

“Oh, I see. Congratulations,” Pierce said. “Couldn’t be happier for that to happen inside of this welcoming tomb.”

“You’re free to leave whenever you want,” Ilea murmured and turned off her Pierce perception.

‘ding’ ‘The Arcane Eternal has reached lvl 508 – Five stat points awarded’

‘ding’ ‘The Arcane Eternal has reached lvl 509 – Five stat points awarded’

‘ding’ ‘The Arcane Eternal has reached lvl 510 – Five stat points awarded – One Core skill point awarded’

‘ding’ ‘The Ashen Titan has reached lvl 506 – Five stat points awarded’

‘ding’ ‘The Ashen Titan has reached lvl 507 – Five stat points awarded’

‘ding’ ‘The Ashen Titan has reached lvl 508 – Five stat points awarded’

‘ding’ ‘The Faen Valkyrie has reached lvl 489 – One stat point awarded’

...

‘ding’ ‘The Faen Valkyrie has reached lvl 500 – One stat point awarded – One Core skill point awarded’

‘ding’ ‘Sentinel Reconstruction [Enhanced] reaches 3rd lvl 9’

‘ding’ ‘Azarinth Awakening [Enhanced] reaches 3rd lvl 7’

‘ding’ ‘Arcane Circulation [Enhanced] reaches 3rd lvl 5’

‘ding’ ‘Authority of Ash and Ember [Enhanced] reaches 3rd lvl 9’

‘ding’ ‘Ashen Wings [Enhanced] reaches 3rd lvl 6’

‘ding’ ‘Avatar of Ash [Enhanced] reaches 3rd lvl 7’

‘ding’ ‘Ashen Limbs reaches lvl 14’

...

‘ding’ ‘Ashen Limbs reaches lvl 17’

‘ding’ ‘Deviant of Humanity reaches 3rd lvl 21’

‘ding’ ‘Monstrous reaches lvl 5’

‘ding’ ‘Soul Perception reaches lvl 11’

‘ding’ ‘Spear of Ash reaches lvl 18’

‘ding’ ‘Spear of Ash reaches lvl 19’

'ding' 'Veteran reaches 3rd lvl 29'

'ding' 'Veteran reaches 3rd lvl 30'

'ding' 'Devour Resistance reaches 2nd lvl 7'

'ding' 'Devour Resistance reaches 2nd lvl 8'

'ding' 'Mental Resistance reaches 3rd lvl 18'

'ding' 'Soul Magic Resistance reaches 2nd lvl 15'

'ding' 'Soul Magic Resistance reaches 2nd lvl 16'

Show me the options, Super Meadow.

'ding' 'Requirements met for Class evolution: The Faen Valkyrie becomes The Spirit Monarch. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

Rule and conquer. Leveled six third Class skills to the end of the third tier. Has killed 5000 Spirits while alone. Has killed ten or more spirits at twice or more of their own level. Has fought and killed a four mark spirit. Has killed ten four mark beings while alone. Has traveled to three or more realms. Has unlocked the Soul Perception skill. Has the Soul Magic Resistance skill in the second tier. Has the Deviant of Humanity skill in the third tier. Has the Meditation skill in the third tier. Has a third Class at level 500.

A being of unquestioned authority. The monarch has perfect control over the spirits she summons. She wields powerful soul magic, to both destroy and rule. No army will stand in her way, no foe shall resist her hordes of untiring specters. No longer human, the monarch chooses her path, forging ahead through the unknown and realms none of her former kind have ever reached. Accept the crown, and have existence bow to your greatness.

Would you like to evolve your Class [The Faen Valkyrie] to [The Spirit Monarch]?'

"What are the options?" Pierce asked, standing next to her armaments.

"Woman. You get away or I'll smear you onto the ceiling. This is a private moment," Ilea hissed.

"I'm just int-" Pierce said when Verena appeared and dragged her away.

