

Brand New 1331

Chapter 1331: Opening Treasure Chests

I decided to remain in the Verdant Realm for a bit, until I could use all the items I wanted. As some of them might end up giving me a boost in power that would make me easily detected by Merlinus, I wanted to take care of things right here and right now.

"A room for yourself?" Lady Verdant was surprised when I asked for this. "Oh, I see. You want to use the items you've accumulated to gain as much power as possible. And you need some space alone, very well. Come with me Planta."

She extended her hand towards me.

"Ah, sure..."

I touched her hand, it was soft and delicate, and warm.

"Now..."

FLASH!

We teleported away, appearing on a wide room within the interior of the tree, which was like a palace already.

There were wooden tables, seats, fruit, and a nice terrace with a view towards the rest of the forest outside, and the village below.

"This is where I usually rest," she said. "Feel free to use it for as long as you need."

"Thank you Verdant," I sighed in relief.

"Now I'll be going, just call me if you need help," she disappeared right after that.

Being left finally alone, I sat down, and quickly glanced at the items in my inventory, beginning to take out what I was going to use and organizing it over the table.

It was a big list!

[Legendary World Boss Themed Equipment Treasure Chest (S Grade)] x3

[Legendary Evil Dragon Fafnir Themed Treasure Chest (S Grade)] x1

[Failed Copy Of The Origin of Darkness Themed Treasure Chest (SS Grade)] x1

[Abandoned Failure of the Laboratory of Madness Themed Treasure Chest (SS Grade)] x1

[Abhorrent Lesser Demon Of Selfishness: Magicus Themed Treasure Chest (SS Grade)] x1

[Divine Dungeon Themed Treasure Chest (SS Grade)] x2

[Divine Legendary Dungeon Themed Treasure Chest (SS Grade)] x1

[NPC Skill Inheritance Scroll (SS Grade)] x1

[Divine Pet Egg (SSS Grade)] x1

[Greater Spirit Elixir (S Grade)] x8

[Random Skill Book (A Grade)] x6

[Divine Skill Evolution Ticket (SS Grade)] x2

[Divine Skill Fusion Ticket (SS Grade)] x2

[Evil Demon Duke Themed Treasure Chest (SS Grade)] x1

[Evil Demon Prince Themed Treasure Chest] x1

[Guild Victory Prize (S Grade)] x5

[Demonic Tree of Decay Qliphoth Themed Treasure Chest (SSS Grade)] x1

"Huh, so many items..." I sighed. "Okay, we can't spend all day checking them all though. Opening all the Treasure Chests would take a while too, then sorting through all the equipment I'll get will be hellish. Hah, I should've really opened these the moment I got them instead of saving them. Now it feels like a pain to open them all!"

There was also the Divine Pet Egg, which was rather mysterious, it seemed to only activate when I infuse some sort of energy inside, which will then change and affect how the pet will be born.

So I also need to be careful what I do with it... And what type of Pet I would want. I already have so many though! Do I need another one?

Maybe if its of a very specific element...

"Hmm..."

Suddenly, the Great Spirit appeared out of nowhere, scaring me a little.

"You're still indecisive? Come on, let me help you open all these treasure chests. A big battle is coming, we better prepare the hell up! Let's go!"

"Hm... Fine... Screw it! Let's open them all! Uwaargh!"

I became a bit insane as I started opening every treasure chest one after another after lining them up in a big row, dozens of items popped up out of all of them as I was bombarded with system messages.

Ding! Ding! Ding! Ding!

[You have opened the [Legendary World Boss Themed Equipment Treasure Chest (S Grade)] x3!]

[You have received the following Items: [Gaia's Yggdrasil Valkyrie Orichalcum Helmet (Legendary Rank) (S Grade)] [Gaia's Yggdrasil Valkyrie Orichalcum Leg Armor (Legendary Rank) (S Grade)] [Gaia's Yggdrasil Valkyrie Orichalcum Skirt Armor (Legendary Rank) (S Grade)]

Oohh, I got the rest of the Valkyrie Armor Set!

[You have opened the [Legendary Evil Dragon Fafnir Themed Treasure Chest (S Grade)] x1!]

[You have received the following Items: [Evil Dragon Abyssal Eye Ring (Legendary Rank) (S Grade)] [Evil Dragon Abyssal Claws Gauntlets (Legendary Rank) (S Grade)] [Purified Dragon Blood Elixir (S Grade)] x10 [Corrupted Dragon Soul Fragments Elixir (S Grade)] x10 [Evil Dragon Fafnir Random Skill Book (S Grade)]

Oh, two equipment themed after the original Fafnir we defeated in the Dwarf Mountain... And some interesting elixirs, and a skill book!

[You have opened the [Failed Copy Of The Origin of Darkness Themed Treasure Chest (SS Grade)] x1!]

[You have received the following Items: [False Origin of Darkness' Abyssal Demonic Bracelet (Legendary Rank) (SS Grade)] [False Origin of Darkness' Abyssal Demonic Chainmail (Legendary Rank) (SS Grade)] [Purified False Origin of Darkness Soul Fragment Elixir (SS Grade)] x10 [Super Divine Skill Fusion Ticket (SS Grade)]

Interesting, more equipment, a bracelet and... a chainmail? I think I can equip that beneath my armor for extra defense, it looks interesting. Also that Super Divine Skill Fusion Ticket looked even more interesting, actually!

[You have opened the [Abandoned Failure of the Laboratory of Madness Themed Treasure Chest (SS Grade)] x1!]

[You have received the following Items: [Laboratory of Madness' Experimental Demonic Miasmic Necklace (Legendary Rank) (SS Grade)] [Laboratory of Madness' Experimental Electromagnetic Demonic Gun Lance (Legendary Rank) (SS Grade)] [Purified Abandoned Failure of the Laboratory of Madness Blood Elixir (SS Grade)] x10 [Super Divine Skill Evolution Ticket (SS Grade)]

I'm beginning to see a pattern here.

[You have opened the [Abhorrent Lesser Demon Of Selfishness: Magicus Themed Treasure Chest (SS Grade)] x1!]

[You have received the following Items: [Infernal Demon of Selfishness' Whip of Agony (Legendary Rank) (SS Grade)] [Legendary Stat Points Elixir (SS Grade)] x5 [Weapon-Enhancement Demonic Rune Stone: Strength & Dexterity+ (SS Grade)] [Weapon-Enhancement Demonic Rune Stone: Boss Damage+ (SS Grade)] [Weapon-Enhancement Demonic Rune Stone: Strength & Vitality+ (SS Grade)]

Oh wait never mind, there's no pattern, this is completely new! Rune Stones? So these are for imbuing into weapons and making them even stronger, wow!

Chapter 1332: Weird Demonic Items

The treasure chest kept being opened, as I kept gaining new items. It was an endless fest where new and wonderful things kept popping up everywhere.

Ding! Ding! Ding! Ding!

[You have opened the [Divine Dungeon Themed Treasure Chest (SS Grade)] x2!]

[You have received the following Items: [Ki Reinforcing Elixir (SS Grade)] x30 [Soul Reinforcing Elixir (SS Grade)] x30 [Random Stat Raising Elixir (SS Grade)] x30 [Divine Skill Core Rune: New Random Effect (SS Grade)] x2 [Time Spirit Random Skill Book (SS Grade)] x2 [Yggdragon Aeternitas' Time-Keeping Divine Staff Fragments (Legendary Rank) (SS Grade)] x2]

Oh, wait a second, some new items popped up again!

Divine Skill Core Rune? And it says New Random Effect?

Does this mean what I think it means?!

So Skills can be enhanced like equipment and given new effects? This is nuts!

Then the Time Spirit Random Skill Book, which sounds nice, obtaining Skills from the Time Spirits living in that Realm would be useful, if they're good.

Then there's... two fragments of a powerful Divine Staff!

However, this staff has been divided into three fragments, I need another.

I wonder if I could get it with this one?

