

A Ghost 541

Chapter 541 A Spoiled Little Daughter

"Buhh... BUAAAAH! BUWAAAHH! MAMAAA!" Nyx began to cry out loud, as Lucifer and Brunhild sued all their strength to not let her jump over my back with her monstrous calamitous strength.

"Don't worry, I can be here as well as there, both at the same time." At the end, I divided myself in two and stayed with Nyx anyways.

"Mama!" Nyx got happy right away, smiling and then flying to my arms again, rubbing her head over my chest and then... falling asleep immediately after.

She's such a treasure, isn't she? But she's really killing me a bit too... Raising a kid is not easy.

Like that, we left her behind and I moved towards the Furnace of the dwarves. The entire building was now pretty big, and aside from the three dwarves in our town, there were many new apprentices here who had a knack for crafting and forging. Humans, elves, and goblins made up most of the team of forgers.

They were all newbies though; the trio of dwarves were slowly teaching them everything they knew about and seeing their progress. Most of them had to be burly to handle all the strength needed, but there were some promising younglings with lots of stamina due to being young.

The whole group was composed of twelve people and with the dwarves included, fifteen. We still needed more people if we wanted to produce stuff to sell as a village of our own, but these people were more than enough for the daily lives of the town, which was composed roughly of like... two hundred people?

We cannot even be considered a city, were just a small village of refugees. Of course, if we take into consideration all the Undead I have here patrolling and slowly maintaining the place, there might be close to a thousand...

"Hey guys, how's it's going?"

I entered the furnace as a wave of heat hit our faces, making our air blow away. Entering the furnace was always this experience. The impact that the change of temperature compared to the cold outside from the furnace was quite big. I've seen some people just go visit the people at the furnace to warm up.

Sometimes completely unrelated people joined them for lunch and dinner to keep themselves warm in there. Of course, there should be chimneys in every house by now, but there's a lot of people that is often forced to work outside due to their jobs. Lumberjacks go to cut trees outside the walls so they always have it tougher, there are people that are paid to clean the streets and help restore the entire city. There is a large group that cook, other that sews clothes, others that hunt, others that process animals and their pelt and materials, those that repair things and build houses and furniture, not something the blacksmiths here do much as they specialize better in metallurgy and equipment, and so on.

Literally everyone has a job or two by now, I am not really someone that likes to force anyone to work too much. Work ethics back on earth were actually a bit barbaric, working 8 hours in a row for five or sometimes six days a row, barely any time to do anything else either? It is too unhealthy. People here most of the time work at most five hours a day, and often times take breaks in between working days leisurely. We are a small population so there's no pressure to do stuff to maintain everything. We are quite stable. And if people feel like not working much, the Undead are there to do simple jobs.

Although they're quite bad at crafting and everything else, so the most they usually do is carry stuff, cut lumber, and clean. They assist hunting but are quite bad at butchering or processing things. I am trying to make a balance between what Undead do or not to not get people too lazy over it, everyone already knows they gotta work hard to keep their families and themselves alive, the Undead are only there to cover up for things not everyone can do, in a way. Nonetheless, they're an important pillar to our daily lives.

The dwarves quickly greeted us as we entered the furnace. The twin dwarves seemed excited to see me for some reason, did they know I came here to design a new magic artifact or-

"Yo lass! We got your stuff done!"

"Yeah, the sword and the axe like you asked."

"It was kind of hard to piece together the Staff and the Cursed Sword you gave us, but the Divine Protections we have can even work on cursed equipment, what would you know?"

"Yeah, the staff and the big sword were fused as you asked. The staff became the primary stick of the sword while the sword's blade surrounds it as you waned... I never thought staffs could turn into swords like that, but it really worked."

Baldur and Ballardur showed me an incredible Black Sword. So big it was obviously a two-handed blade. The pillar of the sword was a long black's staff with several red and purple jewels incrusting into them. These were all Demonite Ores, heheh.

I managed to allow them to use the mid-ranked Demonite Ores without suffering any side effect by creating a few new Undead and a special Spell. The Undead were named Armorer Protective Suits, which were a variant of living armors, which isolated miasma from entering inside the body. The other spell was "Reinforced Spiritual Phantasmal Veil" which was made to cover them for a second layer to protect them even more from the "radiation" of the rich miasma within Demonite.

Of course, it's still quite risky, so it was only for these weapons and nothing more than that would kind of be suicide for them. Demonite is amazingly strong and can turn equipment into completely different things, but it is too risky to handle around carelessly. Funnily enough, Lucifer and Brunhild donated their materials as well!

Chapter 542 Maria's New Weapons

Lucifer and Brunhild donated some of their scales, claws, fangs, and horn pieces to be used as materials as well, which were rather high quality! Having a dragon husband and a dragon sister-in-law is like having two walking piles of treasures for crafting and alchemy! ...Although I shouldn't refer to them as such I guess.

"And we also merged the spear with the battle axe into a Halberd like you asked."

"Ooh! Nice!"

What I had asked the dwarves to do is merge my four weapons into two. They merged the Staff I use with the Cursed Sword, and then the Battle Axe I got from Leon with the Spear I've been using to form a powerful Halberd. I've been planning on learning arrows and bows, but I'll leave that for another occasion.

This way, if both weapons merge, the Cursed Longsword becomes capable of both enchanting Magic Power and Magic Speed and also Damage Dealt as both a staff and a sword, while the Halberd as the powerful impact power of a Battle Axe with the flexibility of a Spear and can use both Skills correspondent to the weapons as well!

"Of course, these two are quite heavy. I don't think you could lift them up, probably only very muscular guys-"

However, I easily lifted both of them.

"Come on I've got like over 60000 Attack stat, that's strength, right? I can easily lift stuff." I said while shrugging.

Both weapons were indeed quite heavy, but nothing outside of the ordinary. Perhaps both were like... maybe the sword is around 60 kilograms? And the Halberd around 70 or 80. Balancing the blade with the long spear handle might be hard for some but it is not hard for me.

I don't even look muscular, I guess it is just this weird world's game logic. More Attack Stat = More Physical Strength. It doesn't even matter if you don't even have a physical body to begin with.

Now, time to check these babies...

[Abyssal Necrolord's Accursed Demon Blade (A Grade)]

[Level]: [0/60]

[Durability]: [25000/25000]

[Effects]

[HP]: [+20000]

[MP]: [+40000]

[Attack]: [+45000]

[Defense]: [+10000]

[Magic]: [+35000]

[Agility]: [+20000]

[Darkness Attribute Damage]: [+30000]

[Death Attribute Damage]: [+30000]

[Abilities]

[Hybrid Magic Weapon: Staff]: A weapon that works as both a Staff and a Longsword. Enhances Magic Damage, Conjunction and Spell Speed, and Magic Control by +60%. Decreases Spell MP Cost by -30%.

