

Brand New 1341

Chapter 1341: Evolving More Skills

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.]

[Spiritual Sacred Sanctuary: Lv15/15 (Fused Skill) (Max Level)]

An Yggdryad's presence is said to be utterly divine, by merely existing, they exude a beautiful, powerful sacred energy forming a sanctuary around their bodies, where Spirits and the Energies of Nature converge together to protect her automatically from all Damage or Status Effects.

While activated, the Spiritual Sacred Sanctuary will form a powerful Great Spiritual Barrier around the user, which will take 100% of the damage for the user. This acts as a Passive Skill that can be turned on and off, and the cost of MP varies depending in the damage taken, the Barrier might break if MP runs out or its durability limit is reached.

The Barrier can be conjured several times in a row to create layers, and it can also be conjured over party members or friends as a Buff that lasts 45 Minutes. Summons and Tamed Monsters share your own Great Spiritual Barrier. Spiritual Barriers can be freely shaped into different forms and can naturally float in midair. They can be set as bubbles to protect items, or other people from farther away. MP Cost to maintain and create barriers is reduced by -65%.

By activating the Skill's True Effect, the {Spiritual Sacred Sanctuary} will be summoned, which will have double the durability of normal Great Spirit Barriers, and enhance all Stats by 300%, while being able to automatically absorb Spirits in the air to strengthen itself, however, Spiritual Energy will be drained in great quantities per second. While having the {Spiritual Sacred Sanctuary} activated, any attacks will drain 65% of the damage dealt as HP and MP. Any attacks Drain Effects and you are able to combine this Skill with your {Great Spirit's Aura} to passively drain your foes HP and MP by 5% every 30 Seconds.

At the same time, if foes hit the barrier with physical or magical attacks, 40% of the damage to the barrier in physical damage will be drained as HP and 40% of the damage to the barrier in magic damage will be drained as MP.

After spending 250 Skill Points to level up the Skill to Max Level, which seemed the only requirement so far, I glanced at the leveled skill. Or well, maxed skill.

This was a very important Skill as well, and one I've been using even now, it is the classic Spirit Barrier Skill that I came with.

It was very good when I was much frailer though, as it protects me from direct damage creating a barrier around me which is composed of Mana.

Meaning that in a way, it turns the magician's Mana into their additional Health Bar, this is a Skill most mages have, but in different forms and flavors, but they all kind of do the same, protect them.

I had fused this Barrier with another Skill, further evolving its amazing powers, giving me the ability to absorb the damage it takes from foes as Health and Mana depending on if it's a physical or magical attack.

And so far, it has been an amazing tool, giving me the power to survive against foes for larger, prolonged periods of time, and keep up against them more easily even when the stat difference is huge.

So, because of all these reasons, it's a must-evolve Skill I cannot ignore!

Alright, let's begin immediately.

Ding!

[You have used the [Divine Skill Evolution Ticket (SS Grade)] to Evolve the [Spiritual Sacred Sanctuary: Lv15/15 (Fused Skill) (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.

This Skill would also be amazing to be used on Earth, as I'll be able to easily tank hits when they come, something I lack as an ability.

Slowly, as more and more Skills become Soul-Bound, I will gain the power of my Avatar in Arcadia in my Real Body, until both are equals, or close to that!

FLUOSH!

"It's done?"

I felt the Skill finishing its evolution, its powers skyrocketing. With a sigh of relief, I glanced at its new icon, resembling no longer an Yggdryad with a barrier around her, but... well, similar than before, a half-dragon dryad with silver scales, golden horns, and a silver, golden, and green barrier around her, merged as layers, interesting.

Ding!

[The [Spiritual Sacred Sanctuary: Lv15/15 (Fused Skill) (Max Level)] Skill has successfully evolved into the [Divine Spiritual Sacred Dragon Sanctuary of Time: Lv1/50 (Evolved Skill)] Divine Soul-Bound Skill!]

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

It doesn't have the "Aeternitas" name now, but maybe that's better, I wouldn't want that in every Skill, it would be kind of repetitive.

Alright, let's see what it can do.

[Divine Spiritual Sacred Dragon Sanctuary of Time: Lv11/50 (Evolved Skill)]

The Divine Soul-Bound Evolved version of the [Spiritual Sacred Sanctuary] 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 the Yggdragon of Time, your presence exudes tremendous divinity, by merely existing, you create a powerful sacred energy forming a sanctuary around your body, where Divine Spirits of all types and the Energies of Nature and Time converge together to protect you automatically from all Damage or Status Effects, and to further enhance your defenses, this Sanctuary is divided into three powerful layers.

While activated using both Mana and Spiritual Energy, the Divine Spiritual Sacred Dragon Sanctuary of Time will form three layers of a powerful Divine Spiritual Barrier of Nature and Time around the user, which will take 100% of the damage for the user. This acts as a Passive Skill that can be turned on and off, and the cost of MP and Spirit Energy varies depending in the damage taken, the Barrier might break if MP runs out or its durability limit is reached, which then will open the way for the next layer out of the three.

Each time each layer is destroyed, it will release a {Divine Spiritual Explosion of Fragmented Time} which will deal all the taken damage back to the nearby foes in a 60-meter range of the user and spread {Spirit Flames of Time} that will drain the Time Essence out of foes and feed it to you, decreasing their movement speed for 5 to 8 seconds.

The three-layered barriers can be conjured several times in a row to create even more layers by up to 9 layers in a row, and it can also be conjured over party members or friends as a Buff that lasts 1 Hour. Summons and Tamed Monsters share your own Barrier. The Divine Spiritual Barriers can be freely shaped into different forms and can naturally float in midair. They can be set as bubbles to protect items, or other people from farther away. MP and Spirit Energy Cost to maintain and create barriers is reduced by 60%. Foes that touch the barriers will be on a constant [Slowed Time] Status Effect, decreasing their Speed by 30%.

By activating the Skill's True Effect, the {Divine Spiritual Sacred Dragon Sanctuary of Time} will be summoned, which will have double the durability of normal Divine Spiritual Barriers, and enhance all your Stats by 400%, while being able to automatically absorb Spirits in the air to strengthen itself and even regenerate the barriers themselves, anybody that attacks this Sanctuary will be faced with Divine Draconic Spirits of Time that will relentlessly defend it, Dealing Damage based on 250% of the Barrier's Durability and will accelerate your time by applying the [Accelerated Time] Status Effects, increasing Speed by 50%. However, Mana and Spiritual Energy will be drained in great quantities per second.

While having the {Divine Spiritual Sacred Dragon Sanctuary of Time} activated, any attacks will drain 70% of the damage dealt as HP and MP and 20% of the Damage Dealt as Time Essence, and by combining this Skill with your {Divine Yggdragon Aura}, you will be able to passively drain your foes HP and MP by 3% every 10 Seconds. At the same time, if foes hit the barrier with physical or magical attacks, 20% of the

damage they deal to the barrier will return as Damage to them, Physical Attacks will damage their HP, while Magical Attacks will reduce their MP pool.

Ah well, oh my...

This is indeed a big one! I'm not surprised it has max level of 50, seeing how strong it is.

Chapter 1342: Divine Spiritual Sacred Dragon Sanctuary of Time

The newly evolved Spiritual Sacred Sanctuary had become even more insane after its evolution, combining the element of Time into its effects and making the barriers even more broken.

It truly feels like I am becoming a World Boss right now!

While activated using both Mana and Spiritual Energy, the Divine Spiritual Sacred Dragon Sanctuary of Time will form three layers of a powerful Divine Spiritual Barrier of Nature and Time around the user, which will take 100% of the damage for the user. This acts as a Passive Skill that can be turned on and off, and the cost of MP and Spirit Energy varies depending in the damage taken, the Barrier might break

if MP runs out or its durability limit is reached, which then will open the way for the next layer out of the three.

