March 8th 2016 Oxfordshire, England, The United Kingdom, 5:00 AM EST (10 PM BST)

We slept at Rick and Evie's place. We had to clean up a bit of mess, broken glass and wood and all that, but my synthesize was able to remerge the glass into windows and reconnect the wood for the doors with a bit of Willpower bullying. My Mythic skill was pretty flexible when it came down to it, which boded well for my next crafting session.

Which, of course, was going to be today.

After I'd informed Rick and Evie about their options, I'd started to dig into my powers a bit to look for a good recipe. Zee, Rose, Lia, and I were all in an amazing place, so after some soul searching I decided on and completed another dive to the heart. What I came out with, rather than any armor or plans to create a set, was something relatively new, but very promising.

The Crystal Crown was an accessory that I could create by pushing up to the relative limits of Synthesis. It gave comprehensive boosts to HP, MP, Strength, AP, and Defense, and enhanced Magic and Summon Power.

Beyond that, it was a crystalline structure, which should mean that I could enhance each of them with a powerful gemstone from my Jewelcrafting to further boost and refine the effects. I'd picked out two relatively interesting gems that were honestly just at the edge of my capabilities and started my preparations early, giving Rick and Evie a list of mats that I needed for both the two enhancement items and the Power Boost I'd decided to trade for Desire for Speech.

Luckily I only needed a bit of Mythril for the single dose, so it shouldn't be impossible, especially with such an untapped market.

With the help of Zee and some of her local magic contacts, they'd sourced everything I would need. Which was a LOT of stuff, actually, because the crystal crown recipe was pretty dense. Ten Lucid Crystals, two Power Crystal, two Shiny Crystal, six Blazing Stones and six Frost Stones.

Some of those weren't exactly complicated to make as much as time consuming. The Lucid Crystals had to be made from smelling salts, but crystals required multiple gems which required multiple shards. Each shard required about ten packets of salts, which I was luckily able to make myself with a sufficient quantity of ammonia. The Power Crystals I put together from muscle milk, the Shiny Crystals from glowsticks, and they were tin grade to a one because they were so low level.

The Blazing and Frost Stones were harder, though not more complicated. Stones were the next level up from Crystals, requiring combining several of the latter, which meant even more materials. The Frost Stones I sourced from dry ice, and I was able to get enough of the stuff to abuse Reduce and Refine to make it a little easier, while the Blazing Stones I made from hot coals, I just needed a shit ton of them.

For the gems, I needed a shit load of rubies and a heaping mountain of pyrite ore, because Nightstone isn't naturally occurring on earth and Pyrite Ore was the one substance I knew of that could be refined into it that I could actually GET without buying it from the club.

The rubies were lab grown, so they were dirt cheap, but I needed a bunch of them to make up for the lacking quality, so it still probably cost a pretty penny. Combined with the Mythril for the Elixir I was guessing Rick and Evie dipped into that treasure savings hard, but I was determine to make sure it was all worth it.

But still, with everything prepared, I was ready to begin my crafting session. I had the Eye of Vohc out, because this would definitely work better with its power, and after setting everything for the two crowns out, I began.

One upside to my colossal Willpower was that I didn't really need to go to the trouble of differentiating crafting tasks anymore. Especially with my Versatility ring to increase my multitasking ability, I could easily craft both crowns from the bottom up, and even create the two gems I needed for them at the same time, that plus four Versatility letting me split my attention into four different tasks.

It wasn't really a one to one thing like that, because otherwise Versatility would have been game breaking, but combined with my Intelligence and Willpower, it gave me a starting point to brute force the same effect, so it was good enough.

I started with the crowns. They were…well, not actually crowns, despite being called that. More ornaments. They did have crown designs on them, which was probably where the name came from, but they weren't something you wore on your head. Still, the construction process was fairly straightforward, even if it was kind of complicated.

First was the Lucid Crystals. Lucidity was an important aspect of the mental portions of Synthesis, from what I could tell. Something about the power of waking, but I didn't know what that meant. I did know that the Lucid Crystals were the base that I used to start the process, because I had the most of them, so they were the foundation which I would modify step by step.

Five Lucid Crystals each provided the materials to be modified and a starting point for the two crowns. I added in the Power Crystals next. Power Crystals were related to physical strength, and that was where the actual muscle power came from, of course. Shiny Crystals were next, and those were a bit trickier to puzzle out. But as far as I could tell they combined with the waking aspect of the Lucid Crystals to awaken latent light inside a person, which covered the mana stuff.

Blazing and Frost created a cycle of mutual generation and restraint, setting up a sort of internal construct for the power to use to refine itself and were difficult and time consuming to add, though with my Mythical skill and high level, not to mention my Willpower, I managed it without much trouble.