[Hybrid Magic Weapon: Longsword]: A weapon that works as both a Staff and a Longsword. Enhances Slashing Damage, Weapon Technique Speed, and Reflexes by +70%. Decreases Techniques and Weapon-related Skills MP Cost by -20%.

[Necrolord's Treasure]: Enhances Darkness and Death Magic Attribute Damage by +100%, decreases MP Cost by -50%. Raised Undead or Contracted Undead receive a buff that enhances all stats by +50% as long as they're within the user's range of 100 meters.

[Cursed Demonic Blade]: Can devour Souls, Negative Energy, Phantoms, Magic, Life, and Blood from foes to increase its Level and gain more bonus Stats. Once enough is absorbed, everything can be unleashed in a powerful [Demonic Catastrophe] that deals +500% Damage and ignores -70% of a foe's defenses, however, the weapon takes -5000 Durability as Damage.

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[Demonic Infernal Titan's Grand Atlas Halberd (A Grade)]

[Level]: [0/60]

[Durability]: [30000/30000]

[Effects]

[HP]: [+40000]

[MP]: [+10000]

[Attack]: [+65000]

[Defense]: [+30000]

[Magic]: [+10000]

[Agility]: [+30000]

[Darkness Attribute Damage]: [+20000]

[Death Attribute Damage]: [+20000]

[Fire Attribute Damage]: [+20000]

[Abilities]

[Hybrid Magic Weapon: Battle Axe]: A weapon that works as both a Battle Axe and a Spear. Increases Blunt Damage, Weapon Might, and Weight Balance by +70%. Decreases Techniques and Weapon-related Skills MP Cost by -20%.

[Hybrid Magic Weapon: Spear]: A weapon that works as both a Battle Axe and a Spear. Increases Piercing Damage, Weapon Speed, and Weapon Dexterity by +70%. Decreases Techniques and Weapon-related Skills MP Cost by -20%.

[Infernal Demon's Rampage]: Enhances Fire Attribute Damage by +50% and Weapon Damage by +100%, decreases MP Cost by -20%. By spending large quantities of MP and a part of this weapon's durability, it is possible to unleash an [Infernal Rampage] to continuously attack a target with blazing fury. Each attack increases damage dealt by +10% while ignoring defense by -5% with each successful attack. After ten consecutive attacks, an [Ultimate Blow] can be unleashed that deals up to +500% Damage based in accumulated damage from previous attacks. The user is surrounded by Infernal Flames while using this technique, enhancing Fire Attribute Magic Damage from nearby allies, and lowering MP Cost.

[Gluttonous Halberd]: The more lives this weapon takes, the stronger it can grow. Upon successfully killing a foe, Durability can be automatically recovered and the weapon's strength will be boosted temporarily, increasing all Weapon Stats by +1% with each foe defeated.

By merely holding both weapons, they were automatically equipped in each of my hands. I quickly received a boost in power I had not expected at all... And when I saw the stats of each weapon, I quickly realized why holding both weapons made me feel so strong. They increased my Attack Stat so much they more than doubled it. It was completely nuts.

Their abilities were also awesome. The Necrolord's Blade could now enhance my Undead's stats and my magic power too! It all went so high I have... more or less doubled my total strength? I would love to have a rematch with that Ant Queen bitch now, maybe I could solo her now... or not. Well, I would have to see that later if we ever encounter a mightier foe in the Dungeon back in the Dwarven territory.

Also both weapons got special abilities that enhance damage and all but sacrifice Durability. I guess they're more like last resort stuff, so unless I am cornered, I am not using them because Durability is like the HP of a weapon, if it goes to zero, they shatter into pieces. Maybe they can be repaired, but it would be a monumental job.

At least the Halberd can self-repair by killing foes, but the Blade cannot, so I have to be extra careful to not ruin my two biggest stat sticks so far. With them I am a completely different fighter altogether, I have to treasure them with all my soul!

"Thanks a lot guys, I really love them! You guys are just... fucking amazing!"

I couldn't help but praise the dwarves, as they laughed, feeling happy to be praised for their craft.

"It's nothing. We had fun making them."

"Yeah, yeah. Glad you like them, lass!"

Both the black longsword and the halberd glowed with menacing, chaotic auras. They were almost emanating miasma and death by itself outside, so just to not let them contaminate the surroundings, I quickly stored them inside of my Inventory. Once we were done analyzing and praising the work of the dwarves, we moved to what we came here for, talking about the Barrier Artifact.

"A Barrier Artifact you say?" Wondered Baldur.

"Oh yeah, I guess we could make some. They need specific Ores to make though, merely inscribing runes won't do it if you want something strong enough." Said Ballardur.

"Yeah, we should mine some more ores at the mountain as fast as we can in that case." Said Darfu.

"I see, that's a pity..." I sighed. "...Wait, what!? So it is possible to make one?!"

"Yeah it is." Said Baldur.

"How do you think our country has survived this long, being atop a mountain is only one part of it." Ballardur said.

"We employ a powerful series of Barrier Artifacts around the mountain which covers most of our territory whole. There are twenty barrier layers. The reason why we don't get attacked by monsters from the dangerous outside world, and even flying between mountains is safe is due to these invisible barriers." Said Darfu. "However it appears Lady Maria and her friends and Undead seem to not notice the barrier at all, and ignore it completely... if you were to ever be someone evil, it would be our utter demise for sure."

"Yeah, you guys are kind of like monsters but not, I guess. You're kind of an exception. The Barrier does several things in fact." Baldur said. "Depending in the Magic Ores and Alchemy used, Barrier Artifacts can even be "edited" to create isolation and other things. Our country's barriers isolate the cold temperatures from the outside and intensifies the warmth of the barely visible sun's sunlight. Thanks to the barrier we can grow crops despite the situation, although very few, but we can."

"Amazing... I never thought barriers had such ways to be used!" I said in surprise. "We could actually deal with our cold temperature problem and the insane amount of firewood we spend a day if we make a barrier that can isolate part of the cold of the exterior, and if we modify it, to intensify the dim sunlight for our crops!" I said happily, realizing this was it.

"Not only that, aside from providing defense against attacks both magical and physical, they repel monsters away." Said Baldur.

"Yeah, like a monster repellent, the monsters simply feel scared and don't get closer. Even the mighty Wyverns, the kings of those mountains don't get closer and make their nest far away from where we dwarves mine and the like." Said Ballardur.