Each time each layer is destroyed, it will release a {Divine Spiritual Explosion of Fragmented Time} which will deal all the taken damage back to the nearby foes in a 60-meter range of the user and spread {Spirit Flames of Time} that will drain the Time Essence out of foes and feed it to you, decreasing their movement speed for 5 to 8 seconds.

The three-layered barriers can be conjured several times in a row to create even more layers by up to 9 layers in a row, and it can also be conjured over party members or friends as a Buff that lasts 1 Hour. Summons and Tamed Monsters share your own Barrier. The Divine Spiritual Barriers can be freely shaped into different forms and can naturally float in midair. They can be set as bubbles to protect items, or other people from farther away. MP and Spirit Energy Cost to maintain and create barriers is reduced by 60%. Foes that touch the barriers will be on a constant [Slowed Time] Status Effect, decreasing their Speed by 30%.

First of all, the three-layered barrier! This is something new that was added after it evolved. Instead of always making a single barrier first, which I need to stack afterwards with more, this will instantly make it so they're three from the get-go.

Another insane thing is the new effect, that when they're destroyed they can explode and deal all the damage they absorbed as a powerful attack, this is crazy! And because they're three barriers, the damage can accumulate to an insane degree.

Not only there's the explosion itself, but the Flames of Time will make sure anything that survived that won't do so anymore afterwards...

The downside is that it is now reduced to only being able to stack up to 9 barriers in a row, but seeing all the new power they hold, I'm not complaining.

By activating the Skill's True Effect, the {Divine Spiritual Sacred Dragon Sanctuary of Time} will be summoned, which will have double the durability of normal Divine Spiritual Barriers, and enhance all your Stats by 400%, while being able to automatically absorb Spirits in the air to strengthen itself and even regenerate the barriers themselves, anybody that attacks this Sanctuary will be faced with Divine Draconic Spirits of Time that will relentlessly defend it, Dealing Damage based on 250% of the Barrier's Durability and will accelerate your time by applying the [Accelerated Time] Status Effects, increasing Speed by 50%. However, Mana and Spiritual Energy will be drained in great quantities per second.

This is something new as well! With this the barrier itself will defend from foes and even attack back, which is pretty crazy. And I'll also be below a special status that makes me faster! And let's not forget the bonus all stat boost of a whopping four hundred percent! Incredible!

While having the {Divine Spiritual Sacred Dragon Sanctuary of Time} activated, any attacks will drain 70% of the damage dealt as HP and MP and 20% of the Damage Dealt as Time Essence, and by combining this Skill with your {Divine Yggdragon Aura}, you will be able to passively drain your foes HP and MP by 3% every 10 Seconds. At the same time, if foes hit the barrier with physical or magical attacks, 20% of the damage they deal to the barrier will return as Damage to them, Physical Attacks will damage their HP, while Magical Attacks will reduce their MP pool.

Then there's this little bit of info at the end, more additional things regarding the absorption effect of the barrier. This means that when a foe deals, for example, 1000 damage to my barrier, I will recover 700 HP and MP...

Pretty crazy, right? It simply doesn't even make sense! And I'll also gain 200 Time Essence... And if I combine this even further with my Aura, boom, passive drain.

This will make me deadly to even be around, my foes could die without I do a single thing against them!

And if they aren't careful they'll also be subject to draining, as their attacks will reduce their own HP and MP based in damage dealt...

It's a bit cruel how strong it is, for my foes, that's it.

"Looks like you're finally finished with that?" wondered the Great Spirit. "Those four new Skills looked super strong... Are we sure Merlinus is ever going to be a threat anymore? We might not even need to call Lady Verdant anymore, hahaha!"

"I-I wouldn't be so confident..." I said. "Skills alone won't help me win, it is a combination of them, my friends, the strategies, and everything that will give us a chance. Anyways, are you done for now?"

"Yeah I'm done," she nodded. "I've sorted out all your items. I've left to the right side all the consumables, to the left side all the equipment, and the middle has all the weird items that couldn't fit both categories."

"Nice! So what can I do now..." I wondered. "Should I take a look at the consumable items first? I should use them all to get stronger..."

"I would recommend starting with that, yeah, you've spent roughly thirty minutes here already, so don't be too relaxed, time is tickling," she said. "You tend to zoom out whenever you're making skills or something, you sure love reading every little damn detail..."

"Okay, okay, I'll hurry..." I nodded. "Hmm..."

Chapter 1343: Consuming Elixirs

I looked at the many distinct bottles resting over the table in front of me, some were small and contained red blood like liquid, others had golden liquids, some even had black liquids, but they seemed to all be consumable in one way or another. Potions to strengthen the body and give more stats, that sort of deal.

And the list was long:

[Purified Dragon Blood Elixir (S Grade)] x10

[Corrupted Dragon Soul Fragments Elixir (S Grade)] x10

[Purified False Origin of Darkness Soul Fragment Elixir (SS Grade)] x10

[Purified Abandoned Failure of the Laboratory of Madness Blood Elixir (SS Grade)] x10

[Legendary Stat Points Elixir (SS Grade)] x5

[Ki Reinforcing Elixir (SS Grade)] x45

[Soul Reinforcing Elixir (SS Grade)] x45

[Random Stat Raising Elixir (SS Grade)] x100

[Purified Body-Strengthening Demonic Blood Elixir (SS Grade)] x35

[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

"The last two sets of bottles kind of worry me though, they're from this evil tree, won't I become evil if I drink it...? I mean, of course something like that can't happen, but maybe it would upset me or make me weaker... I am worried." I said. "What do you think?"

"Hmm, the ones from the Qliphoth? Ah, don't worry, I had already checked them," she said. "They're fine. If you drink them you might indeed awaken some new dark power within you, but you won't mutate into a monster. So drink them!"

"Are you sure? Really, really sure?" I asked her, trying to make sure I was making the right decision.

"Yeah, yeah, I'm super mega sure, now just do it!" she said. "Come on!"

"Aah, okay, okay..." I nodded. "Let's see... Like this?"

I transformed my arms into several root-like growths branching into the dozens, and then used them to rapidly drink all the elixirs and potions and whatever else was there as quickly as possible.

Using my own mouth to drink these would take me forever, so the best way was like this, dozens of bottles were emptied in a second, as I felt my stats rising rapidly.

For a moment, as I drank everything, I thought I might be saving everything only for myself, and I felt bad, thinking about saving for my daughter or Mark at least.

However, I quickly remembered that there was no need, as everyone got a lot of rewards like these too, so they probably had already used these items!

Right, I am not the only that gets system rewards after all...

FLUOSH!

My Aura continued growing larger, as I felt my Soul and Ki increase the most in quantity and power... And my body was also being rapidly strengthened.

Ding!

[You have consumed the [Purified Dragon Blood Elixir (S Grade)] x10!]

[All your Physical Stats have increased by 2.000! Your Draconic Skills have been strengthened!]

[You have consumed the [Corrupted Dragon Soul Fragments Elixir (S Grade)] x10!]

[Your SOUL, CHM, AUT, and LUK have increased by 2.000! Your Soul has grown larger!]

[You have consumed the [Purified False Origin of Darkness Soul Fragment Elixir (SS Grade)] x10!]

[Your SOUL Stat has increased by 4.000!]

[You have consumed the [Purified Abandoned Failure of the Laboratory of Madness Blood Elixir (SS Grade)] x10!]

[Your HP, STR, and VIT Stats have increased by 2.000!]

[You have consumed the [Legendary Stat Points Elixir (SS Grade)] x5!]

[You gained 5.000 Stat Points!]