[You have opened the [Divine Legendary Dungeon Themed Treasure Chest (SS Grade)] x1!]

[You have received the following Items: [Ki Reinforcing Elixir (SS Grade)] x15 [Soul Reinforcing Elixir (SS Grade)] x15 [Random Stat Raising Elixir (SS Grade)] x15 [Divine Skill Core Rune: Replace Effect (SS Grade)] x1 [Yggdragon Aeternitas' Time-Keeping Divine Staff Fragments (Legendary Rank) (SS Grade)] x1]

Oh yes I got it! I got all three pieces!

I quickly combined them while the other treasure chests opened.

FLASH!

The rusty-looking staff, which I couldn't discern its appearance, assembled together.

The power of Hephaestus Inheritance Skills activated, with my bare hands, I forged the three fragments together, back to their former glory.

FLUOSH!

Eventually, a beautiful staff was created, the rust disappeared, and it resembled a staff made of wood, but this was actually a silver-colored divine metal.

It had the shape of roots intertwined together and creating branches at the top, with a dragon head emerging in the middle.

Each branch had a pretty jewel hanging from them, as if they were fruits!

It was also finely decorated with golden inscriptions and runes, a wonderful item, and it overflowed with power.

And above all, I immediately felt my Time Essence Production Speed and the amount I can hold to increase by just holding the staff.

It seems it can store Time Essence and even help me generate more quicker than before, which is just what I needed.

[You have opened the [Evil Demon Duke Themed Treasure Chest (SS Grade)] x1!]

[You have received the following Items: [Evil Demon Duke's Soul Summoning Pot (SS Grade)] x1 [Purified Body-Strengthening Demonic Blood Elixir (SS Grade)] x15 [Random Stat Raising Elixir (SS Grade)] x15 [Evil Demonic Duke Random Skill Scroll (SS Grade)] x1 [Divine Skill Core Rune: Strengthen Effect (SS Grade)]

That weird Pot item seemed strange. By just looking at it, I realized it had a truly vile power.

[Evil Demon Duke's Soul Summoning Pot (SS Grade)]

A Demonic Pot born from the Soul, Blood, and Agony of a Demon Duke that had been slain and killed forever, their soul and existence begone.

Their remaining Essence and Fury had created this item, imbued with their Curse.

Whenever a Soul is placed inside the Pot, after some time, it will mutate into a Demonic Soul that can be summoned and controlled by the owner of the pot.

There is no limit to how many Demonic Souls can be controlled by the user, but the more they are, the harder they are to control.

If feed Demonic Energy, Souls, Blood, and Flesh, the Demonic Souls can be maintained within the Pot, but if not, they will disappear after 3 Days due to starvation.

I could summon my own Demonic Souls?! Like Merlinus!

What in the world?!

D-Do I even try this?

No wait, where do I even get Souls first?

Forget it, I'll keep it around and see if I can even use it for anything.

These Demonic Souls, they could technically be something like a Demonic Spirit, right?

Huh... Maybe there could be some uses.

[You have opened the [Evil Demon Prince Themed Treasure Chest (SSS Grade)] x1!]

[You have received the following Items: [Evil Demon Prince's Sacrificial Demonic Altar (SSS Grade)] x1 [Purified Body-Strengthening Demonic Blood Elixir (SSS Grade)] x20 [Random Stat Raising Elixir (SSS Grade)] x20 [Evil Demon Prince Random Skill Scroll (SSS Grade)] x1 [Divine Skill Connection Core Rune (SSS Grade)]

Okay, even more new items this time too.

There's this creepy portable demonic altar to make sacrifices... What.

Then there's the Skill Scroll! Gaining a Demonic Skill... I hope that doesn't make me demonic or evil though.

Then lastly, another strange Core item, this one creates... a Connection between two Divine Skills?

Oh wait, wait, I get it, it connects two Divine Skills and through this connection, it is as if they're a single Skill, saving one Skill Slot!

They also become "fused" but not "fused" as both of the skills can be used separately.

But also there's a third effect! By combining their powers there can be a new effect born from it.

Wow, this is really interesting and... original? I don't think I've ever seen anything like this before.

Probably yet another item I shouldn't get yet, from a future update, maybe.

Though all this time I've been hoping for another Specialization Marble! I need a third to get all three, but it seems luck is not on my side regarding this.

Wait, what does this altar thing does?

[Evil Demon Prince's Sacrificial Demonic Altar (SSS Grade)]

A Demonic Altar that can be carried anywhere, as it can become small or big as the master of the altar wishes. It contains a series of powerful Demonic Formations made from dozens of Demonic Pentagrams, infused with the Blood and Soul of a Demon Prince.

This Altar can be used to offer sacrifices to Hell, be it living beings, souls, blood, flesh, precious materials, anything that can be offered. And once something is offered, a Demon of any type will answer to obtain the sacrificial offering and grant you a special Buff, Skill, or Magic Power temporarily.

Specific item and sacrificial combinations can be done to target specific Demons for special buffs and skills, but it all depends on demonic knowledge.

What the hell...

I'm fighting the Demons, I don't want to give them anything, nor ask for their help!

Chapter 1333 Weird Demonic Items

Looking at this item kind of made me a bit angry.

[Evil Demon Prince's Sacrificial Demonic Altar (SSS Grade)]

A Demonic Altar that can be carried anywhere, as it can become small or big as the master of the altar wishes. It contains a series of powerful Demonic Formations made from dozens of Demonic Pentagrams, infused with the Blood and Soul of a Demon Prince.

This Altar can be used to offer sacrifices to Hell, be it living beings, souls, blood, flesh, precious materials, anything that can be offered. And once something is offered, a Demon of any type will answer to obtain the sacrificial offering and grant you a special Buff, Skill, or Magic Power temporarily.

Specific item and sacrificial combinations can be done to target specific Demons for special buffs and skills, but it all depends on demonic knowledge. However, this Altar special powers will make it so no Demon can reject your offerings, as they come permeated with the blood and soul essence of a Demon Prince, guaranteeing some buff, skill, or magic of temporary effect any time you use it.

There's a cooldown of the duration of the buff/skill/magic given by the previous demon, and once you've done one sacrifice, you can't do any until the effect of the previous sacrifice is gone.

By offering more and more sacrifices to the same types of demons, you can forge Demonic Alliances, and over time, gain the trust of a Demon, who might offer a Demonic Contract for the best of both parties' interests.

What the hell...

I'm fighting the Demons, I don't want to give them anything, nor ask for their help!

But this...

Hmm, thinking about Hellberos, there could be good Demons out there too, maybe?

I mean Hellberos became "good" after he spent a lot of time within the body of a human, trapped with them.

So I don't know... But perhaps not every Demon is an insane embodiment of destruction?

Seeing how they were born, that's hardly possible, as they aren't specifically... well, normal, or people at all.

As they're born from the Demon King of the End himself, I can't bring myself to trust them...

Unless they're Hellberos, who has been permanently restrained by my Holy Chains.

...

No, wait a second.

Maybe I could use this to bait Demons into coming to me?!

Or maybe creating a connection with them, so I can bait them into appearing, and then...

BAAAM!

Dead.

One less demon to worry about...

Hmm, that sounds very nasty, but demons themselves are the embodiment of nastiness, so maybe it will end up being their just desserts.

It depends on a lot of factors I suppose.

Anyways, there's a bit more to check, but we're almost done now.

[You have opened the [Demonic Tree of Decay Qliphoth Themed Treasure Chest (SSS Grade)] x1!]

[You have received the following Items: [Demonic Tree of Decay Qliphoth's Branch Staff (Legendary Rank) (SSS Grade)] [Demonic Tree of Decay Qliphoth's Phantasmal Soul Elixir (SSS Grade)] x20 [Demonic Tree of Decay Qliphoth's Body-Strengthening Sap Elixir (SSS Grade)] x20 [Random Stat Raising Elixir (SSS Grade)] x20 [Divine Skill Connection Core Rune (SSS Grade)]

A staff made out of the branch of this damn thing.

