Ark Vol 4 C 5

Chapter 5

ACT 5 The Red Man

Kurururu!

There was a deafening honk.

Following Sarah, we reached the Brown rock area within 30 minutes.

Ark's party reached the bottom of a waterfall pouring down from distant heights. It was an area of darkened stone around Giran; with such excessive heights that Ark had never even been there. They took a break to view the stunning scenery but some of the view was blocked by the ruins.

While Ark was looking around, Sarah pointed to one side. At the back of the falls was a small space that one person might be able to pass through.

When just looking at it straight on, the mist from the water makes the passage impossible to see.

Sarah thrust a hand in and showed that the space was larger than it seems. Inside the entrance a bunch of moss was attached to it.

[Unidentified thieves hideoutInside the Brown Rocky area are ruins that have been abandoned a long time ago.It looks like one of the places that are often abandoned. However, traces of people can be found at several different locations. This remains clear that a dangerous group are hiding somewhere within the ruins. If you are going to explore the ruins, proceed with extreme caution.] -You have found an undiscovered dungeon. As a new discover, you can gain an additional 700 experience and 30 Fame if you register in the Hall of Fame. Would you like to register?

Ark obviously refused registration and entered.

" This place was a hidden dungeon!'

He's come to the front of the falls before but never found a dungeon.

It was hidden in a place that people wouldn't have imagined.

Of course, this was not the only dungeon. So far, Ark has been in numerous areas with hidden dungeons.

'When I first started the game, I would have missed them '

When Ark first entered New World, he wasn't interested in everything.

He would overlook a suspicious forest or rock. Even a waterfall suddenly appeared in a rocky area then he would've just ignored it.

It is a long game, if you only relied on information that was already discovered that you would be unable to proceed much further.

This was caused by the excessive need to level up.

"But in New World there is a lot of information that is yet unknown.

And that is what you have to figure out by yourself. In the future, I should pay more attention to my surroundings.'

Finishing his self-criticism, Ark turned to Sid and said.

"SId please set up camp here and wait patiently with Sarah."

"Yes,"

Sid answered and pulled out firewood to create a campfire.

Then Sarah pulled Sid's sleeves and asked.

-Sid-oppa is not fighting?

"Eh? I am a merchant......"

-Being hit would hurt more

Sarah's sneaked a glance at Sid and then looked down.

"Eueu......Should have chosen a warrior. . ."

That struck a blow and Sid once again regretted his career choice.

Leaving the two behind, Ark entered the dungeon. The roaring of the waterfall shook the dungeon.

The noise of the waterfall was close enough that it created static around the ears. In addition, every step he took he could feel the tension!

Ark stealthily entered the mouth of the tunnel.

'That reminds me. '

"Dedric, surveillance".

"Roger, master"

Ark advanced carefully with Dedric ahead of him. However, the dungeon was smaller than he thought. One passage consisted of a circular shape. Besides, no matter how much he looked for a thief, he didn't even see a mouse.

'What the? Sarah saw the thieves drag her father here. What was going on? '

If so, only one answer remained, there was a secret passage somewhere.

Therefore Ark used the skill Eyes of the Cat to observe the area around him. And after a few moments, he found some bloodstains on the ground.

The blood stains were quite new......

'This is it! '

It was clear that Sarah's father was dragged by the thieves and shed some blood.

This means that if he followed the blood trail then he will find the secret passage, Ark reasoned.

The blood stains were sparsely scattered at areas with dead ends.

They were kind enough to show where the secret passage was by splattering a few drops of blood on the walls.

"Is this where the switch is? '

Ark peered at the walls and the fall but no matter how meticulously he looked, he could not find the switch. 10 tedious minutes had passed when suddenly the familiar sounds of the waterfall changed.

Ark instinctively pressed his ear to the wall.

"It really.....is boring"

"How longthis wait?"

"Any other way?It's an order.........While activitiesstay hidden......."

"Che,They're surprisingly cowardly Why should we listen to them?"

"He...... what skills do you have if you offend him "

"And thenHere too Do you know "

"Aaa.......That manwe paid compensation that......words?"

"Now you can harvest soonIf everything goes wellget big profit"

"Huhuhu, indeed....."

"Although I heard rumours Nowadays, the surrounding robbers there is a hunter?"

"Aaaa......HeardNo party.it was said to be alone?"

"A pretty strong guylooks like...It's unrelated to us.. "

"Damnby such a personand want I wishbefore I die of boredom "

Because of the falls the sound was broken but information doesn't really matter to me.

The important thing is that there are thieves inside the secret passage!

"Okay, Dedric, Skull, lurk back around the corner"

Ark commanded in a small voice and they moved to position. And attacked the wall with his sword.

A deafening bang, and the walls vibrated. He couldn't even scratch the walls but that didn't matter. Because he hadn't even thought of trying to break the wall.

"Eh? What......Sound?"

"I heard outside ... something collapsed......did?"

