

## Chapter 766 Enhance

The present people in the Soul Forge sat down around the large table set into the main hall. Nelras Ithom, or the war machine now housing his soul joined them.

*“His ability to adapt to this situation is impressive,”* the Meadow sent.

Ilea nodded lightly. *“I agree.”*

The makers of the war machine asked a bunch of questions in regards to how the vessel and machine felt. He would likely not be the last one to go through the process.

Ilea wondered if her soul, even if trapped within a marble, could be moved that easily. She did have her fires protecting her essence, so she assumed it would at least damage the transfer machine.

Feyrair confirmed a few questions from the former Monarch, mostly about the well being of his people.

“Do you know what happened after I was defeated?” Nelras asked, looking at Fey.

“I was not alive then, nor do I know the secrets of your domain,” the dragonling said.

“I’ve been told that there was basically a civil war after your defeat. Centuries of bloodshed, I assume to find out who would follow as the next Monarch?” Ilea said.

Nelras hissed in a joyous manner. “Good. I would not have it any other way. I hope to find out who has claimed my title, after all these years. But it is secondary, and too dangerous. The Ascended remain.”

“Kind of,” Ilea said. “Their Unity was broken. As far as I understand, they had an internal conflict too. The factions that managed to invade Kohr declared their victory and returned.”

“I did not invade Kohr. I was taken there, by a powerful space magic spell,” Nelras said.

“Same as me,” Ilea said. “A trap laid, maybe for someone that would seek your essence.”

“Did you seek it?” the being asked.

“No. I found you among a few other artifacts. This thing here too,” she said and pointed at the Azarinth Star around her neck.

“Indeed. Though it seems the threat is gone, Ker Velor remains,” he said. “And one of the suns has been taken. It would’ve been a blow against our entire domain.” He shook his head.

“How did the Elves get involved anyway? The Oracles don’t seem to care much. You have Elves defying them and going into dungeons because the Taleen machines are doing so much damage,” she said.

“Taleen machines? I... elves would choose to defile the places of creation?” he asked.

“You seem more shaken about this than knowing your soul was trapped for thousands of years, or knowing that the war was over,” Ilea said. “You guys are fucking indoctrinated.”

The former Monarch considered for a moment. “It is... fundamental. We are made of mana, Lilith. It is only natural for us to follow the guidance of the Oracles, though to think that some would defy

them. It is... confusing. Heresy, though impressive in a sense. Perhaps inspiring even, though had I my former body, I would hunt them down.”

“Surprisingly honest,” Ilea mused.

Fey hissed.

“You disagree?” Nelras asked, looking at the elf.

“I do. I’m a Cerithil Hunter myself, one deemed Cursed by most of our kind,” Fey said.

Nelras laughed. “Amusing. Why then, tell me, young warrior, did you choose to defy the Oracles? To fight the Taleen? To protect the young? Those unable to fend off an attacker?”

“I agree, they have to learn to fight for themselves. I fight at Isalthar’s side because our species is stagnant. Humans adapt and improve, they build homes, create technology, study the theory of magic. Dwarves have created teleportation gates, have made machines to fight for them, have burrowed deep below ground to protect their own. It feels... wrong... sometimes... but I wish to, not be guided by instinct alone,” Fey spoke.

“Fleshy form, controlled by instincts,” Ilea murmured.

Fey glanced her way.

“Apologies,” she said. “I get where you’re coming from.”

“I... must say, I expected myself to reject such ideas,” Nelras said. “Though I find myself... intrigued. I will have to think on this.”

*Did we just create our first Ascended?* Ilea wondered. *“Meadow... Ker Velor told me something similar. He was annoyed about my want to eat, to sleep.”*

“You don’t exactly sleep,” the Meadow said.

*“Beside the point. How much could Elves be guided by their instincts and biology? The Monarch so easily accepted these ideas...”* she spoke.

*“He could simply have considered such before. He is older than most here,”* the Meadow said. *“Even before his soul was trapped.”*

*“It’s possible. Just think it’s interesting. What if we for example moved the essence of a demon or monster into one of these war machines?”* she asked.

