

Ark Vol 2 Chapter 6

The Caretaker's Spirit

Character Name

Ark

Race

Human

Alignment

Good +50

Fame

520

Level



62



Profession



Dark Walker



Title



Cat Knight, Caretaker




Health



1,305



Mana



730 (+100)



Spiritual Power



100



Strength

176

Agility

196 (+17)

Stamina

246

Wisdom

25

Intelligence

141

Luck



41



Flexibility



14



Art of Communication



18



Affection



18



Special Stat: Knowledge of Ancient Relics



35



Equipment Effects

Cat Paws: Attack Speed +10%, Agility +15, Critical Hit Rate +10%

## Spicy Flavor Seafood Soup

"Eh, wh-what?"

Spiderweb-like cracks spread on the stone statue. Then, as if it were erupting, it scattered all around and the sight of a jet-black figure emerged. As a whole, it looked similar to the Reaper he'd fought in the Shadow Forest.

It had an enormous body big enough to completely fill the space. A demon with its eyes covered by a black cloth and draped in a black mantle. Behind it, black hair writhed all around like living snakes. Completely black, even the skin was as cracked as an old tree was black.

- Boss monster Adelaine has appeared!

Quest has been updated.

The Guardian Deity of the Merpeople, Gallic → Encroaching Darkness

- Shield's durability has dropped by 10!

- You took acid poison damage. Damage 50!

"Ack! Ma-master?"

Dedric let out a confused screech as he was summoned.

"Ma-master, please forgive..."

"Shut up and do everything you can to block that guy. If you do a good job then I'll forgive you!"

"Huh? Really?"

Without even knowing what was going on, Dedric replied with an emotional face. Then he immediately turned into a Bat and rammed himself into Adelaine's face.

But Dedric was forcefully recalled after just a few seconds of being baptized in acid.

"Arghh, it's hot... Master... you... promised."

It was a brave end.

Deric's sacrifice had an effect. When Dedric rushed in Adelaine's hand slipped to the side. Although Ark lost some health he was able to avoid a direct hit.

Ark flipped the shield over his back like a turtle and jumped up.

"Dark Blade!"

The magic sword released a Dark Blade.

With a violent noise, he landed a critical hit. At the same time, a golden opportunity appeared. In tatters from the acid, Adelaine stumbled as it fell to one knee and allowed a Double Critical Chance. Without delay, Ark cast Dark Blade.

- With Double Critical Chance, you have landed critical hit 2x.

- You have levelled up.

- ...Christin...

- Christin, Christin, it's you, right?

- Why? Why don't you call my name? Why don't you hold my hand? Have you forgotten me? Is that it? I waited for you. I've waited for you as I cried until my eyes could no longer see. Christin... please...

- You've become angry with me, haven't you? Right? You've become angry because I tricked you, right? I'm sorry, I'm sorry. I... knew you would return. I thought you would return if I did that. You can't forgive me after all? Is that it?

- I'm sorry. I'm sorry.

- Christin...

Miracle Nursing has succeeded.

\*For succeeding in Miracle Nursing, all your stats has increased by 1.

\*Affection has increased by 10.

\*Fame has increased by 50.

\*Your alignment to Good has increased by 50.



Since you've succeeded in Miracle Nursing, your title has been elevated to 'Soul Caretaker.'

Your fame as a caretaker has increased and you will come to receive the praises of many of the sick.

\*As a title-related bonus, all stats increase by 1 each.

\*Fame increases by 50

Mysterious Stone Fragment Infused with Ancient Power

Adelaine's Necklace (Rare)

A necklace used by Adelaine, it is a simple pearl necklace. However, it responded to the Adelaine's affection as she prayed for her loved one's safety and came to possess a magical power.

Effect: Defense increased by 30, Affection increased by 5.

- Thank you. Adventurer.

- I am the owner of the body you are inside of.

- That is my name.

- I was insane. However, when you purified Adelaine, I came to my senses. Adelaine is my long-time companion. She spent hundreds of years inside me as she waited for someone who would not return. Her body died long ago, but her mind remained and waited for him. However, that was the problem.

- Dark energy lies in the object she stole. It does not exert very much influence on a living being, but it is fatal to a soul. In addition, she was wrought with guilt over having betrayed him. Her guilt was as strong as her love. Because of it, she was consumed by the dark force the stone emanated. And I, who shared a spiritual bond with her, was also assimilated into that darkness, thus I lost my senses.

- Actually, he died before Adelaine came into me.

- She also knew. Even though I did not like knowing, she came to know it. However, she did not acknowledge it. She drew her last breath, and her soul believed he would return. That is love.

- Raise your head with pride. Adventurer! Straighten your shoulders! You have freed a lover from the pain she suffered for hundreds of years. Where could you find a more praiseworthy deed for a man?!

- The Encroaching Darkness quest has been completed.

Guardian Armor of Merpeople (Magic)

Armor Type

Leather Armor

Defense



Durability



100



Weight



35



Usage Restriction



Level 60

Guardian armor, only Warriors who has received the recognition of the Merpeople can equip. Legends say it is made from the scales of a Sea Dragon. It is a light and soft material, so one can move with great ease. In addition, anyone who equips this armor will not receive any water-related damage or penalties.

Option: Water Attribute Resistance +100%, Penalty based on water is nullified.

Envoy of the Merpeople

## Flute of the Merpeople (Special)

A flute that allows you to call Merpeople friends. You can use it anywhere at sea.

Although it took a few days to reach Nodelesse, by riding on the dolphins, it didn't even take 30 minutes. In the distance the appearance of a lovely shore was revealed.