

Chapter 477 The Way of the Sentinel

“You’re new in town? Here on a quest?” the innkeeper asked, a bald warrior in the low hundreds, a few scars showing that he hadn’t always been in this job.

Or I’m underestimating the dangers of owning an inn, Ilea thought as she took a sip of ale. It tasted good. Nothing to write home about but neither disappointing.

“Sort of. More a personal quest, really,” she said and took a look around the common room.

Adventurers and drunks mostly. Most other folk were working at this early hour.

“Looking for someone? I hope you don’t bring trouble,” the man said, his tone nothing new to her.

“Are you threatening me?” she asked and took another sip.

He blinked once before sighing. “Lady, I wouldn’t even think about threatening a high level healer. I’m just informing you that outsiders looking for trouble in Farport have come to find it.”

“I see,” she said. “I’m looking for Olivia Sarken. Is that considered looking for trouble?”

He glanced around the room and then back to her. “Been a while since I heard that name. Good kid.”

“As to your question. It could be trouble, depending on who you ask,” he added.

“What about you?” Ilea said and finished her drink. Her sphere showed that nobody in potential earshot was in distress. She was pretty sure nobody was even listening.

“Depends on why you’re looking for her. Girl vanished years ago. Stories were told and now she’s just another one of them,” he said.

“One of whom?” Ilea asked.

“People questioning the status quo, people trying to change things,” he said and leaned in, continuing in a whisper. “If you’re here for revenge, I suggest you leave. The girl worked alone, told nobody what she was doing. Her family rejected her and most people thought she was more trouble than anything else.”

Ilea smiled. “And yet you know she worked alone. What she was doing? Did I finally find one of the few friends she was supposed to have?”

The search had been mostly unfruitful so far. The family had been easily found but the innkeeper was right. They rejected her. Talked about the madness taking her, about how it was a good thing that she was gone.

“I care about this town and the people living within. She was just another one. I connected some dots, had certain things looked into,” the man said.

“Interesting,” Ilea said and leaned in. She had a good feeling about this man. Now that he shared a little more, she could tell his heart rate was going up. He was apprehensive, which meant he knew quite a bit about her deary Olivia, the most likely suspect to later become Eve.

“Why are you here?” he asked.

Ilea leaned back again and summoned her Shadow tag into her closed hand, placing it next to her mug.

His eyes went wide when he realized what it was, what it meant.

“There’s a chance that I met her, trained, and fought with her. Before she was killed. I knew her with another name and I’m here to find out if it may not have been Olivia after all,” Ilea said.

The man looked at her, glancing once more at the badge before he nodded. “Meet me upstairs in two hours,” he said and refilled her mug.

Ilea smiled and stored her badge. “Thanks,” she said and took the full mug, continuing to sit at the bar for a while without talking.

Ten minutes later, she moved on to the benches outside, the innkeeper always visible within her sphere. She wouldn’t risk losing her best potential source of information.

Farport had a single dirt road leading through it, houses built on both sides. A few inns, a butcher, a market, and some other stores provided everything the townspeople needed.

Behind the stores were simple wood or stone houses, some unoccupied. The shoddy stone walls overgrown with ivy and surrounded by trees were likely just one reason why people didn’t want to stay in the small town.

The guards were below level sixty, miss matched gear and rather low quality weapons showing the state of their force.

Ilea wondered if it was because of the war. Or because of the demons. Maybe they had lost a lot of people.

She sipped on her ale and watched a few kids run through the street, laughing as a shop keeper tried to catch them.

The atmosphere didn’t remind her of a town ravaged by war and monsters. More of an untouched little village with their own problems and intrigues.

She heard the nearby river, no matter where in the town she was. It flowed into the sea a few kilometers to the east.

The small forest surrounding most of Farport supposedly had spirits living in it that protected the town. She assumed it was the vile smelling herbs she had come across. Might just be an alchemist had planted them a long while ago to make the place unwanted to monsters. If that was the case, the people she had talked to didn’t know about it anymore.

Many of the residents were fishermen and women, spending much of their day out at sea. Other than a few fields, their food came from that source.

Ilea had taken the day off, or however many days it took to find out if Eve really was Olivia. She didn’t exactly know what to do if she knew. She knew the woman had been looking for the Golden Liliy and just as much did she know that she wouldn’t find the order in Farport.

