Chapter 23

The companion scroll was last. Celeste immediately suggesting adding a new companion. One who had psionics. She was hinting at replacing Red. Luna said it would make sense as it would increase our combat power.

I agreed. The hologram interface came up. I switched it to female. I started paging through the races. I sorted for races with psionic bonuses. The humanoid appearance. Celeste and Luna looked on not offering help. I sorted down to three choices. A human variant who had no hair called Reliquem. A feline race with short white fur and a very human looking face called Spirit Rakasha. The third was an elf variant that had glowing eyes and they were pretty tall, over 2 meters, called Adherium Elves. All choices were very attractive in their current appearance.

The Reliquem cost 50 points and gave 100 psionic point bonus to the pool and one free psionic ability. The Spirit Rakasha leveled up all psionic skills 50% faster and cost 32 points. Adherium elves cost 30 points and gave a bonus to psionic pool on leveling. I selected the cat woman after nearly three hours narrowing down the choices. The Spirit Rakasha was 1.7 meters. She had a human female form with cat ears and a tail. Her body was cover in short white fur. I spent two additional points editing her form. I gave her long hair on her head, it remained white and had a silvery quality. I changed her black eyes to human looking with violet irises. I thought about removing her tail but stopped myself. The Spirit Rakasha racial benefits were now listed.

*Spirit Rakasha Racial Traits*

*+1 Agility Even Levels/+1 Speed Odd Levels*

*Sense Psionics Skill Free*

*Psionic Skills and Spells level 50% faster*

*Free Psionic Spell at level 7, 23 and 43*

I entered her name as Lydia. Lydia was a gymnast I had a crush on in college. I selected her class as psionic for 25 points. This gave her the secondary stat mental resilience. Her psion point sum total was her intellect, channeling and mental resilience times 3. She also got 10 points a level. I didn’t want to get too much into learning about psionics but understood her effectiveness would revolve around these 3 stats. She got two free skills psion and a choice of a psion sphere. The psion skill was the same thing as spellcraft for mages.

Her base stats were:

|  |  |  |
| --- | --- | --- |
| **Primary Stats - Unassigned 0** |  | **Secondary Stats** |
| **Strength** | **10** |  | **Aether Tolerance** | **1** |
| **Constitution** | **10** |  | **Mental Resilience** | **1** |
| **Stamina** | **8** |  |  |  |
| **Agility** | **16** |  |  |  |
| **Speed** | **15** |  |  |  |
| **Intellect** | **12** |  |  |  |
| **Aether** | **10** |  |   |   |
| **Channeling** | **11** |  |   |   |
| **Charisma** | **11** |  |   |   |
| **Luck** | **NA** |  |   |   |

I converted 30 points to 150 stat points. I added 10 to each stat then another 15 to agility, speed, intellect and channeling. I bought 10 free skill slots for 50 points. I added all 7 psion skills; telekinesis, mental, self projection, teleportation, pyro kinesis, electrolysis, and sense. I was getting an idea for her. She would be our information gatherer. I added four combat oriented skills: short blades, marksmanship, aether pistol, and battle armor. I added three other psion skills; mind shield, keen focus and meditation. Mind shield was a defense, keen focus helped with attacks and meditation helped recover psion points. I then added her skills for information gathering; stealth, shadowing, climbing, observant, acrobatics, security, hacking, analyze, asses being, and persuasion. She had one slot left that I was going to leave but then added the dual stat skill stalwart defender. All skills were just level 1 for now.

I raised mental resilience to 4, costing 15 points. Then I went traits and selected slowed aging for 10 points. I bought angelic voice for 5 points. I really liked the effect it had with Celeste and Lydia was geared toward interacting with people. I selected faithful companion for 10 points next. I passed on blood link this time. I selected optimistic personality and perfect healing for 15 points. I then added 14 languages for 4 points, glimmer elf, standard, English and spirit rakasha and the 10 most common languages in this galaxy. I gave her my two favorite cantrips for 4 points, clean clothes and cleanse body.

