Ilea did eventually summon her bed, leaving the lava to cool off in the nigh indestructible stone bath provided by the Meadow. The molten rock provided some warmth in the room though she did send a bit of ash over to cover the light. Her bed she reinforced with ash as well, though she found the mattress itself nowhere near as comfortable as it had been in the past. *Wyvern feathers, was it? I guess at this point I'd need Trakorov scales or something.*

She slowly formed an ashen framework and put her bed away once more, the ash spreading out before it caught her. *Could infuse it with the command of being comfortable. Hey, why not actually,* she tried and found the ash changing shape to accommodate her wishes. Ilea smiled, pulling the ash blankets closer. *The perfect bed*.

The only problem remained that she wasn't exactly tired. Yes, she hadn't slept in a long while. Yes, she had fought to near death dozens of times. And yes, she had spent two entire months finding the most efficient ways to level Eternal Huntress.

Compared to eating however, she couldn't just start to sleep.

So what else do I need to work on? So many things fought and killed. Almost feels like I'm cleaning up Kohr. As if it were some massive dungeon. She smiled at herself, wondering why none of the Ascended had done what she was doing. They were at a higher level after all, and with their preparation skills. Maybe they're just not resilient enough to even risk it. Calling me a weak being of flesh, then having to defend against my attacks. Fucking pathetic.

Or it could just be because they can't handle fighting the monsters they themselves created. What is left of the Navuun. She wondered if the massive void monsters were really made from Navuun. Or if their appearance had to do with the missing sun. I bet they're just straight up too weak. Vor Elenthir defended against my attacks when I was at three hundred and I bet I could've pushed Ker Velor if not for his facility.

She did assume neither used everything they had, but then what was the point of a serious fight? If they hadn't even taken her seriously, how would they advance their levels at all?

The thought of a four mark flying void monster absolutely destroying an Ascended brought her some joy as she absentmindedly scrolled through the messages from the past months.

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'ding' 'You have defeated [Җ<u>ม์знь</u> – lvl 1662]
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'ding' 'You have defeated [عَ<u>مَسَفُبُوبُهُمْ -</u> lvl 1820]
```

Ilea realized soon after starting her extended hunt that the creatures, while similar looking and equipped with similar magic, weren't exactly the same. Not just the names were different but the way they fought. Some were more defensive, others ridiculously aggressive. All of them attacked her on sight however, and didn't communicated in any way, leaving her with little qualms about her actions. Even Violence called them monsters, though she did consider the possibility of them simply being too strange for even the little Fae to understand. Something she assumed the critter would never admit to.

'ding' 'The Arcane Eternal has reached lvl 625 – Five stat points awarded' 'ding' 'The Arcane Eternal has reached lvl 626 – Five stat points awarded'

'ding' 'The Arcane Eternal has reached lvl 736 – Five stat points awarded'

...

...

'ding' 'The Ashen Titan has reached Ivl 622 – Five stat points awarded' 'ding' 'The Ashen Titan has reached Ivl 623 – Five stat points awarded'

'ding' 'The Ashen Titan has reached lvl 733 – Five stat points awarded'

'ding' 'The Primordial Arbiter has reached lvl 615 – One stat point awarded' 'ding' 'The Primordial Arbiter has reached lvl 616 – One stat point awarded' ... 'ding' 'The Primordial Arbiter has reached lvl 732 – One stat point awarded'

Take that, Maureen. I bet it took you centuries to get to your level. She giggled a little, knowing she had an entire realm of high level creatures to herself. While they did offer fewer rewards as time went on, the fact that Kohr existed just made her excited to find other places like it. Monster infested hells just waiting for her. Fighting the same similar creatures wasn't just less rewarding for her Classes and skills, it just became more boring. Though she had to admit that a hundred levels with no evolutions or any major changes to her skills only somewhat made the fights easier or less dangerous. She assumed the main thing she benefited from was simply her experience in fighting the creatures.