"It is also another reason why we were able to keep that deadly Miasma-filled Dungeon sealed, using barrier artifacts." Darfu said. "And even more, how the other smaller dungeons near the capital are also kept at bay, the barrier innately makes the monsters scared of walking outside their dungeons, so they often never get out unless in very rare occasions... or when there's someone that finds the artifacts and breaks them or something."

"Anyways, it is possible to make a Barrier Artifact, for that we need the precious and rare Barrier Stones, they are special Magic Ores that grow in the mountains. Did you ever find any of them?" Asked Baldur.

"Nope, they're a completely new thing to me... I guess we just need to dig deeper in our personal mountain, heheh..." I giggled. "Or mine the caves inside that dungeon, but I would rather dig the mountain to be honest."

"But... I bet that's not everything you want out of it, right?" Asked Baldur.

"I can see in your eyes you had other intentions." Said Ballardur.

"Well, yeah... I was thinking if it could be possible to integrate my ability to raise and control undead, and control souls as well. I had considered forming a Ghost Barrier, a "living" barrier made of countless of ghosts merged together on top of the entire village. What do you think?" I asked.

The three dwarves looked at one another, raising their eyebrows.

And then they burst into laughter.

"Bwahahaha!"

"Combining Necromancy with Barrier Artifacts?!"

"That's... completely nuts!"

"Ughh... I never thought you guys were this much of a trio of jerks..." I sighed. "You can just tell me it can't be possible; you don't have to laugh at me!" I angrily barked. "Also I am your ruler, be more respectful-"

"No, no, we were not laughing at your idea, Lady Maria. Please calm down." Said Darfu.

"Eh?"

"We were simply laughing at how incredible your ideas are! We never thought about that now... But yeah, I guess your necromancy powers can do a lot of stuff. From that Phantasmal Veil you used to the Living Armor that protects against Miasma. You're developing technology on your own ways as well, which is incredible." Said Baldur.

"If we compare both magic technology from the dwarves and your necromancy, both are revolutionary, merging them together will surely be a challenge that'll need Alchemists too, so I guess we'll be counting on you three lasses." Said Balladur, looking at Emeraldine, Partner, and I.

"Alright, count on us." I said.

"Hmm... I've written here a series of materials we'll need. We've got a few things but not near as enough." Said Balladur, who had been scribbling things over a paper.

I read the paper and saw the things he required.

"High Quality Mithril Ingots, Barrier Stones of High Quality, Light-attribute ores, Phantom-attribute ores, magic conducting cables made of Yellow Bronze... Wow you've got a big list here, damn. Wait, even Golem Cores?!" I asked.

"Yeah, Barrier Artifacts are enormous golem-shaped things, they work automatically so giving them a golem core is a must so they can work independently." Said Baldur.

"We could compensate with it using Necromancy, but we don't exactly know how. The best shot is at making one and then modifying it using your help and Alchemy." Said Ballardur.

"I see... Sounds interesting." I said with a smile. "Alright, I guess its time to go mine some ores!"

Chapter 544 New Skills

"My pickaxe broke though..." I sighed. Showing my pickaxe to the dwarves.

"Hmm, well, this pickaxe is too weak to handle your strength." Baldur said.

"We should make you a new one, yeah? Let's use the strongest ores we got for her." Said Ballardur.

"A Demonite Crystal too, she seems to have high affinity with them." Darfu added.

"Thank you guys, and sorry... Can you get it as soon as possible?" I asked.

"Yeah we just started working again so we can get it done by tomorrow morning." Baldur added.

"Leave it to us." Balladur said.

"Lady Maria, it is time for your forging lessons too, so you better stay here for now." Darfu said.

"Ugh, alright..." I sighed.

"For now we'll go back to the Atelier to do some more Alchemy." Emeraldine said.

"We were thinking on making the barrier with some special items I suggested." Said Partner.

"Which one?" I wondered.

"Alchemy Clay!" Partner said. "Isn't it good at conducting Mana?"

"Alchemy... Clay?!"

The three dwarves looked back at Partner.

"Eh?"

"You've got Alchemy Clay?! Why did you never told us about it?!"

"Alchemy Clay is the best material to meld other materials together! Only experienced alchemist can truly make high quality ones..."

"If you can get done as many as you can, we might be able to create what Lady Maria has envisioned even more easily."

After hearing the three dwarves' words, Partner and Emeraldine suddenly felt pumped up.

"Alright! Leave it to us!"

"Time to make some more Alchemy Clay then!"

The two ran away from the furnace and straight back to the castle.

....I could probably mass produce Alchemy Clay by adding it into the slots of [Instant Creation] though, but I think a higher quality one can only be created by their own hands, so it is better to leave them to do that.

Like that, I spent the next few hours learning more forging with Darfu, who was a rather patient teacher. I quickly began creating ingots, and made more daggers, short swords, and even made some metallic wands as well.

"Phew, this was a fruitful day..."

"You're getting better by the day, Lady Maria. I think you might be getting closer-"

Ding!

[You learned the [Smithing: Lv1] Skill]

[You acquired the [Apprentice Blacksmith: Lv1] Title Skill!]

"Ooh! I got Smithing! Is that a good skill? How many skills do you guys use?" I wondered.

"Smithing...? Huh... Wait, WHAT?!" Darfu asked in surprise. "I-It took me years to learn that Skill and you got it in less than a week... Incredible."

"Ah... S-Sorry if that makes you feel bad..." I said.

"No, it's fine... Lady Maria is always very talented at literally everything. I guess you had to just push a bit harder and you got it already!" Said Darfu. "However, you've still gotta get them all. Much like Alchemy has several Skills that work with it such as Brewing and Synthetize, Forging does as well. Smithing is the skill that helps you at smelting ores and form them into different shapes, it also aids at smithing them into shapes. Then there's Forging which enhances our ability to forge items and give them proper shape. There's also Metallurgy that increases your knowledge of ores and how to properly handle every metal you touch and also the most efficient methods. There's also Blacksmith, a special Skill only very experienced Blacksmiths get! I only have Apprentice Blacksmith, took me five years to get it. It really does a lot of help, the old men over there got the Master Blacksmith Skills for sure, and perhaps Magic Smithing too..."

"Oh, I see! I've gotten the Apprentice Blacksmith too!" I said happily.

"I see- EEEH?! You got it?!" He asked in surprise. "N-No way, that's impossible, you require years of experience you can't... possibly... ah, never mind." Darfu sighed. "If it comes to common sense, Lady Maria will always shatter any sense of it."

"I-I'm sorry if it makes you feel bad, I really am not in fault for this I just... I guess I am just lucky." I said with a nod.