Ilea shook her head. *Spirit summoner. The requirements are pretty high but I think I prefer fighting myself. Plus I already have my ashen copies.*

'ding' 'Requirements met for Class evolution: The Faen Valkyrie becomes The Child of the Deep. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

Embrace the unknown. Leveled six third Class skills to the end of the third tier. Has met a Flesh Stricken Leviathan and retained their sanity, flesh, and brain. Has eaten the flesh of countless creatures. Has at least five songs written about her. Has traveled beyond the atmosphere. Has seen the depths. Has communed with a creature once deemed a deity. Has at least 100 beings

believing them a deity. Has the Deviant of Humanity skill in the third tier. Has the Harmony of the Drowned skill. Has the Veteran skill at the end of the third tier. Has the Blood Manipulation Resistance at the end of the second tier. Has the Mental Resistance skill in the third tier. Has killed ten four mark beings while alone. Has a third Class at level 500.

The depths are calling. Your first step on the path of divinity, a creature sung about in myths and legends. Feared and revered, you have traveled the lands, striking the hearts of man and beast alike. Return to the waters from whence you came. To find true understanding of all that lies in hazed shroud. Lay down your flesh and skin, to become more. The path to evolution and greatness will grant you power beyond all you comprehend. Space and Mind will bend to your will, fear itself the companion you sought to find. Open your eyes.

Would you like to evolve your Class [The Faen Valkyrie] to [The Child of the Deep]?’

Ilea felt the hair on her whole body stand up. The image of an all seeing eye flashed before her. She felt small and meaningless, shuddering at the sensation before she calmed herself with healing and meditation. She shoved the sensations away and read through the next option.

‘ding’ Requirements met for Class evolution: The Faen Valkyrie becomes The Harbinger of Cake. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

Spread joy and sugar. Leveled six third Class skills to the end of the second tier. Has eaten five cakes in one sitting. Has used cakes to bribe people. Is the primary owner of at least ten pastry shops. Has traveled through realms in an effort to find more variety in their cake journey. Has weighed one ton or more before but is not bothered by such circumstances. At all. Has turned their enemies into batter. Has enjoyed highly poisonous pastries. Has felt aroused by the experience of eating cake. Has the Deviant of Humanity skill in the third tier. Has the Poison Resistance skill in the third tier. Has killed three four mark beings while alone. Has a third Class above level 500.

The deceiver. Cake is the true meaning of life, the answer so obvious any child would understand. And yet it takes years of training and dedication to reach the devotion of a true harbinger. She lures her enemies with the promise of sugar, to see them dying in their own unworthy vomit. Her blood is poisoned and her favorite secret ingredient. To her friends she is the joyous pastry lover, to her enemies she is the unknown bringer of death. All is cake, all is batter. Bake the living flesh. Into delicious cake!

Would you like to evolve your Class [The Faen Valkyrie] to [The Harbinger of Cake]?’

Ilea paused and sighed. *I deny these accusations.*

It certainly took a dark turn. Helena would surely be delighted to hear about this Class, she thought with a grin.

'ding' 'Requirements met for Class evolution: The Faen Valkyrie becomes The Dragonforged Flame. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

Unparalleled. Leveled six third Class skills to the end of the third tier. Has killed 5000 beings with the Flame of Creation. Has fought an adult Dragon and survived. Has burned an adult Dragon with the Flame of Creation. Has escaped an adult Dragon's wrath. For now. Has the Heat Resistance skill in the third tier. Has incinerated beings of fire. Has the Deviant of Humanity skill in the third tier. Has the Veteran skill at the end of the third tier. Has killed ten four mark beings while alone. Has a third Class at level 500.

You are the flame of creation. A being of heat and fire, unquestioned in her nature, unparalleled in her control. Entire nations will burn at your will, shall you wish for such an outcome. The white flame has no equal, her existence an affront to the Dragons themselves, a being once human that dares to defy their rule. In time, they too will learn to fear her. For she is all consuming. A primal fire to strip away the very fabric of reality and mana itself. Become what shall be your path henceforth, Lilith the undying.

Would you like to evolve your Class [The Faen Valkyrie] to [The Dragonforged Flame]?'