With all her teleportation skills, Primordial Shift, and her increased perception in dangerous situations, the Architect's trap remained the most dangerous experience she somewhat recently had in Kohr. Of course she had fled from the underwater creature, unsure as to how much danger she had really been in. It had certainly felt terrifying.

Out of her whopping 1238 new stat points, she used 225 to get her Endurance, Strength, and Dexterity to six hundred each. The rest went into her three main attributes, leaving her with twenty nine remaining stat points she held on to for now. The growth was noticeable in her battles against the monsters of Kohr and her training with both the Meadow and the Core Guardians, though the progress had been slow and gradual, same as with her remaining skill growth.

'ding' 'Transfer [Enhanced] reaches 3rd lvl 29' 'ding' 'Transfer [Enhanced] reaches 3rd lvl 30' 'ding' 'Eternal Huntress [Enhanced] reaches 3rd lvl 9' ... 'ding' 'Eternal Huntress [Enhanced] reaches 3rd lvl 30' 'ding' 'Eternal Sight [Enhanced] reaches 3rd lvl 17' ... 'ding' 'Eternal Sight [Enhanced] reaches 3rd lvl 30'

'ding' 'Arcane Circulation [Enhanced] reaches 3rd lvl 29' 'ding' 'Arcane Circulation [Enhanced] reaches 3rd lvl 30'

Ilea's eyes twitched when she came across the Huntress notifications again, all the marks in her mind suddenly much closer. She took in a deep breath and shuddered, meditating and circulating arcane healing through her brain. *Never again. Please, please don't let me get it to the fourth tier. I don't want to.*

'ding' 'Fear Resistance reaches 2nd lvl 5'

She was busy focusing on her meditation and healing, simply ignoring the notification as she kept her breathing steady.

Reaching the end of the enhanced third tier in her Arcane Eternal Class hadn't unlocked an option for the fourth tier, though Ilea assumed she was just missing some other requirements. It did give her a core point at least.

'ding' 'Origin of Ash and Embers [Enhanced] reaches 3rd lvl 16'
'ding' 'Origin of Ash and Embers [Enhanced] reaches 3rd lvl 30'
'ding' 'Authority of Ash and Ember [Enhanced] reaches 3rd lvl 28'
'ding' 'Authority of Ash and Ember [Enhanced] reaches 3rd lvl 30'
'ding' 'Ashen Wings [Enhanced] reaches 3rd lvl 30'
'ding' 'Vision of Ash [Enhanced] reaches 3rd lvl 14'
''
''
''

Her Ashen Titan skills at least leveled organically during the often several days long battles with the landscape sized void monsters. As did the skills for the Primordial Arbiter. Those even leveled faster than the rest, the flame of creation one of the most important aspects in dealing with the eldritch creatures.

'ding' 'Primordial Shift [Enhanced] reaches 3rd lvl 17'
...
'ding' 'Primordial Shift [Enhanced] reaches 3rd lvl 30'
'ding' 'Fabric Tear [Enhanced] reaches 3rd lvl 26'
...
'ding' 'Fabric Tear [Enhanced] reaches 3rd lvl 30'
'ding' 'Reality Warp [Enhanced] reaches 3rd lvl 12'
...
'ding' 'Reality Warp [Enhanced] reaches 3rd lvl 30'

'ding' 'Primordial Flesh [Enhanced] reaches 3rd lvl 24'
'ding' 'Primordial Flesh [Enhanced] reaches 3rd lvl 30'
'ding' 'Space Manipulation [Enhanced] reaches 3rd lvl 26'
'ding' 'Space Manipulation [Enhanced] reaches 3rd lvl 30'

A few of her general skills reached the end of the second tier, Ilea choosing some of them to advance to the third.