I reserved points for 7 tier 5 psionic spells, 35 points. Next I started leveling up skills. I moved psion skill to level 23 and a bunch of skills to level 7. Only 1 points left. I turned it to 5 stat points and add them all to stamina, her weakest stat. I reviewed her stats.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Lydia** |  |  |  |
| **Origon** | **SYSTEM** |  |  |  |
| **Race** | **Spirit Rakasha** |  |  |  |
| **Class** | **Undefined** |  |  |  |
| **Specialization** | **None** |  |  |  |
| **Experience** | **0** |  |  |  |
| **Level** | **1** |   |   |  |
| **Loyalty** | **105** |  |  |  |
| **Primary Stats - Unassigned 0** |  | **Secondary Stats** |
| **Strength** | **28** |  | **Aether Tolerance** | **1** |
| **Constitution** | **22** |  | **Mental Resilence** | **4** |
| **Stamina** | **24** |  |  |  |
| **Agility** | **58** |  |  |  |
| **Speed** | **45** |  |  |  |
| **Intellect** | **69** |  |  |  |
| **Aether** | **25** |  |   |   |
| **Channeling** | **26** |  |   |   |
| **Charisma** | **21** |  |   |   |
| **Luck** | **NA** |  |   |   |

Good. Next the skills.

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|  | Next Skill Slot at Level 5 |   | Unused Skill Points: 2 |
|  | ***Skill*** | ***Level*** | ***Tier*** | **Percent Next Lvl** | **Stat** |
|  | *Sense Psionics* | *1* | *1* | 0% | *Chan* |
|   | *Psion (Primary)* | *23* | *10* | 0% | *Int* |
|   | *Psionic Telekinesis* | *1* | *1* | 0% | *Str* |
|   | *Psionic Mental* | *7* | *5* | 0% | *Int* |
|   | *Psionic Pyro kinesis* | *1* | *1* | 0% | *Stam* |
|   | *Psionic Teleportation* | *1* | *1* | 0% | *Con* |
|   | *Psionic Self Projection* | *7* | *5* | 0% | *Aeth* |
|   | *Psionic Electroysis* | *7* | *5* | 0% | *Chan* |
|   | *Psionic Sense* | *7* | *5* | 0% | *Chan* |
|   | *Short Blades* | *7* | *5* | 0% | *Agil* |
|   | *Marksmanship* | *1* | *1* | 0% | *Agil* |
|   | *Aether Pistol* | *7* | *5* | 0% | *Agil* |
|   | *Pilot: Combat Armor* | *7* | *5* | 0% | *Str* |
| 1 | *Mind Shield* | *7* | *5* | 0% | *int* |
| 2 | *Keen Focus* | *7* | *5* | 0% | *Int* |
| 3 | *Meditation* | *1* | *1* | 0% | *Chan* |
| 4 | *Stealth* | *7* | *5* | 0% | *Agil* |
| 5 | *Shadowing* | *7* | *5* | 0% | *Spd* |
| 6 | *Climbing* | *1* | *1* | 0% | *Str* |
| 7 | *Observant* | *7* | *5* | 0% | *Int* |
| 8 | *Acrobatics* | *1* | *1* | 0% | *Agil* |
| 9 | *Security* | *7* | *5* | 0% | *int* |
| 10 | *Hacking* | *1* | *1* | 0% | *int* |
| 11 | *Analyze* | *1* | *1* | 0% | *int* |
| 12 | *Asses Being* | *7* | *5* | 0% | *Chan* |
| 13 | *Persuasion* | *7* | *5* | 0% | *Chr* |
| 14 | *Stalwart Defender* | *1* | *1* | 0% | *Str/Con* |

I then selected her 7 tier five skills. Mind Control, Astral Projection, Coalesce Lightning, Greater Life Sense, Paralysis, Fog Mind and Search the Void. She had two free tier 1 psion spells and I added Detect Lie and Conceal Self. Mind Control took over a monsters body. Astral Projection allowed her spirit to leave her body and scout. Coalesce Lightning created a bolt of lightning against a target. Paralysis attacked the nervous system of monsters and sentient preventing movement. Fog Mind affected multiple opponents from clearly seeing dangers in combat. Search the Void was a very long range scan spell for space. It was only good in space as it brought attention to all objects in a massive sphere. Detect Lie helped her ascertain when someone lied. Conceal Self was a skill that shielded her from being affected by psionics and search magic spells.

And I was done. She had two open slots for combat actions but she could add them later. I told Guy I was done.

Guy said I was about to resurrect an extinct race, did I want to proceed? I didn’t see why not, other than the fact I had wasted a point on her native language.