Well, it was technically born from me I guess... It's dead now, for sure, but the staff remains as some sort of fragment of it.

So as long as that staff remains, Qliphoth exists...

Ah, I don't know what to think about it, I hated that thing!

An evil counterpart of Yggdrasil doesn't sound amazing at all...

Also what with the ancient fake Yggdrasil?

Was that some sort of Qliphoth variant too?

I really don't know; I'll need to investigate more later.

And lastly, Guild Victory Prizes...

Yay?

[You have opened the [Guild Victory Prize (S Grade)] x5!]

[You have received the following Items: [Guild Wars Victorious Chest Armor (Mythic Rank) (S Grade)] [Guild Wars Victorious Leg Armor (Mythic Rank) (S Grade)] [Guild Wars Victorious Heroic Cape (Mythic Rank) (S Grade)] [Guild Wars Victorious Gladiator Sword (Mythic Rank) (S Grade)] [Guild Wars Victorious Berserk Axe (Mythic Rank) (S Grade)]

"Ah, I got the whole Guild Wars Victorious Armor set now! And two weapons too... They're weak though, but they become strong when doing Guild Wars," I noted. "I'll probably save it for now and use them later, for something else."

The Great Spirit nodded, sitting by my side.

"Okay, now what do we do? Hahah..."

She laughed nervously, there were hundreds of items in front of us, the entire damn room had been littered with them everywhere!

Now comes the hard part, to quickly sort them out and set what I want to use and what I'll save for later, or gift to someone else.

"Uugh, what a pain, I want to move to the Skill Fusions already..." I sighed. "Great Spirit, you sort it! I'll begin fusing and evolving skills for now."

"M-Me?! But...!" she tried to get herself out of this situation.

But it wasn't going to work with me anymore!

"Nope, you were the one that ended forcing me to open them all so you're the one taking care of everything," I said, giggling. "Also you're the one that knows the best about my fighting style, what I need and what I don't need, and so on and so forth, so quickly get to it."

"W-Woah, you're treating me like a damn slave now! So cruel..." she cried. "But okay, maybe I deserve this a bit..."

She started sorting things out on her own.

For the moment, I tried to forget about this gigantic pile of items and moved on what I already had previously.

[NPC Skill Inheritance Scroll (SS Grade)] x1

[Random Skill Book (A Grade)] x6

[Divine Skill Evolution Ticket (SS Grade)] x2

[Divine Skill Fusion Ticket (SS Grade)] x2

These!

"Hmmm... What do I use first?" I wondered. "The NPC...? No wait, I have to save this."

I could use it on Lady Verdant though and get an insanely strong Divine Skill themed after her powers!

But... no, I can't do that yet.

I need another target, someone even more terrifying.

Merlinus.

I'll use it on him!

If by using this I can copy one of his Skills, then maybe we could turn the tables on our favor even more...

But for now, let's fuse some Skills.

Chapter 1334 Fusing Skills!

Before doing anything, I had to give a quick look at my available Skills again, the list was big, and there were a lot of Skills that I hadn't equipped yet either, so I could also use these as ingredients.

[Race Skills: 14/16]

[Divine Yggdragon Time Spirit Guardian: Lv9] [Divine Draconic Heart of Time: Lv8] [Aeternitas' Divine Spiritual Vessel Guardian Protection: Lv23/50 (Divine Fused Skill)] [Verdant Green Domain Magic: Lv15/30 (Evolved Skill)] [Yggdrasil's Spirit Magic: Lv15/30 (Evolved Skill)] [Plant Synthesis: Lv10 (Max Level)] [Terrain Expansion: Lv10 (Max Level)] [Spiritual Sacred Sanctuary: Lv10/15 (Fused Skill)] [Dragon Spirit Summon: Lv7/10] [Heavenly Yggdragon Queen Of The Three Colored Crown Transformation: Lv20/40 (Fused Skill)] [Blazing Totem Spirit Summon: Lv100/100 (Guardian Skill)] [Cursed Soul Heart: Lv100/100 (Guardian Skill)] [White Ashen Tree Time Spirit Bearing Fruits: Lv1/10] [Divinity Domain Expansion: Fragmented Time: Lv1/10] [Divine Aeternitas Yggdragon Heavenly Spiritual Presence: Lv10/30 (Evolved Skill)]

[Job Class Skills: 14/16]

[Divine Aeternitas Dragon Spirit Agriculture: Lv9] [Sacred Spirit Queen Of Divine Beasts: Lv24/50 (Divine Fused Skill)] [Yggdrasil's Sentinel Body: Lv13/30 (Evolved Skill)] [Spirit Farming Tool Mastery: Lv15 (Evolved) (Max Level)] [Divine Spiritual Fusion Synthesis: Lv10/15 (Fused Skill)] [Yggdragon's Nature Spirit Gardener: Lv10/15(Fused Skill)] [Yggdrasil's Spiritual Farm Terrain Authority: Lv10/15 (Fused Skill)] [Myriad Minds: Lv100/200 (Divine Beast Skill) (Evolved I)] [Divine Draconic Spirit Harvest Field: Lv14/40 (Fused Skill)] [Double Cast: Lv5/10] [Mana Overload: Lv5/10] [Runic Inscription Arts: Lv6/10] [Aeternitas' Spirit Garden Of A Forgotten Past: Lv1/10] [Divine Time Harvest Draconic Arts: Lv1/10]

[Subclass Skills: 14/16]

[All Trades: Lv9] [Divine Golden Heaven Gourmet Arts: Lv5/30] [Divine Dragon Goddess' Heroic Dual Sword Arts: Lv16/50 (Divine Evolved Skill)] [Hephaestus' Blacksmithing: Lv8/10] [Hephaestus' Smithing Hammer Techniques: Lv8/10] [Divine Forging Flame Spirit Furnace: Lv7/10] [All Stats Omni Super Boost: Lv10/30 (Evolved Skill)] [Spiritual Geomancer Druid: Lv10/30 (Evolved Skill)] [Draconic Farm Spirit Protection: Lv14/30 (Evolved Skill)] [Space-Warping Eldritch Spirit Body: Lv90/200 (Divine Beast Skill) (Evolved I)] [Fairy Queen's Magic Swordsmanship Arts: Lv100/100 (Guardian Skill)] [Sword Intent Embodiment: Lv100/100 (Guardian Skill)] [Spiritual Heavenly Gourmet Dao Cooking Techniques: Lv1/10] [Divine Golden Heaven's Gourmet Spirit Kitchen: Lv1/10]

[World Boss Skills: 5/12]

[Divine Yggdrasil Cannon Of Destruction: Lv10/20 (Evolved Skill)] [Forceful Territory Takeover: Lv1] [Destroyer of Battlefields: Lv1] [Tyranny of the Cruel: Lv1] [Monstrous Sacrifice: Lv1]

[Stored Skills (Unequipped)]

[Alchemy: Lv10 (Max Level)] [Fishing: Lv10 (Max Level)] [Mining: Lv10 (Max Level)] [Jurassic Roar: Lv-- (Divine Dish Skill)] [Beast Fire: Lv-- (Divine Dish Skill)] [Prehistoric Strength: Lv-- (Divine Dish Skill)] [Ice Spirit Weaponization: Lv1/100 (Guardian Skill)] [Command Summon: Lv1/100 (Guardian Skill)] [Golden Dragon Breath: Lv1/100 (Guardian Skill)] [Hero King Swordsmanship: Lv1/30 (Battle Spirit Skill)] [Snake Queen: Lv100/100 (Divine Beast Skill)] [Silver Moon Dragon's Divine Scale Armor: Lv100/100 (Divine Beast Skill)] [Abyssal Shadow Feather Projectile: Lv100/100 (Divine Beast Skill)] [Divine Domain Of The Holy Golden Koi Spring Palace: Lv100/100 (Divine Beast Skill)] [Detect Prey: Lv-- (Divine Dish Skill)]

Okay, so the Divine Skill Fusion Ticket of SS Grade should allow me to combine up to three Skills. One thing I know is that it doesn't allow me to combine already created Divine Fusion Skills.

