epic-looking golden swords with red and blue flames.

Wow, it sure evolved into something even more overpowered, and I'm all for it!

The sphere moved back to my soul, and then...

Ding!

[Congratulations! The [Heroic Legendary Sword Arts: Lv7] Skill has successfully evolved using the power of the [Divine Skill Evolution Ticket (S Grade)]!]

[The [Heroic Legendary Sword Arts: Lv7] Skill has evolved into the Soul-Bond Divine Skill: [Divine Dragon Goddess' Heroic Dual Sword Arts: Lv1/50 (Divine Evolved Skill)]!]

[Due to the effects of the Skill Ticket, the new Evolved Skill has gained 10 Bonus Levels!]

Holy shit, it includes me as a Dragon Goddess? No way!

The Skill evolved from a Skill every hero had to wield their legendary sword into a personal skill instead!

And I'm always dual wielding anyways, so its even more perfect for me...

Now let's see how much it changed.

[Divine Dragon Goddess' Heroic Dual Sword Arts: Lv11/50 (Divine Evolved Skill)]

A Soul-Bound Divine Skill evolved from the [Heroic Legendary Sword Arts] Skill, surpassing all previous limits and powers that the older Heroes that slain the Demon Kings possessed.

This powerful Divine Skill grants the ability to gain a Legendary, Divine, Mythic, or Supreme Sword's Trust, and complete Loyalty and Obedience. These Divine Arts can bring forth the true strength of the Heroic Swords being wielded, and awaken it to surpass all previous techniques, reaching a level equal to a God of the Blade.

The previous [Heroic Legendary Sword Arts] Skill has now been imprinted with your very Soul, changing, and becoming a Personal Skill that only you have wielded throughout all of History. Containing not only the intricacies and knowledge of the sword from the heroes of long ago, but also personalized and imbued with your Divine and Draconic Essence.

When wielding any Sword, the {Divine Heroic Sword Goddess Aura} will be automatically activated, increasing All Stats by 175%, enhancing Damage Dealt by 100%, and decreasing Damage Taken by 35%.

If using two or more Swords, the Aura evolves into {Divine Heroic Dual Sword Goddess Aura}, which doubles all effects and grants the power to create {Sword Goddess After-Images} that can deal real damage to foes of up to 30% of your original damage.

While the Aura is active, imbues your Soul and Spirit with the Essence of the Sword Law, granting the ability to transmute your very Spiritual Magic into Sword Element.

While transmuted, enhancing Spirit Magic, Aura, and any other related power imbued with the Sword Law's Attack Power, Piercing Power, Attack Speed, by +100%, with an additional +10% with each Skill Level, and grants the ability to ignore 30% of foe's Defenses, with an additional 1% with each Skill Level.

New Divine Arts will be unlocked with each Skill Level. This Skill cannot Level Up through Skill Points and will only gain Skill Proficiency through repeated usage of swords and sword arts and the comprehension of the Sword Law.

Available Sword Arts:

Level 1: [Divine Dual Sword Slash] [Heroic Draconic Block] [Exorcizing Holy Dragon Blade] [Heroic Dragon Sword Goddess Divine Footwork] [Heavenly Dragon Ascent] [Heroic Sentinel Reinforcement]

Level 5: [Demon Annihilating Dual Blade] [Divine Celestial Dual Slash] [Armor of Divine Swords] [Holy Dual Blade Goddess Dance] [Myriad Dashing Strikes] [Roar of the Mighty Sword Dragon]

Level 10: [Divine Holy Smite] [Divine Draconic Execution] [Meteoric Star Fall] [Sun Flare Arrows] [Heavenly Pinnacle] [Divine Dragon Spear]

Level 20: ???

Oh damn, it's really strong!

Chapter 1084: Achieving A Higher Level of Swordsmanship

Just taking a look at the Skill's techniques already left me speechless and surprised.

Available Sword Arts:

Level 1: [Divine Dual Sword Slash] [Heroic Draconic Block] [Exorcizing Holy Dragon Blade] [Heroic Dragon Sword Goddess Divine Footwork] [Heavenly Dragon Ascent] [Heroic Sentinel Reinforcement]

Level 5: [Demon Annihilating Dual Blade] [Divine Celestial Dual Slash] [Armor of Divine Swords] [Holy Dual Blade Goddess Dance] [Myriad Dashing Strikes] [Roar of the Mighty Sword Dragon]

Level 10: [Divine Holy Smite] [Divine Draconic Execution] [Meteoric Star Fall] [Sun Flare Arrows] [Heavenly Pinnacle] [Divine Dragon Spear]

Level 20: ???

Most of these techniques were super evolved versions of previous ones, with a few new ones as well. They all sounded utterly overpowered as well... I feel like I've overdone it now.

But will this even be enough to defeat a monster like the Demon King of Death or Merlinus? I doubt so, even with all my power.

I need even more power after all.

But let's first analyze the new Skill a bit more.

Aside from the flavor text, which only seemed to surprise me more than anything, this:

When wielding any Sword, the {Divine Heroic Sword Goddess Aura} will be automatically activated, increasing All Stats by 175%, enhancing Damage Dealt by 100%, and decreasing Damage Taken by 35%.

If using two or more Swords, the Aura evolves into {Divine Heroic Dual Sword Goddess Aura}, which doubles all effects and grants the power to create {Sword Goddess After-Images} that can deal real damage to foes of up to 30% of your original damage.

While the Aura is active, imbues your Soul and Spirit with the Essence of the Sword Law, granting the ability to transmute your very Spiritual Magic into Sword Element.