"Damn ... if entrance collapsesannoying "

"For the time being......I'll go out"

With a mechanical sound, the wall pushed outwards and rose up.

'What the? Everything's fine?"

"So what was that sound before?"

"Did the stone roll away from the falls or something?"

The 3 thieves appeared and looked around through the secret door.

Ark who had hidden himself using 'stealth' was watching from close by. He came out and quickly approached them, stabbing the thieves with the sword.

-Critical Hit! Backstab effect has increase damage by 200%. The thief will be stunned for 10 seconds.

The vitality of the thieves was reduced by 30% as the quickly hid himself again...

"What, what?"

"The enemy!"

Two thieves panicked and pulled out a sword However, Ark's actions was several times faster.

"Snake, nerve paralysis poison!"

Snake had eaten a poisonous plant and spouted black venom.

The venom flew across the small space and hit the neck of the thieves. And the voice of the loudest thief suddenly stopped.

That tactic was one that they had used and successfully mastered on other thieves.

When using paralysis poison, you can attack the throat and paralyze the vocal cords. When that happens, if the enemy are not organized thieves then their communication will weaken.

"Now, Dedric, Skull! Plan B-1! '

Ark who was hidden in the corner called out a command.

While Ark took care of one enemy and drew their attention, the two pets began the operation, which had a 70-30 offense and defense ratio used to stop the enemy and blocking the enemy's retreat was plan B-1D.

Additionally, the airborne ratio was 50:50 for plan B-2, 20:30 for B-3 and to stop attacking and stop the enemy from retreating was plan B-4. Through countless attacks against thieves, the experienced Dedric and Skull skillfully avoided the thieves' attack.

Meanwhile, Ark violently attacked a thief who stumbled from the onslaught. Once the enemy's organizational skills had been destroyed, they were no match for Ark.

Hunting a user that was a thief was far more difficult that fighting a group of thieves. Their level was 100!

On the other hand, he was only level 85 but the dungeon allowed limited room for the thieves to move. His 30% dark attribute bonus also guaranteed that his stats added up to around level 110. At the same time his skill proficiency increased by 30% and was surprisingly effective.

He also used his Eyes of the Cat skill to search for any weaknesses.

A kick quickly took care of the stumbling thief and attacked the throat of the middle bandit who had been hit with the paralysis poison to stop communication, causing him to fall into critical condition. Once he fell, the final thief opened his mouth and ran away.

Are they trying to request help?

'Don't miss? '

Ark turned and threw something at the legs running away.

Due to the poison the thief's legs became paralyzed and he fell down.

The chances for a double critical hit activated immediately!

Even if he couldn't see it the results were clear.

"Well, this was a fairly decent battle."

When he checked only 30% of his health was shaved off.

But he would have to be careful because he wasn't sure how many thieves were hiding. "

Ark used Eyes of the Cat and activated 'Stealth' while hiding in the secret passageway.

There were also long tunnels that connected from the passage.

Within a few minutes some roads that lead back to a main square room appeared. The square was lined with balconies, each flanked by two thieves standing guard.

The square.

There was no way to avoid being seen from the balconies on both sides and it was impossible to get away undetected. However, that didn't matter to Ark as he has the skill 'stealth.'

'The stairs to go up the balcony can't be seen from here. Then are there more stairs to go up inside the balcony? I better find the stairs to go up where I can remain undetected. '

Ark silently crossed the square.

Although he had 'Stealth' activated, he was still quite nervous when he entered the vicinity of the guards. And just as he was about to cross the square, a situation that had never happened before occurred.

He happened to step on something on the ground.

-A trap has been triggered. Critical Hit! You have received 200 damage.

'Bleed' status. 10 hp will be consumed every 5 seconds for one minute.

He never expected traps.

So far he's never fought against an opponent who used traps, but the problem was not the trap.

The attack had cause him to enter a battle state and the 'Stealth' ability was deactivated. At the moment, the eyes of every thief were concentrated on Ark.

"Intruder!"

"How did you get here?"

"Whatever it doesn't matter! Kill him!"

Two people at a time deliberately lifted their bows, for a total of 4 people.

The arrows simultaneously flew from different directions. The situation was one where he couldn't predict and avoid the arrows. However, Ark did not panic. He had experienced this with countless other bandit groups.

There was no reason to rush and get upset.

"Dedric, Skull! Plan B-4!"

"The right wing. Ok!"

Crackle!

Dedric and Skull used all their evasive power to avoid the arrows and destroy two.

Then, Ark grasped his sword tightly and concentrated on the remaining arrows flying towards him. Just as the arrows were four feet away from him, he turned and swung his sword.

He pushed forward while simultaneously hitting the arrow with his sword... At the moment it struck, he managed to counter attack and successfully pulled off Riposte.

He managed to attack a thief faster than the arrows could be shot.

"Gwak, how, the arrow ...!"

The thieves burst out a shocked cry.