*System Notification: You have resurrected the Spirit Rakasha race. The Twelve Saint Empire and Fifth Draconion Kingdom have a blood debt to hunt all Spirit Rakashas. This ancient oath has been renewed.*

Well this sucked. Guy gave me a brief history lesson. The Spirit Rakasha were a slaver race that used mental domination and not very kind. They made many enemies. The good news was they went extinct about 1500 years ago so not many people remember. The Twelve Saint Empire is a human empire and they have an order of crusaders though. The Draconians are a very long lived race and probably remember their enslavement. Fortunately both kingdoms were over 5000 light years away.

Lydia finished materializing and stretched. Her feline feminine form would have been perfect for any anime. I introduced her around and explained our crew and how she was going to be our info gather and work with Cael. Celeste said she was also to keep an eye on Red.

Lydia stopped suddenly and looked in pain. Worried, I asked what was wrong. She was being ‘tagged’ by a psionic. The person was very powerful and very far away. Guy said it was probably a Crusader from the Twelve Saint Empire. Guy brought up a massive holographic map of the galaxy. He highlighted our location and the Twelve Saints Empire. He heighted the closest gates to get here from there. Math calculations showed up. After a few minutes guy said for a fast ship they could get here in about 47 days, probably longer if they stopped for supplies, had an average ship or took different gates.

Options? Guy said I should leave ASAP. Lydia would need to get her Conceal Self to level 23 or they would be able to find her every time they looked for her. She could keep the Conceal Self passively active and level it. So our priority was to get her leveled and off this planet. Lydia asked about clothes. I got her a skin suit and civilian space suit. I then gave her a shadow cloak. I asked Celeste to give her the Void dagger and she passed it to Lydia. I looked at what I had in my storage. I pulled out the lightning bow and gave it to Lydia. I had used my last SYSTEM credits and didn’t want to sell any aether crystals.

Ok plans. Luna said we needed a bigger Carl. Shit there were four of us now. The back seat could hold 3 as it was 2 meters wide. Guy suggested I upgrade the Carl. He put up a hologram of Carl and showed it widening by 0.6 meters and lengthening by 1 meter. It looked less arrow shaped now and more like a normal car shape. This new config added a seat in front next to the driver and a 3rd seat in the second row. The specs would improve slightly, increasing max height to 150 meters and max speed to 600 kph. Total upgrade cost was 68,000 credits. Maybe next time I said. I put Celestes power armor in my space for now.

We said goodbye to Guy and left. I was excited to complete the return the notebook quest.

Lydia was fairly talkative as her personality settled in. She appeared to get along well with Celeste and Luna. I was in the driver seat, not driving of course. Time passed quickly and we returned to the ice shelf by the marker. I pulled Celeste’s power armor out and the mining robot. I set the robot up to to make a cork screw tunnel to the target. The robot estimated 13 hours. Damn. I set up the tent and prepared the ingredients for Health Pool Fortifier Potion. I still wanted the Aether water to maximize the benefits but at least I could get everything else ready. Then Lydia started practicing her psionics on me. Not fun.

Time passed. We napped and ate until the robot Celeste named Digger reported completion. We all descended together.

The robot had even added some stairs. The staircase ended in a door. I recognized some of the runes on the door from the SYSTEM terminal. Lydia could read it. I said it was the Dungeon Support Corps. I got my pad and searched for the Dungeon Support Corps. The data showed they were a branch of the SYSTEM terminals that focused on developing dungeons on the planet. Generally they were placed on a planet when it birthed its first dungeon. That made most Corps building thousands, if not hundreds of thousand years old. I opened the door.

The lobby looked familiar. A single desk, the exact same as my first time in the SYSTEM terminal. I walked to the desk and waited. Nothing. I took out the notebook and placed it on the desk. The lights in the room started pulsing. A voice in the room boomed. *Data record submitted. Waking Overseer*.

We waited and twenty minutes later. A very old black man in white robes came out of the wall. His name was Albus. He ran this center. After twenty minutes of talking we learned the facility was designed to monitor and help dungeons develop. Although the SYSTEM built these buildings they were run by people who commited their lives to the goals of the Corps. It was kind of a religion. From Albus it sounded like a dying religion. Most of these buildings on planets were lost to time. Albus himself had been in stasis for nearly 11,000 years, waking every hundred years to check on his plantary interface for the dungeons. The notebook was a log of a dungeon from a Dungeon Surveyor. The surveyor probably died in the dungeon. All items dropped in the dungeon would eventually be absorded and could be reproduced. Albus explained most dungeons were like trees. They grew and reacted to outside stimuli. There mental process was measured in months and not moments. Albus asked if he could have the notebook. I agreed.