*“Awakening is not something that can be forced in such a manner. I have considered such before but both Owl and Twin confirmed that such an attempt at awakening would destroy the soul,”* the Meadow spoke.

*“Sure... but what if... I mean the Navuun were awakened beings before whatever happened to them in Kohr. Not even worth an attempt?”* Ilea asked.

“You have killed thousands of them, have you not?” the Meadow asked.

*“They attacked me. Just because there might be someone hidden below that monstrous nature doesn’t mean I should be considerate, if anything I freed them from that horrendous existence,”* Ilea said.

“So easily reasoned away are the ethical implications by a killer,” the Meadow said.

*"I won't deny that,"* Ilea said.

"To return to the matter at hand. The Ascended are reliant on energy sources, most of their more powerful spells are prepared and executed with runes," Nelras said. "A language I had not been familiar with, nor one our Oracles knew."

"We're aware of that," Iana said.

"I assumed as much. Though I have spent years studying their runes. I require steel, and something to etch into said steel," Nelras said.

Iana stood up. "Steel... of course... how could we miss that!" She rushed away.

*"A being with knowledge of the Ascended runic language. That... is interesting,"* the Meadow spoke, everyone looking up.

"So there is a being here... I was not wrong," Nelras spoke. "Your god?"

Ilea started laughing.

"A king of sorts?" the monarch asked, a little confused.

She kept laughing.

"Why is she laughing?" Nelras asked, looking at Fey.

"Her... relationship with the Meadow is... complicated," Fey said.

"That doesn't explain anything," Nelras said.

*"I am neither god nor king, young elf. Merely friend and guide to those I now choose to protect,"* the Meadow spoke.

"A being of your power... deciding to ally itself with... humans," the monarch spoke.

"Unfathomable," Ilea said with a grin.

"Yes. Which makes it intriguing," Nelras said. "Though I have heard much today that has been... new." He didn't sound disappointed in the slightest.

Iana rushed back inside, thin sheets of metal at the ready. Her hands shook lightly.

Chris handed the war machine a thin knife, Iana setting down the sheets.

Nelras took the tool and glanced at the steel. "Vel rath itor nevelia. Art vekuhm." He spoke the words in a whisper and started etching the first rune.

*"What did he say?"* Ilea asked Fey.

He smiled. *"To destroy those who would shatter the balance. May the light shine on us all."*

*"Sounds like he's on board,"* Ilea mused.

*"The latter part I believe is a saying common in the sunlight wastes. The former is something Elves recite before they fight and kill Cerithil Hunters,"* Fey said.

*"Well. That sucks,"* Ilea replied.

*"Unfortunate circumstances,"* Fey added before he went quiet, watching the war machine etch runes into the steel plates with deliberate consideration.

Ilea left them to work, returning to her room, soon sitting in her bath.

“Will you return?” the Meadow asked.

“Was it today?” Ilea asked.

“Yes. Your progress has slowed down below Karth. It is a risk, to return to Kohr, but if you wish to keep advancing, you will have to fight more powerful monsters,” the Meadow said.

“Another Drake hmm?” Ilea sent before she once more looked through the messages she got during the past three months.

***‘ding’ ‘You have defeated [Hadranim – lvl 1034]***

...

***‘ding’ ‘You have defeated [Sarguihn – lvl 1108]***

Thousands of creatures, many of them below the four mark stage, though the Depths of Karth did not disappoint.

***‘ding’ ‘The Arcane Eternal has reached lvl 571 – Five stat points awarded’***

***‘ding’ ‘The Arcane Eternal has reached lvl 572 – Five stat points awarded’***

...

***‘ding’ ‘The Arcane Eternal has reached lvl 595 – Five stat points awarded’***

***‘ding’ ‘The Ashen Titan has reached lvl 569 – Five stat points awarded’***

***‘ding’ ‘The Ashen Titan has reached lvl 570 – Five stat points awarded – One Core skill point awarded’***

...