'ding' 'Ashen Limbs reaches 2nd lvl 14'

'ding' 'Ashen Limbs reaches 2nd lvl 15'

'ding' 'Azarinth Barrier [Mythic] reaches 3rd lvl 3'

'ding' 'Azarinth Barrier [Mythic] reaches 3rd lvl 20'

'ding' 'Bulwark of Ash reaches 2nd lvl 18'

'ding' 'Bulwark of Ash reaches 2nd lvl 20'

'ding' 'Bulwark of Ash reaches 3rd lvl 1'

Bulwark of Ash - 3rd lvl 1

Many times have you used walls of ash to defend yourself and your allies. Resilience of ashen walls is increased by 40.5%.

2nd stage: Required manipulation for wall like structures made of ash are reduced by a static 20% 3rd stage: Once every ten seconds you may use up to 5000 point of mana to instantly summon a set of walls in the orientation and form that you envision.

'ding' 'Bulwark of Ash reaches 3rd Ivl 2'

•••

...

'ding' 'Bulwark of Ash reaches 3rd lvl 5'

'ding' 'Dancing reaches lvl 11'

•••

'ding' 'Dancing reaches lvl 14'

'ding' 'Drill reaches 2nd lvl 1'

Drill - 2nd lvl 1

You have used your body and ash to form what is essentially a human powered drill. While quite silly, the devastating attacks showed results. Drills spin 50% faster. 2^{nd} stage: Any drills you use deal a static 25% more damage.

'ding' 'Drill reaches 2nd lvl 2' 'ding' 'Drill reaches 2nd lvl 3'

'ding' 'Gourmet reaches lvl 13' 'ding' 'Gourmet reaches lvl 18' 'ding' 'Heavy Archery reaches lvl 12' 'dina' 'Identify reaches 2nd lyl 7' 'ding' 'Meditation reaches 3rd lvl 23' 'ding' 'Meditation reaches 3rd lvl 27' 'ding' 'Minor Earth Manipulation reaches 2nd lvl 2' ... 'ding' 'Minor Earth Manipulation reaches 2nd lvl 6' 'ding' 'Minor Ice Manipulation reaches lvl 19' 'ding' 'Minor Ice Manipulation reaches lvl 20' 'ding' 'Minor Ice Manipulation reaches 2nd lvl 1' Minor Ice Manipulation – 2^{nd} lvl 1 You have learned to form ice from surrounding sources of water and may manipulate it in a limited manner. 2^{nd} stage: Your ability to increase the integrity and density of ice both formed by you and found in the environment is enhanced greatly. Category – Ice Magic 'ding' 'Minor Ice Manipulation reaches 2nd lvl 2' 'ding' 'Minor Lava Manipulation reaches 2nd lvl 4' 'ding' 'Minor Lava Manipulation reaches 2nd lvl 12' 'ding' 'Monster Hunter reaches 3rd lvl 23' 'ding' 'Monster Hunter reaches 3rd lvl 26' 'dina' 'Monstrous reaches 2nd lvl 8' ••• 'ding' 'Monstrous reaches 2nd lvl 14' 'ding' 'Sage of Torment reaches 2nd lvl 19' 'ding' 'Sage of Torment reaches 2nd lvl 20' 'ding' 'Soul Perception reaches 2nd lvl 7' 'ding' 'Soul Perception reaches 2nd lvl 10' 'ding' 'Spear of Ash reaches 2nd lvl 12' 'ding' 'Spear of Ash reaches 2nd lvl 20' 'ding' 'Spear of Ash reaches 3rd lvl 1' Spear of Ash 3rd lvl 1

You have mastered the ability to form and throw spears made of ash. Damage dealt with ashen

spears is increased by 30.5%.

2nd stage: Ash formed into spear like shapes requires 50% less focus and harmony to maintain. 3rd stage: The penetrative power of any ashen spears is increased by a static 50%. Every ten seconds you may use a maximum of 5000 mana to instantly form one or more spears made of ash.