[You have consumed the [Ki Reinforcing Elixir (SS Grade)] x45!]

[Your KI Stat has increased by 22.500!]

[You have consumed the [Soul Reinforcing Elixir (SS Grade)] x45!]

[Your SOUL Stat has increased by 22.500!]

[You have consumed the [Random Stat Raising Elixir (SS Grade)] x100!]

[Your HP has increased by 6.000!]

[Your MP has increased by 4.000!]

[Your KI has increased by 4.000!]

[Your STR and VIT have increased by 4.000!]

[Your DEX and AGI have increased by 6.000!]

[Your INT has increased by 5.000!]

[Your WIS has increased by 6.000!]

[Your LUC has increased by 4.000!]

[Your CHM has increased by 3.000!]

[Your AUT has increased by 2.000!]

[Your SOUL has increased by 6.000!]

[You have consumed the [Purified Body-Strengthening Demonic Blood Elixir (SS Grade)] x35!]

[All your Physical Stats have increased by 10.500! You've gained a Sealed Demonic Aspect.]

[You have consumed the [Demonic Tree of Decay Qliphoth's Phantasmal Soul Elixir (SSS Grade)] x20!]

[Your SOUL Stat has increased by 40.000!]

[You have consumed the [Demonic Tree of Decay Qliphoth's Body-Strengthening Sap Elixir (SSS Grade)] x20!]

[Your INT, MP, and WIS Stats have increased by 20.000!]

[The Power of the Demonic Tree of Decay Qliphoth, a counterpart of your Yggdrasil's Form, has been imbued into the Core of your Existence.]

[This Secondary Form is currently Sealed, and more development regarding your Status as World Boss must develop before you can unlock its powers.]

[You have gathered enough Ki for your Cultivation to progress, but you need to first complete the required steps for advancement.]

FLAAASH!

As I saw the countless of notifications popping up, I felt very dizzy after gaining so much power! I sat down, calmed down, and tried to meditate as I tried to make sense of all this tremendous power.

"Haahh... Hahhh... So I gained some weird Qliphoth thing at the end," I sighed. "Well, it's sealed so I'm fine for now but are you sure it's not going to kill me later?!"

"It's fine, don't worry! The concept by itself is not an innately malicious being, it's merely another face of the same coin. Imagine flipping between the two forms eventually, that'll be pretty neat right?" The Great Spirit was as carefree as always. "Or not?"

"I guess so..." I groaned. "Whatever the case, I'm done with the Elixirs for now, my stats increased to an even grosser amount, I think. Though I wonder how high Merlinus Stats are..."

"Probably like a hundred times higher than yours, he's Level 450 after all," she said with a plain face.

"I-I'll surpass him eventually!" I said bravely. "Now... these items, let's see... the ones for Skills. Oh right! There were these weird Skill Cores. Should we give them a try?"

Chapter 1344: Great Stat Boost And New Skills

I glanced at my Status after all my Stats increased so much, and indeed, the numbers had gone up to a ridiculous level.

[Player Name]: [Planta]

[Title]: [Young World Tree]

[Guild]: [The Forest of Beginnings {Guild Master}]

[Fame]: [174.720]

[Race]: [Yggdragon of Time: Aeternitas]

[Job Class]: [Divine Aeternitas' Spirit Farmer]

[Subclass]: [Disciple of the Ancient Chef Of The Golden Mountain]

[Cultivation]: [Sealed Three Divine Yggdrasil Meridians Realm (Stage 2/3)]

[Level]: [300/300]

[EXP]: [--/--]

[Satiation]: [900/900]

[HP]: [72.040/72.040]

[MP]: [103.830/103.830]

[KI]: [50.350/50.350]

[STR]: [61.446]

[VIT]: [53.210]

[DEX]: [56.530]

[AGI]: [57.500]

[INT]: [79.430]

[WIS]: [68.680]

[LUC]: [46.480]

[CHM]: [28.550]

[AUT]: [25.500]

[SOUL]: [101.100]

[Main Specialization]: {Path of the Divine Gourmet Dragon Queen: Rank 2}

Available Divine Gourmet Essence: 1.100.000

Until Next Rank Up: 0/3.000.000

Specialization Root: {First Root: Not Chosen Yet}

[Secondary Specialization]: {Path of the Divine Asura Yggdragon Spirit of the Battlefield: Rank 1}

Available Divine War Essence: 1.600.000

Until Next Rank Up: 0/500.000

Specialization Root: {None Yet}

"Oh wow, it's really high! I can't believe it..."

The Stats that increased the most were the physical Stats, Ki, and SOUL though, making my soul feel so robust it felt like it was about to burst for some reason.

I wonder if this is comparable to a Level 450 or not yet? I suppose not yet, their stats must be even more ridiculously high, they've gone through many advancements and bonuses from that.

But maybe with the stat increases from my Skills and Items...

Hmm, for now, I should check these other items, this big list of them, and see what I could use now.

"Let's see, these are the items... Hmm."

<OTHER ITEMS>

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

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

[Evil Dragon Fafnir Random Skill Book (S Grade)]

[Super Divine Skill Fusion Ticket (SS Grade)]

[Super Divine Skill Evolution Ticket (SS Grade)]

[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)]

[Divine Skill Core Rune: New Random Effect (SS Grade)] x2

[Time Spirit Random Skill Book (SS Grade)] x2

[Divine Skill Core Rune: Replace Effect (SS Grade)]

[Evil Demonic Duke Random Skill Scroll (SS Grade)]

[Divine Skill Core Rune: Strengthen Effect (SS Grade)]

[Evil Demon Prince Random Skill Scroll (SSS Grade)]

[Divine Skill Connection Core Rune (SSS Grade)] x2

The Demon-related items seemed interesting, but I think I'll pass on that for now. They're too situational and why would I want the help of demons to fight demons? Would they even agree to that at all?!

Now to the Skill items... Learning new Skills won't likely help that much, I guess. Maybe if they're strong? I mean... A Skill from Fafnir, and one from an Evil Demon Prince could... work out?

Huh, okay, I'll use them.

And for these Skill Cores, these are completely new items altogether!

It seems that by selecting a skill, they can be infused with these Skill Cores and strengthened, or given new powers or abilities and so on, even something about deleting or replacing effects.

That's very crazy, it adds another layer to the customization that players have. But they're a bit confusing and ultra specific, I don't know if I could use any for the time being.

Anyways, let's learn these new Skills and see if I get anything good!

I grabbed all the Skill learning items and used them at the same time through the System command.

They opened, letting out an overflow of runes everywhere, which rapidly merged with my body and imbued into my being several new skills.

Each one was stranger than the other, and it gave me some of the "essence" of these beings as well.

Ding!

[You have used the [Evil Dragon Fafnir Random Skill Book (S Grade)!]

[The Essence of the Evil Dragon Fafnir has been transformed into a new Skill!]

[You learned the Skill: [Evil Dragon's Tyrannic Aura of Greed: Lv1/10]!]

Hm? Oh, this is the power of Fafnir, right? His Aura of Greed... But what does it even do?

Ding!

[You have used the [Time Spirit Random Skill Book (SS Grade)]!]

[The Essence of the Time Spirits within the Realm you possess have been fused and transformed into a new Skill!]

[You learned the Skill: [Time Reversal Barrier: Lv1/10]!]

[You have used the [Time Spirit Random Skill Book (SS Grade)]!]

[The Essence of the Time Spirits within the Realm you possess have been fused and transformed into a new Skill!]

[You learned the Skill: [Slowed Time Curse: Lv1/10]!]

Interesting! These feel more like Spells made into Skills, huh? Spells that can be Leveled Up! So it's nice anyways. Perhaps if I combine them with other Skills, I could infuse their effects into them, interesting.