She smiled. *Hmm... yes. This one sounds... acceptable. A little too much mentions of Audur though. Ilea didn't exactly like the thought of a class evolution based too much on one being alone. Not with all the ones she's met, fought, and trained with.*

'ding' 'Requirements met for Class evolution: The Faen Valkyrie becomes The Void Lord of Ravenhall. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

The unseen protector. Leveled six third Class skills to the end of the third tier. Has the Void Magic Resistance skill in the third tier. Has the Space Awareness skill in the third tier. Has killed a four mark being of void. Is known as Lilith to at least 100'000 beings. Has killed 1000 beings of Void. Has the Deviant of Humanity skill in the third tier. Has killed ten four mark beings while alone. Has the Meditation skill in the third tier. Has met a true Fae. Has a third Class at level 500.

Death unseen. You are the true Shadow of Ravenhall, your chosen name both strength in the hearts of your allies and deterrent to the enemies of your home. Your plans for the future are vast. Ripples already travel through the lands of your kind, soon surely turned to waves as your influence and power shapes the future of all you choose to protect and those you will choose to rid from this realm. A being of space and void, not to be seen nor felt, but all seeing nonetheless. The fabric is yours to wield and bend, all those that dare to stand in your way will vanish without trace. Be wise, Void Lord, for you will be the shield of man.

Would you like to evolve your Class [The Faen Valkyrie] to [The Void Lord of Ravenhall]?'

Hmmmm. This one sounds pretty good too. The can't be seen or felt part is a little spooky, but a fully void and space focused class is bound to be mega powerful. Ilea bounced between the dragonforged and void lord evolutions before she continued reading.

'ding' 'Requirements met for Class evolution: The Faen Valkyrie becomes The Primordial Arbiter. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

The patron of immortals. Leveled six third Class skills to the end of the third tier. Has killed ten four mark beings while alone. Has befriended and learned from the Baron of Violence. Has befriended and learned from the Endless Meadow. Has befriended and learned from an Enavurin. Has befriended and learned from an adult Trakorov. Has befriended and learned from a true Ice Elemental. Has saved three or more species from extinction. Has saved the life of a Lich more than twice their own level. Has the Veteran skill at the end of the third tier. Has ten resistances in the third tier. Has the Space Awareness skill at the end of the third tier. Has the Flare of Creation skill at the end of the third tier. Has mastered two paths of magic seen by some as contradictory. Has the Deviant of Humanity skill in the third tier. Has a third Class at level 500.

An unexpected ally. Beings far beyond your understanding, power, and magic have found your genuine curiosity and unusual nature noteworthy. The Arbiter is neither follower nor ruler, but equal to those she deems her allies. She has approached and learned from beings most of her kind would consider horrors or simply monsters of incomprehensible power. Not as boundless sources of knowledge, but companions on her journey did she treat these primal beings of ancient times. Some she calls her friends, a sentiment perhaps lost or never known to those living at the apex of existence. She remains human, at the very core, the blood in her veins and the magic flowing through her both touched by the very beings she has met in her travels. A master of the fabric like none her kind had ever seen. An immortal, respected by the gods of old. Her will shall bend reality itself, the magic of her enemies but fuel to her power, the flame of creation permeating her very soul and magic. Your ancient peers will watch with pride as soon they'll welcome you into their ranks of power. Go forth, Arbiter.

Would you like to evolve your Class [The Faen Valkyrie] to [The Primordial Arbiter]?'

Ilea whistled, leaning back as she nearly chose the change immediately. *Holy shit that's a chonker! Still human, space magic upgrades, magic absorption? And the flame of creation. Fuck dragons.*

She focused and read through the last option.

'ding' 'Requirements met for Class evolution: The Faen Valkyrie becomes The Trakoborn. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

The heated. Leveled six third Class skills to the end of the third tier. Has befriended and trained with a Trakorov. Has found great joy in lava baths. Has stored enough heat within herself to melt stone. Has ten resistances in the third tier. Has weighed over a ton while having a size of less than two cubic meters. Has incinerated 5000 monsters. Has the Gourmet skill. Has the Monster Hunter skill in the third tier. Has the Deviant of Humanity skill in the third tier. Has killed ten four mark beings while alone. Has a third Class at level 500.