While transmuted, enhancing Spirit Magic, Aura, and any other related power imbued with the Sword Law's Attack Power, Piercing Power, Attack Speed, by +100%, with an additional +10% with each Skill Level, and grants the ability to ignore 30% of foe's Defenses, with an additional 1% with each Skill Level.

That Aura! Yes, that one, that used to be a buff I could only use for like, less than half an hour only three times a day. It was still a lot and pretty strong, but now? I can use it at any time, there's no cooldown, no usages per day, no time limit.

It's always active! And its effects just double once I dual wield, even crazier.

And even more, with two swords I create After-Images that can deal actual damage, this is insane.

I think it might be a bit overwhelming, I hope nothing bad happens now, so I can relaxedly practice the sword arts for a bit before battling anybody.

The second effect was something about adding the Sword Law to... magic itself, especially spirit magic. This was definitely an effect custom-made for me, as the Skill had evolved into a personal skill, every effect takes into consideration my already existing abilities, even the techniques.

To be able to imbue this "Sword Law" into my Spirit Magic seems pretty insane, and I think it somehow reminds me of my daughter's Sword Intent, a bit! Perhaps if I combine both, I could really get something strong.

And yeah, about this Sword Law thingy...

I could feel it within me, it was weird, it as both something I knew about, and something I had yet to fully comprehend.

There are Laws in this world, apparently, they encompass elements, perhaps, I assume. And sword is... supposed to be one? And I got it through the Skill, interestingly enough.

Huh...

"I think we're finally here! Sorry if it took a bit longer," David interrupted my train of thoughts.

We had already arrived in the arena, we went down from the carriage and moved directly to the arena. There was a lot of people gathering around, making a lot of noise.

Players and Inhabitants interacting and excited about the competition. It seemed everyone was looking forward to it. I had thought nobody would really care that much...

I guess I was wrong...

"T-There sure is a lot of people around here! But why? It's not like the damn competition is that big of a deal, right?" wondered Ambil.

"Yeah, I think the same... I would have thought people would find it boring," I nodded.

"Well, the King and the Queen are coming to see it, so naturally everyone want to see his majesty and her majesty, even more his adorable son, prince Gustav," said David. "He is barely shown to the public and people is always excited to see how big he has grown so far!"

"Hahah, I guess people really love the royal family if they think in such a way," I nodded.

"It's a bit weird, they treat them like celebrities..." my daughter muttered.

"Well, they are, right? Even back home the royal family of England are treated like big celebrities for some reason," said Mark. "Everyone loves them..."

"Aaah, I guess so... There's certainly something that people like about nobility..." I nodded.

"Meh, I couldn't give more of a fuck about them," shrugged Anna. "Ahh, I-I mean the ones from our world, not here..." Anna noticed David glaring at her with shock after saying such a thing.

"Please excuse her, she's just young and a bit reckless at times," I told David.

"V-Very well, but please don't say such things about the royal family if possible! I might be lenient, but other guards might not stand to such things!" David clearly warned us.

"Gotcha," Anna said. "Anyways, we're here!"

"Yes, the entrance is really big..." Monica nodded. "I'm nervous, s-so many people..."

"Calm down, Monica, dear, it's alright," Elisa smiled. "If you're so scared like a baby, you can hold my hand I suppose. Would that calm you down?"

"R-Really? If you insist..." Monica blushed a bit, holding Elisa's hand. "T-Thank you Elisa..."

"Hmph, just stop being a scaredy cat all the time," Elisa said.

Elisa didn't seem to understand the girl might have liked that more than she imagined.

"Anyways, let's get inside, we got a lot to prepare before the competition begins," Ambil said.

As we walked inside, I looked at the Skill Specialization Marble and a few other Elixirs and Skill Books.

Might as well use all of these while we prepare.

Chapter 1085: Preparing Everything Before the Competition

The interior of the arena was wide and actually paved. Several participants had already reached, and each area of each participant was marked with red paint, and there was a big number painted on the floor too. Our group was also given a number, we were group number 4, so we moved to the area with the number four painted on it.

There were at least three more groups preparing things. One of them were the brothers, who only glared at us from afar without saying a word for now, they were preparing the smithy and sharpening their tools.

Every group was given materials, a blueprint of what to make, and also a smithy. However, tools and such had to be brought by the participants. We could also bring our own smithy, but nobody had the ability to do that, at least no NPC.

Of course, it was different with us, Players with an Inventory. We brought Ambil's whole smithy with us, and I gently placed it over the floor, connecting all the parts together.

These smithies were like huge, metallic chimneys crafted by the dwarves, they worked by feeding them magic crystals, usually the crystalized internal mana of monsters, or sometimes fire spirit stones, which were the most effective.

"It's done," said Mark. "It is completely assembled... Now what do we do?" he asked Ambil.

"It should be done for now," Ambil said, patting the old metal. "This Smithy belongs to my family; it has belonged to us for many generations. It is said to have been forged using dragon scales and also Black Mithril, one of the rarest types of Mithril only found in the depths of the earth."

"Interesting, is this why it is so strong and can handle any fire without melting?" I wondered.

"Indeed, the way it was even made... I am not even sure how it was properly done," he laughed. "To smelt such a metal that won't burn and melt against any fire is insane to me."

"Well, Lily can shape and transform ores, so perhaps they used alchemy and metal manipulation!" I said.

"Oh! Yeah, I had not thought about that, now that I think about it," Ambil nodded. "But to have such a high level of steel magic, that's incredible. Black Mithril is often said to be the steel of the gods, after all."