***‘ding’ ‘The Ashen Titan has reached lvl 593 – Five stat points awarded’***

***‘ding’ ‘The Primordial Arbiter has reached lvl 554 – One stat point awarded’***

***‘ding’ ‘The Primordial Arbiter has reached lvl 555 – One stat point awarded’***

...

***‘ding’ ‘The Primordial Arbiter has reached lvl 581 – One stat point awarded’***

Ilea was closing in on six hundred, though the returns from the Karthian monsters were slowing down rapidly. Mostly from levels that was, the Hadranim were still a wonderful source to grow her skills, mostly due to their reliance on physical fighting, but their toughness and speed helped too. She even got a Core point when she killed the hundredth of their kind. Enough with her level gains to enhance her last two Class skills, both of them in her third Class.

And still, she was fighting creatures nearly double her level once more, a trend that has helped her improve faster than most throughout her fast growth in Elos.

Her training with the various powerful individuals helped tremendously with her skills, especially the bouts with the higher level Cerithil Hunters and Evan, the latter still keeping up with her despite all her advancements.

***‘ding’ ‘Primordial Shift [Enhanced] reaches 3<sup>rd</sup> lvl 1’***

***Active – Primordial Shift [Enhanced] – 3rd lvl 1***

***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. Greatly reduces the activation time of Primordial Shift. The longer Primordial Shift remains active, the more powerful its effects become.***

***Category: Space Magic – Flesh Magic – Healing Magic***

It was the first of her remaining two skills she enhanced, the newly added reduction to the activation time allowed her to more frequently employ the skill during battle. Though against most of the enemies she faced, it wasn't required in the first place.

The latter bonus only became noticeable during her training sessions with the Meadow, no other being in her routine capable of pushing her to such an extent.

***‘ding’ ‘Reality Warp [Enhanced] reaches 3<sup>rd</sup> lvl 1’***

***Passive – Reality Warp [Enhanced] – 3rd lvl 1***

***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 or recent 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 a static 100%.***

***Category: Space magic***

The cooldown reduction went up from fifty to a hundred percent, meaning her long range spells could be used even faster. Coupled with the somewhat recent upgrade to her marks, the ability allowed her to move even faster through the lands. In addition the ability to latch on to ongoing teleportation spells was enhanced to include recent spells, which meant any teleportation spells Ilea still saw within the fabric. Depending on the mana used and the distance traveled, it could be a few

seconds or as long as several hours, though the latter was based on a powerful spell the Meadow prepared. She didn't assume many could even cast that kind of space magic.

*'ding' 'Archon Strike [Enhanced] reaches 3<sup>rd</sup> lvl 25'*  
...  
*'ding' 'Archon Strike [Enhanced] reaches 3<sup>rd</sup> lvl 29'*  
*'ding' 'Sentinel Reconstruction [Enhanced] reaches 3<sup>rd</sup> lvl 28'*  
...  
*'ding' 'Sentinel Reconstruction [Enhanced] reaches 3<sup>rd</sup> lvl 30'*  
*'ding' 'Azarinth Awakening [Enhanced] reaches 3<sup>rd</sup> lvl 27'*  
...  
*'ding' 'Azarinth Awakening [Enhanced] reaches 3<sup>rd</sup> lvl 29'*  
*'ding' 'Transfer [Enhanced] reaches 3<sup>rd</sup> lvl 23'*  
...  
*'ding' 'Transfer [Enhanced] reaches 3<sup>rd</sup> lvl 25'*  
*'ding' 'Arcane Dominion [Enhanced] reaches 3<sup>rd</sup> lvl 26'*  
...  
*'ding' 'Arcane Dominion [Enhanced] reaches 3<sup>rd</sup> lvl 29'*  
*'ding' 'Sentinel Core [Enhanced] reaches 3<sup>rd</sup> lvl 28'*  
...  
*'ding' 'Sentinel Core [Enhanced] reaches 3<sup>rd</sup> lvl 30'*  
*'ding' 'Eternal Brawling [Enhanced] reaches 3<sup>rd</sup> lvl 26'*  
...  
*'ding' 'Eternal Brawling [Enhanced] reaches 3<sup>rd</sup> lvl 29'*  
*'ding' 'Eternal Huntress [Enhanced] reaches 3<sup>rd</sup> lvl 2'*  
...  
*'ding' 'Eternal Huntress [Enhanced] reaches 3<sup>rd</sup> lvl 4'*  
*'ding' 'Eternal Sight [Enhanced] reaches 3<sup>rd</sup> lvl 5'*  
...  
*'ding' 'Eternal Sight [Enhanced] reaches 3<sup>rd</sup> lvl 8'*  
*'ding' 'Arcane Circulation [Enhanced] reaches 3<sup>rd</sup> lvl 25'*  
...  
*'ding' 'Arcane Circulation [Enhanced] reaches 3<sup>rd</sup> lvl 27'*