A little over two months had passed since Riverwatch. Stories about her were popping up even in remote places, the bard or bards who wrote the songs had apparently done an excellent job.

The Medic Sentinels were leveling their Classes, figuring out a variety of abilities and combinations as Trian worked hard to provide what they needed.

Claire further stabilized the relationship with Riverwatch, ecstatic about the new wealth and possibilities Ilea’s little intervention had provided.

The war was still raging but every time Ilea heard about it, Baralia was sure to lose. More freed slaves were coming into the Empire or Riverwatch by the day.

She herself had progressed quite nicely too. To the point she had wanted to reach before advancing her level.

A quick scroll through her messages made her smile as she relaxed in the morning sun, having some ale with the local drunkards of Farport.

'ding' 'Azarinth Awakening reaches 3rd lvl 29'

'ding' 'Azarinth Awakening reaches 3rd lvl 30'

'ding' 'Blink reaches 3rd lvl 25'

...

'ding' 'Blink reaches 3rd lvl 27'

'ding' 'Sentinel Sphere reaches 3rd lvl 20'

...

'ding' 'Sentinel Sphere reaches 3rd lvl 25'

'ding' 'Sentinel Core reaches 3rd lvl 28'

...

'ding' 'Sentinel Core reaches 3rd lvl 30'

'ding' 'Azarinth Fighting reaches 3rd lvl 29'

'ding' 'Azarinth Fighting reaches 3rd lvl 30'

'ding' 'Sentinel Huntress reaches 3rd lvl 6'

...

'ding' 'Sentinel Huntress reaches 3rd lvl 8'

'ding' 'Azarinth Perception reaches 3rd lvl 17'

...

'ding' 'Azarinth Perception reaches 3rd lvl 23'

'ding' 'Azarinth Reversal reaches 3rd lvl 19'

Ilea was pretty sure level thirty was the maximum for now. Options for the fourth tier hadn't popped up, nor anything else. Some of her skills hadn't leveled much, simply due to her not using them a lot.

She was at a point with The Azarinth Sentinel where she felt comfortable going into three fifty. Trying not to get the two levels for much longer may be detrimental to her overall growth.

Mostly, she was just getting bored of the constant repetition. The longer she fought the Specters, the more she thought they were mocking her with their lifeless eyes. She wanted some payback time and that time, was now.

Or well, soon.

Trian and the faculty had an information class for all the students today and a slew of new jobs around Ravenhall and especially Morhill lured a lot of her usual resistance training participants out of town.

What better day than to look into her deceased friend's past.

She lifted her mug to a mumbling mage a few tables over, not in the best stage of his life, going by the unkempt beard and the dirt on his robes.

He lifted his mug too, with a shaking hand, murmuring about the deep ocean.

One of her new marks had gone to Trian. The other two she kept for her northern friends whom she still hadn't visited.

Her ashen class didn't disappoint either, a few skills leveling quite nicely with the challenging Specter training.

'ding' 'Aspect of Ash reaches 3rd lvl 29'

'ding' 'Aspect of Ash reaches 3rd lvl 30'

'ding' 'True Ash Creation reaches 3rd lvl 26'

...

'ding' 'True Ash Creation reaches 3rd lvl 30'

'ding' 'Heart of Cinder reaches 3rd lvl 18'

'ding' 'Heart of Cinder reaches 3rd lvl 19'

'ding' 'Ash and Ember Unity reaches 3rd lvl 25'

...

'ding' 'Ash and Ember Unity reaches 3rd lvl 27'

'ding' 'Ashen Wings reaches 3rd lvl 20'

...

'ding' 'Ashen Wings reaches 3rd lvl 24'

'ding' 'Eyes of Ash reaches 3rd lvl 12'

...

'ding' 'Eyes of Ash reaches 3rd lvl 17'

'ding' 'Avatar of Ash reaches 3rd lvl 26'

...

'ding' 'Avatar of Ash reaches 3rd lvl 30'

'ding' 'Keeper of Ash reaches 3rd lvl 25'

...

'ding' 'Keeper of Ash reaches 3rd lvl 27'

Many of her ashen skills were quite useful in her resistance training and afternoon lectures. The real winner of course were her general skills.