It seems I need to first evolve them or get them to max level or something, before I can actually fuse them again.

Well, not like it matters, I have plenty of materials here.

Now, what do I make?

I need more power, versatility, movement speed to evade the spatial manipulation of Merlinus.

But I also want to combine some of the old Skills I've left behind...

Hm, I got two Tickets, so I guess I can choose around a bit more.

Alright, first, these two Skills...

[Plant Synthesis: Lv10 (Max Level)]

Using the power of a Dryad, you're able to manipulate the life of plants themselves, allowing you to fuse seeds of two different existing plants to create a new hybrid plant. This costs a variable amount of MP, and the results vary greatly depending in the quality of the plants. Any plant created through Synthesis has a lower rank than the lowest rank parent. The Skill success chance is 100%. If the synthesis fails, there's a 50% the seeds will be destroyed. Can only be used thirty times a day.

Additionally, grants the ability to Synthetize new seeds within the imagination of the user at a greater level of speed and precision, with a reduction in the cost of MP by -50%. The Ability to create [Nature Spirit Servants] also becomes possible through seed creation, such servants can only exist as much time as MP is used for their seed creation.

The [Nature Spirit Servants] can germinate into either [Wood Golems] [Vine Beasts] or [Flower Bards]. Their Stats and Skills Power is enhanced by +50% whenever there is Nature surrounding the user.

And...

[Terrain Expansion: Lv10 (Max Level)]

A Special Skill that the ancient Hamadryads can learn, it grants the Passive Ability to expand already existing Terrain Tiles by an additional +10 with each already existing Terrain Tile.

Example: If the Player creates 2 Tiles of Terrain, those 2 become 20.

These two simple Skills have pretty much been unchanged since I obtained them at the beginning. One of them lets me synthesize plant seeds, the other increases the ability to expand my terrain.

If I combine them... I think something great could come out of that!

But besides these, what else can I choose?

Something that goes along with its theme would be beneficial, maybe.

So I should choose a Skill related with something like Domains, Terrain, and Nature... Wait a second!

I know what I could choose.

Yeah, it's right there...

I could choose to evolve it instead, but why not fuse it instead?

It should probably create something even crazier...

Maybe.

Okay, let's go!

The ticket in my hands turned into particles of light, as I quickly selected the three skills I wanted to combine.

Ding!

[You have used the [Divine Skill Fusion Ticket (SS Grade)]!]

[You have selected the following Skills for Fusion: [Plant Synthesis: Lv10 (Max Level)] [Terrain Expansion: Lv10 (Max Level)] [Divine Domain Of The Holy Golden Koi Spring Palace: Lv100/100 (Divine Beast Skill)]!]

[Initiating Skill Fusion...]

FLUOSH!

All three Skills emerged out of my body, like spheres of light. The Plant Synthesis was green colored, while the Terrain Expansion was brown colored, and were at least half as small as the third Skill, which was gold.

Their pixelated skill icons were in front of the spheres, showing a hand creating a small sprouting seed, another where a figure expanded a lot of block-shaped ground around them, and a third resembling a beautiful golden palace.

The three spheres rotated around one another, and then were absorbed by the Skill Ticket's particles, fusing with it as well.

FLAAASH!

And a very bright explosion of light almost blinded me, as I covered my face, it was strong.

Perhaps too strong?!

However, as the light dissipated, and something new emerged from it, I gasped.

"Oh, this is...?!"

The spheres merged into a big rainbow sphere, overflowing with divine spiritual essence within it, and the pixel art skill icon rapidly formed.

It showed a beautiful golden palace made out of spiritual light, surrounded by nature, expanding around a person.

This seems interesting!

The sphere quickly went back to my, merging with my soul, and becoming a Soul-Bound Divine Fusion Skill.

"Oooh!"

I felt so much stronger, as I saw the system notifications.

Ding!

[You have successfully fused the: [Plant Synthesis: Lv10 (Max Level)] [Terrain Expansion: Lv10 (Max Level)] [Divine Domain Of The Holy Golden Koi Spring Palace: Lv100/100 (Divine Beast Skill)] Skills into the Divine Soul-Bound Fusion Skill: [Divine Holy Terrain Domain of the Golden Palace of Spring and Summer: Lv1/40 (Fused Skill)]!

[The [Divine Holy Terrain Domain of the Golden Palace of Spring and Summer: Lv1/40 (Fused Skill)] has gained 10 Bonus Levels due to the effects of the [Divine Skill Fusion Ticket (SS Grade)]!

Chapter 1335 Divine Holy Terrain Domain of the Golden Palace of Spring and Summer

Ding!

[You have successfully fused the: [Plant Synthesis: Lv10 (Max Level)] [Terrain Expansion: Lv10 (Max Level)] [Divine Domain Of The Holy Golden Koi Spring Palace: Lv100/100 (Divine Beast Skill)] Skills into the Divine Soul-Bound Fusion Skill: [Divine Holy Terrain Domain of the Golden Palace of Spring and Summer: Lv1/40 (Fused Skill)]!

[The [Divine Holy Terrain Domain of the Golden Palace of Spring and Summer: Lv1/40 (Fused Skill)] has gained 10 Bonus Levels due to the effects of the [Divine Skill Fusion Ticket (SS Grade)]!

The new Skill already had ten bonus levels as well, and it had gained a very peculiar name too... Not only Spring but also Summer?

How peculiar... Let's check it out!

[Divine Holy Terrain Domain of the Golden Palace of Spring and Summer: Lv10/40 (Fused Skill)]

A Soul-Bound Divine Fusion Skill created by combining the [Plant Synthesis: Lv10 (Max Level)] [Terrain Expansion: Lv10 (Max Level)] [Divine Domain Of The Holy Golden Koi Spring Palace: Lv100/100 (Divine Beast Skill)] Skills. This Skill can Level Up by a combination of both Skill Proficiency and Skill Points. Once enough Skill Proficiency is accumulated, Skill Points can be used to Level Up the Skill.

By activating this Skill and spending Spiritual Essence and Mana, you can summon a powerful Divine Holy Terrain Domain that connects to an Ancient and Forgotten Realm, the Holy Golden Koi Spring Palace, once governed by the Holy Golden Koi Dragon Family of the Eastern Continent, now transformed, imbued with the Divine Spiritual Essence of Spring and Summer.

This Domain connecting to this Ruined Realm can be maintained open as long as Mana and Spiritual Essence is supplied. When the Divine Holy Terrain Domain is activated, a gate is created to this Ruined Realm, which has been greatly repaired after its new evolution, where the user can extract anything within its interior and also further repair the Ruined Realm using Energy and compatible Materials. Among the things that can be extracted, there is the Holy Golden Koi Spring Water, containing powerful Sun, Yang, and Light Attribute Ki Essence, and many other Unique Martial Spiritual Plants of the Eastern Continent. There is no limit to material extraction, but once all materials run out, some days or weeks must pass before they replenish.

By activating this Holy Terrain Domain, you and your allies within 500 meters of you will gain either the {Divine Holy Spirit Crown of Spring} or the {Divine Holy Spirit Crown of Summer}, which will grant an Elemental Affinity with Nature, Earth, Holy, and Life Elements for Spring or Light, Holy, Life, and Sun Elements for Summer, while further boosting these Elemental Powers by 700% and granting the ability to create {Divine Spiritual Ki Seeds of Spring} or {Divine Spiritual Ki Seeds of Summer}, which can be planted within the Divine Holy Terrain Domain to grow into special plants to either harvest, or transform into {Mighty Divine Spiritual Holy Guardians of Spring or Summer} carrying 30% of their Master's Stats, who can either defend them, fight against foes, or combine with their equipment, skills, or weapons for special boosts. Whenever these guardians die, there's a 30% chance for them to leave two seeds that will create another two guardians with 50% of the original guardian's stats. Guardian Stats and Magic Power will increase by 300% as long as they're within the Divine Holy Terrain Domain.