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'ding' 'Spear of Ash reaches 3<sup>rd</sup> lvl 2'
...
'ding' 'Spear of Ash reaches 3<sup>rd</sup> lvl 4'
'ding' 'Star Touched reaches lvl 2'
'ding' 'Star Touched reaches lvl 3'
'ding' 'Teaching reaches lvl 12'
...
'ding' 'Telepathy reaches lvl 16'
'ding' 'Telepathy reaches lvl 17'
'ding' 'Warhammer Mastery reaches 2<sup>nd</sup> lvl 10'
...
'ding' 'Warhammer Mastery reaches 2<sup>nd</sup> lvl 18'
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The upgrades to Bulwark and Spear of ash were quite a boon. The damage bonuses they provided were additive as everything else, but her ability to invest five thousand mana every ten seconds to instantly form both walls and spears allowed for a noticeable increase in both her defense and offense. Mainly it allowed her to stay in the battle for longer, the walls letting her tank a single hit while her teleportation was on cooldown, usually without having to use her healing. And the spears were self explanatory. The more ash she could throw at the monsters, the faster they were covered in the fires of creation.

She hadn't allocated much of her time to figure out Star Touched, enough skills and abilities to work on that felt like a higher priority. Still she earned a few levels by doing everything else, likely because at the end of the day, she was exposed to the light of stars during much of her time, at least in Elos.

Her resistances mostly benefited from the Core Guardians she trained with regularly. By now she was glad to be done with her Huntress skill, the guardians and many more of Aki's high level machines responsible for the quick advancement of quite a few of her perception and visual skills.

'ding' 'Astral Magic Resistance reaches 3rd lvl 9' ... 'ding' 'Astral Magic Resistance reaches 3rd lvl 14' 'ding' 'Ash Magic Resistance reaches 2nd lvl 8' 'ding' 'Blast Resistance reaches 3rd lvl 20' ... 'ding' 'Blast Resistance reaches 3rd lvl 23'

'ding' 'Curse Resistance reaches 3rd lvl 17' 'ding' 'Curse Resistance reaches 3rd lvl 20' 'ding' 'Divination Magic Resistance reaches 2nd lvl 8' 'ding' 'Divination Magic Resistance reaches 2nd lvl 14' 'ding' 'Earth Magic Resistance reaches 3rd lvl 21' ... 'ding' 'Earth Magic Resistance reaches 3rd lvl 30' 'ding' 'Gold Magic Resistance reaches lvl 2' 'ding' 'Gold Magic Resistance reaches lvl 16' 'ding' 'Light Magic Resistance reaches 3rd lvl 17' 'ding' 'Light Magic Resistance reaches 3rd lvl 22' 'ding' 'Lightning Resistance reaches 3rd lvl 16' ••• 'ding' 'Lightning Resistance reaches 3rd lvl 19' 'ding' 'Mental Resistance reaches 3rd Ivl 20' 'ding' 'Mental Resistance reaches 3rd Ivl 25' 'ding' 'Sound Magic Resistance reaches 2nd lvl 7' 'ding' 'Sound Magic Resistance reaches 2nd lvl 20' 'ding' 'Space Magic Resistance reaches 3rd Ivl 20' ... 'ding' 'Space Magic Resistance reaches 3rd lvl 27' 'ding' 'Void Magic Resistance reaches 3rd Ivl 27' 'ding' 'Void Magic Resistance reaches 3rd Ivl 30' 'ding' 'Wind Resistance reaches 3rd lvl 18' 'ding' 'Wind Resistance reaches 3rd lvl 20' 'ding' 'Wood Magic Resistance reaches 3rd lvl 12' 'ding' 'Wood Magic Resistance reaches 3rd lvl 18'

Ilea assumed her high divination gains weren't just related to Cless. The enchantments she had on her room and Felicia's mansion made her not give much of a shit about it. Though she did look into

possible skills and abilities that could allow her to find and teleport to the various origins of the divination spells. Options supposedly existed, but not without changing Classes.