In fact, it is because I died in my previous life and wished to have a System, I guess I've gotta have some sort of learning advantage of Skills and all that others don't really have.

Well, I might as well check the Skills to begin with.

[Smithing: Lv1]

A Skill only acquired by Apprentice Blacksmiths that have learned the ability to smelt ores, fuse them into ingots, shape ingots into different forms, and beautifully shape metals. Enhances the quality of smelted Ores and Created Ingots by +50%, with an additional +10% with each Skill Level. Increases

Dexterity and Maneuverability of Ores and Metals, and the ability to shape them to what is within your mind by +100%. Additionally, grants the ability for Ores to be rapidly shaped into Ingots through the usage of MP, but when using traditional methods, their quality doubles.

[Apprentice Blacksmith: Lv1]

A Title Skill that only specially talented Apprentices can learn after many years of training. It enhances the ability to shape ingots into equipment, to bring out what's within the user's imagination, and to be able to shape and create equipment by +100%, with an additional +20% with each Level. Additionally, the quality of created finished items rises greatly, and new effects can appear more commonly, with a chance of 30%. All Blacksmith-related Skills can be learned and leveled at twice the speed.

W-What the fuck am I looking at? These Skills are INSANE. I am fairly sure that Darfu doesn't have these versions of these Skills at all! These bonuses are way too INSANE to actually be normal, right? I doubt they're normal at all! I've already confirmed that Skills, despite having similar names, varies within their descriptions and what they can do from person to person...

And no matter how simple is a Skill I learn, it always ends up with some ridiculous, over the top effects.... I guess smithing will not be a problem anymore. I'll be having fun making my own creations!

Chapter 545 A New Pickaxe

The next day came within the blink of an eye, as we were already ready to depart back to the Dwarven Country. I had left several high ranked Undead watching around the entire walls, and in case of an emergency, the Phantom Doppelganger I left here will summon me and everyone else right away. It is something I was able to finally perform now that I've grown strong enough. It effectively works like teleportation now.

I've always been able to teleport those deemed as my "servants" right in front of me through the Summon Skill, but I wasn't able to perform it with Phantom Familiars, however, now that my soul has grown so big I created a Phantom Doppelganger, a single one though, which can use Summon effectively, being able to teleport us all back home if an emergency occurs so we can deal with everything effectively.

The plan is to actually create more of these Phantom Doppelgangers and leave them all over the world so we can freely teleport anywhere we want, but that seems to be quite impossible right now. The amount of Phantom Doppelgangers I can make is based in my Aether stats at the end, Phantom Familiars, although sometimes take my same appearance and share my mind, are effectively not really "me" in a way and cannot do such things.

But Phantom Doppelgangers can. I managed to figure out a way thanks to experimenting with my own Soul and my ability to divide my soul and phantom into fragments with each one sharing my mind like a hivemind. Took me quite a while, but I kind of figured out a way to do this.

The dwarves decided to come with us in this trip as well. And because leaving Nyx here would be impossible with how much she's attached to us; we can only bring her along. She has such high stats that I am fairly sure she can just right even inside a dungeon filled with monsters. We have yet to see her dragon form to begin with, but I am sure it is quite amazing.

Lucifer said this was a good opportunity to teach her how to hunt and all. So she can get accustomed to hunt for herself and take down prey to eat. And also this is an opportunity for her to get some level ups and all, she's still a newbie in all of that, despite coming packed with skills and high stats. I doubt she'll have much of a hard time.

"Take care!" The Goblin Chief said.

"Yeah, please take care!" Gofumin waved her hand.

The twins, Takeshi, and Laura, who were also coming with us again, said their goodbyes to their friends Gofumin and the other kids.

"I'll bring you something Gofumin!" Takeshi said.

"Yeah, we'll bring sweets and other stuff!" Laura said.

Gofumin was asking me while in tears some hours ago to come with us, she really wanted to explore the outside world, but her father was not sure about that and wanted her close to him. As he was designed to protect the entire village, he couldn't leave her alone.

"Be careful over there please, Lady Maria." Syllis asked while feeling slightly concerned of my recklessness. His appearance has changed.

Although he still had a beautiful feminine face, his body had grown from being sleek and thin, and he had grown muscles over his intense training coupled with his recent evolution. All Rabbit-kin evolved into Horned Rabbit-kin, now gaining sharp horns over their heads and stronger physiques.

"Sure, sure, you keep the village well protected, Syllis. Also keep at bay the monster population in the wilderness." I commanded.

"Very well."

Like that, we quickly left once more, after a week of spending it back home, we moved back to the dwarven country for obvious reasons. Mining the necessary ores, purchasing materials, maintaining the dungeon we conquered, and also helping with Helga's guild, our guild, and everything else. Also to complete that Miasma-filled dungeon, which is a latent danger in that peaceful country.

FLAAAASH!

As we flew across the skies, the dwarves gave me a new pickaxe.

"Here's your pickaxe by the way, Lady Maria." Baldur said.

"This pickaxe was made with our finest products, make sure not to break it this time." Ballardur said.

"It was specially designed to adapt to your monstrous strength." Darfu said.

"Ooh!"

The Pickaxe was pure black, with a big red jewel on top of it. The pointy end resembled a sharp hook that could easily slice through anything. And its whole composition seemed to be overflowing with Mana. This pickaxe is more like a deadly weapon now...

[Earth Shattering Black Pickaxe of Doom: Atlas (A Grade)]

[Level]: [0/60]

[Durability]: [100000/100000]

[Effects]

[HP]: [+5000]

[MP]: [+5000]

[Attack]: [+5000]

[Defense]: [+5000]

[Magic]: [+5000]

[Agility]: [+5000]

[Earth Attribute Damage]: [+30000]

[Abilities]

[Cursed Pickaxe of Doom]: When using this Pickaxe inside a [Cave] grants an additional +50000 Attack. Stone can be shattered with more ease, and each swing of this pickaxe can spread into chain breaks, which will open more areas to break through. Bedrock is no problem for this pickaxe.

[Treasure Seeker]: While wielding this pickaxe, grants the ability to sense where there are high quality ores or even treasures, dungeons, equipment, and more within the interior of caves or similar areas. Increases the quality of Mined Ores by +50%.

[Cave King]: While being within a Cave, as long as the pickaxe is wielded, the user can see through the best spots to mine through. Mined ores can be easily checked through [Ore Appraisal] and stored within [Ore Inventory], and specific Ores the user has already Mined can be searched using [Ore Search]. Mined stone can be shaped through [Shaping] and even the internal structure of caves can be modified as long as they don't contain high level Ores through [Cave Architect].

"What... is this thing? You guys have really overdone it now!"