'ding' 'You have learned the General Skill: Dancing – lvl 1'

Dancing – lvl 1

The ability to move your body to music and to coordinate your movements with those around you or a partner. It's really a surprise this took you so long, considering your dexterous body.

'ding' 'Dancing reaches lvl 2'

'ding' 'Dancing reaches lvl 3'

'ding' 'Deviant of Humanity reaches lvl 8'

'ding' 'You have learned the General Skill: Gourmet – lvl 1'

Gourmet – lvl 1

You have consumed only high class cuisine for at least two weeks. You spare no expense, learning about dishes and the intricate combinations of taste through extravagant experiences.

'ding' 'Gourmet reaches lvl 2'

'ding' 'Harmony of the Drowned reaches lvl 8'

'ding' 'Heavy Archery reaches lvl 9'

...

'ding' 'Heavy Archery reaches lvl 11'

'ding' 'Identify reaches lvl 13'

'ding' 'Meditation reaches 3rd lvl 5'

...

'ding' 'Meditation reaches 3rd lvl 7'

'ding' 'Monster Hunter reaches 2nd lvl 10'

...

'ding' 'Monster Hunter reaches 2nd lvl 20'

'ding' 'Oxygen Repository reaches lvl 9'

...

'ding' 'Oxygen Repository reaches lvl 14'

'ding' 'Sage of Torment reaches lvl 7'

...

'ding' 'Sage of Torment reaches lvl 18'

'ding' 'Soul Perception reaches lvl 2'

'ding' 'You have learned the General Skill: Teaching – lvl 1'

Teaching – lvl 1

Through time and effort did you share knowledge and experiences with those considered your students. You will find it easier to explain concepts as this skill reaches higher levels.

'ding' 'Teaching reaches lvl 2'

'ding' 'Teaching reaches lvl 3'

'ding' 'Veteran reaches 3rd lvl 3'

'ding' 'Veteran reaches 3rd lvl 4'

'ding' 'You have learned the General Skill: Warhammer Mastery – lvl 1'

Warhammer Mastery – lvl 1

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.

‘ding’ ‘Warhammer Mastery reaches lvl 2’

...

‘ding’ ‘Warhammer Mastery reaches lvl 5’

Ilea found most of the new skills bringing small improvements at best. The line between simply being more experienced and having a skill that should provide knowledge as well was marginal.

She assumed most were just rewarded as a sign of her efforts.

The main change came with Monster Hunter, and her ability to bring it to the third tier.

- Monster Hunter

You have used this skill not only to stall an entire army of humans but to challenge beings far above your own power. True to the name, you have killed beings twice your level and have survived battles against even stronger creatures.

The point was easily spent.

‘ding’ ‘Monster Hunter reaches 3rd lvl 1’

Monster Hunter – 3rd lvl 1

Many times have you faced creatures well beyond your level. You revel in it, seek them out and you prevail. Your presence demands respect. Growl to show your prowess. Effects vary depending on those affected as well as their levels in relation to yours.

2nd stage: You become better at communicating your intent. Infuse your voice with up to 100 mana to increase its range and effect on those that hear it. Fully infused, you may lure even powerful creatures towards your location, depending on your intent.

3rd stage: You may communicate even more intricate messages to monsters of all kinds. Infusing your voice allows you to imitate the calls of generally lower leveled monsters you have previously heard.

The change was quite welcome. Ilea could now tell creatures to fuck off, cower in fear, come and fight, or simply to chill out. The last option was the most fun, some creatures actually becoming quite friendly. A mix between fear and acceptance.

The imitation worked with monsters of a generally lower level, meaning she couldn't imitate the Trakorov or a Lightning Elemental. She could however do the call of a Drake or any other monster below level three hundred.

So far there were few opportunities to apply this, other than scaring her students with monster shouts in the training halls.

She refrained from doing that too often, as it would make them less sensitive to the sounds of potentially invading creatures. Their high Veteran level at least meant that she couldn't paralyze them.

‘ding’ ‘Arcane Magic Resistance reaches 3rd lvl 15’

‘ding’ ‘Arcane Magic Resistance reaches 3rd lvl 16’

'ding' 'Blight Resistance reaches lvl 11'

...

