

Author's note: Hey everyone. Third and last chapter today and compared to last week I'll just be posting this ahead of time, so only one chapter next Saturday. Should be able to write Leaves for Thursday though :).

I updated chapter 622 with a bunch of small fixes that some of you pointed out, notably the health calculation, Archon Strike now also works with feet, and I removed 5 stat points from Intelligence as she reached lvl 481 in Kin of Ash twice (in 618/619). Also changed minor issues with skill descriptions but nothing that actually changes anything.

I wanted to write a quick end of year thingy that so many content printers tend to spew out. So if that isn't your thing, go on and read the chapter (or come back later for this).

First of all a massive thanks to everyone who reads Azarinth Healer and Leaves of Terranthir. I started out writing because I just really enjoyed doing it and your feedback and continued support has made me stick with it. I hopefully got better at it too but it's difficult to judge your own work. Knowing you're all still here is proof enough that I made something people can enjoy.

Since it's become my job to do this, I could write far more than I would've likely ever done otherwise. Some arcs were crap, some chapters downright boring, but I'm proud of what it's all become. Not a masterpiece or something that future writers will look to in their endeavor to learn the craft, but something generally lighthearted, fun, and just downright entertaining. It's what I aim for, and what I love to write.

2020 was a conglomeration of raid bosses descending unto our mortal planes. For some they hit harder, for some less so. With everything on fire, I think it's even more important to keep oneself sane. One way to do that is entertainment. Reading, gaming, writing increasingly angry comments on newspaper comment sections, or just working out and meditating. I think I always enjoyed stories in whatever form they came, because many of them give us hope. And I hope this raid is soon coming to a close, with battered tanks and empty healers. But we will emerge victorious.

I don't like to talk about my personal life much on here. The main thing in relation to writing was the change with Leaves. And I think I explained my thought process at the time well enough. Now a few months later, I can confidently say that it did exactly what I had hoped for.

I'm excited for what's to come for both stories and hope that I can keep it somewhat fresh and entertaining. I also plan to have another art contest in the future, so look forward to that.

In the end I can only thank you for reading, for leaving comments, rating, sharing, and for discussing mad shit on the discord community. A big thanks to Royalroad and Patreon too, though the people behind it likely won't ever read this. Two platforms that both provide a shit ton of awesome content and with Patreon a way to make it a living for the people behind it all.

So yeah, that's it. Cheers, happy holidays, happy new years or whatever. Fuck off.

Chapter 627 A satisfying drink

Ilea poured some ale, sighing as she tasted the wonderful creation. *Kin of Ash, here we go.*

'ding' Requirements met for class evolution: Kin of Ash becomes The Rotten Gravedigger. Be aware that other evolutions and skills may become unavailable -

Death itself. Leveled at least eight Class skills to the end of the third tier. Has killed at least 10'000 living creatures. Has the Rot Resistance and Death Magic Resistance skills at the end of the second tier. Has killed a level 1000 creature. Has the Deviant of Humanity skill. Has the Soul Perception skill. Has been hallowed as an omen of death. Has a Class at level 500.

Rot and death follow in your path. A silent abomination of rotten flesh, walking the world of the living. All those who lay their eyes on you shall find terror in their hearts, the inevitable end of all things having come for them. Permanent body enhancements mar your undead body, making you a master of death and rot. Bury those who fall to your will and summon their spirits when the time has come to bring ruin to your enemies.

Would you like to evolve your class [Kin of Ash] to [The Rotten Gravedigger]?'

Death itself. Probably super powerful this one... but I don't really want to become undead... or a silent abomination of rotten flesh. The smells alone... ugh.

'ding' Requirements met for class evolution: Kin of Ash becomes Poison Queen. Be aware that other evolutions and skills may become unavailable -

The unseen. Leveled at least four Class skills to the end of the third tier. Has founded an organization of powerful mercenaries. Has infiltrated the governments of various cities and countries. Is part of a secret order. Knows military Generals, master assassins, and master blood mages. Has the Poison Resistance skill at the end of the second tier. Has killed a level 750 creature. Has ingested poison for pleasure. Has a Class at level 500.