The moment I saw the demonic pickaxe, I felt like I was about to pass out. Each one of its abilities was more insane than the other...

Chapter 546 Nyx, The Nibbler Of Tails

There was only one word for this pickaxe... Utterly MONSTROUS!

"I never thought you guys would make something this monstrously strong for a mere pickaxe." I sighed.

"What? "MERE"?!" Asked Baldur angrily.

"Pickaxes are our pride and joy, they're the very best friend inside a mine. Without them, our entire country wouldn't exist." Said Balladur. "They're the glory of our tribe."

"The two of them wanted to make the best pickaxe they had ever made for you, Lady Maria." Said Darfu. "Although they complained there were not enough materials, they really made something ridiculous with what they had."

"H-How come it has such insane Abilities though?" I wondered.

"It received the Divine Protection of the Goddess of Earth, that's why." Said Baldur.

"Indeed, she blessed this Pickaxe. Can't you tell already? it is named Atlas by her." Balladur added.

"Wait what? So gods can bless items?" I wondered.

"When they're very impressed of our creations, they sometimes bless the items, granting them special effects that make the items utterly stronger than anything before. It is a very rare chance though." Said Darfu.

"Though lately it has been happening a lot..." Said Baldur.

"Yeah, all the weapons we've made for your party, all of them got the Divine Protection of the God of Blacksmiths, and now this one got the one of the Goddess of Earth. Pretty crazy, right?" Laughed Balladur.

"You might think the gods abhor you, but there might be some in your side without you realizing, Maria!" Said Darfu.

"I believe they know you're helping our country, so you guys got a gift from all of them. You better pay back and help us deal with the problems. The whole dungeon thing could potentially be a huge solution to our harvesting issues alone." Sighed Baldur.

"But if you manage to conquer THAT Dungeon... then you would be regarded as National Heroes." Ballardur said, while nodding. "We've made our part now, so it is up to you guys to do the rest."

"Right... I suppose you're right. Thanks a lot." I said with a smile.

"Yeah, never thought the grumpy old men that asked for beer back then would become so useful now, you're pillars for a lot of stuff in our village." Said Partner.

"Who are you calling grumpy old men?!" Baldur asked.

"Well, we kind of are!" Laughed Ballardur, Baldur laughed right after him.

"I never thought a God would bless a Pickaxe..." Lucifer said. "Well this world is surely filled with wonders."

"Papa! Biiiiggg..." Said Nyx. Since the moment Lucifer transformed into his dragon form, she began saying her newly learned word "big" all the time. She was euphoric over his giant appearance and found him awesome.

"You will one day also become as big as me, Nyx." Lucifer humored her, as she sat down in my lap beginning to bite over the pickaxe I received. I quickly stored it because her sharp fangs could definitely break the pickaxe if she put her mind into it. And instead I gave her

"No, don't bite the godly pickaxe dear." I said, petting her head.

"Grawr! Rar!" She roared cutely, trying to bite my hand.

"You're a cute little dragon already, huh? You want to bite so badly? Oh! Brunhild, lend us your tail for a bit." I said, as Brunhild quickly flinched the moment I grabbed her tail.

"Eek! W-Wait!"

"Nom!"

Nyx began nibbling at it.

"Sigh..." Brunhild sighed. "She bit my tail this entire morning already..."

"Don't worry, Emeraldine can heal you back." I said.

"I guess I can..." Emeraldine nodded. "It is nice to have a living member to our party now."

"Eh? Ah, I guess I am a member of your "Main Party" now?" Wondered Brunhild.

"Of course! And with Nyx, we are five now." I said. "Those old dwarves don't got a knack for fighting so they stay in the security of the country, but you'll be coming with us in our adventures from now on. don't you want to explore the world after living in isolation for so long?"

"Right... I guess I do want to." Said Brunhild with a smile.

"Oi Maria, don't force my sister to do things she doesn't want to though!" Lucifer reprimanded me.
"Brunhild if you don't want to accompany us you're free, don't feel forced, you're quite old and-"

"I might be your older sister, but it doesn't give you the right to call me a grandma now, Lucifer!"
Brunhild suddenly changed her often silent and gentle nature, going back to her cocky nature from back then when we first met.

"I-I didn't called you a grandma! Oi, calm down okay?" Lucifer seemed scared of his sister. "O-Ouch! Don't grab my scales! Agh! Don't pull them!"

"Apologize!" Brunhild had some sort of complex over not wanting to be seen as old.

"Okay sorry! I apologize." Sighed Lucifer. "Only because you're my sister, a great dragon such as me doesn't apologize to anybody!"

"Dwagon!" Said Nyx, imitating a new word.

"Yes honey, that's what you are, a dragon." I said to her, as she smiled.

"Dwagon?" She asked, pointing at herself.

"Yep." I nodded.

"Oooh! Wagooooon!" She said happily, her tiny tail began waving around as if she were a puppy.

Then she started petting her father's scales below.

"Papa, dwagon, big?" She asked, pointing at her father and then at herself.

"Yes you will one day be big like papa." I said with a smile.

"Bwiiig!" Nyx seemed to be excited about becoming big.

"I'm sorry to interrupt your cute little moment, but we are finally here." Said Baldur.

"Ah, the good ol' mountain." Said Balladur.

"Look, if you focus your sight into the sky, you might be able to notice the barrier." Darfu told me.

"Really? Let's see... Oh! You're right." I said with a nod. "I can actually see it! The barrier's right there!"

I was able to see the barrier layer by layer. It was indeed quite a big, massive barrier that spread out across the sky. It looked to be made of many tiny barriers as well, each one reflecting the small sunlight and enhancing it several times, I guess that's how it works... If we can get this back in the village, things would be able to change for the better.

Chapter 547 A Second Visit To The Dwarven City

We reached the skies above the mountain where the dwarven country was located and quickly descended there. Well, behind it, letting Lucifer turn into his humanoid form and then walk into the country as if nothing. I doubt they'll try to kill him if people learn he's an ancient dragon or something, but it is better to just keep it a secret for now. The less people know, the less of a hassle it is.

Lucifer, Brunhild, and Nyx can easily pass as Majin of some scaled tribe in their humanoid forms, so there are not many suspicious stares towards us... I guess maybe from some people that know there are no scaled tribes. Maybe, but they still think "huh, maybe I don't know everything". Also it really helps that the whole country has many citizens that are from other tribes, Majin included.

Despite being called "the country of dwarves" they've got a massive amount of other tribes within their population, which shows how open-minded dwarves are, I guess... even against elves, the rumored rivals of dwarves, they're just as friendly. Sometimes they say a few words or nicknames but they don't go past that.