Trembling steps of absolute destruction. The Trakoborn is a giant compared their previous form. Their skin is hardened stone, their blood is lava. All is set ablaze by their very presence. Capable

of great destruction, the Trakoborn would rather choose to settle deep within the mantle of the world, sleep and rest the highest forms of bliss, only topped by scorched and crispy meat from beings that had wandered into their domain. In time they will grow, until a new lair shall be chosen, her fires heating up until they'll break the very laws of reality. Slumber and eat, for life is joy.

Would you like to evolve your Class [The Faen Valkyrie] to [The Trakoborn]?’

Oh well. Not like I expected anything different, Ilea thought and chose her favorite. The Primordial Arbiter. Though she had to admit that a few of the options could've worked for her. Not the Trakoborn however, that one was just silly.

‘ding’ ‘Class change: The Faen Valkyrie becomes The Primordial Arbiter

The Primordial Arbiter

Vitality +50

Intelligence +30

Wisdom +50

Space Magic is improved by 300%

Resilience is increased by 500%

Body Enhancement Magic is improved by 100%

Flesh Magic is improved by 100%

Healing Magic is improved by 100%

Mind Magic is improved by 100%

Ice Magic is improved by 100%

Lava Magic is improved by 100%

Earth Magic is improved by 100%

Your Soul has been strengthened by the Flame of Creation

“What the fuck is happening?” Ilea murmured. Her body started heating up, white flames moving on her skin. She could see herself light up within her dominion. Her soul perception showed white fires touching her very essence.

Skills changed by The Primordial Arbiter

[Phaseshift] becomes [Primordial Shift]

Active – Primordial Shift – 3rd lvl 30

Expending a large amount of mana and health, you can temporarily shift the matter of your flesh itself. Absorb a part of all magic that touches you depending on your understanding and resistance. All regeneration and healing is doubled in this state. Your movements are impaired as your very form is rejected by the laws of reality that surround you.

2nd stage: Resilience bonuses from skills are doubled when entering the Primordial Shift. During the shift, you cannot be moved by anything but your will. Your weight increases ten fold while this spell is active.

3rd stage: The Flame of Creation wills itself into existence, your control and its power increasing dramatically while Primordial Shift is active.

Category: Space Magic – Flesh Magic – Healing Magic

Hmmmmmmmm... okay. Guess I'm a flesh mage now. Not sure what I think of this with the lack of passing through barriers. But I suppose it has to be strong with the new categories and all the buffs I just got.

The heat still grew, but her ability to resist and store it overwhelmed the surge of power coming from the evolution.

[Flare of Creation] becomes [Fires of Creation]

Active – Fires of Creation – 3rd lvl 30

Let the fires erupt, burning away your health in the exchange for devastating power. All of your spells and your body are infused with the Flame of Creation, dealing lingering damage to health, mana, and magical constructs. You are immune to stunning, fear, and shout abilities. Your resilience is increased by 75% [975%]

2nd stage: The pale flame settles within your core. The Fires of Creation now affect enemy health regeneration. This effect is higher for areas directly touched by the Flame of Creation.

3rd stage: Your experience with Fires of Creation allows you to infuse your magical constructs with its effects. For each level in the third tier, the skill's upkeep is reduced by a static 25 [750] points of health per second and you may sacrifice an additional static 250 [7500] points of health per second to enhance the skill's effects.

Category: Aura – Body Enhancement – Space Magic

What's the chan... wait all spells? Are you sure about that super meadow? she asked herself with a wide grin. She knew that a cost reduction of seven hundred and fifty should've made the skill entirely free to use but Ilea assumed the base cost had just shot up to infinity.

[Displacement] becomes [Fabric Tear]

Active – Fabric Tear – 3rd lvl 30

Shift space to your will, making objects or people appear somewhere else.

2nd stage: Magical constructs are now affected by Fabric Tear. You may change the orientation of the objects you displace.

3rd stage: You may choose two flat areas and connect them through space. At the time of marking an area, it has to be within the range of Fabric Tear. Areas have to be connected within one minute of activating the spell and cannot be further apart than a static ten kilometers. Three sets of connections can be upheld at a time with exponential costs.