"That tough?!" I wondered. "I thought that was Orichalcum?"

"Yes, there are many types of divine metals. Orichalcum is perhaps one step ahead of Black Mithril," Ambil nodded. "Your weapon and your armor... Both have some Orichalcum on them. It is a metal that can only be created by the Gods though, unlike Black Mithril, it doesn't grow naturally."

"So the armor and the weapon I have... They were direct gifts from Gaia, right?" I said. "I suppose that's why they got some Mithril. I have always given them for granted, but both are amazing equipment's."

"Of course they are, hahaah! I would love to analyze them with more detail..." Ambil seemed rather interested in taking a look at them.

"Well, maybe for later... Anyways, I think I've enhanced my connection with him enough to bring a part of his fire," I said. "Shall I summon him?"

"Sure, go ahead," Ambil nodded.

I walked towards the Black Mithril Smithy, which gained many eyes from the onlookers, both participants and the people around the chairs waiting for the competition to begin.

It was all thanks to a certain Skill I inherited from Hephaestus.

[Divine Forging Flame Spirit Furnace: Lv5]

A Unique Skill that cannot Level Up through Skill Points and will only Level Up through constant practice and improvement of the Hephaestus' Successor Subclass.

Through the power of Hephaestus' Divinity dwelling within you, you're capable of creating a Divine Contract with a Divine Forging Flame, which are Spiritual beings of their own, often referred as "Fire Souls".

By channeling the power of your Contracted Divine Forging Flames, you can summon a part of their bodies anywhere you go to both forge new items with them and to use to fight, albeit limitedly.

As this Skill Level Ups, the Contracted Divine Forging Flames become stronger, their Volume, Firepower, Mass, Divinity, Spirituality, and Quality increases by +125%.

By summoning their power, you can summon the Divine Forging Flame Spirit Furnace, a special Building that can be summoned and unsummoned at any time, which will grow larger the more Divine Hephaestus Smithies you find.

Contracted Divine Forging Flames:

[1: Ignis, the Third Divine Forging Flame Spirit] [Divine Hephaestus' Blessing: Smelting Synthesis]

[2: ???]

[3: ???]

[4: ???]

At Level 1, I couldn't summon Ignis anywhere, but that was different now, after working so hard to make so many items with his powers, the Skill Level has increased to five!

And now, I think I could even summon him back on Earth!

But for now...

"Come, Ignis!"

FLUOSH!

An eruption of spiritual and divine flames emerged from my hands, quickly gathering into a powerful form, a genie made of crimson and orange flames, muscular and handsome.

"Oho! So you can now summon me outside of the smithy, isn't that nice?" he wondered.

"W-Woah!"

"What is that?!"

"A Spirit of Forging?!"

"Right! Now I recognize her... she had changed so much out of nowhere, that's Planta!"

"No way, it's her?! The hair color and everything looks so different!"

I guess I was fairly different than before now, after I evolved into Aeternitas.

"Ignis, can you stay inside the smithy? We're on a competition right now."

"Oh, so that's it! Planta, I would really appreciate if you, well, could elaborate and tell me these things beforehand, perhaps?"

"Hahah, my bad. I'll try to tell you beforehand next time!"

"Hah, very well."

He quickly flew inside the smithy, blazing with spiritual and divine flames.

FLASH!

The Black Mithril became slightly red, but did not melt at the end, it only got rather hot.

"I'm ready to smelt anything you want!" he laughed. "Also, you can use my special abilities here too!"

"Interesting..."

Perhaps if I can summon him IRL, I could make insane weapons, or enhance our already existing weapons!

Anyways, with preparations done, I quickly moved to assess my other items.

Skill Specialization Marble, Elixirs, and Skill Books, let's see...

Should I just use everything anyways?

Chapter 1086: Drinking All The Elixirs

After setting up Ignis in the smithy, I gave myself a little break and sat down over a chair made of wood I created, Ambil was polishing his tools and Mark was helping him out. The rest of our group had gone to the public's seats as they weren't participants after all and were only going to look like viewers.

I created a wooden table and then took a look at all the goodies I could use right now to grow stronger; it was a lot.

[Skill Specialization Marble (SS Grade)] x1

[Divine Skill Evolution Grimoire (SS Grade)] x1

[Ki Reinforcing Elixir (A Grade)] x80

[Soul Reinforcing Elixir (A Grade)] x50

[Magic Circle Reinforcing Elixir (A Grade)] x80

[Random Stat Raising Elixir (A Grade)] x30

[Random Skill Book (A Grade)] x3

[Random Magician Skill Book (A Grade)] x3

[Skill Book: Runic Inscription Arts (A Grade)] x1

There were some surprising things I had noticed I had, especially that one Divine Skill Evolution Grimoire. And unlike the tickets that are S Rank, this one was SS Rank, and was in a grimoire shape.

I wonder what's the big difference aside from the Rank, but whatever the case, I could evolve yet another Skill into an even stronger Divine Skill.

Then there are six Skill Books, three randoms, three magic ones.

Oh right, and the Runic Inscription Arts, might be useful too for crafting and such.

First I'll drink the potions though, that should be fairly easy and simple.

Their flavors were varied, though the only one that was slightly bitter and not good was the Random Stat Raising Elixir.

Ding!

[You have consumed the [Ki Reinforcing Elixir (A Grade)] x80!]

[You gained +4.000 KI!]

[Your Cultivation is progressing! The Ki is flowing through your Sealed Meridians.]