After being backed into a corner by the Silver Arrow group, he relentlessly polished the activation rate of his Riposte skill. Thanks to this training, there was a 70% chance that Riposte would activate and parry the arrows.

Once the arrow had been deflected, Riposte was useful in dealing the first blow. If an arrow hits there is a high possibility that an abnormal status will be inflicted. And it's the same for thieves too. If two thieves were hit with arrows, they might get paralysis or slow etc.

In other words, the robbers were also in danger of being hit by the arrows. There was also Dedric and Skull to decrease the burden on Ark.

For Ark, the limit of a flying arrow was two feet.

This was a small enough number that he could use Riposte. When Ark deflected as many as five arrows, the thief's health was decreased by at least 40%. However, it was not a 100% chance.

If Riposte failed to activate then the penalty was numbness of the body.

When the arrow hits, his health was slowly decreased until it was almost 50%.

" There are four people left. In his state, the success rate of riposte was down. If this goes on for longer than I am at a disadvantage.

Then, while he was flying around and evading arrows, Dedric noticed something and exclaimed.

"The switch is here!"

"Huh? That guy!"

"Hihihi, he discovered the proper design. What is this? It's like, what?"

Clink, Kurururung!

With a smile, Dedric avoided the thieves and the arrows and took out the switch. With a sound, the balcony lowered to the ground like an elevator. The machine was built to act separately from the stairs.

"Well done Dedric!"

An eerie light shone in Ark's eyes.

A muffled scream was heard as Ark pulled his dagger from the thief standing in front of him. And the NPC archers were no match for a dagger wielding Ark.

Ark immediately finished the four archers on the ground.

'Hyuu......Nevertheless the party quest was quite difficult.

The thieves were high level and had the geographical advantage. If it hadn't been for his experience hunting bandit groups, Ark would have probably been the one lying on the ground.

'Maybe it was fortunate that I discovered this place late. '

Ark used food to restore his health and Mana to 100% before moving to the stairs.

He walked more cautiously than the first time he entered.

" I never thought there would be traps in the cave'

The biggest problem is that it is a trap.

Fortunately the damage done by the trap was minimal. However, he cannot guarantee that the next trap he encounters would be at the same level. Even just an alarm ringing through the cave could cause serious problems.

However, even if Ark found a trap it would be difficult to deactivate it.

The trap-related skills belong to professions like Archers or Explorers who search through ruins.

In New World, it was impossible to get everything for free. However, for those who don't have the required professions the success rate is less than 10%. Therefore the party shape for dungeons requires the right combination of professions.

'What if? He couldn't avoid the traps '

Ark began to get worried.

It was then that Skull came forward and stumbled on an idea.

Skull had complete loyalty!

But when Snake evolved, Skull was utilized less. Skull was only used when Ark picked him up to throw or biting ankles.

Although he had a lot of stamina and strength due to food, he had no arms and legs to attack.

Because of that, in recent times Skull had become quite depressed.

Skull could not recognize the expression on his master's face.

Ark thought that this was really a difficult situation.

"What happened to Skull?"

Crackle!

Skull was bravely prepared and rolled stumbling forward. He rolled forward a few feet until there was a snapping sound and a rain of arrows shot from the walls.

However, the people who installed the traps never would have thought that a skull would be the one activating it.

Of course the arrows were aimed at a human height and shape.

"Yes! There is that method!!"

Crackle! Crackle!

The skull proudly stumbled forwards.

"Okay, Skull. You will put out the traps."

After that, Skull always rolled 10 meters in front of him to check for traps.

Of course, arrows shot out or a sword was swung and there was even items falling from the sky. However, Skull had high stamina and survived all the traps. In addition, Ark did not have to worry about an alarm when a trap was triggered.

Even if a number of traps were triggered, he did not enter a battle state.

Therefore, he used 'Stealth' and just hid from any thieves. On the other hand, Skull could simply be unsummoned to deceive the thieves.

'What the? Why did the traps activate? "

"There's no one around?"

"Damn, did a rodent touch it or something?"

The thieves floated around the perimeter for several minutes before returning to their positions. Therefore, Ark found a way to cope with similar dungeons.

The dungeon has a relatively simple structure.

A long passage with open up to a large room with archers. There were also 3-4 thieves waiting in the room.

The large room had various combinations of thieves, but Ark had already figured out the combinations. He properly activated the machine then went on and defeated the enemies.

He passed through 10 or more room.

Then unusually the normal long passage ended before two huge doors.

'This is the boss's room? '

It was different from the traps. He knew that if he opened the doors then enemies would appear.

Ark checked his equipment and carefully opened the door.

Although the sound of the waterfall echoed loudly in the dungeon, the creaking sound of the unusually large doors opening was clearly audible.

"What the hell!"

A sharp sound was heard from the side where a variety of tools were scattered.

The first thing he saw was the black robe covering the body. However, it was not a human NPC or a humanoid monster...the face that was revealed between the hood was surprisingly that of a reptile.

At the same time, a warning message flashed before his eyes.