'ding' 'Blight Resistance reaches lvl 20'

'ding' 'Blight Resistance reaches 2nd lvl 1'

Blight Resistance – 2nd lvl 1

A rare phenomenon often caused by ancient curse magic colliding with naturally poisonous, unclean or corrupting environments. When wielded by a mage it can turn into a dangerous weapon.

You have survived blight exposure for prolonged periods of time. Weak spells or natural blight will not be able to penetrate past your skin anymore.

'ding' 'Blood Magic Resistance reaches 3rd lvl 2'

...

'ding' 'Blood Magic Resistance reaches 3rd lvl 8'

'ding' 'Bone Magic Resistance reaches lvl 17'

...

'ding' 'Bone Magic Resistance reaches lvl 20'

'ding' 'Bone Magic Resistance reaches 2nd lvl 1'

Bone Magic Resistance – 2nd lvl 1

The ability to shift, grow and use ones own body to gain an advantage in battle is as old as magic itself. A skill which many humans had mastered in a time before language. Now most of that knowledge is gone and few remain to practice these arts. You have faced it in battle and survived. Of course you did. Sigh.

2nd stage: You seem to really love bone magic. Due to the prolonged exposure and your increasing understanding of its structure, your own skeleton becomes more robust. Both bone magic attacks and anything else trying to break or injure your bones will have a harder time inflicting significant damage.

'ding' 'Bone Magic Resistance reaches 2nd lvl 2'

...

'ding' 'Bone Magic Resistance reaches 2nd lvl 5'

'ding' 'Crystal Resistance reaches 2nd lvl 9'

...

'ding' 'Crystal Resistance reaches 2nd lvl 14'

'ding' 'Dark Magic Resistance reaches 2nd lvl 3'

...

'ding' 'Dark Magic Resistance reaches 2nd lvl 6'

'ding' 'Diamond Magic Resistance reaches lvl 14'

...

'ding' 'Diamond Magic Resistance reaches lvl 20'

'ding' 'Diamond Magic Resistance reaches 2nd lvl 1'

Diamond Magic Resistance – 2nd lvl 1

A considerably hard substance, capable of channeling powerful mana if the user understands its properties. Rarely seen due to the required gems and necessary fundamental understanding and connection to its composition.

2nd stage: Through long term exposure and thousands of injuries, your skin has adapted some of the diamond's properties, its durability increased.

'ding' 'Diamond Magic Resistance reaches 2nd lvl 2'

'ding' 'Diamond Magic Resistance reaches 2nd lvl 3'

'ding' 'Divination Magic Resistance reaches lvl 4'

'ding' 'Divination Magic Resistance reaches lvl 5'

'ding' 'Dust Magic Resistance reaches lvl 2'

...

'ding' 'Dust Magic Resistance reaches lvl 6'

'ding' 'Earth Magic Resistance reaches 2nd lvl 12'

...

'ding' 'Earth Magic Resistance reaches 2nd lvl 20'

'ding' 'Emerald Magic Resistance reaches lvl 10'

...

'ding' 'Emerald Magic Resistance reaches lvl 20'

'ding' 'Emerald Magic Resistance reaches 2nd lvl 1'

Emerald Magic Resistance – 2nd lvl 1

Vine magic is a magic school closely associated with water and earth, often used to entrap creatures where trees and vegetation is naturally abundant. Emeralds have the ability to create vines from magic. Acute control and high understanding is necessary to achieve a usable result. 2nd stage: You have been entrapped so many times that you find it easier than before to escape. Quick movements of your arms and hands, a twist of your torso, or a sudden jerk of your legs may be all you need to escape being bound.

'ding' 'Flesh Magic Resistance reaches lvl 7'

'ding' 'Flesh Magic Resistance reaches lvl 8'

'ding' 'Heat Resistance reaches 3rd lvl 7'

'ding' 'Lightning Resistance reaches 3rd lvl 4'

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

...

'ding' 'Mist Magic Resistance reaches 2nd lvl 20'

'ding' 'Rot Resistance reaches lvl 10'

...

'ding' 'Rot Resistance reaches lvl 20'

'ding' 'Rot Resistance reaches 2nd lvl 1'

Rot Resistance – 2nd lvl 1

With your regeneration and healing, it was unlikely that such a resistance would ever manifest. However you have found a powerful source of unnatural rot. Perhaps fueled by a curse or magic. Congratulations on yet another painful and horrific experience.