She could feel herself calming down as she read through the messages again, already getting to the core points.

'You have been reduced to at least 75% sludge 250 times. One Core skill point awarded'
'You have survived 1000 uses of a fourth tier spell. One Core skill point awarded'
'You have slain fifty creatures 1000 levels above your own. One Core skill point awarded'
'You have Enhanced and leveled all skills of one Class to the end of the third tier. One Core skill point awarded'
'You have slain one hundred creatures 1000 levels above your own. One Core skill point awarded'
'You have slain one hundred creatures 1000 levels above your own. One Core skill point awarded'
'You have slain one hundred creatures 1000 levels above your own. One Core skill point awarded'
'You have Enhanced and leveled all skills of two Classes to the end of the third tier. One Core skill point awarded'

'ding' 'You have faced the Core Guardians of Iz for one continuous hour and survived. One Core skill point awarded'

'ding' 'You have Enhanced and leveled all skills of three Classes to the end of the third tier. One Core skill point awarded'

Fifty two total core points from both her level ups and whatever was considered exceptional. Points she held on to for now, just in case a potential fourth tier upgrade required a large amount of points. That and her inability to decide on which other use of the points would be the most beneficial.

Reading through her entire status novel, she finally drifted off to sleep.

Name: Ilea Spears Mythical Title: Deviant

Unspent statpoints: 29 Unspent Core skill points: 52 Unspent 3rd tier General skill points [3052 Total skill levels]: 2

Class 1: The Arcane Eternal – lvl 736

- Active: Archon Strike [Enhanced] – 3rd lvl 30

- Active: Sentinel Reconstruction [Enhanced] 3rd lvl 30
- Active: Azarinth Awakening [Enhanced] 3rd lvl 30
- Active: Transfer [Enhanced] 3rd lvl 30

- Active: Arcane Dominion [Enhanced] – 3rd lvl 30

- Passive: Sentinel Core [Enhanced] 3rd Ivl 30
- Passive: Eternal Brawling [Enhanced] 3rd lvl 30

- Passive: Eternal Huntress [Enhanced] – 3rd lvl 30

- Passive: Eternal Sight [Enhanced] 3rd lvl 30
- Passive: Arcane Circulation [Enhanced] 3rd lvl 30

Class 2: The Ashen Titan – lvl 733

- Active: Mantle of the Titan [Enhanced] – 3rd lvl 30

- Active: Titan Core [Enhanced] – 3rd lvl 30

- Active: Origin of Ash and Embers [Enhanced] – 3rd lvl 30

- Active: Embered Heart [Enhanced] 3rd lvl 30
- Active: Tempered Seal [Enhanced] 3rd lvl 30
- Passive: Authority of Ash and Ember [Enhanced] 3rd lvl 30
- Passive: Ashen Wings [Enhanced] 3rd lvl 30
- Passive: Vision of Ash [Enhanced] 3rd lvl 30
- Passive: Avatar of Ash [Enhanced] 3rd lvl 30
- Passive: Embered Form [Enhanced] 3rd lvl 30

Class 3: The Primordial Arbiter – lvl 732

- Active: Primordial Shift [Enhanced] – 3rd lvl 30

- Active: Fires of Creation [Enhanced] 3rd lvl 30
- Active: Fabric Tear [Enhanced] 3rd lvl 30