-The Boss monster ' Mysterious Conjurer Kirk' has appeared.

The yellow eyes like a snake rolled around and stared at Ark.

"You are the bounty hunter? No, you shouldn't have taken the reward.....Well it doesn't matter. Anyone that comes here won't be allows to leave alive!

Kirk was also a level 100 thief. However, a boss monster is never an opponent that can be ignored.

Also a level +E difficulty boss monster could be compared to Adelaine. However, Ark had already defeated Adelaine a while ago.

Ark snorted and grinned.

"That is not something that you will decide."

"Impertinent, how dare a human talk like that?"

Flash-!

Kirk chanted a spell and 3-4 light rays emerged.

It was a low-level magic energy bolt that was learned when you changed professions to magician.

While a warrior used a sword, it was the primary magic attack spell for magicians. However, if it is a couple of shots flying at the same time then he couldn't ignore it.

Ark rolled to the ground to avoid the damage. He also used Riposte to deflect the magic.

Putt putt POW!

"Ugh, this, unbelievable!"

Kirk wobbled and retreated.

'That's it. Riposte also works on magic! So there was a way for him to win!"

"Dedric, Skull! Plan A-2!"

He commanded as Ark, Dedric and Skull spread in three directions. They maintained a certain distance while Kirk's gaze moved wildly between them. Naturally the attacks came flying at Ark who used Riposte as much as possible to parry and counter attack.

Kirk began to use more powerful spells. However, the more powerful the spell is the longer it takes for the magic to cast.

The ball shaped fireball magic was easier to successful Riposte than the energy bolts.

Double bang!

When the fireball was repelled back to Kirk, his health decreased by 10%. Even if he was a boss monster, the trait of a magician was its low defense.

"I was nervous because it was the same level boss as Adelaine but he's not so hard. No, is it because I've become stronger? Anyway this degree of difficulty should be no problem! '

With his confidence boosted, Ark's concentration also increased and he returned even more magic.

However, there was something Ark hadn't considered.

The boss monster's racial special skill. After around 5 minutes, Kirk's health had been reduced to 50%.

When his attack magic did not hit, Kirk spat out curses with a harsh voice and started to chant a long spell.

"God dammit, human prepare to be immobilized!"

""Dedric, Skull! Prepare to stop him from finishing the spell.

Ark had felt something sinister and shouted.

However, before Dedric and Skull could interrupt, Kirk's magic had been completed.

"Mimicry!"

At the moment, Kirk's appearance changed and he disappeared.

Ark looked carefully at the surroundings.

Suddenly the figure had vanished. Ark could use ' stealth ' but this appeared to be a different skill. Because 'stealth' could not be used in battle. In addition, the Eyes of the Cat were a skill that could see anything that was hidden through level magic, but it could not find any traces of Kirk. Kirk could also use magic even while he was hidden.

"The crystalized rock crystals arise!"

He heard Kirk's voice from coming from an unexpected place.

Then all of a sudden, the ground rose up and golems the size of humans formed. They were approximately level 50 but there were enough of them to fill the room.

The golems came out and the situation immediately changed.

Kwa Kwa Kwa bang, bang!

The golems surrounded Ark from all directions and attacked.

Since they were only level 50 they didn't do a lot of damage. However, that was different for his level 40 summons. Although they tried to avoid all the attacks, every time they were hit than health was drained. He never expected such magic from Kirk.

'Damn, what kind of technology is this? '

Ark struck a golem which was replaced by another one.

Ark was suffering from a situation where the enemy couldn't be seen.

The last time was when the squid shot out black ink underwater. The only way he made a fatal blow was by looking at the flow of the current and following it. However, he couldn't use that method with Kirk.

There were more than 20 golems running around the way and there was no way to look for traces of Kirk.

Kwajik!

The situation couldn't continue for much longer as first Skull was stepped on by golems before Dedric who was surrounded by golems disappeared as well. All the attention turned to Ark who received additional damage and was soon in a critical state.

'I was wrong, I can't win like this! '

Ark hurriedly turned and tried to exit the room.

"Kukukuk, did you think I would miss that? Go loyal servants!"

The golems obeyed and pursued him out of the room. Kirk hid between the golems and his voice was heard chanting a spell.

Ark turned and stared.

'Riposte! '

Ark's goal was to strike all the golems with his counterattack.

The terrain in front of the room was a narrow passage. In addition, the opponent was a medium sized golem.

The golem who was hit with Riposte flew backwards into the crowded area and collided with the golems behind it.

Strike!

The entangled golems fell like dominoes.

"Uhh, this bastard ...!"

And Kirk who was hiding somewhere between the golems had his magic cancelled.

Meanwhile, arc ran frantically down the passage. After he ran away for 1 minute then the battle state disappeared.

Ark immediately hid himself with 'stealth.'

"Oh damn ...! Where is this guy hiding? Golem, sweep through the surrounding area. He must still be lurking around here somewhere!"