Fear and hidden. Only whispers speak of your presence, only those in power knowing of your existence. Your influence has reached the hearts of desperate criminals and the halls of kings alike. Poison is far from your only weapon, the power you wield over your subordinates far more effective in the pursuit of your unparalleled ambitions. Rule from the Shadows.

Would you like to evolve your class [Kin of Ash] to [Poison Queen]?'

Here we go again, with the constant royalty suggestions. And here I thought kings and queens were either crowned from marriage, conquest, or born into it. Not that I couldn't conquer a city or two by now. With both gold or force alone. But what's the point of all this power when you end up with administrative work and thousands of people to take care of? Breaking out of the cage just to be shackled onto the top of it.

'ding' Requirements met for class evolution: Kin of Ash becomes Corrupted Lunatic. Be aware that other evolutions and skills may become unavailable -

Plip Plop, Plip Plop. Leveled at least six Class skills to the end of the third tier. Has fought ten four mark beings. Has killed a level 1000 creature while alone. Has killed thousands of living creatures. Has defied a once divine being. Has fifty Resistance skills. Has the Pain Tolerance skill in the third tier. Has seen unfathomable beings of primordial times. Has the Deviant of Humanity skill in the second tier. Has a Class at level 500.

Burn them all. Rip them to shreds. Kill. Kill. Kill. Look to the moons and scream. AHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH. Pain, so much pain. Focus on the blood, do not fear the unknown. Embrace it, drink it, revel in it. For you too, will ascend.

Would you like to evolve your class [Kin of Ash] to [Corrupted Lunatic]?’

Not sure if I should feel scared or insulted.

‘ding’ ‘Requirements met for class evolution: Kin of Ash becomes The Firedrake Charger. Be aware that other evolutions and skills may become unavailable -

Summon the elemental flames. Leveled at least eight Class skills to the end of the third tier. Has killed three level 1000 creatures. Has the Heat Resistance skill in the third tier. Has incinerated hundreds of enemies. Has fought Drakes, Wyverns, and Wyrms. Has flown at the speed of sound. Has a thing for dragons. Has a Class at level 500.

Fire answers to your beck and call. Whole cities will burn at your wrath, no walls or barriers enough to stop the magic you conjure into existence. The next step on your path to understand the ancient nature of dragons. Those you face will question your humanity, remembering the whispers of untold winged horrors. There is no subtlety in your existence, your journey one of subjugation and conquest.

Would you like to evolve your class [Kin of Ash] to [The Firedrake Charger]?’

Alright. I don't have a thing for dragons. Maybe I have a thing for fire wielding Elves, but not dragons. The logistics alone... no thanks. Hmm, so purely fire based... problem is I don't see body enhancements or anything. Eternal provides both healing and defense but my ash stuff has been such a staple for my continued survival. I don't think I should trade that in for offensive fire magic, no matter how powerful.

‘ding’ ‘Requirements met for class evolution: Kin of Ash becomes Volcanic Elementalist. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

Unprecedented destruction. Leveled at least eight Class skills to the end of the third tier. Has killed a level 1000 creature. Has the Lava Magic Resistance skill in the third tier. Has found comfort swimming in lava. Has trained with a Trakorov. Has melted down to her very bones, several times. Drank lava. Has a Class at level 500.

You have seen the power wielded by those born within the ancient seas of molten rock, have endured the fires and heat to now wield them yourself. You become a living natural disaster,

capable of destroying entire cities with your earth and lava magic. Inferior creatures will melt away as you pass, your name joining those of legend.

Would you like to evolve your class [Kin of Ash] to [Volcanic Elementalist]?’

Okay that’s pretty fucking cool. Dunno why I like this one more than the fire one. Maybe I have a thing for Trakorovs instead.

‘ding’ ‘Requirements met for class evolution: Kin of Ash becomes The Ashen Titan. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

Indestructible, unrelenting. Leveled ten Class skills to the end of the third tier. Has killed a level 1000 creature while alone. Has killed five level 1000 creatures. Has the Heat Resistance skill in the third tier. Has ten Resistance skills in the third tier. Has faced the most powerful spells of her adversaries without fear. Has burned up from within to deliver more powerful blows. Has killed thousands of creatures with heat alone. Has endured ten thousand enemy spells. Has an ash related Class at level 500.