Though Emeraldine is so gorgeous that she hasn't gotten any slurs thrown at her back then. Maybe the powerful magic aura she gives off also helps, she intimidates a lot of people with her mana pool alone, which sometimes leaks into intimidating auras around our bodies.

Nonetheless, we easily got past the gates and into the city. We swiftly decided to move to Helga's home to go visit her and then move to Aquamarine's residence. The old lady will then call Ruby, the Viscountess, our new political ally that will handle all the hassle of the dungeon's management.

Knock, knock.

We knocked the door as we waited for someone to come to open it. And it was one of Helga's little kids. A cute dwarf girl with tiny black horns above her head.

"Hello dear, we are looking for your mom, we are her guild friends." I said.

"MOOOOOOOM!"

The little girl didn't even waste a second and called for her mother.

"What is it baby, I'm busy cooking right now!" Helga's voice echoed.

"Helga we are back!" I called.

"Huh? Oh! Maria! Been a week!" Helga ran towards us leaving everything behind, a bunch of kids could be seen behind her playing around.

"Hello, I brought the whole squad as usual this time." I said.

"I see- Huh? That girl is... the one you meet in the dungeon?" Asked Helga.

"I am Lucifer's big sister, Brunhild." Brunhild presented herself.

"The big sister of- Oh..." Helga quickly realized Brunhild was also an Ancient Dragon.

"It is an honor, of course!" Helga said slightly nervously.

"Hm, you've got a beautiful home." Brunhild said politely.

"And you... Huh? Who's this baby? Where did it come from?" Wondered Helga, looking at Nyx nibbling a big bone.

"This is our daughter." Said Lucifer.

"Yeah we named her Nyx." I said.

"Eh?! You've got a kid?! Did you not bring it back then?" Helga wondered.

"Err, yeah, we didn't... She insisted on coming, here she is." I said with a smile.

"That's right." Lucifer played along with the little lie.

Explaining to her that Nyx came from an old near fossilized egg Lucifer's wife left behind would be too much, just telling her she's our daughter is just easier and better in the long run, I suppose.

"Well, aren't you a cute little brat?" Helga smiled at Nyx, as Nyx opened her jaws, showing her the sharp teeth of a dragon. "Damn! She's... built like a dragon, I guess. Alright, come in. How about we all have some lunch together? We can go to that old grandma afterwards. Now that you're back we can begin doing a lot of stuff we have been waiting for, Maria. Also they're kind of pressuring us into the whole dungeon business..."

"I get it, don't worry. We'll get to work in there right away."

Right that, we enjoyed a good meal at Helga's house, greeted Myriad, Helga's husband, and then we swiftly moved to the old grandma's residence, or Aquamarine, one of the guild masters of the two major guilds of this country that manage all mining, dungeon, and monster related affairs.

"Are you planning on bringing that baby along? Wouldn't it be dangerous?" Asked Helga.

"To the dungeon? Well yeah, it would be dangerous." I said.

"For the monsters, that's it. Don't worry, she's very strong despite being just a baby." Lucifer reassured Helga.

"Dragon or not that's still a baby... but fine, you're way stronger than me so I'm sure you can protect her well." Helga decided to trust us in this one.

When we reached the manor of Aquamarine, we were greeted by her maidservants and butlers, and quickly invited inside. The old woman was there reading a book, sighing in relief we were finally back.

"You're finally back! It has been a whole week! The viscounts are all going crazy because they want to see results already." Said the grandma.

"Already? Even if we worked an entire week nothing much would happen anyways. Are they really that impatient?" I sighed.

"Well yes, they're nobles what did you expect, dear? These habits are the same in every noble everywhere." Aquamarine sighed, using her pipe to smoke some more. "Ah, you old men are back. You've gotta join the guild asap, I need you to get there and teach some newbies. Darfu too, you're talented enough."

"Eh? A-Alright..." Darfu was quickly dragged by Baldur and Ballardur to the guild's building where they do classes to newbie apprentices, apparently. They were all registered in the guild beforehand and are paid nicely for it so I see no problem in them helping.

"Now that those are out of the way, you should adress stuff with the Viscountess. I've already called her." Aquamarine said, as the noise of a car-shaped golem coming from outside echoed across the streets, the gorgeous red-head dwarf was already here.

I suppose we'll need to go check the Dungeon and start a big farm in there. The miasma should be more than cleansed by now.

Chapter 548 Things Got Serious

"Welcome back." Aquamarine greeted Ruby, the Viscountess. Her eyes shone brightly the moment she saw us. Ruby ran towards me and hugged me out of the blue.

"Maria! You're back! It has been a hellish week! Ah! Hello everyone..." She quickly greeted me and then everybody else. She was acting more less formal now that she knew us better.

"Ah, hello." I said. "Don't get too closer or Nyx is going to bite you."

"Bite? Oh, that little baby?!" Ruby quickly noticed the baby.

"This is our child, her name's Nyx." Said Lucifer.

"By the gods... Maria you've got a kid?!" Asked Ruby.

She quickly tried to look at Nyx more closely, but the little dragon girl opened her tiny jaws and attempted to give her a little nibble more than once, so the viscountess quickly walked back.

"We are also mama's children..." Takeshi sighed.

"We are adopted though, maybe it is not the same, Takeshi." Said Laura.

"It's not like I liked being born in a lab- Mfuh?!" Takeshi's mouth was quickly covered by her twin sister.

"Don't go around telling stuff like that dummy!" She whispered to him.

"R-Right, sorry..." Takeshi sighed in relief.

"Of course you're my children as well, you're Nyx's older siblings." I said. "But babies always get all the attention when they show up. How about you kids take care of your little sister and have a bite? Aquamarine can you bring the kids some sweets?"

"I already prepared them." The dwarf grandma nodded with a smile, as her maids and butlers brought tons of delicious pastries, sweets, and even other snacks to the table, alongside some delicious milk tea.

We quickly sat down around the table, and as we enjoyed the meals, we started to talk about what had transpired here for the entire week.

"So you're telling me the nobles are going bonkers? Did you told them I have to at least spend a week cleansing the dungeon from its miasma so it doesn't make the plants turn into either monsters or into poisonous vegetables?" I sighed.

"I did, but they were still rather impatient. There was not a single day I didn't received their annoying complains. All of my siblings are spoiled idiots." Sighed Ruby.

"Viscountess don't say that out loud if possible..." Aquamarine said.

"Ah, but it is true!" Sighed the red headed beauty, looking all tired of her annoying siblings, she drank a big sip of beer and looked like a true dwarf for a few seconds there. "Ah this shit's good."