Her main fighting abilities profited from the constant battle, though she was glad to see Eternal Huntress grow as quickly as it did, mostly due to the constant use of her mark teleportation. By now she had a constant idea of where she was within Elos due to the marks spread throughout the lands, some far more distant than others. The rigorous schedule prevented her from trying to teleport to Violence so far, though she had an inkling that the little Fae had some way of blocking her. Or it would bring her into some deep inescapable void, just for the fun of it. The temptation was building however.

It also seemed that enhanced skills still capped out at level thirty in the third tier. The potential of a fourth tier kept her going however.

*'ding' 'Mantle of the Titan [Enhanced] reaches 3<sup>rd</sup> lvl 28'*

...

*'ding' 'Mantle of the Titan [Enhanced] reaches 3<sup>rd</sup> lvl 30'*

*'ding' 'Titan Core [Enhanced] reaches 3<sup>rd</sup> lvl 24'*

...

*'ding' 'Titan Core [Enhanced] reaches 3<sup>rd</sup> lvl 26'*

*'ding' 'Origin of Ash and Embers [Enhanced] reaches 3<sup>rd</sup> lvl 3'*

...

*'ding' 'Origin of Ash and Embers [Enhanced] reaches 3<sup>rd</sup> lvl 7'*

*'ding' 'Embered Heart [Enhanced] reaches 3<sup>rd</sup> lvl 25'*

...

*'ding' 'Embered Heart [Enhanced] reaches 3<sup>rd</sup> lvl 28'*

*'ding' 'Tempered Seal [Enhanced] reaches 3<sup>rd</sup> lvl 26'*

...

*'ding' 'Tempered Seal [Enhanced] reaches 3<sup>rd</sup> lvl 29'*

*'ding' 'Authority of Ash and Ember [Enhanced] reaches 3<sup>rd</sup> lvl 20'*

...

*'ding' 'Authority of Ash and Ember [Enhanced] reaches 3<sup>rd</sup> lvl 22'*

*'ding' 'Ashen Wings [Enhanced] reaches 3<sup>rd</sup> lvl 23'*

...

*'ding' 'Ashen Wings [Enhanced] reaches 3<sup>rd</sup> lvl 25'*

*'ding' 'Vision of Ash [Enhanced] reaches 3<sup>rd</sup> lvl 3'*

...

*'ding' 'Vision of Ash [Enhanced] reaches 3<sup>rd</sup> lvl 5'*

*'ding' 'Avatar of Ash [Enhanced] reaches 3<sup>rd</sup> lvl 28'*

...

*'ding' 'Avatar of Ash [Enhanced] reaches 3<sup>rd</sup> lvl 30'*

*'ding' 'Embered Form [Enhanced] reaches 3<sup>rd</sup> lvl 24'*

...

*'ding' 'Embered Form [Enhanced] reaches 3<sup>rd</sup> lvl 27'*

*'ding' 'Primordial Shift [Enhanced] reaches 3<sup>rd</sup> lvl 2'*

*'ding' 'Primordial Shift [Enhanced] reaches 3<sup>rd</sup> lvl 3'*

*'ding' 'Fires of Creation [Enhanced] reaches 3<sup>rd</sup> lvl 25'*

...