Meanwhile, any Terrain Tile that you have created that is within 1 Kilometer of the Domain will rapidly expand, multiplying by 20 only once. The Regeneration Speed and Quantity of Ki, Mana, and Spiritual Essence will increase by 600%, and Nature, Earth, Sun, Yang, and Light Attribute Spiritual Ki can be drawn for both usage in Martial Techniques and Cultivation. Foes that touch this Divine Holy Terrain Domain without authorization will have their Stats reduced by 40% and become Weak to these aforementioned Elements, taking x4 as much damage from them and, if they're in a 100-meter range of a Guardian already created, they will be bombarded with {Divine Holy Spring Gifts} and {Divine Holy Summer Heat Rays}, which will deal 300% Damage based on your INT and WIS Stats and leave behind {Divine Holy Spring Terrain Tiles} and {Divine Holy Summer Terrain Tiles} that can expand the effects of Spring and Summer around your surroundings.

When fighting alongside Goldie, or within an already created Terrain or Domain of Nature, Skill EXP earned increases by x10.

Oh wow, okay, let's unpack this, it seems this Skill carries several amazing new effects, and also improves, combines, and evolves on the previous skills!

First of all, the Koi Palace has gone nowhere, and it remains here, now even more upgraded. Honestly I had completely forgotten I could "Repair it" using Materials and Energy, I'll probably try doing that now.

Second, there's no more limits to that Spring Water that I can only take once a month, so I'll probably get myself some bottles of that right about now!

FLUOSH!

I activated the Skill immediately, as everything around me changed, spreading golden tiles and suddenly creating a phantasmal apparition of the temple behind me.

The Tiles spread holy divine spiritual light, which also contained Ki within them, it was mystical, growing plants everywhere as I glanced.

And then, I immediately gained a Crown too, a Summer Crown, which was made of Sunlight, I assume the Spring Crowns are made of plants.

I immediately felt like my elemental powers skyrocketed immensely, it was a wonderful Skill!

"Let's see... {Divine Spiritual Ki Seeds of Summer}!"

I quickly used the first effect, creating seeds by spending Mana, Ki, and Spirit Energy. It wasn't too expensive, but it wasn't the cheapest either, but I easily created four within my hands.

The seeds and the plants that will come out can be slightly manipulated, so if I wish them to be tomatoes, I might get something similar to them, perhaps even better.

But the best effect of this were the Guardians, of course!

Not only I can make them, but everyone within this Domain can, giving an amazing effect on big parties, the more friends I have, the more useful this Domain will feel.

"Come!"

I threw the seeds away as they quickly exploded with golden light, transforming into {Mighty Divine Spiritual Holy Guardians of Summer}, carrying 30% of my stats.

FLASH! FLASH! FLASH! FLASH!

Chapter 1336 Considering Options

In front of me, four large Summer Guardians appeared, they had various shapes resembling humanoid giants. Some were tall and lanky, others were bulky and with big arms and little heads, and some were smaller ones carrying big weapons. They were all funny-looking, made of golden, white, and red light with only two white dots as eyes and nothing else.

Their heads had a lot of spikes, resembling the rays of the sun, and their bodies, mostly made of sunlight, also contained red colored runes shaped as the sun and the stars... They were truly beautiful, but I could immediately detect they don't last long, probably twenty minutes, maybe it can be extended with more levels.

I think they already gained ten minutes extra from the ten bonus levels, anyways, I believe they're pretty strong, carrying 30% of my stats and all. They also gain a 200% buff to their stats within this Holy Terrain, so they're even stronger too!

They could be good to overwhelm a foe by summoning a bunch of these and attack them with as much power as possible. They're not so different than the Draconic Beast or Draconic Spirits in some areas, but their special thing is that they can be summoned by anybody in my domain tht is an ally.

Another thing is that once they die, there's a chance they leave tow offspring that can turn into two of its parents, with half of their stats...

Oh right! They also work like Spirits, so they can be infused into armor, weapons, or even have their powers combined with skill effects for powerful blasts and attacks.

Also, as long as a foe is within a 100-meter range of one of these babies, they'll blast them with heat rays whose damage is based on my stats, so that's pretty amazing!

And yeah, my stats, this also applies when they're summoned by other people.

So even weaker allies can still summon an army that can deal high damage with these beams.

And the beams leave behind special Terrains that can be merged with previous Terrains, infusing the Element of Spring or Summer to them.

Assuming what they could do, I'm guessing it just helps plants mature, grow, or spread, maybe... We'll have to see how this works better later.

It's also nice that any foe that steps into this incredibly big domain will start getting super weak against their elements and take four times as much damage!

This means they can get wrecked really freaking quickly... Heh.

Oh right, and the Skill's effect improved upon the Terrain Expansion even further, it previously expanded Terrain Tiles by 10, now it expands by 20!

The downside is that it doesn't work in just anything, and the terrains need to touch the domain... or be within a 1-kilometer range.

Okay maybe we're fine anyways!

"Okay I think I've figured out most of this... Oh wow!"

I gasped as I found myself inside the palace, the golden stone that made it look much more refined, there were less cracks, and a lot of new furniture here and there.

It was beautifully decorated with what I assumed to be Chinese furniture? There were paintings in the walls depicting people with golden cales, koi fish tails, and gills wearing long, ancient Chinese clothes.

As I walked around, I found the spring in the middle of the palace, it had become thrice as big, I kneeled and took several bottles, and also noticed a large garden behind it.

There were plants I had never seen before in here, all infused with Ki and Spirit Energy of incredible levels, they were equal if not superior to divine spirit plants, which are already so rare to find.

Now that the Forest had evolved into the Ancient Primordial Garden of Life, there will be more divine spirit plants too, but even then, these seem... better.

Just what kind of treasure throve is the Eastern Continent?!

Is it because it's so ancient?

I mean, when we went into that Dungeon with Scenarios, the Ancient Valley Dungeon of Cloudia, the Eastern Continent was already considered old!

"I'll leave this here for now, I might come get some of these plants later, to make some Ki Elixirs and such..."

I walked out of the domain and deactivated the skill, which was draining my energies like crazy. Luckily, in this Realm, Spirit and Mana energy is recovered super quickly anyways.

"It was pretty incredible," I nodded. "Too bad you missed it."

"Uugh, I'll go visit it later... I'm almost done!" the Great Spirit said angrily. "This and this..."

As she was sorting things out, I quickly moved to fusing three more Skills.

I glanced at my Skill List once more.

Now I'll probably fuse these Skills.

[Fairy Queen's Magic Swordsmanship Arts: Lv100/100 (Guardian Skill)]

And...

[Sword Intent Embodiment: Lv100/100 (Guardian Skill)]

Hmm, should I fuse them, or is it better to evolve them?

They're very good and I've been actively using them to fight though.

But... I already have my swordsmanship Skill, so having so many to keep up is annoying.

Already got all the other Skills I have to keep activating constantly to fight.

At the end I'm still a human being... sort of, so I can't keep up dozens of things in my head that I must use constantly, it's hard.

Hence why fusing skills is important!

Maybe if I could fuse them on my swordsmanship Skill?

Can I use it as an ingredient? It only recently evolved... So I have no idea.

[Error!]

[Unfortunately, you cannot use the [Divine Dragon Goddess' Heroic Dual Sword Arts: Lv16/50 (Divine Evolved Skill)] Skill with the Divine Skill Fusion Ticket.]

[A Super Divine Skill Fusion Ticket is required and also for the Skill to be Max Level.]

"Max Level?! Ugh, okay, I guess I'll have to wait and take my time. It's Level 50 after all."