*Quest: Return the mysterious notebook to owner, Reward: 5000 experience, +2 skill points, +2 luck*

The quest wasn’t shared so only I received the rewards. We talked with Albus and he said this planet was harvested in his time. Divers came in and destroyed the strongest dungeons about 2000 years ago by removing their core to make aether cores for their starships. It was a sad day, they even killed much of planets population. The planet was been slowly recovering. I asked if I could see the interface where all the dungeons were. Albus turned me down. Only members of the Corps could see it. Then we got a shock, this building could function as a normal SYSTEM terminal! Albus brought us to a wall, tapped a few times and on the screen Guy appeared. He was shocked for a second. Then he walked out of the wall.

Albus and Guy talked in a language I couldn’t understand. Lydia said it was the SYSTEM language. They were talking about this building according to Lydia. Eventually Guy asked what I needed. I said nothing at the moment. He returned to the wall and walked back through. Albus turned to me and offered a quest.

*Quest: Scan All Types of Monsters in Two Different Dungeons, Reward: 5000 experience, +1 free skill slot*

I accepted. The device was a stone with a button on top and an arrow. Point and press. We were able to share the quest with those present. The reward of a free skill slot was over the top. Especially since I knew all the monsters in the two dungeons by the bat cave. We returned to Carl. I set the robot to widen the corkscrew tunnel so we could just drive Carl down when we returned.

The ride to the aether pool involved a lot of practice for Lydia on me. She was now able to get through my mental defenses. At the aether pool I set up the tent and my potion equipment while Celeste, Luna and Lydia cleared the dungeon and scanned the monsters. I got to work brewing the potion.

*Health Pool Fortifier, permanently adds 365 health pool, permanently increases health regeneration by 2%*

My skill in alchemy, the aether water and boon of 12% to potions made it much more potent than 250 health from the recipe. I drank my first product. It tasted like strawberries and cream. My body felt warm, like standing in the sun naked for a few minutes. The girls returned successful and we packed up. We drove to the second dungeon and set up the tent again. It was clear so Vlad, Red and Cael must have been here recently. The girls went into the woods practicing their skills while I brewed away with the aether water I gathered.

I could only brew one potion at a time. I had 10 more potions when I was done. I called the girls back and gave Lydia and Celeste a potion.

We ate and chatted. I was out of fresh meals so we had to make instant meals. After checking the dungeon every hour it finally respawned. I let the girls run it again while I gathered ingredients for some lessor health potions. I had two remaining measurements of the black and gold truffle. I had two potions brewed and ready when the girls returned, mission accomplished. I got the stone back from Celeste and we broke camp again. We then headed to the bat cave.

Everyone was there. I made introductions and Vlad made a quip I was putting together a nice haram. I said for that remark I was going to lock him out of the food synthesizer. Then I pulled out the 220 meal chips. Everyone started drooling. Meranda took the chips and installed them. We had a grand feast. I told Cael that Lydia would be assisting him in the future. I told everyone of her problem with her race’s history and the hell that was coming. We needed to leave ASAP.

Meranda said we could lift off in as little as two weeks. Five weeks would be better and Nine weeks would be ideal. She listed what would not be ready at each stage. I decided on 7 weeks. 36 days actually. That should give us at least a week head start. Meranda had her final parts list. She estimated about 95,000 Ballen credits. I told everyone about the Dungeon Support Corps under the ice. They were all excited to get access to the SYSTEM purchasing rather than pay in Sand Bastion. I told them to save their dungeon coins and aether crystals and I would try to get everyone a trip down there in a few weeks. This caused Vern and Torek to get loud about going to the dungeon to train and earn coins. Meranda gave in. She, her brothers, Cael and Vlad would do one dungeon run every third day.

Eventually I left with Celeste and Luna. Lydia got her own room as we had plenty of spares. I emptied my aether pool extending my secret tunnel before going to bed. It had been a few days since we had the opportunity to have sex. It turned out to be just Celeste though. Luna was on guard by the door, as apparently she was concerned. In the morning instead of lengthen the tunnel I made a large room near the bedroom to set up an alchemy lab and storage.