Space Magic

The number limit is gone... so I can just move as many things as I want now? As is the cooldown for the third tier. Portals unlocked, and three sets at a time?

Remove the limiters baby, Ilea thought, checking to see if her hair had turned white. It had not, but she supposed the white flames clinging to her body counted to an extent.

[Space Shift] becomes [Reality Warp]

Passive – Reality Warp – 3rd lvl 30

Space wields easier for you, allowing you to unravel its mysteries. Teleportation abilities can be used again three times as fast and you can travel ten times as far. You notice fissures between realms at a distance of 50 [200] kilometers. This distance can vary depending on the size and extent of the fissure.

2nd stage: Prevent enemy teleportation spells within a sphere around you at a radius of 50 meters. You cannot teleport while this skill is active.

3rd stage: Your understanding of space magic grows. You learn to latch on to ongoing teleportation spells with your own teleportation abilities. Long range and channeled teleportation spells have their range doubled and their cooldown as well as cost reduced by half.

Category: Space magic

Hey wasn't there a number before for the cooldown? Would've been better if it stayed that way, but I suppose I should be able to out teleport most things already. The interruption is an aura thing now. Guess in the end I couldn't escape becoming partial dragon anyway.

The heat had finally peaked, remaining at a constant burn as the flames continued to form.

[Body of the Valkyrie] becomes [Primordial Flesh]

Passive – Primordial Flesh – 3rd lvl 30

The flame of creation flows through your veins, increasing your resilience by 50% [700%]. Increases your physical damage resistance by 12% [168%]. Increases your magic damage resistance by 12% [168%]. You won't be fazed anymore by heavy damage or powerful sources of light and sound. Your natural regeneration can heal any injury.

2nd stage: Your body has withstood incredible damage, endured the hardships of battle. The fires flowing through you have hardened your bones and muscles. Your health is increased by 20% [280%].

3rd stage: Your ability to adapt to your enemy grows. Continued battle against the same foe increases damage reduction against its attacks by 2% [28%] per minute to a maximum of a static 50%. The primordial flesh is released should you reach one point of health. Your remaining mana will be used to create both spatial shields and rapid growths of flesh to prevent death. This effect can only occur once per day.

Category: Body enhancement – Space Magic – Flesh Magic

Will you look at these multipliers? And the second tier doubled, didn't it?

She looked through the rest of the skill and sighed. I suppose it helps, knowing that there's a last thing that would prevent my death... even if it sounds fucking disgusting.

Ilea wasn't sure if she had so easily chosen the class if the flesh magic aspect had been mentioned. *From which one of the supposed teachers did that one come anyway?*

She assumed it could've been everyone, except maybe the Ice Elemental and Trakorov.

One last skill remained.

[Space Awareness] becomes [Space Manipulation]

Passive – Space Manipulation – 3rd lvl 30

You have learned to see and manipulate the ever present spatial fabric. You gain the ability to move anything within the fabric with a mere gesture.

2nd stage: Further understanding of the spatial fabric allows you to manipulate its forces with greater ease and higher intensity. You learn to perceive even the tiniest ripples in space. In the case of active fissures, you find yourself able to peer into the other side. You gain the ability to anchor a spatial pocket to your very essence. Storage increases with the skill's level.

3rd stage: You have peered through the fabric of space itself and have learned to unravel its intricate structure. You gain the ability to perceive and differentiate magical frameworks and how to manipulate them within your space without failure. You learn how to damage existing frameworks. Results may vary.

Category: Body Enhancement – Space Magic

I can move stuff? Ilea thought and found a random pebble, raising her hand as she willed it to move. She started laughing when the stone floated up into the air. Flicking her wrist, she made the small rock hit the nearby wall. Her eyes narrowed as she glanced at a larger chunk a few meters away.

Her open palms gripped the framework as she focused and spread her arms. A crack resounded through the hall, the stone ripped in two.

I suppose the voice changer was foreshadowing after all, she thought and looked down at her hands.