After a brief period of time, the voice of Kirk was heard among the golems. However, he still did not have a way to attack when Kirk is in a mimic state.

Ark had returned to the secret passage using 'stealth.' When he checked the info window, it was not a joke.

The durability of all his armour was at the lowest point due to the durability and strength of the golems. Even if he used the magic restoration spell to repair the equipment, the maximum durability would still be reduced.

With tears in his eyes, Ark had to use the repair box which he normally avoided using due to low stock and cost.

But the problem isn't repairing his equipment.

'What is an alternative method? '

Before he had to run away. However, the situation from before wasn't good. He was already using mimicry and then he summoned golems. On the other hand, Ark had also lost Dedric and Skull. The results meant they had to fight again.

'Damn it, even if he doesn't have golems there is still the problem of mimicry '

The biggest problem was that Kirk had special racial skill mimicry.

If he keeps fighting in the invisible state than there is no way to attack him.

'When it was underwater there was still a way of attacking '

He was thinking about his experience fighting underwater when an idea sprang to his head.

Black ink!

Why had he never thought of that?

That right, if they are invisible then you should make it so that they can be seen! '

Ark stood up and went to the entrance of the dungeon. At the entrance, SId was dozing against the wall while Sarah peered with worried eyes at the dungeon.

When you're dead then you can nap comfortably.....

"Eh? Ark-nim! Have you finished?"

"No, the boss was stronger than I thought."

Ark spoke bluntly in a curt voice and Sarah gave him a concerned look.

"It's okay. I'll do everything I can to save your father."

Ark said with a smile while Sid looked worried.

"Sid, I'll need your help to defeat the boss."

"Yes? But I'm a"

"I'm not asking you to fight. That thing? Only that will be given"

Ark said with a smile.

"You fool, you came back to die!"

When Ark entered the secret passage, Kirk's voice was heard. And the golems flocked to him.

In a moment, Ark hit a golem with riposte and sent it flying in the direction of the audible voice.

"Kukukuk. No matter how much you rack your brains it's not use. If you can't see me then you can't catch me!"

Kirk had already fled several meters away from where he was laughing. Then a cold smile spread on Ark's face.

"Then I just have to look"

Ark's hand moved quickly.

Ark removed a big package from his bag and threw it in the air. And swinging his sword, he burst the package causing colourful liquids to fly everywhere.

At that time Kirk gave an embarrassed scream.

"Dye!"

The item splashing all over the place was very colourful liquid dyes.

Ark had collected the dye using Sid's sewing skills. And by blowing it in the air. The dye scattered in many directions.

As a result, the deserted dungeon underwent a home renovation with various colours splattered all over like a rainbow.

"Ugh, this is unbelievable!"

The not so agile Kirk couldn't avoid all the dye and looked like a rainbow lizard.

Ark lifted his sword and smiled.

"Pretty good? So nowlet's fight fair and square?"

"Golems kill him!"

"Seems the lizard can't guess the situation"

Ark quickly narrowed the distance using Riposte.

Then the golem was hit and forced back to the wall with Kirk. Due to that golem, Kirk was a difficult goal for Ark.

This was because it could hide among the golems without being seen. However, when mimicry was broken the situation changed.

"Snake, nerve paralysis poison!"

Ark swung his poison coated sword at Kirk's neck. Thanks to the vocal cord paralysis, Kirk couldn't chant his magic. In addition, he couldn't give orders to the golems so their actions became unorganized.

Kirk was on the defensive and in a hurry ran away. However, Ark used Riposte on the golem and aimed it to hit Kirk.

With his vocal cords barely unparalyzed, Kirk angrily shouted.

"Fools! Every golem is stupid!"

"Oi, oi, your character is the worst. Your summonses are risking their lives to fight for you. You should value them.

Although Ark did summon his pets to feed them horrible food.

After a few minutes of fighting, Kirk was in critical condition.

"Rain, come and nourish me! Let's leave. Humans! Acceleration!"

Kirk cast a spell of acceleration and headed towards the rear. Although Ark hurriedly rushed through the golems, the acceleration had doubled Kirk's speed and he was already around the corner.

There was a waterfall outside the dungeon.

If he washes the dye off at the waterfall then the situation will not change.

"Damn childish lizard who can't die without causing problems,"

Ark cursed and chased after Kirk.

Meanwhile, Kirk was running towards the entrance of the dungeon.

"Hik, what is that?"

Sid was standing at the entrance with an uneasy look when he shrieked as a rainbow coloured lizard came running out and pushed him out of the way.

"Get out of the way, Hobbit!"

Kirk ran while frantically chanting magic. And just trying to shoot a huge fireball, he flinched and fell forward.

"What, what?"

Ark followed with an evil smile on his face.

"What a fool! Did he think I wouldn't have any countermeasures?"

"No, no waya trap?"

"I learned from you."

Although to be exact, it wasn't a trap.

Due to their profession, Ark and SId couldn't install traps successfully.