2nd stage: Your body has endured more than most, solely thanks to your magical regeneration. Time and exposure have made your body more resilient to infection, damaging bacteria, and fungal growth.

'ding' 'Ruby Magic Resistance reaches lvl 7'

...

'ding' 'Ruby Magic Resistance reaches lvl 14'

'ding' 'Sapphire Magic Resistance reaches lvl 10'

...

'ding' 'Sapphire Magic Resistance reaches lvl 13'

'ding' 'Smoke Magic Resistance reaches lvl 13'

...

'ding' 'Smoke Magic Resistance reaches lvl 20'

'ding' 'Smoke Magic Resistance reaches 2nd lvl 1'

Smoke Magic Resistance – 2nd lvl 1

Usually the result of fire magic, this school focused on smoke itself. Wielded by a master, it can be just as deadly and destructive, if not more so. Knowing you, you probably just set fire inside a closed off cave and enjoyed the choking sensation. Slut.

2nd stage: The effects of breathing in smoke have become irrelevant to you. Only its magical power remains. You should still look for air. It's good for you.

'ding' 'Smoke Magic Resistance reaches 2nd lvl 2'

'ding' 'Smoke Magic Resistance reaches 2nd lvl 3'

'ding' 'Sound Magic Resistance reaches lvl 14'

...

'ding' 'Sound Magic Resistance reaches lvl 18'

'ding' 'Topaz Magic Resistance reaches lvl 13'

...

'ding' 'Topaz Magic Resistance reaches lvl 18'

'ding' 'Vine Magic Resistance reaches lvl 6'

...

'ding' 'Vine Magic Resistance reaches lvl 14'

'ding' 'Void Magic Resistance reaches 2nd lvl 17'

...

'ding' 'Void Magic Resistance reaches 2nd lvl 20'

The last defensive skill Ilea was going for was unlocked one week prior to her drink in Farport.

- Void Magic Resistance

You have faced the concentrated attacks of an Ascended, a master of the void itself, and lived to tell the tale. Be it a whim of your enemy, a chance left for you to escape, sheer luck, or pure tenacity, here you stand, defiant.

'ding' 'Void Magic Resistance reaches 3rd lvl 1'

Void Magic Resistance – 3rd lvl 1

The mystical magic usually used to enchant high level items applied as a form of combat magic. It's as deadly as it is silent. How exactly you survived is unclear, perhaps the caster willed it so. Next time it might work against a true enemy as well.

2nd stage: You have resisted the true magic of the Void, your body and will showing unrelenting grit. More than a simple spell will be required to invade your body with the void. Your very existence and all of its parts are connected to you through the threads of magic.

3rd stage: Your body is bound to the space around it. The void cannot take what it does not own, nor move what cannot be moved. The effects of Void Magic are reduced. Its damage remains but you can no longer be ripped out of space itself, nor be moved against your will by the magic of void.

'ding' 'Void Magic Resistance reaches 3rd lvl 2'

'ding' 'Water Resistance reaches 2nd lvl 11'

...

'ding' 'Water Resistance reaches 2nd lvl 20'

'ding' 'You have unlocked one Third tier General Skill point'

'ding' 'You have unlocked one Third tier General Skill point'

'ding' 'You have unlocked one Third tier General Skill point'

Name: Ilea Spears

Unspent statpoints: 0

Unspent 3rd tier skill points [The Azarinth Sentinel]: 0

Unspent 3rd tier skill points [Kin of Ash]: 0

Unspent 3rd tier General skill points [1713 Total skill levels]: 5

Class 1: The Azarinth Sentinel – lvl 348

- Active: Absolute Destruction – 3rd lvl 23**
- Active: Sentinel Reconstruction – 3rd lvl 30**
- Active: Azarinth Awakening – 3rd lvl 30**
- Active: Blink – 3rd lvl 27**
- Active: Sentinel Sphere – 3rd lvl 25**
- Passive: Sentinel Core – 3rd lvl 30**
- Passive: Azarinth Fighting – 3rd lvl 30**
- Passive: Sentinel Huntress – 3rd lvl 8**
- Passive: Azarinth Perception – 3rd lvl 23**
- Passive: Azarinth Reversal – 3rd lvl 19**