[Your [Cultivation]: [Sealed Three Divine Yggdrasil Meridians Realm (Stage 1)] has Ranked Up to Stage 2!]

[You gained +1.000 KI!]

[Once you fully complete all the Stages, you will be able to unlock your Meridians and truly start your Cultivation.]

[Cultivation]: [Sealed Three Divine Yggdrasil Meridians Realm (Stage 2)]

A New Tab created for those that have started their path of Cultivation.

Because of your Unique Body and Composition, a new type of Cultivation has been created especially for you. Your three Divine Yggdrasil Meridians are sealed and will only unlock themselves once you harness enough Ki.

As it is at an initial stage of 0, it lacks abilities other than the most basic of ones. Devise new Cultivation Techniques or absorb them to strengthen the foundation of this new cultivation method. Complete all three initial stages to advance further, while also gathering enough Ki for the Meridians to be unlocked.

Current Stage Growth:

Stage 1: Become more Resilient to Fire, Explosions, and Burns (30%/30%)

Stage 2: Become more Resilient to Poison and Miasma (0%/30%)

Stage 3: Enhance your Technique, Basic Weapon Techniques Proficiency and Attack Power (0%/30%)

Well, that worked wonders. I had already practiced my resilience with fire by wielding Ignis and letting him burn through my hands.

Ultimately, with the Ki Elixirs, I was able to finally complete the first stage! It feels like it took much longer than it should.

Now I have a permanent Resilience to Fire, Explosions and Burns of 30%!

Next is Poison and Miasma, I have to train that too.

Ding!

[You have consumed the [Soul Reinforcing Elixir (A Grade)] x50!]

[You have absorbed a large quantity of Soul Essence. Your Soul has been strengthened greatly!]

[You gained +2.500 SOUL!]

[Your Soul is rapidly surpassing the limits of its former appearance, and a power hidden within it is beginning to awaken.]

[Once your Soul and your Realm reach a certain threshold, you will be able to Evolve your Soul.]

Soul Evolution?

Well, in a way, I had slightly expected it to happen, but it still surprising it's a thing!

Is it similar to Cultivation? Or maybe similar to the Physique and Magic Circle progression?

It sounds interesting, specially because it says I have hidden power in my soul, just what does that means?

Well, I'll see once that happens.

For now...

Ding!

[You have consumed [Magic Circle Reinforcing Elixir (A Grade)] x80!]

[You have gained +4.000 Random Runes inside of your Magic Circle!]

[Error, you don't possess a Magic Circle inscribed in your Heart!]

[Processing...]

[Magic Circle found, connected to the Soul from a secondary body.]

Did the System just recognize my IRL body? Any Player that didn't know about Arcadia being real would be terrified to just suddenly hear this.

However, this seems totally normal to me, at least.

[The Random Runes have been automatically refined into Spirit Runes due to the effects of your Special Magic Circle and your connection with the Great Spirit.]

[You gained +500 Spirit Runes inside of your Magic Circle!]

[Your Magic Circle Tier has increased from Tier 3: Rank 4 to Tier 3: Rank 9!]

[Your Magical Power has increased greatly.]

[Several Spells are ready to Evolve and Combine.]

This is insane! I increased my Rank so easily; I can't believe it.

And now I could make at least four more Spells.

New Spells are born through the connection of different Runes that make already existing Spells.

Therefore, the higher the Rank and the newer the Spell, the stronger they can be.

And I have so many Spells, so I can create really strange combinations.

But it looks like I can't do that right now, I can't properly control my Magic Circle when I'm inside of my Avatar, so I'll do that once I log out.

Ding!

[You have consumed [Random Stat Raising Elixir (A Grade)] x30!]

[You gained 6.000 Random Stats!]

[You gained +1.500 STR.]

[You gained +1.000 WIS.]

[You gained +1.000 INT.]

[You gained +1.500 VIT.]

[You gained +1.000 LUC.]

Ah, so many stats! This is also incredible.

Plus those five thousand KI I gained, I finally felt much physically stronger than before.

And that's without even taking upon my Dragon Form!

With this I'll be able to create items much more easily as well, and much quicker.

Can't wait until the competition starts! I'm going to surprise everyone...

But for now, let's move on to Skill Books!

Chapter 1087: New Skills & Evolving Old Skills!

These were the current Skill Books I had yet to use:

[Random Skill Book (A Grade)] x3

[Random Magician Skill Book (A Grade)] x3

[Skill Book: Runic Inscription Arts (A Grade)] x1

Usually, I would sometimes gain the ability to combine their power to then evolve an existing Skill like it has happened so times.

So perhaps that could happen again?

Worth giving it a try, first the Runic Inscription Arts.

FLUOSH!

The Skill Book pages opened, several runes flowing out of it and reaching my body and soul, imprinting their power into me before disappearing into particles of light.

Ding!

[You have used the [Skill Book: Runic Inscription Arts (A Grade)] x1!]

[You learned the [Runic Inscription Arts: Lv1/10] Skill!]

[Runic Inscription Arts: Lv1/10]

[Skill EXP]: [0/5.000]

A Skill learned from a Skill Book. This Skill can Level Up by constant usage and accumulation of Skill EXP + Skill Points.

A Powerful Skill almost every experienced Magician or Wizard uses as a daily basis. It aids in the conjuration of Magic Circles through the rapid inscription of pre-set Runes. It also gives the ability to easily inscribe these pre-set Runes into existing magical items that have high compatibility with magic and mana itself.