However, a certain freedom of action was possible in New World. So what they came up with was a needle using Sid's sewing profession!

Before Ark entered the dungeon, he laid out a series of needles coated with Snake's venom on the ground at the entrance.

It wasn't a high level trap but Ark took advantage of the fact that Kirk would have to run through the entrance barefoot.

"Do it, no way! I with a needle.....!"

"It doesn't look good if you're too persistent. Just simply accept your death"

"Don't make me laugh! I'm the great "

With his two stiff legs, Kirk quickly tried to chant a spell.

However, wielding his sword Ark was several times faster.

"Take this, Dark blade!"

There was an audible sound as the sound penetrated Kirk's chest.

The mimicry faded away and his original features returned as his body slowly disappeared.

-Your level has risen.

When Kirk disappeared, a welcome message popped up stating that he was level 86.

He could also see the cross shape on Sid's head, a sign that he had levelled up.

Sid was too far away to receive the party experience from the thieves in the dungeon. Thanks to that, Ark was able to receive 100% of the additional experience received for killing thieves in a party.

By taking advantage of this fact during his battles against the previous bandit groups, he was able to raise 7 levels in 9 days. However, Kirk died in front of Sid so the experience would be equally distributed.

'Well, in this situation you deserve the experience but '

"I finally finished. And Sid you performed well by deceiving the fellow."

Ark said as he crouched beside Sid who was on the ground. Then Sid stood up and with a face brimming with tears replied.

"It's really scary!"

"What is, this ... '

Was the person who reached level 60 as a merchant a game novice? He wondered about the real status of Sid. But anyway the boss was defeated thanks to Sid's help. Ark gave Sid a pat and excitedly examined the items dropped from the boss.

Dark robe (Magic)Armour type: RobeDefense power: 20Durability: 4/40Weight: 10User restriction: Level 70 or moreA mysterious magic robe made of silk, magic spirit is imbued in the silk to help calm the mind. A calm spirit can increase concentration substantially and help the magic unfold smoothly.{Option: Magic success rate + 20%, Magic casting speed + 20%}

-The thief's keyThe Winning Necklace: Level 70 Quest starting itemA necklace made of a material that vaguely detects magic. You can check the quest commissioned by the Magic Institute.

The boss monster had dropped one equipment item.

It's for magic use only but it has good options that should make it sell fairly well.

'I bet the key is related to Sarah's quest but this necklace? '

Ark stared at the Winning Necklace.

The necklace material detects magic and the glass heart beads were sealed and protected in the same material. In addition, it was a quest starting item.

In other words, if someone had defeated this dungeon and found the quest item then they could bring it to the magic society and receive the same quest Ark had.

'Yes and if he had originally found this dungeon first then he could've swept through the dungeon and recieved the quest. By doing the Event Quest, he earned a high level of friendship with the Magic Institute and therefore did the quest in the wrong order. '

In other words, this was the original intention behind the bandit groups. Ark considered this with a frown.

"But wait, this is a quest starting item? So somewhere in the dungeon is the Heartsoul Bead? Because the boss dropped a quest starting item for the Heartsoul Bead, it means that he is entering the starting phase of the quest.....'

Maybe the Magic Institute's quest was longer than Ark thought.

Ark summarized the dungeon and returned to the boss' room with SId and Sarah.

In the room there was a different secret passage attached.

By following the route, it eventually led past a pool to the prison.

More than 10 people were trapped inside the prison.

When Ark used the key to open a door, Sarah ran to a middle aged man who had tears brimming in his eyes when he saw here.

He was Sarah's father.

"You're still alive, so everything's great"

Sid was thrilled by the sight.

"Rain, out of my way!"

"Eek?

Some unexpected developments occurred.

The middle-aged man pushed Sarah to the side and ran towards a bush. He was not the only one.

The prisoners that were not seen by Ark and his companions seemed crazy as they also rushed to the bush by the pool and ate the grass. And they seemed lightheaded as they sat down and stared at something spellbound.

The same thing happened to the middle-aged man. Sarah was too embarrassed to show any expression on her face.

"Ah, Ark-nim?"

Sid looked at him puzzled.

Ark looked at them for a while before approaching the bush they were scattered around.

The key for Ark was the bizarre shape of the plants that were growing. Their strange behaviour was probably related to the plants.

He used ingredient identification on some of the plants and opened up the skill's information window.

Nurunma Leaf (Ingredient)A plant that grows in the special environment of the island. The leaves have an anaesthesia effect and can be refined to tablets to create a superior remedy. But at the same time it contains strong addictive and hallucinogenic ingredients in large quantities. The final drug like effect relies on the purification process. When just the leaf is eaten, in the past warriors just it as a stimulant however once it became an addiction then their guard was easy to break. Due to the severe effects, the production and distribution of this stimulant was banned across every continent.

"This is a drug as expected"

"A drug?"

"Yes, somehow all these people are addicted to drugs."

Ark nodded and murmured.

Now a picture of the situation was drawn in his head.