Ding!

[You have used the [Evil Demonic Duke Random Skill Scroll (SS Grade)]!]

[The Essence of the Evil Demonic Dukes within the Item have been infused into your body and then transformed into a Skill!]

[You learned the Skill: [Demonic Void Mane: Lv1/10]!]

Wait, huh?! Isn't that the Void Mane from that guy that killed me? The Lion-faced Demon Duke that was alive even when he turned into a Skeleton!

If I recall correctly, it allowed him to absorb Void and Space Elements and warp them around his body? Yeah.

Ding!

[You have used the [Evil Demon Prince Random Skill Scroll (SSS Grade)]!]

[The Essence of the Evil Demonic Prince within the Item have been infused into your body and then transformed into a Skill!]

[You learned the Skill: [Demonic Spatial Compression: Lv1/10]!]

The Prince's Skill!

This is the one he used to easily one-shot me too!

Woah, I got the Skills they used to kill me, huh?

But I bet they aren't as strong as they were when they used them, after all this is but a fragment of their complete power.

But even then, that's good enough for me.

Even more because I've gotten some premium Skill Fusion ingredients now, hehe.

"Wait a second Elayne, don't tell me you're planning on fusing these Skills?!" Asked the Great Spirit.
"Wouldn't it be better to use them as they are? If you fuse them they might lose their original powers, you know?"

Chapter 1345: New "Evil" Skills

"I guess you're not wrong, hurrying up to fuse Skills maybe it's not the right thing to do..." I said. "Okay, let's check them one after another first and see what they can do."

[Evil Dragon's Tyrannic Aura of Greed: Lv1/10]

A Skill that once belonged to the Evil Dragon of Greed, Fafnir. This Skill can Level Up by accumulating Skill Proficiency and by using Skill Points. By conjuring the dark powers bestowed by the Evil Dragon, you can unleash a powerful Aura that contains the essence of the Sin of Greed, which costs a considerable amount of Mana to keep up.

While the Aura of Greed is active, an area of 100 meters around the user will begin to absorb the Stats and Energies of the targets that touch the area. This effect will manifest as the status effect [Curse of Greed] and it will temporarily and progressively lower the stats of a foe by 1% per minute, by up to 30%, which will then be transferred to the Aura of Greed user.

By using more Mana and Draconic Energy, it is possible to transform this Aura into a Cursed Fog of Greed, spreading it like Clouds that will weaken and sicken foes that touch it.

With each Skill Level, the power and intensity of the Curse increases by 10%.

"So this is what Fafnir had that made him so hardy, and also that weird pressure we always felt when we fought him, which made everyone weaker..." I noticed. "This has the possibility to be really strong if used correctly."

"See? See?!" the Great Spirit nodded.

[Time Reversal Barrier: Lv1/10]

A Skill similar to the Time Magic that the Time Spirits of a Certain Realm can use. This Skill can Level Up by accumulating Skill Proficiency and by using Skill Points.

By Spending a large quantity of Mana and Spirit Energy, it is possible to create a Barrier around a selected area that will cover 50 meters. The Barrier once activated, will temporarily reverse the time of things selected within it to up to 10 seconds before, making foes attacks reverse back to their original states, and more.

Although it can be used defensively, there are many other ways it could be used to outsmart and overpower opponents in clever ways, the barrier can be set up and reduced in size to any point and placed above the ground, floating in the sky, and even above water with ease.

With each Skill Level, the Time Reversal increases by 1 additional second and the Barrier Range by 5 Meters.

[Slowed Time Curse: Lv1/10]

A Skill similar to the Time Magic that the Time Spirits of a Certain Realm can use. This Skill can Level Up by accumulating Skill Proficiency and by using Skill Points.

Accumulate large quantities of Mana and Spirit Energy and then unleash them as a mighty Tiem Curse into a foe, which will affect them as a status effect called [Slowed Time Curse] for 30 Seconds.

Once a foe is under the effects of this curse, their Time will be slowed down by 30%, making them much slower, their perception of the world will also become twisted as they will see everything going 30% faster, making them confused and giving them a hard time to adapt, most of the time.

With each Skill Level, the Slowed Time Curse will increase its duration by 10 Seconds, and the Slowed Time effect by 3%.

"Interesting, they're really like Spells, quite good."

[Demonic Void Mane: Lv1/10]

A Skill that once belonged to a powerful Demon Duke, which has now been killed permanently, his soul utterly destroyed and unable to revive. This Skill can Level Up by accumulating Skill Proficiency and by using Skill Points.

Channel Mana, Ki, and if available, Demonic Energy to create a powerful Void Mane around the user's neck. This Void Mane will create a spiraling effect that will protect the user from 30% of physical attacks and magical attacks, and absorb the Elements of Space, Void, and Darkness to strengthen itself and grow even more powerful.

Once the Void Mane grows large enough by absorbing these Elemental Magics, it will gain the ability to Warp Space around the user, allowing them to move around Space unhinged, to twist Space for offensive attacks, and to Deflect attacks by twisting and snapping space, alongside being able to shoot Void Beams. All Damage using the Void Mane is based on its growth level plus 200% of INT and WIS Stats.

With each Skill Level, the Void Mane will cost 5% less energy to create, and its Damage Dealt will increase by 20%.

[Demonic Spatial Compression: Lv1/10]

A Skill that once belonged to a powerful Demon Prince, which has now been killed permanently, his soul utterly destroyed and unable to revive. This Skill can Level Up by accumulating Skill Proficiency and by using Skill Points.

Channel a gigantic quantity of Mana, Ki, and if available, Demonic Energy to warp and control a designated area of space, compressing it to its smallest form based on 50% of your INT Stat, dealing massive damage to any living being that is within the area of this attack, which cannot surpass 3 meters. After usage, there's a 10 second cooldown.

With each Skill Level, the range of the Spatial Compression will increase by 50 Centimeters and its Compression Power by 30%.

"Oooh, these are useful too!" I nodded. "They're bound to be good to use against someone as monstrous as Merlinus... But the 10 cooldown ensures I cannot spam is as I please, what a drag."

"Yeah it's good! But the massive quantity of Mana needed is not good either," said the Great Spirit.
"Nonetheless, it can be one of your trump cards. Though, there's this!"

The Great Spirit grabbed a green colored jewel emanating a faint aura of magic, whose name was
[Divine Skill Core Rune: Replace Effect]

"Right, that item! Is it really possible to replace an effect with it?!"

I only had one of these though, was it worth it to use it and replace the cooldown?

If I do... I can spam this Skill and maybe use it to counter Merlinus Spatial Magic much better as well!

The Soul Trait: [Amaterasu-no-Kami's Heavenly Sun Prison Pagoda] is supposed to be able to help me
against that, but I'm not sure it'll solve all my problems either.

"Okay let's use it!"

Chapter 1346: Using The Divine Skill Core Rune

I grabbed the jewel and simply thought about using it, giving a mental command to the system.

And it worked!

Ding!

[You have decided to use the [Divine Skill Core Rune: Replace Effect (SS Grade)]!

[Please Select the Skill you want to use it on.]

[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)] [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)] [Divine Holy Terrain Domain of the Golden Palace of Spring and Summer: Lv10/40 (Fused Skill)] [Divine Sword Fairy Queen's Arcane Blade Intent Wings: Lv11/40 (Fused Skill)] [Divine Spiritual Sacred Dragon Sanctuary of Time: Lv11/50 (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)] [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] [Aeternitas Divine Time Spirit Farming Tool Arts: Lv11/40 (Evolved Skill)]

[Subclass Skills: 12/16]

[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)] [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]] [Detect Prey: Lv-- (Divine Dish Skill]] [Evil Dragon's Tyrannic Aura of Greed: Lv1/10] [Time Reversal Barrier: Lv1/10] [Slowed Time Curse: Lv1/10] [Demonic Void Mane: Lv1/10] [Demonic Spatial Compression: Lv1/10]

"Woah, all the Skill list?! Um, okay..."