When inscribing runes into magic items, it is possible to imbue the magic items with special Inscribed Spells, which can either enhance the equipment's effects, evolve already existing item abilities, or grant easy access to Spells and their rapid conjuration.

Enhances the Conjuration Speed of Magic Circles and Spell Creation by 40%.

Any Spell conjured with this Skill will receive a boost to their Attack Power and Effects by 40%.

Reduces Mana Cost of Spells when using this Skill by 20%.

When inscribing Runes into magic items, improves their effects and power by 40%.

Oh, it's not bad at all, I might have to equip this one, if I ever find any slots for that.

I have one slot left on my Job Class Skills, so I'll leave it there for now.

[You have equipped the [Runic Inscription Arts: Lv1/10] on your Job Class Skill Slot: 14/14]

Now, let's use the others and see if I can evolve anything.

Ding!

[Several compatible Skill Books have been detected: [Random Skill Book (A Grade)] x3 [Random Magician Skill Book (A Grade)] x3!]

[Available Skills for Evolution using [Random Skill Book (A Grade)] x2: [Spirit Farming Tool Mastery: Lv15 (Evolved) (Max Level)] [Farm Spirit Protection: Lv10 (Max Level)]

[Available Skills for Evolution using [Random Magician Skill Book (A Grade)] x2: [Plant Synthesis: Lv10 (Max Level)] [Terrain Expansion: Lv10 (Max Level)] [Geomancer: Lv10 (Max Level)]

I see, so I can really evolve some Skills already at Max Level, nice!

I could just perfectly fuse them too or use the Divine Skill Evolution Grimoire on some others.

Seeing how I lack Skill Slots; the best would be to evolve some at least.

Apparently, I need to use two Skill Books per evolution, so I can only choose two Skills max.

Okay, I think I want to same the Spirit Farming Tool Mastery Skill for my Divine Skill Evolution Grimoire, it would be the most perfect Skill to complement my swordsmanship.

And I could also carry over its powers to my IRL body, so it could work wonderfully.

With that one scratched from the list, I'm left with Farm Spirit Protection, okay.

And for the others, which one would be the most useful after evolving?

Plant Synthesis seems rather appealing, I'm surprised I have not fused that Skill with something else already.

Then there's Terrain Expansion, very simply Skill, its multiples the amount of Domain and Terrain expanded, its Tiles in specific, by x10.

Then there's Geomancer, it's a bit more complicated.

[Geomancer: Lv10 (Max Level)]

Only Spirit Races are capable of connecting with the Earth. The art of such techniques and spells is known as Geomancy. With Geomancy, the user is capable of connecting with the ground within a wide range and see through its Rivers of Mana and Dragon Veins. The earth itself will respond to the user and aid it in a variety of ways.

Spirits will listen more carefully, and their stats will increase by +25% when summoned from Dragon Veins.

Your stats increase by +20% while touching the earth with your body, and the amount of MP restored per second is doubled.

Learning Earth Spirit Magic becomes possible.

Additionally, a Connection with the Terrain is possible through this Skill, enhancing the range in which Skills can affect the surrounding Terrain by x20.

It gives a bit of everything, I suppose, quite useful but its boosts have become lower over time, so I had considered fusing it over, although I would risk overwriting its bonuses, which are really good.

Actually, it's a good skill, and could become phenomenal if evolved, so this one!

Ding!

[You have chosen to evolve the [Farm Spirit Protection: Lv10 (Max Level)] Skill using the [Random Skill Book (A Grade)] x2!]

[Initiating Evolution...]

[You have chosen to evolve the [Geomancer: Lv10 (Max Level)] Skill using the [Random Magician Skill Book (A Grade)] x2!]

[Initiating Evolution...]

Four of the Skill Books quickly opened their pages, converging into a mass of runes and magic power which quickly flew inside of my body.

This time, it didn't engrave itself into me, but in the sphere-like representation of the Skills within me. The spheres became larger and stronger, overflowing with magical and spiritual power.

FLASH!

[The Skill [Farm Spirit Protection: Lv10 (Max Level)] has evolved into the [Draconic Farm Spirit Protection: Lv10/30 (Evolved Skill)] Skill!]

[The Skill [Geomancer: Lv10 (Max Level)] has evolved into the [Spiritual Geomancer Druid: Lv10/30 (Evolved Skill)] Skill!]

[The used Skill Books have disappeared.]

It seems it was finally done!

And the effects... I could immediately feel them right away.

The overflowing aura of nature, spiritual power, and mana.

My connection with the earth became much deeper and stronger, picking the Geomancer Skill was definitely a good idea!

Now...

Ding!

[A Skill that can evolve using the following Skill Books has been detected: [Random Skill Book (A Grade)]
x1 [Random Magician Skill Book (A Grade)] x1]

[Do you wish to Evolve the [All Stat Super Boost: Lv10/10 (Fused Skill)] Skill?]

[Yes] [No]

Oh?

Chapter 1088: [Draconic Farm Spirit Protection], [Spiritual Geomancer Druid], & [All Stats Omni Super Boost]

It was finally done, both chosen Skills had evolved.

[The Skill [Farm Spirit Protection: Lv10 (Max Level)] has evolved into the [Draconic Farm Spirit Protection: Lv10/30 (Evolved Skill)] Skill!]

[Draconic Farm Spirit Protection: Lv10/30 (Evolved Skill)]

The Evolved form of the [Farm Spirit Protection] Skill.