At breakfast I produced 6 of the health pool fortifier potions. Everyone flipped out. Meranda said these potions would easily be worth 70,000 credits each! I told her I brewed them myself. They all drank up and reviled in the effect. I told everyone I would be back in a few days to take a few of them to spend their coins.

Crammed into Carl, Lydia, Luna and myself headed to see Albus. On the way it was psionic training for me and Lydia.

Albus was happy to see us and even more happy to see the stone. He put it into a device on the wall and reviewed a large screen of information. After ten minutes he said we did an excellent job. We didn’t need to scan EVERY creature in the dungeon but he would give us a bonus for doing so. That was probably why the girls had taken so long.

*Quest Completed: Scan All Types of Monsters in Two Different Dungeons, Reward: 5000 experience, +1 free skill slot; Bonus Reward: 20 gold coins*

Albus said he had another request.

*Quest (I): Deliver the contents of the storage ring to the final boss area of a dungeon, Reward: 5000 experience, 1 Storage Ring*

The storage ring had 6 cubic meters. It was full of various corpses of small and medium sized monsters and various items. The items were designed to seed a dungeon with blueprints for growth. I agreed and took the ring. I wanted to seed Cael’s Aether Pool Dungeon.

We pooled our loot and summoned Guy to sell it. 9,600 credits. Not the greatest haul. Guy and I talked for a bit before I packed up my mining bot in my storage and left with the girls. Destination was the Fiery Wyvern Dungeon. It was the most challenging dungeon we had a monopoly on. On the way there I added the Enchanter Skill to my new skill slot.

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| **Enchanter** | 1 |
| Associated Stat: | Aeth |
| Leveling Effect: | increases skill in enchanting |
| Level 7 Boon: | Not reached |
| Gives knowledge for preparing items for enchanting |

It was a step skill to runes. Unfortunately runes required a spell slot. I wasn’t planning on becoming an enchanter but I did want to be able to fix the runes on the ship and move my minor electronics repair spell to a spell I could level up.

I slated 5 days at the Fiery Wyvern Dungeon with 10 complete dungeon runs. My miner bot would build a small underground base next to the dungeon to garage Carl and hold my tent. The first run was the most challenging but Lydia was worth her weight in gold and Celeste’s combat armor made her a god. She was 10 times as effective as Red was. The wyvern was essentially slowed by her and made it ridiculously easy. So that was how we passed 5 days.

We had made a massive amount of loot. Carl’s trunk was full and I had 4000 aether devoted to a large dimensional space. I had made level 11. My free stat points went into speed, bringing it to 15. I really needed to find a golden scroll that had a skill with the speed attribute. I was a slug compared to all the girls. My order magic had hit level 7 earning a boon. I had two choices, 14% less aether cost or halfing all casting times for spells in the sphere. Fortunately I checked the pad and the faster casting was for spells that were only Order magic so I took the reduced aether casting. That at least could be partially applied to multi sphere spells with order magic.

My skill list was looking pretty impressive. In length if not in level. My bank of 20 skill points was the highlight.

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|  | Next Skill Slot at Level 15 |   | Unused Skill Points: 20 |
|  | ***Skill*** | ***Level*** | ***Tier*** | **Percent Next Lvl** | **Stat** |
|   | *Spellcraft (Primary)* | *26* | *10* | 75% | *Chan* |
|   | *Spirit Magic* | *6* | *3* | 43% | *Aeth* |
|   | *Mind Shield* | *11* | *6* | 59% | *Int* |
|   | *Sense Psionics* | *7* | *4* | 9% | *Chan* |
|   | *Earth Magic* | *13* | *5* | 42% | *Aeth* |
|   | *Stone Magic* | *20* | *8* | 57% | *Con* |
|   | *Order Magic* | *7* | *5* | 2% | *Aeth* |
|   | *Starship Engineering (secondary)* | *10* | *5* | 15% | *Int* |
|   | *Long Blades* | *22 (+5)* | *9* | 19% | *Str* |
|   | *Stalwart Defender* | *19* | *9* | 3% | *Str/Con* |
|   | *Leadership* | *8* | *5* | 0% | *Chr* |
|   | *Enchanter* | *1* | *1* | 0% | *Aeth* |
| 1 | *Marksman* | *14* | *7* | 98% | *Agil* |
| 2 | *Cooking* | *6* | *4* | 49% | *Agil* |
| 3 | *Aether Cultivation* | *18* | *8* | 28% | *Chan* |
| 4 | *Air Magic* | *15* | *7* | 10% | *Aeth* |
| 5 | *Alchemy* | *15* | *7* | 11% | *Int* |
| 6 | *Botany* | *10* | *5* | 30% | *Int* |
| 7 | *Mycology* | *10* | *5* | 86% | *Int* |
| 8 | *Water Magic* | *11* | *6* | 62% | *Aeth* |
| 9 | *Sculptor* | *7* | *5* | 78% | *Chr* |
| 10 | *Supplimenal Aether Core (secondary)* | *21* | *9* | 87% | *Aeth/Chan* |
| 11 | *Teleport Magic (primary)* | *18 (+5)* | *8* | 19% | *Int* |
| 12 | *Time Magic* | *14* | *5* | 47% | *Chan* |
| 13 | *Space Magic* | *14* | *5* | 47% | *Aeth* |
| 14 | *Force Magic (secondary)* | *22* | *9* | 2% | *Str* |
| 15 | *Analyze* | *11* | *5* | 83% | *Int* |
| 16 | *Metal Magic* | *1* | *1* | 0% | *Con* |