It was a huge list, truth be told, and by just giving it a glance, there's some Skills I kind of want to combine now that I think about it.

I quickly clicked on the [Demonic Spatial Compression: Lv1/10] Skill.

Ding!

[You have selected the [Demonic Spatial Compression: Lv1/10] Skill to be used!]

FLUOSH!

The Skill Sphere emerged from my own body, floating in front of me.

Unlike any other Skill Sphere I've seen before, this one was huge, with red and black colors, constantly overflowing with a diabolic power.

The pixel art icon showed me a little red demon, similar to an imp, with tiny horns and wings and a pointy tail, and a golden crown pointing its hand at the empty air and compressing space into a white cube.

Very artistic! Who does these? They need a raise!

[Please place the [Divine Skill Core Rune: Replace Effect (SS Grade)] into the Skill Sphere to complete the infusion.]

[Once infused into a Skill, Divine Skill Cores cannot be taken away, as they're permanently merged with the selected Skill.]

[If these Skills are used for Skill Fusion or Skill Evolution, the Divine Skill Core and its attached effect will remain but could undergo an evolution.]

[Only one Divine Skill Score can be used per Skill.]

"I see how it is... So this means I cannot place as many as I want into a single Skill... for now."

I quickly grabbed the green jewel and placed it inside the floating Skill Sphere.

The jewel kind of sank to the bottom, then floated in the middle, and spread green colored magic circuits through it all.

FLAAASH!

As the Skill was imbued with a Skill Core, a new notification popped up.

[You have used the [Divine Skill Core Rune: Replace Effect (SS Grade)] on the Skill: [Demonic Spatial Compression: Lv1/10]!]

[Please choose within the Skill Description which effect you want to replace for a randomly generated one.]

[You will be only given 5 choices to replace the Skill Effect, and the choices cannot be rerolled.]

I looked at the Skill Description and pressed the ten second cooldown, it was an effect on itself.

[You have chosen the Skill Effect: [After usage, there's a 10 second cooldown.] to replace with a randomly generated effect.]

[Generating new effects... Complete.]

[Please choose one of these five options to replace the skill effect.]

[After usage, there's a 5 Second Cooldown.]

[After usage, your Stats decrease by 1% for 10 seconds.]

[After usage, you take 10% damage to your HP, MP, and Ki.]

[After usage, you gain a random Status Effect for 10 Seconds.]

[After usage, you have to pay 50% of the MP Cost again.]

"Oh wow, so I guess I won't get a completely good effect, it rerolls it as a penalty, huh?" I wondered.

"Seems to be that way... I would recommend the Stat Decrease, you got tons of stats, so it doesn't matter, right?"

"Hm, no, I'll need the stats... I want to spam this, but I need a way to... Wait, isn't the last effect just more MP Cost? And I can regenerate my MP very quickly now... I can set a Domain, and even use my own body to spread a Domain and Terrain so..."

"I guess so... But 50% is a lot! And the skill already costs so much..."

"Don't worry, I think this is the best option so far."

Ding!

[You have chosen to replace the [After usage, there's a 10 second cooldown.] Effect with the new [After usage, you have to pay 50% of the MP Cost again.] Effect!]

Skill Spamming unlocked.

Chapter 1347 The New [Demonic Spatial Compression]

Ding!

[You have chosen to replace the [After usage, there's a 10 second cooldown.] Effect with the new [After usage, you have to pay 50% of the MP Cost again.] Effect!]

[Demonic Spatial Compression: Lv1/10]

A Skill that once belonged to a powerful Demon Prince, which has now been killed permanently, his soul utterly destroyed and unable to revive. This Skill can Level Up by accumulating Skill Proficiency and by using Skill Points.

Channel a gigantic quantity of Mana, Ki, and if available, Demonic Energy to warp and control a designated area of space, compressing it to its smallest form based on 50% of your INT Stat, dealing massive damage to any living being that is within the area of this attack, which cannot surpass 3 meters.

After usage, there's a 10 second cooldown. -> After usage, you have to pay 50% of the MP Cost again.

With each Skill Level, the range of the Spatial Compression will increase by 50 Centimeters and its Compression Power by 30%.

"And done! With this I can spam it to my heart's content!" I sighed in relief.

"As long as you got the mana for it..." said the Great Spirit.

"I'll do!" I said.

"What if that old far of Merlinus has a MP Draining Skill? It'll overlap with your fast regeneration, and you won't regenerate as fast either, right? So be careful, make sure to bring a lot of MP Potions regardless!" she said.

"Okay, okay, noted..." I nodded. "And now, what else? I guess I should equip these skills, they'll all come useful."

"Do you have the Skill Slots for them all?" she asked.

"I think so... let me see... Hmm." I wondered. "Ah, yep, all equipped to the Subclass category!"

Ding!

[You have equipped the [Evil Dragon's Tyrannic Aura of Greed: Lv1/10] [Time Reversal Barrier: Lv1/10] [Slowed Time Curse: Lv1/10] [Demonic Void Mane: Lv1/10] [Demonic Spatial Compression: Lv1/10] Skills to the [Subclass Skills 16/16] Category.]

"Now that we're done with this, what else can I do?" I wondered. "Hmm, I should definitely use more of the items, right? Should I really fuse more Skills?"

"You could use the forge," she said. "Or these powerful Tickets, Super Fusion and Super Evolution Tickets! They're hella strong... But I don't think you should use them yet."

"Why not?" I asked.

"We're running out of time, first of all," she said. "Second, I think you should save them if the situation becomes dire, to adapt to a foe and overcome that challenge by specifically choosing what to combine for that very moment! It's like a trump card in case things become really bad, get it?"

"I see..." I nodded. "I guess I understand, yeah. That sounds fair... Okay! So we're done with this, let's quickly check the equipment and get it on!"

First of all, I quickly decided to equip the rest of the Valkyrie Armor Parts I obtained, which completed the whole set. Apparently this is all armor made specifically by Gaia.

Ding!

[You have equipped the [Gaia's Yggdrasil Valkyrie Orichalcum Helmet (Legendary Rank) (S Grade)]]

[Gaia's Yggdrasil Valkyrie Orichalcum Helmet]

{Item Type}: [Head Armor (Helmet)] [Magic Armor] [Divine Armor]

{Item Rank}: [Legendary]

{Item Quality}: [S]

{Item Requirement}: [Race: Dryad] [Job Class: Farmer] [Blessing: Gaia] [Otherworldly Title: Guardian Angel]

{Item Durability}: [200.000/200.000]

{Item Effects}

[DEF]: [+7.000] [HP]: [+5.500] [MP]: [+5.500] [STR]: [+1.500] [VIT]: [+1.500] [DEX]: [+1.000] [AGI]: [+1.000] [INT]: [+4.000] [WIS]: [+1.000] [LUC]: [+2.500] [CHM]: [+2.500] [AUT]: [1.000] [SOUL]: [+600]

{Item Abilities}

[Gaia's Blessing]: This armor was made by Gaia herself, containing her Divine Power in the form of her Blessing. Item Durability is increased by +100.000, DEF by +5.000, and all Stats by +500. Item can Evolve

once enough Materials are absorbed. Special Abilities can emerge depending in the Materials it absorbs, and Durability can be restored this way. Additionally, all Protection Skills and Spells Defensive Power is increased by +100%.