You have faced the fires of creation, have endured heat beyond comprehension, your body tempered by the spells of your enemies, their ultimate death inevitable. Your armor is that of a titan, your body forged for battle, magic burning through your veins, enhancing you beyond human capability. Heat forms within you, embers are left in your path. All shall burn and perish to the blows of the titan, your control of ash and embers instinctual, a connection forged through endless battles. Charge, titan of ash and cinders, into the blades and magic of your enemies, and emerge victorious.

Would you like to evolve your class [Kin of Ash] to [The Ashen Titan]?’

Finally some more body enhancements. And more defensive stuff. Would just be nice to have a focus on punching. Lava or fire might not combine well with my Eternal Class. I hope this one wouldn’t make me five meters tall or something... aren’t titans supposed to be large? No mention of height though.

‘ding’ ‘Requirements met for class evolution: Kin of Ash becomes The Ashen Meadow Knight. Be aware that other evolutions and skills may become unavailable -

The Dark Knight. Leveled eight Class skills to the end of the third tier. Has killed a level 1000 creature. Has befriended the Meadow. Is deemed ashen by the Meadow. Is deemed in dire need of evolutionary assistance by the Meadow. Has the Deviant of Humanity skill in the third tier. Has an ash related Class at level 500.

You have seen true injustice, have suffered through pain and hardship. The burden you carry upon your oversized pauldrons is overwhelming, and yet you push on. You save the deserving and slay the enemies of justice. You are a dark knight, wielding the banner of the Meadow. The corruption of the world will be cleansed by your black steel sword, and thought the people will deem you unjust, you will sacrifice everything to save them.

Would you like to evolve your class [Kin of Ash] to [The Ashen Meadow Knight]?’

Ilea groaned, her two companions glancing at her.

At this point it's just stealing a better option. My pauldrons aren't oversized... they barely even qualify as pauldrons in the first place. Fucking tree.

'ding' Requirements met for class evolution: Kin of Ash becomes The Cindered Octopus. Be aware that other evolutions and skills may become unavailable -

The art of evasion. Leveled eight Class skills to the end of the third tier. Has killed three level 1000 creatures. Has the Harmony of the Drowned spell. Has fought a level one thousand being while under water. Has killed a thousand monsters with limbs made of ash. Has evaded ten thousand spells. Has evaded one thousand attacks that would've led to heavy damage. Has an ash related Class at level 500.

You have fought in a thousand battles, using body enhancement spells to efficiently evade incoming spells and physical attacks. The octopus won't be seen nor heard as it moves past enemy lines, ashen limbs ripping through hordes of monsters before they notice its presence. Attacks will be deflected or entirely avoided, every move you make steady and perfectly calculated, your ash turning your body into a deadly weapon that cannot be stopped.

Would you like to evolve your class [Kin of Ash] to [The Cindered Octopus]?'

That actually sounds pretty fucking good too. But evasion is just not my style. A necessity if anything, she thought and noted down the possibilities on the next page of her notebook, smiling when she saw the options from her Sentinel evolution. Now let's see.

The Rotten Gravedigger - silent stinking undead

Poison Queen - Become Helena

Corrupted Lunatic - Thank you arcane healing

The Firedrake Charger - Full on fire mage (better than Fey? Pride damage)

Volcanic Elementalist - Same but Lava. Cool but no body enhancement or defense mentions :(

The Ashen Titan - Armor of a titan, heat stuff? Resistances too.

The Cindered Octopus - Full on ashen limbs. Too roguey, no intrusion? Requires sneaking?

Now, do I want to become a fire or lava mage? Yes and no. Yes if it's from another Class or something... but even then, it would be stupid not to choose body enhancement stuff or more healing. I just got a massive boost to my offensive capabilities, more defense is what I need if I want to continue growing... without dying that is.

I guess my ranged and area attacks won't be nearly as good as those of the Firedrake Charger or Volcanic Elementalist but should I really prioritize that? Today I was saved by healing, resistances, and resilience again. The same shit that's been helping me since I became an Azarinth Healer. Kind of a no brainer, isn't it? Let's hope I don't grow to five meters.

