Ark Vol 2 Chapter 5

The White Whale's Labyrinth

You have learned a new skill.

Jujitsu (Beginner, Passive): You have learned Jujitsu, which is based on a foundation of excellent physical ability and reflexes.

A new stat has been generated.

Justice (+5) : Justice is a special stat only available to those with a flaming sense of justice to help others.

White Whale's Labyrinth

You have entered the stomach of the Great White Whale Gallic, who is called the guardian deity of the Merpeople. Within a body that transcends the imagination, Gallic's stomach is also as complicated as a labyrinth. As the guardian deity of the Merpeople, Gallic was an existence that loved peace, but with the ancient former Mermaid Queen's disappearance, he became violent and is now preying on sea life at random.

Gallic's change is likely linked with the dark energy enveloping his stomach.

- You have found an undiscovered dungeon.

- You have dealt a Critical Hit!

Ark was not the only one who had grown.

After Ark checked the Crab's level he calculated that Bat and Skull wouldn't last very long against it. 1 minute, If all goes well. Given the situation, he would have to recall one summon. However Bat and Skull overturned his predictions.

The one who benefitted the most from the lack of water penalty was Bat.

In Nodelesse, it had been sparring with Ark and eating food constantly. Bat's evasion and attack had greatly improved. Additionally the disappearance of the water penalty was a stroke of good fortune. He avoided the Crabs' attacks like an underwater swallow and only when an opening appeared did he fly with a full-body charge. The damage from a single shot was at a trifling level, but as his attack rate was so fast, the damage was not negligible. It wasn't as much as Bat's, but Skull also showed an alarming growth. As if Skull was trying to get revenge on them for a tragedy, he would roll around the Crabs' feet and tear at them with his teeth.

The 2 summons who were around a mere level 15, lured a level 65 Crab and in just a few minutes the Crab lost 40% of its health. When Ark joined in, the Crab didn't even had chance to spray bubbles.

"Ohhh, strangely I am overflowing with strenght!"

Clack Clack!

"Master, a fight! Lets fight!"

Bat and Skull felt their growth and couldn't hold their excitement.

"Good, I was worried at first, but with this it won't be hard to solve the quest."

Ark started to conquer the dungeon.

From the twitching black walls, Crabs, Devil Fishes, and Sharkmen turned undead started to swarm them.

Even when they were undead, they were no different from the ones outside in the ocean. He already knew what kind of attacks they would do, and the weak points they had. Also, his condition was so good, he felt as if he was flying.

"Bat, Skull! Plan A!"

There was no reason to bother luring with Skull and Bat.

Joining his familiars, Ark charged head on and chain of critical hits exploded.

Monsters' health fell steadilyl.

This time, Ark noticed why the fight was easier. It was not because Ark became stronger, but because the monsters inside the whale were originally marine life. Similar to how Ark got the water penalty, they received the penalty of not being in water.

Which means Ark's ability had increased whereas the enemies' abilities had decreased!

'Time to gain some EXP. This is good.'

Although they were considerably easy to defeat, they were still level 65. Because they were at least 5 levels higher than Ark, they gave a lot of experience. Every time he hunted a group of them his experience rose enough to be visible. The items they dropped were considerably better than what level 40 monsters dropped.

It was as if his body was flying, experience rose, and items were obtained!

They tried to enjoy the combat till they were sick of it.

Ark and his pets swept through the dungeon into no man's land. While beating up 4 Sharkmen suddenly a roaring sound came from behind.

Rooooar, Booom!

Sharkmen flinched and then hastily ran away.

'Sharkmen are running away? Just what is going on?'

He didn't have to wonder for long. After a deafening roar, the walls on each side started to leak water. A great deal of water came through and swallowed Ark and the Sharkmen.

It wasn't a question of whether to resist.

With only the spare time to say the word 'Ah', they were swept away by the torrent and they quickly passed by walls for some time.

When the water current seems to be weakening, the ground trembled.

Quickly raising his head Ark saw something amazing. He saw monsters and trash were being swept by the water current, just like himself.

'Where is this? Ugh!"

- You took acid damage. Damage 50.

"Understood!"

Bat flew fast to get the worm's attention. At the same time, Ark swung his sword on the red mark on worm's body.

Slash, slash, slash!

The worm shook greatly after being attacked with a chain of critical hits.

The worm had slow movement but it was unbelievably fast when attacking. The worm's sharp teeth grazed his side as it passed. Ark abandoned the idea of completely dodging worm's attacks.

As long as he concentrated on his body to conserve his health, his attacks would became weaker. The chance of scoring a critical hit would also decrease dramatically. It was better to be prepared for damage and concentrate on counterattacking.