[Valkyrie's Helmet]: A Piece of Armor forged by using Orichalcum shaped into a beautiful Helmet, a precious Divine Metal of incredible durability specially made for the Valkyries, guardians of Heaven. Once equipped, All Magic Skills Effects increase by 50%, Damage Taken to the head is Reduced by 30%, Thinking Speed, Decision Making Speed, and Processing Speed increases by 200%, and Natural Regeneration Quantity and Regeneration Speed of MP increases by 70%. Additionally, this Armor can be equipped over any other existing armor and stack on their effects.

[Eye of Heaven]: This Item is connected with the power of Heaven and the Holy Spirits. Whenever it takes Physical or Magical Damage, part of the Damage is absorbed as Holy Light Essence, which can be used to conjure {Valkyrie's Eyes} to see through a hundred times your normal sight abilities, and even detect heat, mana levels, and power from a foe, {Beams of Radiance} to fire beams of Holy Light from your eyes, and {Valkyrie's Warrior Mind}, to enlighten your Mind and give you the ability to Think Faster, Understand Faster and Make Decisions Faster, keeping your mind calm. Holy Light Essence: 0/10.000

{Item Description}

A Wonderful and beautiful Armor which have been forged by Gaia herself using her Divine Spirit Wood, the Feathers of Valkyries, and the Divine Orichalcum, the metal that the Gods themselves can create through their harnessed Divine Power

A special Divine Armor that can protect the wearer from most damage, while enhancing all their abilities in combat like the brave Valkyries and allowing them to harness Holy Light Essence to unleash Unique Abilities to overwhelm their foes.

It has been surprisingly further enhanced thanks to the Otherworldly Title {Guardian Angel}, giving the Armor extra stats and effects.

The Ultimate Weapon for my Chosen Hero, Planta.

Oh, this one's good! The new effects are very different from the torso armor I had. It seems to grant an improvement to the head this time, and there's some very interesting abilities as well.

Also this means that by just equipping this I get to be able to think faster and everything, which I really need because I tend to get really nervous sometimes.

And honestly, right now I'm very nervous too! This should be equipped right away...

"Phew... Oh wow, it really makes me calmer."

It was magical! It was as if a big cloud in my head suddenly disappeared.

But the effect is quite addicting, I shouldn't abuse it... or I may end up stopping to be myself.

After all, it's the flaws what makes someone themselves too, not just the good things.

Chapter 1348 Gaia's Yggdrasil Valkyrie Orichalcum Armor

After equipping the Helmet and feeling much calmer, I decided to swiftly equip the Leg Armor and the Skirt Armor together.

Ding!

[You have equipped the [Gaia's Yggdrasil Valkyrie Orichalcum Leg Armor (Legendary Rank) (S Grade)]!]

[Gaia's Yggdrasil Valkyrie Orichalcum Leg Armor]

{Item Type}: [Leg Armor (Greaves)] [Magic Armor] [Divine Armor]

{Item Rank}: [Legendary]

{Item Quality}: [S]

{Item Requirement}: [Race: Dryad] [Job Class: Farmer] [Blessing: Gaia] [Otherworldly Title: Guardian Angel]

{Item Durability}: [150.000/150.000] (Each)

{Item Effects} (Each)

[DEF]: [+5.000] [HP]: [+2.500] [MP]: [+2.500] [STR]: [+700] [VIT]: [+700] [DEX]: [+700] [AGI]: [+2.500]
[INT]: [+700] [WIS]: [+700] [LUC]: [+1.000] [CHM]: [+2.500] [AUT]: [500] [SOUL]: [+500]

{Item Abilities}

[Gaia's Blessing]: This armor was made by Gaia herself, containing her Divine Power in the form of her Blessing. Item Durability is increased by +100.000, DEF by +5.000, and all Stats by +500. Item can Evolve once enough Materials are absorbed. Special Abilities can emerge depending in the Materials it absorbs, and Durability can be restored this way. Additionally, all Protection Skills and Spells Defensive Power is increased by +100%.

[Valkyrie's Greaves]: A Piece of Armor forged by using Orichalcum shaped into a beautiful pair of leg armor, a precious Divine Metal of incredible durability specially made for the Valkyries, guardians of Heaven. Once equipped, Movement Speed increases by 100%, Damage Taken to the legs is Reduced by 30%, Agility and Dexterity increases by 50%, and Kicking Power and Leg Durability and Stamina increases by 70%. Additionally, this Armor can be equipped over any other existing armor and stack on their effects.

[Steps of Heaven]: This Item is connected with the power of Heaven and the Holy Spirits. Whenever it takes Physical or Magical Damage, part of the Damage is absorbed as Holy Light Essence, which can be used to conjure {Valkyrie's Steps} to easily step and run, move and maneuver across space with ease, {Radiant Kicks} to unleash powerful kicking attacks that unleash shockwaves of light, and {Valkyrie's Great Stamina}, increasing your Satiation and decreasing the amount you use when fighting and moving.
Holy Light Essence: 0/10.000

{Item Description}

A Wonderful and beautiful Armor which have been forged by Gaia herself using her Divine Spirit Wood, the Feathers of Valkyries, and the Divine Orichalcum, the metal that the Gods themselves can create through their harnessed Divine Power

A special Divine Armor that can protect the wearer from most damage, while enhancing all their abilities in combat like the brave Valkyries and allowing them to harness Holy Light Essence to unleash Unique Abilities to overwhelm their foes.

It has been surprisingly further enhanced thanks to the Otherworldly Title {Guardian Angel}, giving the Armor extra stats and effects.

The Ultimate Weapon for my Chosen Hero, Planta.

These are to improve my movement speed and more, really good! With this, I'll become speedier, making it easier to evade lethal blows.

Ding!

[You have equipped the [Gaia's Yggdrasil Valkyrie Orichalcum Skirt Armor (Legendary Rank) (S Grade)]]!

[Gaia's Yggdrasil Valkyrie Orichalcum Skirt Armor]

{Item Type}: [Skirt Armor] [Magic Armor] [Divine Armor]

{Item Rank}: [Legendary]

{Item Quality}: [S]

{Item Requirement}: [Race: Dryad] [Job Class: Farmer] [Blessing: Gaia] [Otherworldly Title: Guardian Angel]

{Item Durability}: [250.000/250.000]

{Item Effects}

[DEF]: [+10.000] [HP]: [+5.500] [MP]: [+1.500] [STR]: [+1.500] [VIT]: [+5.500] [DEX]: [+1.000] [AGI]: [+1.000] [INT]: [+1.000] [WIS]: [+1.000] [LUC]: [+2.500] [CHM]: [+2.500] [AUT]: [1.000] [SOUL]: [+600]

{Item Abilities}

[Gaia's Blessing]: This armor was made by Gaia herself, containing her Divine Power in the form of her Blessing. Item Durability is increased by +100.000, DEF by +5.000, and all Stats by +500. Item can Evolve once enough Materials are absorbed. Special Abilities can emerge depending in the Materials it absorbs, and Durability can be restored this way. Additionally, all Protection Skills and Spells Defensive Power is increased by +100%.

[Valkyrie's Skirt]: A Piece of Armor forged by using Orichalcum shaped into a beautiful, armored skirt, a precious Divine Metal of incredible durability specially made for the Valkyries, guardians of Heaven. Once equipped, Movement Speed, Dexterity, and Vitality increases by 30%, Damage Taken to the hips and legs area is Reduced by 30%, Physical Skill Damage increases by 50%, and Magical Skill Damage increases by 60%. Additionally, this Armor can be equipped over any other existing armor and stack on their effects.