The reason why the thieves remained concealed in the ruins and didn't move for 1 year.

Someone had probably told them that the Nurunma plant grew in these ruins.

The thieves began to grow it in order to start drug production and gain a big profit.

"They probably kidnapped travellers and locked them in the jail to be used as an effective drug trail. And Sarah's father too......"

".....!"

During the conversation between the two, Sarah's face turned pale and terrified.

Sarah's father had been kidnapped at little over two days ago in game time, and two days ago he was fine but now he's a drug addict.

Sarah cried at the reality that her father was just one middle aged man seeing hallucinations.

Then Sid who could not overlook a crying face asked.

"Ah, Ark-nim?" Isn't there a way? At this rate"

"Certainly, if left alone then it could be a big problem."

Ark replied, scratching his head.

This situation was really difficult. He had defeated a group of thieves and in the end rescued Sarah's father.

But the middle aged man who should have given him his reward was instead a saliva dripping man addicted to drugs. In addition, the quest for the Magic Institute required him in his normal condition.

I don't know whether this will work but I have no choice but to try it'

"Everybody please be steady. The pleasure that you're feeling now is not right. It is the temptation of the devil that will lead you to eventually ruin your body and your mind. Please steady your heart and resist the temptation. You can do it"

Ark used his nursing skill.

However, there was no reaction from the addicts.

They were too immersered in their hallucinations that Ark's voice was not even audible to them. And after a while, the effects of the Nurunman leave they ate wore off and moving their bodies like a zombie, they stood up to grab more leaves.

"Stop! Wake up!"

".....!"

Sid and Sarah tried to stop them but it was no use.

The addicts were furiously beating each other up to get to the Nurunma leaves. The surprising thing to Ark was that their resilience. Even when they were knocked down, they just got up again like they could feel no pain

Even if they only had 1% health left, they still crawled on the ground in order to put the Nurunman leaf in their mouth. If he left then the situation would just repeat itself until all the plants in the ruins were gone.

'Damn, is this why drug addiction is so frightening? However he could not have them killing each other....looking at the situation maybe it is better to put them back in their prison?'

Suddenly a thought flashed in Ark's head.

'If so, this might be the best method! '

Ark immediately took out his pot and cooked a dish.

While the addicts were eating the Nurunman leaves, he was just leisurely cooking and Sid and Sarah shared a puzzled and absurd look.

But they couldn't ignore the sight and soon 15 portions of food were produced that gave off a strange smell.

"Ok Sid, Sarah, catch the people and feed them this food using force if necessary!"

"Yes? But what ...?"

"I'll give you an explanation later after you quickly feed them!"

Ark shouted and caught 1 addict, pressing the food to his mouth. He struck the struggling addict, forcing his mouth open and shoving the food in, with Sid and Sarah immediately following. The effect was immediate, the addicts who ate the food staggered and vomited out the Nurunma leaves.

"Ugh, ugh, uweeeek!"

An addict who ate another Nurunma leaf vomited again.

'It is like I thought! '

Ark's eyes twinkled.

Ark had made the 'Appetite Killing Stew.'

It was a stew that tastes so bad that it is impossible to eat any other food for 2 hours or they would throw up. If you tried to eat food by force then it would be thrown up and it also had the additional bonus of decreasing the effects of the eaten food.

'The Nurunma leaves also counts as consumed food. Eating it poisons you and causes hallucinations. In other words, in New World drug addiction can be seen as a food effect '

When the Nurunman leaves have been eaten and thrown up, it is also possible for the Appetite Killing Stew to weaken the drug addiction effect.....or so Ark thought.

It was a hit.

After eating and vomiting the Nurunma leaves dozens of times, the pupils of the drug addicts started to clear up.

It was only a slight change but now there was hope.

'Ok, from now on it is a battle of patience! '

The opponents are drug addicts. However, they wouldn't recover easily even if it was a game.

Ark made food and steadily fed it to them as well as using his Nursing skill on the addicts whenever possible.

It lasted over 6 hours.

By that time, Sarah had failed to sleep properly for more than two days and the NPC slept against the wall along with Sid. Ark too wanted to close his eyes and faint from the exhaustion.

However, Ark clenched his mouth and with red eyes continued making food for 15 people while firing off his nursing skill randomly.

'The quest is almost complete. What is sleep? '

The time limit was almost over and he just wanted to finish the quest as soon as possible!

And his obsession finally evoked a miracle.

"You can overcome the temptation of the devil if you will it. Win for yourselves and for the ones waiting for you. Right now is the time to show your willingness for the ones you love.

How many times? Due to the exhaustion it was hard to even count how many times he had used the Nursing skill.

A blue light emerged from his body. It hung down from the addict's face to reveal the shadows that had melted away.