I had made several spell upgrades over the 5 days. Flame spear had two upgrades, increasing the range by 30 meters and decreasing the cost from 79 down to 60. Create water had increased to 10 liters from 8. This had been a hard choice as the other option was creating an animated water sculpture for a short time. But I figured I needed the spell efficiency to fill the tanks on the ship. Personal Force Shield had two major upgrades at level 23, increasing the shield to 2 meters in size and adding 50% to its toughness. My heal other had reached level 2 and I decreased the aether cost from 132 seconds to 110. My wind blades had two upgrades as well, adding a fifth blade and increasing the range to 28 meters from 20 meters.

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|  | Next Spell Slot at Intellect 75 | Unused Spell Points: 14 |
|  | ***Spell*** | ***Level*** | ***Rank*** | **Percent Next Level** | **Tier** |
|  | *Heal Other* | *7* | *4* | 38% | *1* |
|  | *Summon Stone (Primary)* | *15* | *7* | 82% | *1* |
|  | *Stone Bullet (Secondary)* | *13* | *7* | 93% | *1* |
|  | *Flight* | *Special* | *Special* | NA | *5* |
|  | *Superior Excavate (Secondary)* | *16* | *6* | 94% | *5* |
|  | *Counter Time Magic* | *Special* | *Special* | NA | *NA* |
|  | *Haste* | *Special* | *Special* | NA | *5* |
|  | *Flame Spear* | *17* | *8* | 69% | *5* |
| 1 | *Create Water* | *13* | *6* | 58% | *1* |
| 2 | *Aether Respiration* | *11* | *6* | 56% | *3* |
| 3 | *Personal Dimensional Pocket* | *24* | *10* | 62% | *1* |
| 4 | *Personal Force Shield* | *23* | *10* | 69% | *1* |
| 5 | *Space Warp* | *1* | *1* | 0% | *5* |
| 6 | *Replenish Aether Core* | *5 (+5)* | *3* | 25% | *5* |
| 7 | *Ship Movement* | *5* | *4* | 34% | *5* |
| 8 | *Advanced Heal Other* | *2* | *2* | 2% | *5* |
| 9 | *Wind Blades* | *9* | *5* | 19% | *5* |
| 10 |  |  |  |   |  |
| 11 |  |  |  |   |  |
| 12 |  |  |  |   |  |
| 13 |  |  |  |   |  |
| 14 |  |  |  |   |  |
| 15 |  |  |  |   |  |
| Psionic | *Fortress Mind* | *7* | *5* | 89% | *2* |

I had slowed a bit in spell development. I needed to level up space warp but wasn’t sure how.

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|   | Next Slot at Intellect 90 | Unused Action Points: 0 |
|  | ***Combat Action*** | ***Level*** | ***Rank*** | **Percent Next Level** | **Tier** |
| 1 | Gerrn Sword Form | 20 | 7 | 88% | 1 |
| 2 | Line of Sight Accuracy | 10 | 4 | 5% | 1 |

My combat actions were leveling well. In combat I used 50% melee, 40% spell and 10% aether pistol.