[Protection of Heaven]: This Item is connected with the power of Heaven and the Holy Spirits. Whenever it takes Physical or Magical Damage, part of the Damage is absorbed as Holy Light Essence, which can be used to conjure {Valkyrie's Charm} to easily confuse and distract enemies, {Flashing Movements} to infuse the body with light and move incredibly quick through short bursts and {Saintly Protection}, giving great protection against magic. Holy Light Essence: 0/10.000

{Item Description}

A Wonderful and beautiful Armor which have been forged by Gaia herself using her Divine Spirit Wood, the Feathers of Valkyries, and the Divine Orichalcum, the metal that the Gods themselves can create through their harnessed Divine Power

A special Divine Armor that can protect the wearer from most damage, while enhancing all their abilities in combat like the brave Valkyries and allowing them to harness Holy Light Essence to unleash Unique Abilities to overwhelm their foes.

It has been surprisingly further enhanced thanks to the Otherworldly Title {Guardian Angel}, giving the Armor extra stats and effects.

The Ultimate Weapon for my Chosen Hero, Planta.

And this one seems to be a mix between torso armor and the leg armor? It increases a bit of everything, the abilities are quite interesting as well, but it feels like they're good at the end of the day.

"Oh my, you look radiant like that!" The Great Spirit said. "Amazing! You really look like a damn Valkyrie now, Elayne!"

"R-Really?" I giggled, feeling embarrassed, I guess the Helmet doesn't really inhibit my emotions. "This is the armor lady Gaia has gifted to me, so I suppose she really made me her little guardian or something."

"More like an Apostle!" said the Great Spirit. "I'm guessing this and the All-Purpose-Weapon are all part of the set? Did you get some bonus for equipping them all?"

"Hmm, let me see- Oh! There."

Ding!

[Congratulations! You have equipped the entire [Gaia's Yggdrasil Valkyrie Orichalcum Armor Set]!]

[By equipping the entire Set, you have received the following Bonuses as long as all items are equipped, including the Weapon]:

[When Fighting Demons or Evil Beings Increases All Stats by 30%]

[Reduces Damage Taken from Demons and Evil Beings by 30%]

[Increases The Power Of All Equipment's Abilities By 100%]

[You Can Regenerate Holy Light Essence For All Set Parts Automatically Every Second.]

[By Spending 40.000 Holy Light Essence, you can Activate {True Valkyrie Transformation}, and become a Divine Valkyrie for 10 Minutes, giving you Unlimited Holy Light Essence and Boosting All Stats by 500%, while increasing your Damage Dealt Against Demons or Evil Beings by 300%.]

"Oh wow, this is more than incredible!" I said. "Was this what Lady Gaia intending this entire time for me to get? With this power... Hmm, but it costs 40k Holy Light Essence..."

"That means you need to accumulate the full cap of 10k through all four armor equipment pieces to get to 40k... So you can unleash this super powerful transformation," said the Great Spirit. "I wonder if it's worth it?"

"Maybe... We'll have to try it later then," I nodded. "For now, let's see the other equipment pieces."

Chapter 1349 Powerful Equipment

I glanced at the rest of the equipment pieces available for me, there was still a lot of it.

<EQUIPMENT>

[Evil Dragon Abyssal Eye Ring (Legendary Rank) (S Grade)]

[Evil Dragon Abyssal Claws Gauntlets (Legendary Rank) (S Grade)]

[False Origin of Darkness' Abyssal Demonic Bracelet (Legendary Rank) (SS Grade)]

[False Origin of Darkness' Abyssal Demonic Chainmail (Legendary Rank) (SS Grade)]

[Laboratory of Madness' Experimental Demonic Miasmic Necklace (Legendary Rank) (SS Grade)]

[Laboratory of Madness' Experimental Electromagnetic Demonic Gun Lance (Legendary Rank) (SS Grade)]

[Infernal Demon of Selfishness' Whip of Agony (Legendary Rank) (SS Grade)]

[Demonic Tree of Decay Qliphoth's Branch Staff (Legendary Rank) (SSS Grade)]

[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)]

[Yggdragon Aeternitas' Time-Keeping Divine Staff (Legendary Rank) (SSS Grade)]

"What do you recommend I should equip?" I asked the Great Spirit.

"Hm, your equipment slots are limited, you've got most of them used, but I guess weapons are good to go, as you can equip as many as you want," she said. "Ignore the Guild Stuff that's dumb and won't help you. Anyways, the Staffs! The Qliphoth Staff and the Time-Keeping Staff are the best ones! And the Demon Chainmail, you can equip it beneath your Valkyrie armor."

"Alright, let's check them out... First, let's equip the chainmail, this thing is... it looks really simple," I said.

It was a black colored chainmail easy to wear, decorated with red and purple jewels here and there, giving it a very fancy appearance.

Ding!

[You have equipped the [False Origin of Darkness' Abyssal Demonic Chainmail (Legendary Rank) (SS Grade)]]!

[False Origin of Darkness' Abyssal Demonic Chainmail]

{Item Type}: [Chainmail Armor] [Magic Armor] [Demonic Armor]

{Item Rank}: [Legendary]

{Item Quality}: [SS]

{Item Requirement}: [Level 250+] [Stat Total: 200.000+]

{Item Durability}: [200.000/200.000]

{Item Effects}

[DEF]: [+20.000] [HP]: [+10.000] [MP]: [+5.000] [KI]: [+5.000] [DM]: [+5.000] [STR]: [+5.000] [VIT]:
[+5.000] [DEX]: [+5.000] [AGI]: [+5.000] [INT]: [+3.000] [WIS]: [+3.000] [LUC]: [+1.000] [CHM]: [+1.000]
[AUT]: [+5.000] [SOUL]: [+3.000]

{Item Abilities}

[Demonic Protection of the False Origin of Darkness]: When equipped and using Demonic, Evil, or Dark-related Powers, increases All the Bonus Stats of this Armor by 100%. Increases Defenses against Demonic, Evil, or Dark-type Attacks by 200%.

[Evil and Demonic Devouring Curse]: When the armor is attacked or hit directly by Demonic, Evil, or Dark-type attacks or foes, the armor will absorb 20% of the Damage Dealt as Demonic Energy, which will be granted to the user so they can wield it however they desire. Additionally, the foe of these types, when attacking, will receive 10% damage based on their attack power.

{Item Description}

A chainmail created from the black metal born from the essence of a monstrous creature created inside of a laboratory, made using tiny leftover fragments of the Demon King of Miasma, an ugly attempt at trying to recreate the power of a being beyond human comprehension.

This mighty chainmail comes with a powerful curse that devours evil and demonic forces as the false origin of darkness tries to become complete, something impossible for it at this moment, as its leftover essence has been reduced to a mere armor.

"Oh wow, the bonus stats are really good, actually!" I was surprised. "With this, this is some good boosts and protecting against Merlinus."

"It is, right? It's perfect, so keep it up!" said the Great Spirit. "As for the rest of the equipment, you can either gift it to others, or maybe make it into Ingots to enhance armor, but you don't got the time to do that now."

"Unfortunately, but this is more than enough, especially these two amazing staffs!" I said with a nod. "They're overflowing with magic power, and above all, have unique powers and strengths."

Let's see the evil staff first, the one resembling a withered, black tree.

[Demonic Tree of Decay Qliphoth's Branch Staff]

{Item Type}: [One-Handed Weapon] [Magic Staff] [Demonic Weapon]

{Item Rank}: [Legendary]

{Item Quality}: [SSS]

{Item Requirement}: [Possess the Essence of Qliphoth] [Level 300+]

{Item Durability}: [500.000/500.000]

{Item Effects}

[MATK]: [+50.000] [MDEF]: [+20.000] [MP]: [+20.000] [DEX]: [+5.000] [INT]: [+20.000] [WIS]: [+20.000]
[AUT]: [+5.000] [SOUL]: [+5.000]

{Item Abilities}

[Branch of the Demonic Tree of Decay]: A staff made out of the dark branch of a hypothetical tree of death and decay, born from the demonic corruption of Yggdrasil. When equipped, it grants the ability to transform all Nature and Life into counterparts made of Death and Decay, boosting their destructive power but also making them devour any life and nature in their path. When using this power, the Staff's Stats increase by 50% for 5 Minutes. Additionally, a Barrier of Decay surrounds the wielder, making things that touch it begin to decay or rot, damaging over time based on 20% of INT Stat.