'ding' Class change: Kin of Ash becomes The Ashen Titan

Vitality +200
Strength +50
Dexterity +20
Intelligence +20
Wisdom +15

Body enhancement magic is improved by 400%
All Ashen magic skills are improved by 200%
All fighting styles using hand to hand combat are more refined
Your will is ash and embers
You cannot be stunned by enemy attacks
Your bones and muscles have increased density

More Vitality is always nice. Another hundred for Body enhancement... and Ashen magic. I think the stunning effect is something I have anyways thanks to Flare of Creation, but I guess now I don't have to use the spell to get the benefit. Even more weight... well at least I didn't grow. Sadly no triple health. Incredibly unfair.

[Armor of Ash] becomes [Mantle of the Titan]

Active: Mantle of the Titan – 3rd lvl 30

An armor of hardened ash protects you. Stronger than steel and forming to your will. The Mantle increases your resilience by 160% [1920%].

2nd stage: The strength of your Resistance skills also benefit from Mantle of the Titan. The Mantle is a part of the Titan's body. It benefits from natural regeneration. You can feel through your Mantle and you can heal it.

3rd stage: Increases the defensive capabilities of all ash and ember you control. Increase the ash used to form your mantle by up to a static 300%. The additional ash used requires conscious manipulation.

Category: Body Enhancement – Ashen magic

Oh wow. Wait, the base went up by... twenty five percent? The second tier is... crazy. Does that mean I can recover my ash with my third tier healing? Ah I hope I can at least move it to my back or something when I want to walk around without my armor.

I assume the third tier means I can control fewer limbs or spears while the effect is active. The weight and proportions will be interesting to see. Oh and all the light armor restrictions are gone... here I come super heavy scale armor!

[Aspect of Ash] becomes [Titan Core]

Active: Titan Core – 3rd lvl 30:

Ember glows within you raising your resilience, speed, Strength, Intelligence and Dexterity by 70% [700%]. You learn how to generate and store heat within your Titan Core. This effect has a separate mana requirement.

2nd stage: The longer you fight with Titan Core active, the deeper it roots. Each minute of fighting adds 15% more power to the skill with a maximum of 150%.

3rd stage: Familiarity with the skill removes its upkeep. You can choose to increase your weight by 10% [100%] for each passing minute to a maximum of a static 500%, increasing your natural health regeneration and heat generation by the same factor.

Category: Aura – Body Enhancement

Same value... oh, more heat. Can I stack that with the heat generation from Heart of Cinder? I hope so. The storing part probably means I can hold even more without taking damage, but I guess that remains to be seen. Costs mana though but heh, have enough of that anyway.

Getting heavier in exchange for health regeneration and heat generation? Not sure how effective that will be. I suppose it effectively reduced the cooldown of an effective Heart of Cinder usage. Nice against slow enemies or those whose attacks I can take. Which should be a lot more with that Mantle change.

[True Ash Creation] becomes [Origin of Ash and Embers]

Active: Origin of Ash and Embers – 3rd lvl 30

Create ash and embers in a certain radius around you.

2nd stage: You can control the density of the ash and the heat of embers to an extent.

3rd stage: You have proven your dedication. Ash and embers move to aid and destroy at your whims.

Category: Ashen Magic

Eh? This is just the same skill isn't it? With embers? I hope it's better in some way at least. But fuck it, it's a useful skill either way, even if it's just a name change.

[Heart of Cinder] becomes [Embered Heart]

Active: Embered Heart – 3rd lvl 30

Increase the heat in your body and release it in a blast around you.

2nd stage: The embers run deep. The heat you may reach is only limited by your very life. Your resistance to heat held within your body is doubled.

3rd stage: Focus on release to change the blast into a cone of destruction sent out of either arm.

You may store heat within ash you control, the more ash used, the higher its potential to hold heat. Ash not connected to you releases its stored heat upon a strong impact in a blast around it.

Category: Body Enhancement – Ashen Magic

More storage. I guess that just depends on how fast I can charge it. Wait... does that third tier mean I can throw ashen spears filled with heat? That would explode on impact? Testing. Required.