Celeste had reached level 8 and was even more scary than before. She had focused on melee due to the battle armor I bought her. I skimmed her skills. She was highly focused and put me to shame on skill advancement. She even had two open skill slots

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|  | Next Skill Slot at Level 12 |   | Unused Skill Points: 4 |
|  | ***Skill*** | ***Level*** | ***Tier*** | **Percent Next Lvl** | **Stat** |
|  | *Zero-G Movement* | *1* | *1* | 2% | *Agil* |
|   | *Spellcraft (Primary)* | *20* | *9* | 11% | *Chan* |
|   | *Ranged Combat* | *15* | *7* | 45% | *Agil* |
|   | *Starship Combat Piloting* | *7* | *5* | 0% | *Agil* |
|   | *Short Blades* | *7* | *5* | 76% | *Agil* |
|   | *Singing* | *5* | *4* | 89% | *Chr* |
|   | *Dancing* | *11* | *6* | 19% | *Agil* |
|   | *Tantric Sex* | *9* | *5* | 12% | *Chr* |
|   | *Ship Sensors* | *7* | *5* | 6% | *Int* |
|   | *Running* | *8* | *5* | 40% | *Stam* |
|   | *Acrobatics* | *12* | *6* | 28% | *Agil* |
|   | *Climbing* | *3* | *3* | 89% | *Str* |
|   | *Stealth* | *8* | *5* | 40% | *Agil* |
|   | *Wrestling* | *7* | *5* | 16% | *Str* |
|   | *Masseuse* | *6* | *4* | 85% | *Chan* |
|   | *Starship Mechanic* | *8* | *5* | 20% | *Int* |
|   | *Pilot: Combat Armor* | *9* | *5* | 0% | *Str* |
|   | *Pilot: Hover Vehicle* | *6* | *4* | 18% | *Agil* |
|   |  |  |  |   |  |
| 1 | *Stellar Navigation (Primary)* | *33 (+6)* | *10* | 0% | *Int* |
| 2 | *System Navigation (secondary)* | *29* | *10* | 0% | *Int* |
| 3 | *Aether Cultivation* | *13* | *6* | 89% | *Chan* |
| 4 | *Air Magic* | *16* | *7* | 45% | *Aeth* |
| 5 | *Marksmanship* | *17* | *8* | 21% | *Agil* |
| 6 | *Aether Rifle* | *22* | *9* | 78% | *Agil* |
| 7 | *Force Magic* | *19* | *8* | 12% | *Aeth* |
| 8 | *Lightning Magic* | *15* | *7* | 11% | *Aeth* |
| 9 | *Stalwart Defender* | *19* | *8* | 9% | *Str/Con* |
| 10 | *Supplimenal Aether Core (secondary)* | *15* | *7* | 29% | *Aeth/Chan* |
| 11 | *Fire Magic* | *15* | *6* | 14% | *Aeth* |
| 12 | *Long Blades* | *25* | *10* | 56% | *Str* |
| 13 | *Starship Piloting* | *7* | *5* | 0% | *Int* |
| 14 | *Starship Piloting Corvettes* | *7* | *5* | 0% | *Agil* |
| 15 | *Observant* | *17* | *7* | 11% | *Int* |
| 16 | *Computers* | *1* | *1* | 6% | *Int* |
| 17 |  |  |  |   |  |

Lydia had reached level 5. I just reviewed her progress in her psion spells. They had all started at level 1 and made considerable progress from 5 days of battle.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Next Psion Slot at Intellect (1 spell/5 intellect) | Unused Skill Points: 8 |   |
|  | ***Spell*** | ***Level*** | ***Rank*** | **Percent Next Level** | **Tier** |
|  | *Conceal Self* | *9* | *5* | 15% | *1* |
|  | *Detect Lie* | *2* | *2* | 10% | *1* |
| 1 | *Mind Control* | *7* | *5* | 28% | *5* |
| 2 | *Astral Projection* | *4* | *3* | 70% | *5* |
| 3 | *Coalese Lightning* | *9* | *5* | 41% | *5* |
| 4 | *Greater Life Sense* | *1* | *1* | 29% | *5* |
| 5 | *Paralysis* | *8* | *5* | 79% | *5* |
| 6 | *Fog Mind* | *6* | *4* | 70% | *5* |
| 7 | *Scan the Void* | *1* | *1* | 0% | *5* |
| 8 |  |  |  |   |  |
| 9 |  |  |  |   |  |
| 10 |  |  |  |   |  |
| 11 |  |  |  |   |  |
| 12 |  |  |  |   |  |
| 13 |  |  |  |   |  |
| 14 |  |  |  |   |  |
| 15 |  |  |  |   |  |
| 16 |  |  |  |   |  |

Lydia had let me know she wanted four spells. Flame Burst, Obfuscate Presence, Levitate Object and Translocate. Flame Burst was a tier 3 pyro she wanted to level her pyrokinesis. Obfuscate Presence was a tier 5 version of conceal self. Levitate Object to level telekinesis. Translocate was basically a blink spell to level her teleportation. That way she could work on all her psion skills. She was saving her points to level conceal self when it got higher or more preferably obfuscate presence. She had picked up three magic items as well from 39 magic items we had collected.