While I was doing that, I was refining the Pyrite Ore and condensing it to catalyze a Nightstone. It was less complex than just annoyingly difficult, so I didn't need to pay much attention to that one at first, but once it was actually condensed I had to etch the damned thing, and that one was kind of a pain in the ass, even for me. The rubies were pretty straightforward, just reduce and refine and combine until I got one that was big and shiny enough in the right way.

After that was when it became tricky. The Eye of Vohc showed me the way, to an extent, but I needed to merge the gems into the crowns to create a new type of crystal that would alter the properties to what I wanted them to be without damaging the structure of the design. If I'd been smarter I'd have finished them ahead of time and merged them in at specific steps of the process, but since I wasn't, I just needed to use my Willpower to lock down the conceptual aspects of the process and bully them into working.

By the time I was done, my mana was mostly gone, and I was mentally and even physically exhausted. I let the red and purple ornaments clatter to the tabletop I was using and slumped back in my seat, panting. Then I fired off a quick scan to identify what I had.

[Object found. Etched Nightstone Crown. Grade: Iron. Quality: Legendary. A powerful accessory forged from the ancient secrets of the Night Elves, possessing the secrets of their ancient wisdom. +10 Defense, +25 Strength, +50 HP.]

At first I wasn't sure why it was so…lackluster. But then I considered the explanation and I realized I was focusing on the wrong thing. As a legendary, the crown had some of that secret sauce that didn't show up in the description, and that was most likely the selling point here. It took me a minute studying it with Aura sight to puzzle out what exactly that WAS, but combined with the description itself I had a decent idea.

The Nightstone had an effect called "hit rating", which as far as I could tell was kind of like…homing? Sort of a combination of finding weak spots and accuracy. Regardless, the crown had altered it, combining with the AP inherent to the design to double down on RIck's unique advantages. Which, as far as I could tell, was some kind of ancestral memory for combat. The Eye had bumped my shoulder a bit because I hadn't know he had that, but the result was solid so I wouldn't complain. The other one was a bit more straightforward.

[Object found. Brilliant Scarlet Crown. Grade: Iron. Quality: Legendary. The crimson crest of a master of magic. +6 HP, +50 MP, +2 Strength, +5 Defense.]

Similar concept, but magic based. It would let Evie tap into past life memories to use magic she'd known before, though I wasn't sure how useful that was. This one was more focused on the stat boost though, because that fifty MP was nothing to sneeze at. It was mutated by the intelligence boosting properties of the ruby, so it gave us exactly what we needed.

I took a short break after that, then hammered out the Elixir creation process. Since it wasn't new it only gave me fifty thousand XP instead of a hundred, and while it DID manage to proc Multicraft for the first time and give me a free one, it apparently didn't mean any extra experience, as neat as that would be.

Still, two hundred fifty thousand XP for one session was solid, and it netted me a few levels even at this point.

[Name: Leon Halcyon
Affiliation: The Club (Iron)
Level: 76
XP: 64,400/71,000
Class: Artificer (Epic) : Nine stats per level.
Race: Banesidhe
Keyblade: Oblivion
Focus: Eye of Vohc
Statistics: Strength- 40 (55)
Endurance- 70 (73)
Agility- 29 (30)
Intelligence- 136 (138)
Wisdom- 100
Willpower- 500
Defense:3
Resilience: 100

HP: 1,460/1,460 (1,480/1,480)
MP: 4,080/4,080 (4,140/4,140)

Skills (13/20):Jewelcrafting (E)- Lvl 84, Sanctification (L)- lvl 49,
Reduce (C) - Lvl 50, Refine (R) - Lvl 50, Akashic Scan (E) lvl 32,
Northern Broad Strike (Un) - Lvl 50,
Synthesize (M)- 100, Disenchant (E)- Lvl 36,
Magic Missile (C)- Lvl 50 Extraction (L)- lvl 82,
Haki(L)-lvl 100, Banesidhe Song (L)- lvl 83,
Desire for Sight (E) - lvl 100, Mind Fortress (L)- lvl 72

Three levels netted me twenty seven points of stats, which was nice, and I decided to invest a little into my physicality. I wasn't going to make a habit of it, but given how useful Valor Form had been against people like Black Beetle, amping the stats it multiplied was probably smart. I dropped twenty points into strength and seven into agility, which would add a substantial kick to my Valor form capabilities, then headed to deliver my presents to their new and rightful owners.

I felt good. Stronger from the levels and like I had actually contributed something to this mess with Jonathan. I was also excited to have a spare Elixir in case of an emergency, and it was the first time Multicraft had triggered for me, which was pretty exciting. A free Legendary potion was definitely not a bad thing.

With that task complete, though , my mind wandered to the next challenge, the next event. After I dropped these off I'd be heading to The Club. Desire for Speech was waiting, and I couldn't wait to see what I could do with it. Next time I ran into Blood Scarab, we'd see how easily he could shrug off my abilities, magic or not.