[Storm of Cinders] becomes [Tempered Seal]

Active: Tempered Seal – 3rd lvl 30

Burn the inside of whatever your body hits with a surge of heat and embers or release the attack in a burst of fire and cinders.

2nd stage: The flame burns on. Targets hit will have fire burning through or on them. Time and consecutive attacks will increase the effect. When using your arms, fists, fingers, legs, feet, or head, you gain the ability to send pockets of heat within your enemies alongside the initial surge of heat and embers. Activate these pockets to cause a violent explosion of fire within the affected targets. Can be activated three seconds after pocket formation or until heat is lost.

3rd stage: Tempered Seal burns away all that stand against it, damaging mana intrusion capabilities of defensive enchantments, natural- as well as manufactured armor. You may add heat to existing heat pockets or form more.

Category: Ashen magic

Hot pockets. Delayed damage? I wonder how much I can stack this... might be helpful against regenerating enemies or if I want to make someone's head explode especially hard.

[Ash and Ember Unity] becomes [Authority of Ash and Ember]

Passive: Authority of Ash and Ember – 3rd lvl 30:

You are one with Ash and Ember. Allies rushing to your aid.

2nd stage: Your understanding grows, allowing you to create greater change in ash and ember. Imbue mana into your creations. Ash and Ember you imbued retains its form until the mana is used up.

3rd stage: The elements themselves become an extension of your body, an extension of your will, for as long as they stay in physical contact with you. Ash not connected benefits from passive abilities enhancing your body. You may imbue simple commands into ash and ember you have imbued with mana.

Category: Ashen magic

Simple commands? Okay that could mean a lot. The second tier alone is pretty good... could build traps or defensive perimeters before starting a fight. If that's how it works... but hey, I'll forget to do that anyway, won't I?

[Eyes of Ash] becomes [Vision of Ash]

Passive: Vision of Ash – lvl 3rd lvl 30

Increases your perception by 65% [780%] when fighting.

2nd stage: Opportunity calls, you notice possible critical weak points on enemies with more ease. You can choose to see through ash and embers.

3rd stage: Your eyes are vastly improved. Great distances and a lack of light won't pose a problem to you anymore. You can control ash and embers that you can see.

Category: Body Enhancement – Ashen magic

Wait... that third tier... without a distance limit? I can just send a spear out... charged now with heat...

She grinned to herself, already thinking of possibilities as she went on to read the last skill change.

[Keeper of Ash] becomes [Embered Form]

Passive: Embered Form – 3rd lvl 30:

You are one with the fighting style of Ash. Damage inflicted is 85% [850%] higher.

2nd stage: Adds density to your bones, muscles and skin to increase strength, speed and damage. Base body weight is doubled. The abuse your body takes from your own strikes and their feedback is reduced.

3rd stage: Reduces stamina consumption by a static 35%. Mana intrusion attacks formed or charged within your arms, hands, fingers, legs, feet, or your head can instead be converted into a purely physical damage increase to the executed attack. Be aware that this increase will be heavily demanding for your body.

Category: Body Enhancement

Does that mean any mana I use for Archon Strike and Tempered Seal instead just make me hit harder?

She imagined her arm would straight up explode from the energies released by that combination. But as with all the other skills, it needed some testing. She finished her plate and checked her status.

Name: Ilea Spears

Unspent statpoints: 68

Unspent Core skill points: 86

Unspent 3rd tier General skill points [2104 Total skill levels]: 2

Class 1: The Arcane Eternal – lvl 505

- Active: Archon Strike – 3rd lvl 30***
- Active: Sentinel Reconstruction – 3rd lvl 30***
- Active: Azarinth Awakening – 3rd lvl 30***
- Active: Transfer – 3rd lvl 30***
- Active: Arcane Dominion – 3rd lvl 30***
- Passive: Sentinel Core – 3rd lvl 30***
- Passive: Eternal Brawling – 3rd lvl 30***
- Passive: Eternal Huntress – 3rd lvl 30***
- Passive: Eternal Sight – 3rd lvl 30***
- Passive: Arcane Circulation – 3rd lvl 30***