Hmm, okay, I'll combine these two skills with something else...

Hmm, what can I use?

Beast Fire? Nah.

Jurassic Roar? What would that even make?

Oh right, I have the [Hero King Swordsmanship: Lv1/30 (Battle Spirit Skill)] Skill!

But it's not max level, so I can't use it yet for fusion or evolution.

Then...

Hmm, wait a second.

I think I have a good idea what I can use!

How about...

[Abyssal Shadow Feather Projectile: Lv100/100 (Divine Beast Skill)]?

What if I can get wings... made of swords, I can fire as projectiles!

Sounds crazy, but let's try it!

Chapter 1337 More Skill Fusion!

[Error!]

[Unfortunately, you cannot use the [Divine Dragon Goddess' Heroic Dual Sword Arts: Lv16/50 (Divine Evolved Skill)] Skill with the Divine Skill Fusion Ticket.]

[A Super Divine Skill Fusion Ticket is required and also for the Skill to be Max Level.]

After seeing this, I quickly gave up on the idea of fusing all my sword-related skills for now. This was my main swordsmanship skill and the one I use even IRL now. However its max level is 50! So it's bound to take a WHILE before it reaches max level even if I begin swinging my blade every day for a million times.

And to be honest, using a skill over and over again might not be the best way to level up these skill proficiency-based skills, as they gain bonus proficiency when using their abilities or effects in fights rather than training alone...

Nonetheless, I had already mostly decided what I was going to merge together, the idea was already in my mind.

The Skills I was choosing were these...

[Sword Intent Embodiment: Lv100/100 (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 600% of the STR Stat. 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 300% of your STR and INT Stats. When fighting alongside DarkReaper Skill EXP earned increases by x10.

And...

[Fairy Queen's Magic Swordsmanship Arts: Lv100/100 (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 500% of your STR and INT Stats combined.

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 50% of the foe's Defenses. 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 50: [Bellflower Sword Dance (Consecutive Sword Attacks, May Confuse)] [Moonlight Butterfly's Flight (Ascending Attack, 50% DEF Ignoration)]

Level 100: [Fairy Queen's Crown (Multiplies Swords Attacks By x3)] [Spirit Forest's Guardian Last Stand (10 Consecutive Attacks At The Same Time, 20 If HP Below 50%)]

These two Skills alone are amazing on their own, and I wouldn't doubt to evolve them... If it wasn't because my originals swordsmanship skill is even better, and it has insane effects as well.

So I've decided to merge them with...

[Abyssal Shadow Feather Projectile: Lv100/100 (Divine Beast Skill)]

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

The Abyssal Shadow Feathers of a mighty Divine Shadow Crow. By activating this Skill, you can grow black feathered wings on your back, which can allow you to easily fly in midair. You can also control and

fire the black feathers making your wings at incredibly fast speed and control each feather within midair by spending constant Mana and Spiritual Essence.

Each Abyssal Shadow Feather Projectile explodes on contact, dealing damage equal to 400% of your STR and AGI Stats. Constant strikes will increase the damage over time, creating a bombardment of explosions that will deal an additional 200% damage and ignore 60% of the foe's Defenses.

Additionally, you can further control the Abyssal Shadow Feathers and its shadow Element through the complementary usage of other Skills, but it requires mastery. When fighting alongside Huginn, Skill EXP earned increases by x10.

This might seem like kind of a lesser skill, in a way. But I am envisioning something really great, so let's start right away, immediately.

I grabbed the ticket and quickly utilized it with a mere thought, as I saw the notification appearing, telling me to choose the skills.

And after choosing them...

Ding!

[You have used the [Divine Skill Fusion Ticket (SS Grade)]!]

[You have selected the following Skills for Fusion: [Sword Intent Embodiment: Lv100/100 (Guardian Skill)] [Fairy Queen's Magic Swordsmanship Arts: Lv100/100 (Guardian Skill)] and [Abyssal Shadow Feather Projectile: Lv100/100 (Divine Beast Skill)]!]

[Initiating Skill Fusion...]

FLASH!

The ticket exploded into particles of light rotating against one another, and then three of my Skills emerged from my body as Skill Spheres.

Each one had their little pixel art icon. The sword intent showed a person with an aura shaped a sword, the fairy queen swordsmanship showed a fairy with a crown holding a rapier, and the last one a black bird spreading its wings in the air, releasing projectile feathers.

The three Skill Spheres rotated against one another, and then rapidly merged with the Skill Fusion Ticket's Essence, further generating a huge explosion of light.

FLAAASH!

And when it was finally over, a silver and pink colored Skill Sphere of several times their size emerged, overflowing with new power.

Its pixel art icon showed an armored person with enormous metallic wings, releasing swords from them...

Oh wow, it is exactly what I imagined! Yes!

Ding!

[You have successfully fused the: [Sword Intent Embodiment: Lv100/100 (Guardian Skill)] [Fairy Queen's Magic Swordsmanship Arts: Lv100/100 (Guardian Skill)] and [Abyssal Shadow Feather Projectile: Lv100/100 (Divine Beast Skill)] Skills into the Divine Soul-Bound Fusion Skill: [Divine Sword Fairy Queen's Arcane Blade Intent Wings: Lv1/40 (Fused Skill)]!]

[The [Divine Sword Fairy Queen's Arcane Blade Intent Wings: Lv1/40 (Fused Skill)] has gained 10 Bonus Levels due to the effects of the [Divine Skill Fusion Ticket (SS Grade)]!]

Chapter 1338: Divine Sword Fairy Queen's Arcane Blade Intent Wings

The Skill Fusion had ended, and the Skill Sphere quickly merged with my Soul, remaining Soul-Bound forever.

Ding!

[You have used the [Divine Skill Fusion Ticket (SS Grade)]!]

[You have selected the following Skills for Fusion: [Sword Intent Embodiment: Lv100/100 (Guardian Skill)] [Fairy Queen's Magic Swordsmanship Arts: Lv100/100 (Guardian Skill)] and [Abyssal Shadow Feather Projectile: Lv100/100 (Divine Beast Skill)]!]

[Initiating Skill Fusion...]

[You have successfully fused the: [Sword Intent Embodiment: Lv100/100 (Guardian Skill)] [Fairy Queen's Magic Swordsmanship Arts: Lv100/100 (Guardian Skill)] and [Abyssal Shadow Feather Projectile: Lv100/100 (Divine Beast Skill)] Skills into the Divine Soul-Bound Fusion Skill: [Divine Sword Fairy Queen's Arcane Blade Intent Wings: Lv1/40 (Fused Skill)]!]

[The [Divine Sword Fairy Queen's Arcane Blade Intent Wings: Lv1/40 (Fused Skill)] has gained 10 Bonus Levels due to the effects of the [Divine Skill Fusion Ticket (SS Grade)]!]

Oh, it has quite the mouthful of a name! However, it does seem to be rather strong, as I felt a sudden surge of new power through my entire soul.

As I activated the Skill, I saw a huge pair of bladed wings materialize out of my Sword Intent, overflowing with both Ki, Mana, and Spirit Energy.

[Divine Sword Fairy Queen's Arcane Blade Intent Wings: Lv11/40 (Fused Skill)]

A Soul-Bound Divine Fusion Skill created by combining the [Sword Intent Embodiment: Lv100/100 (Guardian Skill)] [Fairy Queen's Magic Swordsmanship Arts: Lv100/100 (Guardian Skill)] [Abyssal Shadow Feather Projectile: Lv100/100 (Divine Beast Skill)] Skills. This Skill can Level Up by a combination of both Skill Proficiency and Skill Points. Once enough Skill Proficiency is accumulated, Skill Points can be used to Level Up the Skill.

You have combined 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 with the power of the Sword Intent Aura and the Projectile Feathers Divine Art of an ancient Divine Beast, creating a powerful fusion between technique, intent, aura, and body.