"Well just tell them to wait and take out the stick they got up their assess. We'll go work on it after we are done eating here." I sighed. "But we also gotta do a few mining trips. We need several ores we want to mine, especially Barrier Stone."

"Barrier Stone? That rare ore that is used to make the Barrier Artifact? I see, you want one for your village?" Asked Ruby.

"Yeah, we've got... a few enemies we have to keep watch on. So to prevent anything bad happening, we want to get that done as soon as possible." I said while sighing. "We also need all of this. I scratched the stuff we'll get from the mines, but the rest is stuff we need to buy, can you help us buy everything?"

I gave the paper to Ruby as she nodded while drinking another cup of beer.

"Yeah I can bring you everything no problem. Leave it to me." She said with a reassuring smile.

"Ah, Ruby, you're really a reliable friend." I sighed in relief.

"So? How did the unfreezing went? Were you able to...?" Asked Ruby.

"No that one cursed ice wasn't unfrozen despite the artifacts you lend to me..." I sighed.

"What?!" Ruby reacted in surprise. "But that's... how strong is this ice anyways? Who's your enemy? Can you tell me more? I really want to know who wants the head of my ally, especially such an important one."

"Well... To tell you the truth, it is an alliance." I sighed.

"An unexpected one at that." Emeraldine said.

"Vampires and Ice Giants." Partner added.

"We could stop them but we have no idea where the Ice Giants are." Sighed Lucifer.

"Ice Giants?! But weren't they a peaceful tribe that lived in the snow?" Asked Ruby.

"Well... Long story short..."

And like that we explained her the case of the Frost Queen and Veredorr, the ghost that told me about her. We also showed her the Ring she used to transform the bandits into Ice Golems and all.

"This ring... incredible, I had never seen someone be able to shape a golem core into such a small and compact form and use it to transform someone that dies into an ice golem no less..." Sighed Ruby. "This Frost Queen and her Crown of Skadi... not only they might be a threat to your village but to our own nation as well. I've heard the Ice Giants live very close to our mountain, somewhere in the snowy mountain peaks, or below. I have no idea."

"Hm, if all of this is really true, then we should tell the King right away." Aquamarine said. "There might be a risk for an invasion when we least expect it. If she's able to control such powerful B Rank and A Rank Ice Golem Monsters, then we would be doomed without proper defenses. Unlike living troops, these monsters are tireless, even with the barrier..."

"Yeah, could it be possible to report this to the King? We won't mention you in the report if you want to." Ruby said.

"Well, if you don't mention me then I guess it would be okay." I sighed. "As long as you guys could lend me a hand at dealing with her..."

"For sure." The viscountess said. "In fact, I'll tell some of my guys to begin investigations about anything we know about the Ice Giants right away, and about this "Crown of Skadi". This is now something that involves our nation's safety."

It seems that things got pretty serious.

Chapter 549 The Power Of {Cave King}!

After Ruby told us that she'll do whatever she can to alert the rest of the nobles of the Dwarf Country using the information I gave to her and the special Ring, we quickly decided to move on into our Dungeon. The Dungeon was renamed as Maria Dungeon, although I would had liked to call it Nyx Dungeon in honor of my baby girl, but that's okay. Ruby and Aquamarine said the name cannot be

changed once decided. And it is often named after the leader of the party that conquered the dungeon, which usually happens when the Dungeon Boss is defeated.

However, unlike "normal" Dungeon Conquests, which usually only lower the spawn rate of monsters, my special Dungeon Conquest doesn't simply bring the dungeon to a safer state, but thanks to my ability to just hack the Dungeon Core as a whole, the whole dungeon is now my property. I can shape it as I like, or even produce monsters much more efficiently. Also this means we can safely use certain areas or even empty it completely from most monsters so it becomes a field where we can harvest vegetables, fruits, tubers, and more and also mine for ores in the deepest of the floors.

Honestly this Dungeon brought a lot of EXP to us, defeating all those juicy monsters was a nice way to earn EXP, if I can invest MP and summon a bunch of them, like hundreds, then we could potentially constantly earn EXP out of it. All these monsters were mostly B Rank or higher, right? Well, some were C Rank.

I also got a nice amount of Undead from them, although I sacrificed most by blowing them up later... Nonetheless! That's my plan. We'll concentrate most of the dungeon for harvesting but we'll leave special places where I'll summon the monsters and empty every inch of MP I've got inside of me, exchanging it for EXP instead.

The monsters back in the Affnaria Duchy Dungeon became weaker after the Miasmic Infection was ended, but this dungeon is naturally a high ranked one! It is worth giving it a try... but first we should begin planting things and using Agriculture Skills and Nature Magic from Emeraldine to enchant the seeds and the soil.

When we were done packing everything, we quickly flew to the second mountain with our entire guild members. Blackard was here, alongside Helga and the rest of the dwarven squad. Today, although as much as I would have wanted, we were not going to mine but work in the fields. We didn't brought more people to help because we don't need them. I've got my undead for that.

"So this is the passage..." Said Blackard. "Lady Maria this is a big hole! How do we even get down there?"

"Hmm... Maybe we should first shape it into some sort of stairs, right?" I wondered, quickly checking one of my weapons- or well, mining tools.

[Earth Shattering Black Pickaxe of Doom (A Grade)]

[Level]: [0/60]

[Durability]: [100000/100000]

[Effects]

[HP]: [+5000]

[MP]: [+5000]

[Attack]: [+5000]

[Defense]: [+5000]

[Magic]: [+5000]

[Agility]: [+5000]

[Earth Attribute Damage]: [+30000]

[Abilities]

[Cursed Pickaxe of Doom]: When using this Pickaxe inside a [Cave] grants an additional +50000 Attack. Stone can be shattered with more ease, and each swing of this pickaxe can spread into chain breaks, which will open more areas to break through. Bedrock is no problem for this pickaxe.

[Treasure Seeker]: While wielding this pickaxe, grants the ability to sense where there are high quality ores or even treasures, dungeons, equipment, and more within the interior of caves or similar areas. Increases the quality of Mined Ores by +50%.

[Cave King]: While being within a Cave, as long as the pickaxe is wielded, the user can see through the best spots to mine through. Mined ores can be easily checked through [Ore Appraisal] and stored within [Ore Inventory], and specific Ores the user has already Mined can be searched using [Ore Search]. Mined stone can be shaped through [Shaping] and even the internal structure of caves can be modified as long as they don't contain high level Ores through [Cave Architect].

This amazing Pickaxe came with incredible abilities. One of them was this one, the [Cave King]!