Class 2: Kin of Ash – lvl 348

- Active: Armor of Ash – 3rd lvl 30**
- Active: Aspect of Ash – 3rd lvl 30**
- Active: True Ash Creation – 3rd lvl 30**
- Active: Heart of Cinder – 3rd lvl 19**

- **Active: Storm of Cinders – 3rd lvl 17**
- **Passive: Ash and Ember Unity – 3rd lvl 27**
- **Passive: Ashen Wings – 3rd lvl 24**
- **Passive: Eyes of Ash – 3rd lvl 17**
- **Passive: Avatar of Ash – 3rd lvl 30**
- **Passive: Keeper of Ash – 3rd lvl 27**

General Skills:

- **Dancing – lvl 3**
- **Deviant of Humanity – lvl 8**
- **Elos Standard language - lvl 6**
- **English Language – lvl 15**
- **Gourmet – lvl 2**
- **Harmony of the Drowned – lvl 8**
- **Heavy Archery – lvl 11**
- **Identify - lvl 13**
- **Meditation – 3rd lvl 7**
- **Monster Hunter – 3rd lvl 1**
- **Oxygen Repository – lvl 14**
- **Sage of Torment – lvl 18**
- **Soul Perception – lvl 2**
- **Teaching – lvl 3**
- **Veteran – 3rd lvl 4**
- **Warhammer Mastery – lvl 5**

- **Arcane Magic Resistance – 3rd lvl 16**
- **Ash Magic Resistance – lvl 1**
- **Astral Magic Resistance – lvl 1**
- **Blast Resistance – 2nd lvl 20**
- **Blight Resistance – 2nd lvl 1**
- **Blood Magic Resistance – 3rd lvl 8**
- **Blood Manipulation Resistance – 2nd lvl 20**
- **Bone Magic Resistance – 2nd lvl 5**
- **Corrosion Resistance – 2nd lvl 20**
- **Crystal Resistance – 2nd lvl 14**
- **Curse Resistance - 2nd lvl 20**
- **Dark Magic Resistance – 2nd lvl 6**
- **Death Magic Resistance – 2nd lvl 8**
- **Diamond Magic Resistance – 2nd lvl 3**
- **Divination Magic Resistance – lvl 5**
- **Dust Magic Resistance – lvl 6**
- **Earth Magic Resistance – 2nd lvl 20**
- **Emerald Magic Resistance – 2nd lvl 1**
- **Fear Resistance – lvl 10**
- **Flesh Magic Resistance – lvl 8**
- **Gravity Magic Resistance – 2nd lvl 20**
- **Health Drain Resistance – 2nd lvl 20**
- **Heat Resistance – 3rd lvl 7**
- **Ice Resistance – 2nd lvl 20**

- **Lava Magic Resistance – 2nd lvl 20**
- **Light Magic Resistance – 2nd lvl 20**
- **Lightning Resistance – 3rd lvl 4**
- **Mana Drain Resistance – 2nd lvl 20**
- **Mental Resistance – 3rd lvl 5**
- **Mist Magic Resistance – 2nd lvl 20**
- **Obsidian Magic Resistance – lvl 3**
- **Pain Tolerance – 3rd lvl 3**
- **Poison Resistance – 3rd lvl 2**
- **Rot Resistance – 2nd lvl 5**
- **Ruby Magic Resistance – lvl 14**
- **Sand Magic Resistance – 2nd lvl 20**
- **Sapphire Magic Resistance – lvl 13**
- **Silver Magic Resistance – lvl 1**
- **Smoke Magic Resistance – 2nd lvl 3**
- **Soul Magic Resistance – 2nd lvl 3**
- **Sound Magic Resistance – lvl 18**
- **Space Magic Resistance – 3rd lvl 2**
- **Stamina Drain Resistance – 2nd lvl 20**
- **Time Magic Resistance – 2nd lvl 20**
- **Topaz Magic Resistance – lvl 18**
- **Vine Magic Resistance – lvl 14**
- **Void Magic Resistance – 3rd lvl 2**
- **Water Resistance – 2nd lvl 20**
- **Wind Resistance – 3rd lvl 2**
- **Wood Magic Resistance – 2nd lvl 1**

Status:

Vitality: 816
Endurance: 405
Strength: 515
Dexterity: 425
Intelligence: 765
Wisdom: 910

Health: 8160/8160
Stamina: 4000/4000
Mana: 18182/18200