The Worm didn't even budge at his sword attacks.

It was the special effect granted to big monsters with slow movement. But when it is kicked, it staggered a slightly. When the kick is successful, the monster affected by the stun or shove effect shows visual results.

'I can use this by following its attack pattern.'

Ark took a step and spun around the worm's girth.

After for the chance when the worm was in position to attack, he then sent a flying kick.

Taekwondo's kicks are reputed to the fastest among the martial arts. Even in these, the flying kick's speed is outstanding! Taking the flying kick, the worm flinched and stiffened. Ark used this chance to swing his sword land a critical hit.

After fighting the same way for at least 3 minutes, the worm dealt large damage.

- The familiar Nameless Skull has returned to the netherworld. You received 50% of the familiar's health as damage.

You have learned a new skill.

Counter Attack (Beginner, Passive): It can only be learned by someone who is brave and can respond to an enemy's attack in a split second. But the most important thing is the courage to not fear the enemy. One who doesn't have an indomitable mind and body and can't overcome fear, cannot learn this skill.

When counter attack is successful, attack is increased by 50%. The 5% stun effect chance doesn't stack with other active attack skill.

Great Worm Skin (Ingredient)

"It will be different this time."

"Hmph, even so Bat is still just a bat. In addition he is a Bat not of the Vampire lineage, so he can't beat me who is a noble of the Netherworld."

Bat didn't rush in even when Dunphil provoked him. Bat simple looked sharply at him.

Ark nodded in satisfaction and said.

"Okay, Bat. Go ahead."

"Thi-this bastard....!"

When his health fell to about 40% Dunphil's body was surrounded by smoke. A big bat came out of the dissipating smoke and struck Bat.

'Transform!'

"Uohhh, die! You impudent bastard!"

Dunphil charged forward as if he'd been shot from a bow.

If it could be called a charge, Bat also exhaustly approached.

"This will decide it!"

Bat ground his teeth and charged. When the two bats seemed like they were going to crash, Bat suddenly did a sharp curve. Dunphil who have charged at full strength had his eyes in full circle.

"Wha-what ...?"

Bang!

Dunphil crashed into the wall. In addition, Bat spun around and hit Dunphil on back of his head.

Finally, Dunphil, who had his health depleted, fell to the ground fluttering like paper.

"Good for you, Bat!"

Ark sported a satisfied smile. This was Ark's final arranged match. Zero situation; this was Ark's code, to move the opposite direction.

"Ugh, to think I really lost...."

Dunphil crawled on the ground and let out a moan. Then smiled to the approaching bat.

"Huhu, you became stronger. Actually, I remembered you from the beginning. But I wanted for you to be stronger, so I was deliberately cold..."

Bam, bam, bam!

It seemed like Dunphil had been waiting for this one scene from a youth drama.

Player's familiar Hatred-bearing Bat has defeated Dunphil.

You can now fuse the summon to evolve it. Please choose one familiar to be the main.

The familiar created by the fusion evolution will have the main summon's stats with the auxiliary familiar's stats after consideration.

The familiar's fusion evolution has ended.

Dedric

A Vampire with a lighting fast ascension to a Low-rank Vampire; resident of Youge. Has lots of pride for his success and hates the indignity of being recalled. An effect of turning into a Vampire, if it is not in a dungeon he cannot turn into a vampire during the daylight. His bat form receives 30% reduction in stats when out in the sun. Race

Vampire

Alignment

Dark

Ranking

Lower Class Noble

Health

250 (+200)

Loyalty

43 (-25)

Strength

25 (+15)

Agility

40 (+15)

Stamina

35 (+15)

Wisdom

15 (+15)

Intelligence

55 (+15)

Luck

15 (+15)

* Can turn into Human or Bat naturally. * Dark Dash can be used. Lets out darkness, temporarily turning enemies into dark status, then uses low-class charges to inflict damage. Mana cost: 30 "Bat? Who is that?"

"Didn't you know? I like violence."

"Once a traitor, always a traitor."

After repeating this 3~4 times, Dedric got on to its hands and knees immediately to beg after being summoned.

"Hiik, ma-master, I'm sorry! I was a bit crazy and I just joked a bit!"

But Ark didn't even pretend to listen and stepped on him without mercy.

If you cut some slack to ones who've overstepped their bounds, they will always try to surpass you. Kids without manners these days, are mostly due to their parents being indecisive.

Just as pets might try to bite their master if not trained at an early age, when teaching manners you must make sure the seeds are sown deeply.

Ark was planning on stepping on him, until they got out of the dungeon at the very least.