By combining both Mana, Spirit Energy, and Ki together, and while wielding a Magic Sword or Magic Rapier, you will be able to summon the powerful Arcane Blade Intent Wings, embodying your Blade Intent, Technique, and Divine Beast Power at once, whose Durability, and Slashing Power will be based on 655% of your STR, INT, and AGI Stats combined. Each attack using the Blade Wings Intent will also pierce through 55% of foe's Physical and Magical Defenses.

These wings can be shaped and divided into dozens of powerful Arcane Blade Spirit Projectiles, which will chase down any foe you lock on, dealing damage equal to 455% of your STR, INT, and AGI Stats. Constant strikes will increase the damage over time, creating a bombardment of explosions that will deal an additional 355% damage and ignore 65% of the foe's Defenses.

As long as the wings are summoned, your Movement Speed and Sword Attack Power increases by 355%, and you can further unleash their power by activating the {Divine Sword Fairy Queen Transformation} Ability, fusing with the Arcane Blades and becoming a metallic fairy, increasing your Defenses, Health Points, and Health Regeneration Speed by 555%, and giving you the ability to use your body as a Sword, which will deal the same damage as the wings with an additional 200%.

These Wings will have the power to unleash Divine Arcane Blade Wing Arts, which will increase as the Skill Levels Up. When wielding a sword while using these Arcane Blade Wing Arts and imbuing Spirit Energy and Ki into your Weapons and Wings, you can pierce through 60% of the foe's Defenses and have a 30% chance to inflict [Disarm] on a foe, decreasing their Attack Power by 50% for 1 Minute. Additionally, after 5 consecutive blows using these Wings, a Sword, and the Techniques, the foe's Damage Taken increases by 100% for 15 seconds, can't stack. When fighting alongside Titania, DarkReaper, or Hugging or becoming Titania's Spiritual Vessel, Skill EXP earned increases by x10.

Available Divine Arcane Blade Wing Arts:

Level 1: [Fluttering Sword Petals (Quick Stab)] [Bee's Piercing Steel Stinger (Piercing Stab, May Poison)] [Illusory Garden of Swords (Creates Illusions)] [Bellflower Sword Queen Dance (Consecutive Sword Attacks, May Confuse)] [Moonlight Butterfly's Sword Flight (Ascending Attack, 50% DEF Ignoration)] [Fairy Queen's Sword Crown (Multiplies Swords Attacks By x4)] [Blade Spirit Forest's Guardian Last Stand (15 Consecutive Attacks At The Same Time, 25 If HP Below 70%)]

Level 20: ???

Level 40: ???

"Oh, this is quite incredible... A lot of things to unpack, but it pretty much is a pair of wings I can use to attack, release swords, then fuse... with myself?! Wait a second, I can do that too?!"

I realized the Skill allowed me to combine with my Blade Wings and become a "metallic fairy" or something, increasing my defenses exponentially, and with no drawbacks at all! I had imagined I would become slower, but nope.

It also comes with some special arts, although they seem to be upgraded new versions of the Fairy Queen's Swordsmanship, which I'm completely fine with it anyways.

If I can combine this with my other Skills, I'll be able to deal more damage, surprise my opponents much more, and have more flexibility.

I wish I had some targets to try this with, but for now that's okay. I'll be using it plentiful against a certain someone later.

"I've used both of my Fusion Tickets now... Okay, let's evolve two other Skills while we are at it."

I quickly grabbed the two Evolution Skill Tickets and glanced at them, and then at my own Status, which Skills can I evolve that really need it?

I tried using it on those I just recently got, but I was unable to further evolve them for now...

Oh right, there's one Skill I have been ignoring for a while, but that was vital for my fighting style beyond the swords.

Which I mostly used when fighting using a shovel, or harvest scythes.

Yes, the [Spirit Farming Tool Mastery] Skill!

Chapter 1339: Evolving The [Spirit Farming Tool Master] Skill

The [Spirit Farming Tool Mastery] Skill is an oldie, the naturally evolved form of the Farming Tool Usage Skill, I believe, adding some Spiritual and Elemental Effects to it, and a more attack-oriented Skill than its predecessor. However, it has been stuck at max level for a while now, and it has never evolved on its own again.

So it was probably either waiting to be fused or evolved using special items... And that's what I'm going to do now. First, let's check the Skill for a quick refresher of mind.

[Spirit Farming Tool Mastery: Lv15 (Evolved) (Max Level)]

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 +25.000, Farming Tool Power increased by +34.000, Farming Tool Mastery increased by +250%. The mastery, proficiency, and power increases with each level. Damage increases based on Proficiency, Tool Power, and Mastery.

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 100% chance of unleashing a [Shockwave] that spreads 100% of the damage you inflicted with the attack that triggered the effect, the shockwave can spread out up to 21 meters surrounding the target of your hit and hitting the ground with a Farming Tool has a 100% chance to turn it into [Spiritual Soil].

Additionally, there's also a 90% chance to acquire the "Spiritual Blessing" of a certain element (Earth, Fire, Wind, Water, Ice, Light) into the Farming Tool at random for 5 Minutes, which will unleash an [Elemental Spiritual Attack] imbuing any attack with that Elemental Damage and increasing Farming Tool Power by an additional +30.000. All Elements can stack together.

Oh yeah, this really became a game changer when I got it back then! I think it was when the Snakes invaded the Fairy Kingdom, right? I remember spamming this skill to stun hundreds of snakes at once, it was really quite something.

Its ability to stun and paralyze targets is really good and amazing, and it can come in clutch many times, especially the shockwave effect! However, strong enemies usually come with very high resistances to status effects, sometimes immunities, so its hard to paralyze or stun them that much.

The Spiritual Blessing thingy was good while it lasted, but after getting Spirit Synthesis and improving the amount of Spirits I could summon, it kind of became rather unnecessary.

But now, maybe that can change forever, so let's try immediately!

I took the ticket, selected the skill, and used it!

Ding!

[You have used the [Divine Skill Evolution Ticket (SS Grade)] to Evolve the [Spirit Farming Tool Mastery: Lv15 (Evolved) (Max Level)] Skill!]

[Initiating Evolution...]

FLASH!

The ticket exploded into particles of light, flowing towards my body and fusing with my Skill Sphere, which was very small, rapidly making it larger and larger, while also becoming soul-bound to me

Yes, Soul Bound! Maybe like this, I can use this IRL, and the Stun and Paralysis effects won't be so useless, as the threats from Earth tend to have much less resistances than in Arcadia, I guess because of the lack of game-like powers, a system, or similar mechanics.

So when they're faced against the power of a Skill from Arcadia, which works with game-like logic, they are sometimes rather weak against its strange effects.

I felt my Skill rapidly evolving, the sphere grew larger, and then, I could barely see something, its icon, it was rapidly changing.

From the figure of a farmer holding a shovel surrounded by an elemental aura, it changed into... Wait, is that me?

It resembled a half-dragon lady with silver scales, golden horns, holding a big silver and golden shovel, and also... a scythe.

Whew, it evolved to fit me now!

Ding!

[The [Spirit Farming Tool Mastery: Lv15 (Evolved) (Max Level)] Skill has successfully evolved into the [Aeternitas Divine Time Spirit Farming Tool Arts: Lv1/40 (Evolved Skill)] Divine Soul-Bound Skill!]

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

Oh, it gained my current evolution's name...

And Time Spirit Themed?!

Let's see!

[Aeternitas Divine Time Spirit Farming Tool Arts: Lv11/40 (Evolved Skill)]

The Divine Soul-Bound Evolved version of the [Spirit Farming Tool Mastery] Skill. This Skill can Level Up by a combination of both Skill Proficiency and Skill Points. Once enough Skill Proficiency is accumulated, Skill Points can be used to Level Up the Skill.