[Essence of Decay And Rotten Nature]: By fighting and killing enemies with the power of this Staff, it is possible to accumulate Essence of Decay and Rotten Nature to unleash powerful unique Spells that this only this Staff can conjure, such as {Temporary Domain: Forest of Decay} to encompass an area in a forest of decay to deal damage over time and summon Decayed Nature Monsters, {Beam of Rotting Nature} to deal massive damage based on 1000% of INT, and {Embodiment: Qliphoth Demonic Sapling} to temporarily summon a Demonic Sapling of Qliphoth to destroy your foes.

{Item Description}

A deadly staff created from the branch of the hypothetical Qliphoth, the decayed of Yggdrasil. Its power is immaculate, and it can allow a Nature Magic user to find a new darker side of their strength and power, using nature itself to consume foes instead of healing and protecting.

"Oh wow, from the bonus stats to the abilities, this one staff is really incredible."

I grabbed the staff, feeling a dark power resonating within me as I touched it, it must be the power of Qliphoth dwelling within me after I drank those elixirs related to it.

I don't know what to think... But right now I am desperate for any power, so if this works, then fine, I'll use it against Merlinus...

And whatever else they got on store for us.

Chapter 1350: New Staff Weapons

By just grabbing this overpowered staff, I felt the might of Qliphoth flowing through me constantly, it was on a completely different level than any other weapon I've held.

[Demonic Tree of Decay Qliphoth's Branch Staff]

{Item Type}: [One-Handed Weapon] [Magic Staff] [Demonic Weapon]

{Item Rank}: [Legendary]

{Item Quality}: [SSS]

{Item Requirement}: [Possess the Essence of Qliphoth] [Level 300+]

{Item Durability}: [500.000/500.000]

{Item Effects}

[MATK]: [+50.000] [MDEF]: [+20.000] [MP]: [+20.000] [DEX]: [+5.000] [INT]: [+20.000] [WIS]: [+20.000]
[AUT]: [+5.000] [SOUL]: [+5.000]

{Item Abilities}

[Branch of the Demonic Tree of Decay]: A staff made out of the dark branch of a hypothetical tree of death and decay, born from the demonic corruption of Yggdrasil. When equipped, it grants the ability to transform all Nature and Life into counterparts made of Death and Decay, boosting their destructive power but also making them devour any life and nature in their path. When using this power, the Staff's Stats increase by 50% for 5 Minutes. Additionally, a Barrier of Decay surrounds the wielder, making things that touch it begin to decay or rot, damaging over time based on 20% of INT Stat.

[Essence of Decay And Rotten Nature]: By fighting and killing enemies with the power of this Staff, it is possible to accumulate Essence of Decay and Rotten Nature to unleash powerful unique Spells that this only this Staff can conjure, such as {Temporary Domain: Forest of Decay} to encompass an area in a forest of decay to deal damage over time and summon Decayed Nature Monsters, {Beam of Rotting Nature} to deal massive damage based on 1000% of INT, and {Embodiment: Qliphoth Demonic Sapling} to temporarily summon a Demonic Sapling of Qliphoth to destroy your foes.

{Item Description}

A deadly staff created from the branch of the hypothetical Qliphoth, the decayed of Yggdrasil. Its power is immaculate, and it can allow a Nature Magic user to find a new darker side of their strength and power, using nature itself to consume foes instead of healing and protecting.

Its bonus stats were also pretty crazy, and above all, it had three amazing unique spells too, which seemed to be utterly broken, and could cause complete destruction on a large area.

But above all, this new power to "twist" and "corrupt" nature itself was very intriguing. I decided to, however, leave it over the table for now.

For some reason this dark power seemed enticing, it made me feel like I wanted to try this right away against anything, and that's not a good feeling.

However, as a weapon, it exceeds my expectations...

"And there's this..."

Nonetheless, there was another weapon I was interested, perhaps one that was much better than this staff, actually.

[Yggdragon Aeternitas' Time-Keeping Divine Staff]

{Item Type}: [One-Handed Weapon] [Magic Staff] [Divine Weapon]

{Item Rank}: [Legendary]

{Item Quality}: [SSS]

{Item Requirement}: [Race: Aeternitas] [Level 300+]

{Item Durability}: [700.000/700.000]

{Item Effects}

[MATK]: [+70.000] [MDEF]: [+50.000] [MP]: [+50.000] [DEX]: [+10.000] [INT]: [+50.000] [WIS]: [+50.000]
[AUT]: [+10.000] [SOUL]: [+10.000]

{Item Abilities}

[Time-Keeping Heart of Eternity]: A staff made out of the branch of the Yggdragon Aeternitas and blessed with an entire Realm composed of Time Spirits. After all three fragments of this staff have been merged, the true form of the Staff has emerged, an ultimate weapon that only Aeternitas can wield. This composition and power have given birth to a new Draconic Heart of Time within the Staff. As long as Aeternitas is grabbing the staff, the weapon will automatically produce Time Essence and store it within its heart, doubling the amount of Time Essence Aeternitas can use, and also increasing its natural regeneration speed and quantity by 300%. Additionally, whenever Time Magic is used, their Power and Effectiveness is increased by 100% and their Time Essence and MP cost decreases by 30%.

[Aeternitas Draconic Divine Protection]: By using large quantities of Time Essence, you can conjure a mighty Divine Protection that takes the shape of a massive Aeternitas Dragon, encompassing you and your allies. This powerful Divine Protection will protect them from one lethal attack and unleash an explosion of Fragmented Time Energy against those that deal this lethal blow, causing tremendous damage based on 1000% of INT and WIS, plus 500% of the Time Essence used. Duration: 10 Minutes. Every time this power is used, some of the staff's durability is reduced.

{Item Description}

A mighty divine staff made by the system using the essence of Aeternitas, it contains the power of a heart of time within it, it can unleash tremendous power when wielded by Aeternitas and nobody else.

"Wow, it has even crazier stats than the other staff?!"

I couldn't believe my eyes when I saw this, it was utterly baffling beyond belief. But I remained calm thanks to the helmet.

This staff was definitely for me, made for me, and only for me.

"I think I'm ready now."

Somehow I felt a slight amount of courage swell within my heart.

All of this power, all of these bonus stats, all of these skills.

All of them, which I've gained through all the challenges I've faced when I arrived in the Luminous Kingdom.

Now they're all going to help me face its greatest threat, it was as if everything was for this moment.

"Huh, your whole aura kind of changed..."

The Great Spirit was surprised I suddenly gained great confidence.

"Yeah, and I'm not being reckless or stupidly confident either. I know we're facing a monster, and perhaps even more of them than just Merlinus but..." I clenched my fists. "I'm tired of this. I'm going to end it all. Merlinus has to die, there's no other choice anymore. And if the other Demon Kings get in the way..."

I gripped my fists tightly as I glanced through the window, my Aura growing stronger as the power of these two Staffs infused me with tremendous magical power.

"I'll destroy them as well."

"Huh! Looks like you're indeed ready... But don't forget to buy the items from the little skeleton's shop!"

"Oh right... I guess I should do that as well, can't forget that."

The items I need to open the gate to the Underworld and give that giant skeleton a good visit.