*'ding' 'Fires of Creation [Enhanced] reaches 3<sup>rd</sup> lvl 28'*

***‘ding’ ‘Fabric Tear [Enhanced] reaches 3<sup>rd</sup> lvl 19’***  
...  
***‘ding’ ‘Fabric Tear [Enhanced] reaches 3<sup>rd</sup> lvl 21’***  
***‘ding’ ‘Reality Warp [Enhanced] reaches 3<sup>rd</sup> lvl 2’***  
***‘ding’ ‘Primordial Flesh [Enhanced] reaches 3<sup>rd</sup> lvl 13’***  
...  
***‘ding’ ‘Primordial Flesh [Enhanced] reaches 3<sup>rd</sup> lvl 15’***  
***‘ding’ ‘Space Manipulation [Enhanced] reaches 3<sup>rd</sup> lvl 19’***  
...  
***‘ding’ ‘Space Manipulation [Enhanced] reaches 3<sup>rd</sup> lvl 21’***

Ilea conceptualized a few ideas with the Meadow to train her lower leveled abilities, some of them not fully focused on combat alone. It would still take time but with a high level creature like the Meadow and all the options she had due to her many available destinations and monsters to fight, she could certainly optimize and focus her training.

***‘ding’ ‘Ashen Limbs reaches 2<sup>nd</sup> lvl 6’***  
...  
***‘ding’ ‘Ashen Limbs reaches 2<sup>nd</sup> lvl 10’***  
***‘ding’ ‘Azarinth Barrier [Mythic] reaches lvl 2’***  
...  
***‘ding’ ‘Azarinth Barrier [Mythic] reaches lvl 18’***  
***‘ding’ ‘Bulwark of Ash reaches 2<sup>nd</sup> lvl 3’***  
...  
***‘ding’ ‘Bulwark of Ash reaches 2<sup>nd</sup> lvl 8’***  
***‘ding’ ‘Drill reaches lvl 16’***  
***‘ding’ ‘Gourmet reaches lvl 12’***  
***‘ding’ ‘Identify reaches 2<sup>nd</sup> lvl 4’***  
***‘ding’ ‘Meditation reaches 3<sup>rd</sup> lvl 19’***  
***‘ding’ ‘Minor Earth Manipulation reaches lvl 17’***  
...  
***‘ding’ ‘Minor Earth Manipulation reaches lvl 20’***  
***‘ding’ ‘Minor Earth Manipulation reaches 2<sup>nd</sup> lvl 1’***

***Minor Earth Manipulation – 2nd lvl 1***

***You have learned to manipulate earth and stone in a limited manner.***

***2nd stage: Your ability to shape and accelerate earth and stone is increased greatly.***

***Category – Earth Magic***



*'ding' 'Minor Ice Manipulation reaches lvl 15'*

...

*'ding' 'Minor Ice Manipulation reaches lvl 18'*

*'ding' 'Minor Lava Manipulation reaches lvl 20'*

...

*'ding' 'Minor Lava Manipulation reaches 2<sup>nd</sup> lvl 3'*

**Minor Lava Manipulation – 2nd lvl 3**

*You have learned to form lava from surrounding sources of stone and may manipulate it in a limited manner.*

*2nd stage: You may substitute some of the required sources with heat and flames found in the environment or generated by magic. You learn to manipulate larger quantities of lava.*

**Category – Lava Magic**

*'ding' 'Monster Hunter reaches 3<sup>rd</sup> lvl 19'*

*'ding' 'Monstrous reaches 2<sup>nd</sup> lvl 4'*

...

*'ding' 'Monstrous reaches 2<sup>nd</sup> lvl 6'*

*'ding' 'Oxygen Repository reaches 2<sup>nd</sup> lvl 15'*

*'ding' 'Oxygen Repository reaches 2<sup>nd</sup> lvl 16'*

*'ding' 'Soul Perception reaches 2<sup>nd</sup> lvl 3'*

...