As a Draconic Spirit Farmer, the Spirits you Farm will always hold you within their hearts and hold great loyalty to you. Spirits and Draconic Farm Spirits you summon or sprout from Spirit Sprouts will naturally protect you from most damage with their lives on the line and without doubting for a second and will also attack foes that get closer.

The natural amount of Spirit Sprouts you can farm from your Spirit Ranch increases by +100. Spirit Sprouts Stats increase by +100% once sprouted into Draconic Farm Spirits, with an additional 30% chance for the Spirit Sprouted to be a High-Ranking Spirit or above.

The range in which you can control Spirits and summon them through Terrains and Spirit Sprouts and Dragon Veins increases by x100, and their Stats increase by 1% with each Tile covered by Spirit Sprouts.

There's a 30% chance every time you summon a Draconic Farm Spirit to summon the [Divine Farm Spirit] a special Farm Spirit that is in charge of the Farms of this world, which will automatically support you in both defense, healing, and offense for 15 Minutes before disappearing.

Furthermore, you can now choose which Draconic Farm Spirits you want to summon, and the Elements of each Spirit Sprout ahead of time, which will unlock with each Skill Level.

Available Draconic Farm Spirits:

Level 5: [Greater Carrot Drake Spirit (Element: Earth, Nature)] [Blazing Tomato Dragon Spirit (Element: Fire, Nature)]

Level 10: [Venomous Onion and Garlic Hydra (Element: Poison, Nature)] [Frost Radish Wyvern (Element: Ice, Nature)]

Level 15: ???

Okay that's a weird Skill, although I think I've been using it all the time, since I can easily and naturally expand my Domain and Terrain, Spirit Sprouts became the norm for my abilities, always appearing and multiplying Spirits for me to get their aid in battle.

Not only all these base effects which I've always been using get a boost, but I also gained some exclusive, slightly weird-sounding Draconic Farm Spirits? And they're apparently themed after vegetables... Well, that's both cute and ridiculous, I love it.

[The Skill [Geomancer: Lv10 (Max Level)] has evolved into the [Spiritual Geomancer Druid: Lv10/30 (Evolved Skill)] Skill!]

[Spiritual Geomancer Druid: Lv10/30 (Evolved Skill)]

The Evolved form of the [Geomancer] Skill.

Only Spirit Races are capable of connecting with the Earth. The art of such techniques and spells is known as Geomancy. And not only you've mastered this power, but you've become a Spiritual Geomancer Druid, an advanced form of a Geomancer.

With this advanced Spiritual Geomancy, the user is capable of not only connecting with the ground within a wide range and see through its Rivers of Mana and Dragon Veins, but they're also capable of summoning Rivers of Mana and Dragon Veins to their immediate location, as long as they're within a 10-kilometer radius from the user.

The earth itself will respond to the user and aid it in a variety of ways.

Spirits will listen more carefully, and their stats will increase by +100% when summoned from Dragon Veins, while the quality of their Spiritual Essence and the power of their Spiritual Magic will increase by 50%.

Your stats increase by 100% while touching the earth with your body, and the amount of MP restored per second is increased by 300%. These bonuses increase by 5% with every Dragon Vein within a 100-meter radius of the user.

You can not only easily conjure Earth Spirit Magic, but its Attack Power, Effects, and Conjunction Speed increases by 100%, with an additional 10% with every Dragon Vein within a 100-meter radius of the user.

Connection with the Terrain is possible through this Skill, enhancing the range in which Skills can affect the surrounding Terrain by x60.

Ah, it's a really good boost! It has a few new effects as well, and all of its basic abilities were further boosted. Above all, I can now just drag Dragon Veins and Mana Rivers into my vicinity?!

This means I could more easily summon Spirits from them and drain Mana than ever before, amazing!

But that wasn't all of it yet...

Ding!

[A Skill that can evolve using the following Skill Books has been detected: [Random Skill Book (A Grade)]
x1 [Random Magician Skill Book (A Grade)] x1]

[Do you wish to Evolve the [All Stat Super Boost: Lv10/10 (Fused Skill)] Skill?]

[Yes] [No]

I didn't even hesitate, immediately clicking [YES]!

FLUOSH!

The same scene happened, the last two Skill Books became particles of light, fusing with my body and soul and finally evolving my Skill.

Ding!

[The Skill [All Stat Super Boost: Lv10/10 (Fused Skill)] has evolved into the [All Stats Omni Super Boost: Lv10/30 (Evolved Skill)] Skill!]

[All Stats Omni Super Boost: Lv10/30 (Evolved Skill)]

A Unique, never seen Skill that can only be obtained once the user unlocks three or more Hidden Stats and has evolved the [All Stat Super Boost] Skill.

Enhances All Stats by +150% passively (invisible buff), including all non-initial Stats, such as SOUL, KI, CHM, and more. And Skills Damage and Effects are enhanced by +100% at all times upon equipping the Skill into any Skill Slot.

The user can unleash the {All Stat Omni Super Boost Aura} that enhances the Stats of your allies within a 300-meter radius of you by +100% and Skills Damage and Effects are enhanced by +50% for 30 Minutes. Can be used twice a day. 2/2.

Wow, not bad at all!

I can feel the power immediately, actually!

FLAAASH!

RUMBLE!

The entire arena trembled slightly as I felt my body, soul, and literally everything else grow stronger, two hundred percent stronger!

And it was passive, always active!

"W-Woah..."

It was definitely one of the most cheat-like Skills ever, and it was only mine.

Yikes, I keep getting stronger.

I wonder if it's still even enough to beat the big bads out there though...

To make up for the enormous level and experience difference, the only thing I can do is stack ridiculous Skills and Stats as much as I can.