*Gray Steel Dagger, +15 Intellect, Combat Action: Force Block, cooldown 5 minutes*

*Black Emerald Necklace, +5 Agility, +10 Stealth Skill*

*Copper Ring, Charm: Pure Scent*

The force block action added +75% to parrying for 3 seconds. The pure scent charm eliminated all body odors.

We had to swing by the aether pool dungeon to empty the ring before heading back to Albus. I ran into the dungeon. No monsters so it must have been cleared. I temporarily bonded the ring to release the contents. Twenty small and medium monster corpses and about 100 other items, a few of them magical and a glowing sphere which I identified.

*Dungeon Core Experience Orb, Tier 5*

The SYSTEM pad said it could be absorbed by a dungeon to massively increase its growth rate. I would ask Albus as well.

I hoped in the car and we swung by the bat cave. I left Luna at the cave to work on the ships computers at Meranda’s request. Vern and Torek pulled two magic items each from my haul as well. I told everyone what we did at the aether pool dungeon, and that the dungeon may change in the future. I gave Red three tattoos, the ice croc, goblin warrior and a goblin worker. I synthesized some meals to eat and some to store in my storage. Then we were off.

Carl was less crowded without Luna. I made a not in my mind to add a privacy screen…and maybe make the back seats fold down to a bed.

*Quest Completed: Deliver the contents of the storage ring to the final boss area of a dungeon, Reward: 5000 experience, 1 Storage Ring*

The Dungeon must have finally absorbed the loot. I decided to hold on to the storage ring for now.

Albus was happy to see us. We immediately got into a conversation and the dungeon. He said the experience orb should level up the dungeon to a 6 or seven level dungeon. The dungeons mind would wake up and should upgrade in a week or so then reopen. He was excited to see the changes.

*Quest: Log all the monster types in the dungeon that utilized the Dungeon Core Experience Orb, Reward: 10,000 experience, +5 stat points*

I accepted the quest and got the scanner rock back. I asked Albus about additional quests and he said he could only issue one quest at a time. I moved over to the wall terminal to work with Guy.

I talked briefly with Guy then unloaded the loot. We also turned in 420 poison sacks for the repeatable request. It no longer gave experience, just 500 credits for every 10 sacks. I wanted the upgrades to Carl and also wanted the back seat to fold into a bed and a privacy screen from the front. It just added 6000 credits to the total. Done! A beam of light surrounded Carl and 10 minutes later Carl looked way different. He looked like a luxury sports cargo van. In addition to his other improvements he now cost 75 aether crystals an hour to operate, up from 60. The front seats were two bucket seats with plenty of room for each person. The back seat was a 2.5 meter wide bench seat. It folded to a bed. I then thought I should have upgraded to two bench seats facing each other to increase the occupancy to 8. Oh well. Lydia got all her psion skills and I skill had 17,560 credits. I got Lydia an Aether Pistol and a quality light spacesuit. I got myself a new spell.

|  |  |
| --- | --- |
| **Repair Hull** | **1** |
| Magic Sphere | Metal (tier 5) |
| Mana Cost | 500 |
| Range | Touch |
| Effect | Repairs a hull of a ship |
| Casting Time | 50 seconds |
| Duration | Permanent |
| Leveling Effect | Slightly Increase amount of health healed |
| repairs hull and structure damage to a ship or vehicle |

I needed to get my metal magic to level 7 to learn the spell. I purchased another spell. A cantrip called heat metal. This was just to level up my metal magic skill. I bought a SYSTEM comm for everyone who didn’t have one and 3 spares. I left with 1260 credits.

Next stop was going to be Sand Bastion. Lydia sat in front, Carl drove and me and Celeste tested the bed. The increase in Carl’s speed from 480 kph to 600 kph was very noticeable. He even remarked on it.