As Aeternitas, the Yggdragon of Time, your ability to Farm has evolved to the point that Time Spirits themselves bless your Farming Tools and any action you do using them. 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. Now with the power of Time Spirits and other Elemental Spirits added into the equation, these Blessings can take the form of powerful {Divine Time Spirit Blessings} that will infuse {Time Acceleration Tiles} into the ground as you use them, accelerating the growth speed by up to 500% of any plant, spirit plant, martial plant, divine plant, trees, mushrooms, or even spirit buds you grow within your Domains.

The Power of Aeternitas infuses your Farming Tool with the power of Divine Draconic Spirit Energy, and the Essence of Time itself, increasing Farming Tool Proficiency by 200.000, Farming Tool Power by 500.000, and Farming Tool Mastery by 500%. The mastery, proficiency, and power increases with each level. Damage Dealt using these Tools increases based on 400% of the Proficiency, Tool Power, and Mastery of these Farming Tools.

When fighting against foes, there's a 50% chance to inflict them with [Time Stop] and [Time Slow Down] that will ignore their Status Ailment Resistances for 5 to 10 Seconds whenever you hit them with a direct attack using a Farming Tool, while also unleashing a [Time Shockwave] that will spread 200% of the original damage dealt around 50 meters of the target, damaging any foe that touches it, who will have their Agility and Dexterity Stats reduced by 30% for 5 to 10 seconds. Any area that is hit by your Farming Tool will also immediately become [Divine Spiritual Soil Tiles] belonging to you, the range of expansion can increase with the [Time Shockwaves] allowing for the rapid spread of Tiles overtaken.

Additionally, when striking a foe, your Farming Tools will receive {Divine Time Spirit Blessings} with two more additional Elements randomly (Earth, Fire, Wind, Water, Ice, Light, Darkness, Void, Space) for 3 to 5 Minutes, which will unleash an [Divine Elemental Spiritual Attacks] imbuing any attack with that Elemental Damage and increasing Farming Tool Power by an additional 300.000.

All Elements can stack together to further create a [Divine Elemental Time Fragmentation Explosion] that will deal destructive damage based on 1000% of the user's STR, INT, Farming Tool Proficiency, Farming Tool Power, and Farming Tool Mastery while ignoring 50% of the foe's defenses. The residual energy of the [Divine Elemental Time Fragmentation Explosion] will leave behind between 50 to 100 {Time Acceleration/Slow Down Tiles} around your foe, which will increase the Speed of you and your Allies by 100% and decrease the Speed of your foes by 50% when touching them. But after that, all elemental blessings will disappear from the Farming Tool and the Farming Tool can't receive any for 10 Seconds.

Okay this is pretty insane!

Chapter 1340: A New Way Of Fighting

I glanced at the Skill Description again, and without a doubt, this was an incredibly insane evolution from the original Skill!

[Aeternitas Divine Time Spirit Farming Tool Arts: Lv11/40 (Evolved Skill)]

The Divine Soul-Bound Evolved version of the [Spirit Farming Tool Mastery] Skill. This Skill can Level Up by a combination of both Skill Proficiency and Skill Points. Once enough Skill Proficiency is accumulated, Skill Points can be used to Level Up the Skill.

As Aeternitas, the Yggdragon of Time, your ability to Farm has evolved to the point that Time Spirits themselves bless your Farming Tools and any action you do using them. 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. Now with the power of Time Spirits and other Elemental Spirits added into the equation, these Blessings can take the form of powerful {Divine Time Spirit Blessings} that will infuse {Time Acceleration Tiles} into the ground as you use them, accelerating the growth speed by up to 500% of any plant, spirit plant, martial plant, divine plant, trees, mushrooms, or even spirit buds you grow within your Domains.

Starting from this, the Skill has been upgraded to now hold not just any Spiritual Blessings but the ones from Time Spirits themselves, which allows for the creation of Time Acceleration Tiles! I could gladly use this all over the Forest, so it grows quicker and even faster than before, expanding and becoming even more of a living fortress.

And of course, on the massive farms I'm managing back home, to produce even more food for the forest's inhabitants and also to sell to other countries and further increase the entire forest's funds, greatly cementing its existence as a powerful nation that has to be respected.

The Power of Aeternitas infuses your Farming Tool with the power of Divine Draconic Spirit Energy, and the Essence of Time itself, increasing Farming Tool Proficiency by 200.000, Farming Tool Power by 500.000, and Farming Tool Mastery by 500%. The mastery, proficiency, and power increases with each level. Damage Dealt using these Tools increases based on 400% of the Proficiency, Tool Power, and Mastery of these Farming Tools.

When fighting against foes, there's a 50% chance to inflict them with [Time Stop] and [Time Slow Down] that will ignore their Status Ailment Resistances for 5 to 10 Seconds whenever you hit them with a direct attack using a Farming Tool, while also unleashing a [Time Shockwave] that will spread 200% of the original damage dealt around 50 meters of the target, damaging any foe that touches it, who will have their Agility and Dexterity Stats reduced by 30% for 5 to 10 seconds. Any area that is hit by your Farming Tool will also immediately become [Divine Spiritual Soil Tiles] belonging to you, the range of expansion can increase with the [Time Shockwaves] allowing for the rapid spread of Tiles overtaken.

Then there's this! The increase in all the stats to Farming Tools is insane! This is like, several times what it was originally! It feels like such a massive upgrade it makes me want to wield shovel and farming scythes instead of swords now.

I mean, with my ability to shapeshift, I could simply wield them alongside swords, right? No need to limit myself after all! Though, I think I need myself a farming scythe too... I might have to transform something else into it, or perhaps forge one very quickly? I don't know, maybe if I have enough time left later.

Anyways, new effects include better status effects that cannot be blocked by foes, which slows them down or outright stops them from moving for a couple of seconds, very good! And also the shockwave it releases... Wait a second, doesn't it deal more damage than the original hit? And it also slows down foes! Okay this is pretty crazy.

Additionally, when striking a foe, your Farming Tools will receive {Divine Time Spirit Blessings} with two more additional Elements randomly (Earth, Fire, Wind, Water, Ice, Light, Darkness, Void, Space) for 3 to 5 Minutes, which will unleash an [Divine Elemental Spiritual Attacks] imbuing any attack with that Elemental Damage and increasing Farming Tool Power by an additional 300.000.

All Elements can stack together to further create a [Divine Elemental Time Fragmentation Explosion] that will deal destructive damage based on 1000% of the user's STR, INT, Farming Tool Proficiency, Farming Tool Power, and Farming Tool Mastery while ignoring 50% of the foe's defenses. The residual energy of the [Divine Elemental Time Fragmentation Explosion] will leave behind between 50 to 100 {Time Acceleration/Slow Down Tiles} around your foe, which will increase the Speed of you and your Allies by 100% and decrease the Speed of your foes by 50% when touching them. But after that, all elemental blessings will disappear from the Farming Tool and the Farming Tool can't receive any for 10 Seconds.

And lastly, this. The whole upgrade and evolution of the spiritual elemental blessing and infusion has become this... complete insanity. I can stack all the elements together and then release a super attack that will blast someone to the moon, and it will release an explosion so strong it will leave tiles that slows them the heck down and makes us faster?! The only penalty is that I need to wait only... 10 seconds to be able to accumulate elemental blessings in the weapon again?! It's so little it doesn't even feel like a penalty.

"Ah, this is great... I need to evolve more skills! More!"

I was going a bit insane, as I looked at my Skill List again, checking for what I could evolve once more, so I can get even stronger and beat the hell out of that ancient, monstrous old man.

Hmm.

"Wait, I think this one could work..."

Yes, the [Spiritual Sacred Sanctuary] Skill!

However, it was Level ten out of fifteen, so I quickly corrected that by spending some Skill Points.

Ding!

[You have exchanged 250 Skill Points! The [Spiritual Sacred Sanctuary: Lv10/15 (Fused Skill)] Skill has Leveled Up to Level 15!]

[The Skill has reached Maximum Level.]

When the Skills are at Max Level, they usually give better stats and effects when evolved using tickets!

Now, let's do it!