And now, finally, Skill Specialization Marble time.

This time, I'm choosing a battle-oriented specialization.

Something to kill mages and demon kings in specific.

Chapter 1089: The Players Gather For The Competition

The competition between crafters was going to soon begin, and many nobles, including the King, the Queen, and their son, had already gathered in the largest Arena of the Capital of the Luminous Kingdom.

Most of the Players were all clamoring over Planta, however, who had been sitting there after she helped Ambil set the smithy and the flames. Many of the Players were using special items to better see what she was doing from high above in the seats.

They all sensed her Aura growing stronger intensively as she drank elixirs and used skill books, it seemed that they were all witnessing Planta powering up using a bunch of rewards from her previous quest!

"S-She's so strong!" a tall, muscular black haired orc warrior said.

"What's going on with her appearance? She's so much hotter now..." a red-skinned elf magician said with a fascinated expression.

"Silver hair and silver scales, she got such an amazing character design! I want to draw a doujinshi of her!" a gnome muttered.

"Pipe down perverts!" Elena roared from the first row of seats, shutting down the line of perverts that wouldn't stop talking about his mother.

"Eeek! I-Is that DarkReaper?!"

"No way..."

"Better stay silent if you don't want to get hunted..."

The majority of the weak Players immediately fell silent after her roar, even more when they sensed her powerful Aura of Mana, which shook their very bodies.

Many of them realized she had hit Level 300 already, becoming amongst the strongest Players in the game at this moment.

"My, isn't it a surprise to see you around here, DarkReaper?"

However, one of the Players amongst the rest was not afraid of Elena at all.

A tall man with long blonde hair, silver colored eyes, wearing full body armor as shiny as the sun itself, a white cape, and a beautiful golden sword sheathed on a belt.

He also carried a huge shield at his back, and seemed like a gallant young man, with a very handsome face, many of the female players around there immediately recognized him.

"Oh my gosh, it's him!"

"He's much handsome in person?!"

"He's everybody's hero! I can't believe it!"

"It's him! The Guild Master of the Knights of the Round Table Guild!"

"Arthur! Please look at me!"

He was nobody else than a rather popular figure amongst Players, often considered the second or third strongest Player in BNLO, often times battling in that position with Elena.

His Player name was ArthurPendragon, an incredible name showing he was one of the first ever players to log-in, as his name did not include any additional number or letter!

He was the first one to ever take it.

While Black Haze stayed as the undisputed strongest Player, Arthur and DarkReaper were constantly battling for the second place.

Sometimes Arthur would get into a higher level, and then usurp her rank, other times Elena would increase her total power and surpass him.

They had sparred many times already, killing each other dozens of times perhaps...

Yet the number of times they had killed each other always ended on a draw.

"You? What are you doing here?" Elena wondered, giving an annoyed expression. "I'm not in the mood to beat your ass today."

"Haha! What's wrong with me being here? I've come to witness Planta's feats in this little competition between craftsmen!" the young man said. "Have you not heard about the news? At the end of the competition, all the craftsmen will put to sell their products in a bid, so I'm here to purchase anything of interest."

"Is that so? I don't care you know?" Elena yawned. "I can ask Planta to make me anything I want, and she'll do it. Actually I got amazing equipment from her already."

"I can tell! Wouldn't it hurt you if you could help me get closer to her, pretty please?" wondered Arthur. "My guild is in dire need of better equipment, everything has already been worn down from our latest

raid in the new dungeons of the demon king continent- Ah, oops, I guess you haven't gone there yet, haha! You're missing on so much content while being stuck in this city..."

"Shut up already, I don't care! I'm happy here," Elena sighed. "So what's your end game? You didn't come here just to buy crap, didn't you?"

"Heh~ so rude," laughed Arthur, smiling at the participants, especially at Planta. "I am interested in Planta..."

"Pervert..." Elena glared at him with disgust.

"I-I mean in a different way; not like you think! Jesus..." sighed Arthur. "I want to fight Planta! She's a very strong rising player, right? Have you sparred with her yet? Is she stronger than you?"

"I fought her once and I won," said Elena, smiling. "But she has gotten super strong since then... I kind of want a rematch now. But she doesn't really like fighting Players... So even if you go ask her for a match, she will likely ignore you."

"Hah, I guessed so..." Arthur sighed. "What if I offer her something she can't miss?"

"Hm? What do you mean with that- Huh?!" Elena gasped as she saw something that Arthur pulled out of his inventory. "T-That's...!"

It was a shiny, white colored marble...

"It's something we found in the new dungeons after defeating the boss..." Arthur smiled. "It's called a Skill Specialization Marble. I have yet to use it."

"You have one of those?! Well! Planta already used one," Elena smiled. "She has another, so I doubt she would... want a third."

"Oh! Is that so? I guess she's really ahead of everyone else... But what about you, Reaper?" smiled Arthur. "I know you're very close to her... If you can convince her to have a match with me one day, this marble can be yours."

Elena started sweating a bit, that marble was really precious. She still felt a bit frustrated only her mother has even gotten them so far...

If she wanted to get stronger, divine skill fusion tickets weren't everything, a skill specialization marble could give her a completely new power altogether.

And if she was awakened IRL, she could even obtain some of the powers of the specialization too!

"Ugh... I'll see what I can do."

"Thank you! I knew I could count on you, old friend!"

"Now shut up, the competition is going to start soon."