Class 2: The Ashen Titan – lvl 500

- Active: Mantle of the Titan – 3rd lvl 30***
- Active: Titan Core – 3rd lvl 30***
- Active: Origin of Ash and Embers – 3rd lvl 30***
- Active: Embered Heart – 3rd lvl 30***
- Active: Tempered Seal – 3rd lvl 30***
- Passive: Authority of Ash and Ember – 3rd lvl 30***
- Passive: Ashen Wings – 3rd lvl 30***

- *Passive: Vision of Ash – 3rd lvl 30*
- *Passive: Avatar of Ash – 3rd lvl 30*
- *Passive: Embered Form – 3rd lvl 30*

Class 3: The Faen Valkyrie – lvl 465

- *Active: Phaseshift – 3rd lvl 21*
- *Active: Flare of Creation – 3rd lvl 27*
- *Active: Displacement – 3rd lvl 24*
- *Passive: Space Shift – 3rd lvl 20*
- *Passive: Body of the Valkyrie – 3rd lvl 26*
- *Passive: Space Awareness – 3rd lvl 4*

General Skills:

- *Dancing – lvl 3*
- *Deviant of Humanity – 3rd lvl 10*
- *Elos Standard language - lvl 6*
- *English Language – lvl 15*
- *Gourmet – lvl 6*
- *Harmony of the Drowned – lvl 16*
- *Heavy Archery – lvl 11*
- *Identify - 2nd lvl 1*
- *Meditation – 3rd lvl 14*
- *Monster Hunter – 3rd lvl 14*
- *Monstrous – lvl 1*
- *Oxygen Repository – 2nd lvl 6*
- *Sage of Torment – 2nd lvl 7*
- *Soul Perception – lvl 9*
- *Teaching – lvl 6*
- *Veteran – 3rd lvl 21*
- *Warhammer Mastery – lvl 9*
- *Arcane Magic Resistance – 3rd lvl 20*
- *Ash Magic Resistance – 2nd lvl 2*
- *Astral Magic Resistance – 2nd lvl 20*
- *Blast Resistance – 3rd lvl 4*
- *Blight Resistance – 2nd lvl 1*
- *Blood Magic Resistance – 3rd lvl 18*
- *Blood Manipulation Resistance – 2nd lvl 20*
- *Bone Magic Resistance – 2nd lvl 16*
- *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 20*
- *Devour Resistance – 2nd lvl 6*
- *Diamond Magic Resistance – 2nd lvl 3*
- *Divination Magic Resistance – lvl 9*
- *Dust Magic Resistance – lvl 6*
- *Earth Magic Resistance – 2nd lvl 20*

- ***Emerald Magic Resistance – 2nd lvl 1***
- ***Fear Resistance – 2nd lvl 1***
- ***Flesh Magic Resistance – lvl 9***
- ***Gold Magic Resistance – lvl 1***
- ***Gravity Magic Resistance – 2nd lvl 20***
- ***Health Drain Resistance – 2nd lvl 20***
- ***Heat Resistance – 3rd lvl 22***
- ***Ice Resistance – 2nd lvl 20***
- ***Lava Magic Resistance – 3rd lvl 3***
- ***Light Magic Resistance – 3rd lvl 3***
- ***Lightning Resistance – 3rd lvl 9***
- ***Mana Drain Resistance – 3rd lvl 7***
- ***Mental Resistance – 3rd lvl 17***
- ***Mist Magic Resistance – 2nd lvl 20***
- ***Obsidian Magic Resistance – lvl 3***
- ***Pain Tolerance – 3rd lvl 3***
- ***Petrification Resistance – lvl 4***
- ***Poison Resistance – 3rd lvl 2***
- ***Rot Resistance – 3rd lvl 4***
- ***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 13***
- ***Sound Magic Resistance – lvl 18***
- ***Space Magic Resistance – 3rd lvl 5***
- ***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 8***
- ***Water Resistance – 3rd lvl 4***
- ***Wind Resistance – 3rd lvl 7***
- ***Wood Magic Resistance – 2nd lvl 20***

Status:

Vitality: 1720
Endurance: 450
Strength: 535
Dexterity: 450
Intelligence: 1601
Wisdom: 1750

Health: 28613/35363
Stamina: 4500/4500
Mana: 32827/105000