[Cave King]: While being within a Cave, as long as the pickaxe is wielded, the user can see through the best spots to mine through. Mined ores can be easily checked through [Ore Appraisal] and stored within [Ore Inventory], and specific Ores the user has already Mined can be searched using [Ore Search]. Mined stone can be shaped through [Shaping] and even the internal structure of caves can be modified as long as they don't contain high level Ores through [Cave Architect].

This ability seemed to be perfect for me, as long as I wield this damn pickaxe, I can even shape the internal structure of caves using the power of [Cave Architect]! So let's try that right away.

"Maybe we should begin mining the sides, or perhaps shaping a slope first." Said Helga. "Might take us a couple of days though, but maybe if Lucifer or Maria uses their strength they can break open more easily- Wait, what are you doing?!"

Helga suddenly looked as I raised my black, menacing-looking pickaxe into the air, as I hit the hole's walls with it, a loud thud echoed across the caves below.

CRAAAASSSSSHHH!!!

However, although a tremor quickly emerged by my powerful blow, the cave didn't collapse.

"[Cave Architect]!"

FLAAASH!

Suddenly, as if it were clay, I began hitting the walls and shaping them, even using my hands was okay, so I just created hundreds of phantasmal hands and started shaping the walls while floating around.

"What is she doing?!"

"She's... shaping the cave walls?!"

"Incredible..."

"Lady Maria is sure filled with surprises..."

"T-That pickaxe...! I've never seen such a fine piece of art before!" Helga reacted in surprise as she saw my pickaxe in action.

In just half an hour, the caves were shaped into beautiful stairs going down right into the lake in front of the dungeon.

Chapter 550 Exploring The Conquered Dungeon Once More

"I wouldn't have been able to do this myself. It is all thanks to the dwarves, those two old men helped a lot. They created this pickaxe for me exclusively using high quality materials, most of the ones I had. They even said the weapon was blessed by the Goddess of Earth." I said with a smile. "The [Cave King] Ability within the pickaxe allowed me to shape the cave into this in mere seconds."

"Amazing, so those old men still got it going!" Blackard laughed. "I've never been that good at smithing like those two old men, I am better at mining and smelting ore than anything."

"I am even dumber; I think I can just mine." Laughed Helga. "My husband instead is amazingly talented! He can make such fine pieces of equipment in just a day or two! He always gifts me pretty accessories to make me happy, though he doesn't know I am happy just by being with him."

"Hey will there be a day you don't talk about your man all day Helga?"

"Yeah you don't stop babbling about that tall guy!"

"I bet she's thinking all day about going back to bed with the stud, bwahahaha!"

SMACK!

Helga quickly smacked the head (protected by a helmet) of one of the dwarves that was laughing using her pickaxe.

"Ouch!"

"Stop talking like that to the guild leader you bastard!"

"S-Sorry! Okay don't get mad now!"

"Dude you know she gets like that when it comes to his husband!"

Helga seemed to be overprotective of Myriad, her beloved Oni Husband. I know the dwarves meant nothing bad, it's their way of talking. But I guess even another dwarf like Helga might get tired of their jokes.

"A-Anyways, here we are! Let's lift up the spirits everyone!" I showed everyone the enormous underground lake and the dungeon entrance in the back. The dwarves were surprised by the beauty of the cave.

"Wow this place's filled to the brim with magic crystals!"

"Look that's a big piece of combined ores in there!"

"Oh, this lake has a lot of fish, huh? And it's big too, we could fish for food in here..."

"For now let's light up the place." Emeraldine quickly conjured several spheres of light which she commanded to float right below the ceiling, illuminating the entire caves.

"We'll shape the road here so we don't stumble upon these small holes here and there...!"

CRACK! CRACK! CRACK!

I quickly began smacking the ground using my pickaxe, cleaning it, and straightening the path so it would become much easier to walk around the underground lake. After around forty minutes of hard work, where the dwarves spent fishing for underground fish, grilling it, and eating it with the rest of my party (Nyx ate a lot), we arrived at the dungeon's entrance.

"Hey did you save some fish for me?" I sighed.

"Mama!" Nyx suddenly showed me a stick with a grilled fish on it.

"Aw, baby! You saved one for mama?" I asked, moved by her thoughtfulness.

I quickly tasted the underground fish; it was rather sweet and more flavorful than I imagined. It was seasoned only with salt, a bit of pepper, and dried oregano-like spices. It was definitely tasty.

"She said she wanted to save one for you, so she zealously protected it." Laughed Lucifer.

"Yeah she was very cute!" Partner laughed.

"Indeed." Emeraldine added.

"Hmph, shouldn't my husband and my two wives also have saved me some fish here? Feels like only my baby thought about her mama!" I sighed, crossing my arms.

"Eh?! Ah..." Emeraldine felt a bit surprised. "Sorry... the dwarves ate it all too fast."

"Only Nyx managed to grab a bunch!" Said Partner.

"Yeah..." Lucifer sighed.

"Hmmm... Well fine. But to make up for it you'll have to help in the farm as much as you can! And the rest of you too! Don't you guys dare slack off!" I roared.

"Alright!"

The dwarves roared in unison as we marched inside the dungeon, walking down the stairs and then reaching a completely different landscape, a beautiful, expansive grassland surrounded by mountains covered in grass and snow, where rivers flowed from their melted ice.

Apparently, I had already mapped the entire first floor. It had around the size of big island, like Easter Island, and the entire place was surrounded by a big wall of mountains. After the mountains, there was nothing at all, as the space of the dungeon ended there. Invisible walls would be the only thing someone would stumble upon, as if it was a game world of sorts.

The temperatures, the air, the clouds, and the magic sun were all very realistic, and good. The peaks were the highest place so the temperature there were very cold, making the water turn into ice, which then melts away slowly, turning into rivers and lakes.

The rivers and lakes then evaporated due to the artificial sunlight, going into clouds which then snow over the peak of the mountains most of the time, rinse, and repeat. It appears that this dungeon doesn't have any seasons though, it is often always spring and plants grow very quickly. It rains a once a week most of the time, sometimes twice, but nothing too big to make floods.

Aside from that the soil goes as long as half a kilometer deep before hitting a hard bedrock that cannot be normally penetrated, which is probably the dungeon walls too. Because the soil is so deep, there's a rich amount of animals in there. Worms that enrich the soil by spreading nutrients, moles, root-eating critters, rats, and more.

There are several forests as well, but not as many as the second floor, as this place is more of an open grassland than anything else. Beautiful, nonetheless. The trees and herbs growing here are a combination of normal stuff and then some rare ingredients. The first time we stepped here I already found out some interesting findings! For someone obsessed with collecting all sorts of materials for alchemy and forging, this is a field trip~

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