Chapter 1090: Time To Get A Second Specialization

There was the Divine Skill Evolution Grimoire left, but I was quite tired of looking at Skills, so I decided to use the Skill Specialization Marble and be done with it for now.

[Skill Specialization Marble (SS Grade)]

A Special Unique Item only rewarded through Special World Quests to exceptional Players.

Allows for the ability to select a single skill from any category and transform it into a Skill Specialization, separated from normal Skill Slots.

Skill Specializations are Powers that can be imbued into a selected Skill to permanently transform them into something completely different or even better than before.

Skill Specializations will have both Passive and Active effects that will harmonize with all other Skills.

Skill Specialization will engrave the selected Skill into your very Soul, making it a part of your own growth and development as well as the future evolution of your Skills and other Abilities.

Based in the Specialization you chose, other skills will be affected when created through Skill Fusion, so choose carefully!

Once a Skill is chosen for Skill Specialization, it cannot be returned back to its original form.

Yep, same description as before.

I remember that the last time I used this item, Mark helped me choose the Skill, but this time it'll be all on me.

The marble gave a bright white glow, as its effects activated.

Ding!

[You have activated the [Skill Specialization Marble (SS Grade)]!]

[The Marble is ready! Please choose a Skill you want to transform into your Specialization.]

[Once you choose the Skill, it will be lost forever, and you will be able to choose the Title of your Specialization based in 5 random generations.]

[If you dislike the first randomly generated Titles, you can spend 100.000.000 Gold to roll the dice and generate five more random generations.]

[Generate as many as possible until you find the perfect Title for your Specialization, don't spare any Gold!]

[The sacrificed Skill will be lost forever, but the resulting Skill Specialization might be affected by its abilities, so choose carefully.]

[You have already used a Skill Specialization Marble; you can only have up to three Specializations.]

[This will be your second ever Specialization, so please carefully choose.]

[Your First Specialization has already reached Rank 2; you can now pick a new Skill to add to its Specialization Roots.]

[Or you can wait and pick your second Specialization, and further converge both Specialization Roots to get stronger results.]

Oh? I can do that too? Interesting...

"Can I pick a skill for both Specializations when they hit Rank 2 or only one for both?"

[You can choose either way.]

"Interesting... Alright, let's begin."

I glanced at all my available Skills; this was often a hard choice no matter what.

But this time, I wanted something related with battling, fighting, and beating foes.

I wanted something that could also help me slay demon kings and wizards!

But I think that might be way too specific, even for a specialization.

Hmm, this is a bit complicated, I want something that can help me further converge all my fighting abilities, which is mostly swordsmanship and magic.

But which Skill can I choose to get to that point?

Perhaps I need some assistance from a Helper Spirit.

"Hey, Helper, can you give me some recommendations?" I wondered.

The Assistant Spirit, which I've had since I started playing, quickly materialized in front of me.

"I've heard you, what do you want to find in specific?" he wondered, he looked slightly bored.

I explained to him what I wanted.

"Interesting... So you don't want an additional power because you just have too many already, but something that can further boost and perhaps evolve already existing abilities? Well, it all depends on the Specialization Title Gacha at the end of the day, but the Core Skill you choose does have some effect too," he nodded.

"Yeah, something related with fighting..." I said. "It could work, right?"

"Yes, something to do with fighting as the base should do, the rest would be then affected by your already existing powers, skills, and your own actions," he said.

"For example, if you simply choose a swordsmanship skill, then after being affected by all your accomplishments, achievements, and abilities, you could generate something like Blazing Spirit Swordsmanship, Demonic Blade Arts, Dual Swordsmanship Dance, and so on."

"So that's how it works..." I nodded.

"So, the more "general" the core skill is, the easier it will be for it to evolve into something you want," he explained. "Anyways, I've already calculated the ones that could become what you want, without taking away the skills you use daily and are your core abilities."

"Alright, show me the list," I nodded.

"Here, it includes Beast Skills and other Skills too, after all, anything can become a core skill for a specialization marble."

[Showcasing List of possible Skills that meet your criteria]

[Ray of Destruction: Lv1]

[Prehistoric Strength: Lv-- (Divine Dish Skill)]

[Wild Beast Fighting Arts: Lv1/100 (Guardian Skill)]

[Sword Intent Embodiment: Lv1/100 (Guardian Skill)]

[Beast Fire: Lv-- (Divine Dish Skill)]

[Ice Spirit Weaponization: Lv1/100 (Guardian Skill)]

"Those are the Skills that I've calculated could meet your criteria one way or another, although with varying degrees of accuracy, and each one could end up on an incredibly different result."

"I understand..." I nodded.

It was a tough choice, there was more than I imagined.

Ray of Destruction can be chosen, that's a World Boss Skill!

I had no idea... But it's quite basic, just a powerful ray of energy though.

Prehistoric Strength seems interesting, physical power boost, maybe it could merge with something else into something even stronger.

Wild Beast Fighting Arts is... about fighting like a wild beast, interesting one so far, but its part of the stored skills too.

Sword Intent Embodiment got potential, but I kind of want to make the specialization supplement it instead of making it the specialization.

Then there's... Beast Fire? It summons beast-shaped flames...

And lastly, Ice Spirit Weaponization, turns ice spirits into different types of weapons.

Hmm, I can imagine many ways this could go, but I think I'll go for the safest choice.

Ding!

[You have chosen the [Wild Beast Fighting Arts: Lv1/100 (Guardian Skill)] as the Skill Specialization Core!]

[Once your Skill Specialization Ranks Up in the future, you will be able to pick a second Skill for the Specialization Roots that will grow from it.]