*'ding' 'Soul Perception reaches 2<sup>nd</sup> lvl 6'*

*'ding' 'Spear of Ash reaches 2<sup>nd</sup> lvl 9'*

*'ding' 'Spear of Ash reaches 2<sup>nd</sup> lvl 10'*

*'ding' 'Telepathy reaches lvl 11'*

*'ding' 'Telepathy reaches lvl 12'*

*'ding' 'Warhammer Mastery reaches lvl 10'*

...

*'ding' 'Warhammer Mastery reaches 2<sup>nd</sup> lvl 4'*

**Warhammer Mastery – 2nd lvl 4**

*You have learned to use the Warhammer to an adequate capacity. This skill will let you handle the heavy weapon a little more easily. Your swings will move with just a little more weight and your balance will improve significantly.*

*2nd stage: You learn to bring your entire body, strength, and momentum into each swing, making any warhammers you wield into an extension of your body.*

*'ding' 'Arcane Magic Resistance reaches 3<sup>rd</sup> lvl 27'*

*'ding' 'Ash Magic Resistance reaches 2<sup>nd</sup> lvl 7'*

*'ding' 'Blast Resistance reaches 3<sup>rd</sup> lvl 14'*

...

*'ding' 'Blast Resistance reaches 3<sup>rd</sup> lvl 18'*

*'ding' 'Blood Resistance reaches 3<sup>rd</sup> lvl 22'*

*'ding' 'Crystal Resistance reaches 2<sup>nd</sup> lvl 19'*  
*'ding' 'Crystal Resistance reaches 2<sup>nd</sup> lvl 20'*

*'ding' 'Curse Resistance reaches 3<sup>rd</sup> lvl 11'*

...

*'ding' 'Curse Resistance reaches 3<sup>rd</sup> lvl 15'*

*'ding' 'Dark Magic Resistance reaches 2<sup>nd</sup> lvl 14'*

*'ding' 'Divination Magic Resistance reaches lvl 16'*  
*'ding' 'Divination Magic Resistance reaches lvl 17'*

*'ding' 'Earth Magic Resistance reaches 3<sup>rd</sup> lvl 18'*

...

*'ding' 'Earth Magic Resistance reaches 3<sup>rd</sup> lvl 20'*

*'ding' 'Heat Resistance reaches 3<sup>rd</sup> lvl 28'*  
*'ding' 'Heat Resistance reaches 3<sup>rd</sup> lvl 29'*

*'ding' 'Ice Resistance reaches 3<sup>rd</sup> lvl 2'*

...

*'ding' 'Ice Resistance reaches 3<sup>rd</sup> lvl 14'*

*'ding' 'Light Magic Resistance reaches 3<sup>rd</sup> lvl 8'*

...

*'ding' 'Light Magic Resistance reaches 3<sup>rd</sup> lvl 16'*

*'ding' 'Lightning Resistance reaches 3<sup>rd</sup> lvl 14'*  
*'ding' 'Lightning Resistance reaches 3<sup>rd</sup> lvl 15'*

*'ding' 'Petrification Resistance reaches 2<sup>nd</sup> lvl 2'*  
*'ding' 'Petrification Resistance reaches 2<sup>nd</sup> lvl 3'*

*'ding' 'Soul Magic Resistance reaches 3<sup>rd</sup> lvl 6'*

...

*'ding' 'Soul Magic Resistance reaches 3<sup>rd</sup> lvl 9'*

*'ding' 'Space Magic Resistance reaches 3<sup>rd</sup> lvl 15'*

...

*'ding' 'Space Magic Resistance reaches 3<sup>rd</sup> lvl 19'*

*'ding' 'Wind Resistance reaches 3<sup>rd</sup> lvl 14'*

...

*'ding' 'Wind Resistance reaches 3<sup>rd</sup> lvl 17'*

*'ding' 'Wood Magic Resistance reaches 3<sup>rd</sup> lvl 9'*

...

*'ding' 'Wood Magic Resistance reaches 3<sup>rd</sup> lvl 11'*