- Passive: Reality Warp [Enhanced] 3rd lvl 30
- Passive: Primordial Flesh [Enhanced] 3rd lvl 30
- Passive: Space Manipulation [Enhanced] 3rd lvl 30

General Skills:

- Ashen Limbs 2nd lvl 15
- Azarinth Barrier [Mythic] 3rd lvl 20
- Bulwark of Ash 3rd lvl 1
- Dancing Ivl 14
- Deviant of Humanity 3rd lvl 30
- Drill 2nd Ivl 3
- Elos Standard language lvl 7
- English Language lvl 15
- Gourmet Ivl 18
- Harmony of the Drowned lvl 18
- Heavy Archery lvl 12
- Identify 2nd lvl 7
- Meditation 3rd lvl 27
- Minor Earth Manipulation 2nd lvl 6
- Minor Ice Manipulation 2nd lvl 2
- Minor Lava Manipulation 2nd lvl 12
- Monster Hunter 3rd lvl 26
- Monstrous 2nd lvl 14
- Oxygen Repository 2nd lvl 19
- Sage of Torment 2nd Ivl 20
- Soul Perception 2nd lvl 10
- Spear of Ash 3rd lvl 4
- Star Touched lvl 3
- Teaching lvl 16
- Telepathy lvl 17
- Veteran 3rd Ivl 30
- Warhammer Mastery 2nd lvl 9
- Arcane Magic Resistance 3rd lvl 30
- Ash Magic Resistance 2nd lvl 8
- Astral Magic Resistance 3rd lvl 14

- Blast Resistance – 3rd lvl 23 - Blight Resistance – 2nd lvl 8 - Blood Magic Resistance – 3rd lvl 22 - Blood Manipulation Resistance – 2nd lvl 20 - Bone Magic Resistance – 2nd lvl 20 - Corrosion Resistance – 3rd lvl 1 - Crystal Resistance – 3rd lvl 4 - Curse Resistance - 3rd lvl 20 - Dark Magic Resistance – 2nd lvl 14 - Death Magic Resistance – 2nd lvl 20 - Devour Resistance – 2nd lvl 8 - Diamond Magic Resistance – 2nd lvl 6 - Divination Magic Resistance – 2nd lvl 14 - Dust Magic Resistance – lvl 10 - Earth Magic Resistance – 3rd lvl 30 - Emerald Magic Resistance – 2nd lvl 5 - Fear Resistance – 2nd lvl 5 - Flesh Magic Resistance – lvl 16 - Gold Magic Resistance – lvl 16 - Gravity Magic Resistance – 2nd lvl 20 - Health Drain Resistance – 2nd lvl 20 - Heat Resistance – 3rd lvl 30 - Ice Resistance – 3rd lvl 18 - Lava Magic Resistance – 3rd lvl 13 - Light Magic Resistance – 3rd lvl 22 - Lightning Resistance – 3rd lvl 19 - Mana Drain Resistance – 3rd lvl 8 - Mental Resistance – 3rd lvl 25 - Mist Magic Resistance – 2nd lvl 20 - Obsidian Magic Resistance – lvl 3 - Pain Tolerance – 3rd lvl 4 - Petrification Resistance – 2nd lvl 3 - Poison Resistance – 3rd lvl 4 - Rot Resistance – 3rd lvl 6 - Ruby Magic Resistance – lvl 18 - Sand Magic Resistance – 2nd lvl 20 - Sapphire Magic Resistance – lvl 16 - Shadow Magic Resistance – lvl 19 - Silver Magic Resistance – lvl 6 - Smoke Magic Resistance – 2nd lvl 7 - Soul Magic Resistance – 3rd lvl 10 - Sound Magic Resistance – 2nd lvl 20 - Space Magic Resistance – 3rd lvl 27 - Stamina Drain Resistance – 2nd lvl 20 - Time Magic Resistance – 2nd lvl 20 - Topaz Magic Resistance – lvl 20 - Vine Magic Resistance – lvl 14 - Void Magic Resistance – 3rd Ivl 30

- Water Resistance – 3rd lvl 4

- Wind Resistance – 3rd lvl 20

- Wood Magic Resistance – 3rd lvl 18

Status:

Vitality:	2400
Endurance:	600
Strength:	600
Dexterity:	600
Intelligence:	2500
Wisdom:	2500

Health:	91200/91200
Stamina:	5982/6000
Mana:	149282/150000