The Miracle Nursing was successfulWithout sparing your body, you devoted yourself to their care and saved many from a fate of despair. A sick person does not only suffer from disease and injury. People addicted to drugs and tempted by the pleasure are not able to escape with their own strength. They are also sick and suffering. Even so, they do not know that they are sick. Nursing people who don't know that they are sick is no easy task. No matter what, the only remedy that can save them is tenacity and patience. Without taking your eyes off the time limit, you poured infinite care and affection on them with amazing patience. Although penetrating the heart with words is important, truly caring for the sick requires a steady patience. Now the sick will learn from your patience and win against the temptation of the Nurunma leaves.

* Due to the success of miracle nursing, all stats are increase by 1.

* The Affection stat increased by 10.

* Fame increased by 50.

* Alignment towards Good increased by 50.

The Miracle Nursing was a success and you have acquired the title 'Committed Caretaker.'Fame as a Caretaker has increased, so you will receive praises from many patients* As a title bonus, all stats increase by 1*Fame increased by 50

'I, I did it! '

With an exhausted face, Ark sat down with a thud.

At that time, Sid and Sarah raised their head to the light. After waking up from his hallucinations, the middle-aged man gazed at Sarah and stuttered.

"Oh.....Oh, Sarah, Sarah! Thank goodness!"

Sarah opened her mouth before running to join the middle aged man in a tight hug while crying.

Sid watched the reunion with tears in his eyes.

"Ah, Ark-nim" You really did it! "

Ark silently nodded his head.

Ark had originally only done it to complete the quest, but looking at Sarah's face he felt a sense of accomplishment.

The heart with which a parent regards their child or the child their parents is still the same no matter if they are a person or a NPC. He thought back to when he was treating the addicts with cold eyes until he saw Sarah sleeping with tears streaming down her face.

The Nursing skill didn't rely on the skill level or the number of uses. For disease stricken NPCs, caring for them sincerely and compassionately is required for Nursing to succeed. Maybe his change of heart was the reason why Miracle Nursing succeeded.

'If it wasn't for Sarah then the miracle nursing probably wouldn't have succeeded. '

That said, however, it did succeed.

Anyway, now he would be able to complete the quest to rescue her father. He explained the general situation. Hanson approached Ark.

"You are Ark and Sid? I really thank you. You rescued my daughter and you even saved me. I don't know how to express my gratitude."

" Obviously with a reward.... '

Ark swallowed the words that came to his mind.

"It was a natural thing. Anyway I'm just relieved that it turned out to alright"

"Oo! A man like you still exists in this barren world. But I can't feel comfortable if I just accept your help. I want to give you something but I don't have it at the moment....."

Hanson had been searching all through his pockets and bag.

'Please think! There must be something! Please look for it! '

Ark's cheers showed an effect.

After a while Hanson remembered the leather pouch attached to his waist and lifted it.

"I'm sorry I only have something like this. It is only one as well. But fortunately for me it is a special talent. It is tips for making a map. Or if you're carrying this leather pouch, other people with a knack for it will tell you their tips to making maps. This would be useful for a foreigner like you."

You can select your reward.1. Cartography (Skill Initiation)Map can be made using Cartographer Hanson's skills.If the user you learnt the skill has a pen and paper, they will automatically draw a place down. Also, villages, the geography and any major information about a dungeon visited are automatically recorded.When a map showing the terrain and information of each area or dungeon is 100% completed, a paper map can be created. This map scroll will be able to be sold to other players or NPC general stores. However, once sold the map information disappears.2. Hanson's leather pouch

It can hold 25% of the capacity of a basic bag

' Hoo., so I can choose the reward? '

Ark confirmed the information with shining eyes.

He had looked at Hanson and didn't have big expectations. However, which reward would be more useful? In big cities a magic bad with 1/4 of the capacity of a basic bag was sold for 200 gold! Therefore he could earn 200 gold with that reward.

" People are always going to be lacking bags '

Ark swallowed his excess saliva with a gulp.

However, what captured Ark's attention was the cartography skill. The basic map given to a user does not register the terrain of a dungeon. In complicated dungeons, his usual method was to familiarize himself by wandering around.

However, if he had the cartography skill he wouldn't have to waste time wandering over the same routes. In addition, when you complete it 100% you can sell the maps. Of course the more complicated and challenging dungeon maps would be sold at a more expensive price.

Bags might be coveted but they are not useful in games and therefore cannot be compared, because the cartography skill could also earn him money.

'Yes, money can buy items but rare skills. It cannot be compared'

After Ark made a decision he looked at Sid. As expected Sid was also drooling over the cartography skill.

Indeed, if registered to a map the town's information would be useful to merchants. It would not be easy to concede it to Ark.

"Sid because you are a merchant you'll need more bags of course"

"Yes? No, I'm......"

"It's ok. I'll just choose the first option. I'll have what's left."

Ark smiled as he spoke causing Sid to flinch. He was laughing but Sid noticed an unidentified light in his eyes.

"Don't be burdened. I didn't do that much to finish this request, just fought against thieves and almost died! Sid was also sleeping when I was busy treating the addicts' suffering throughout the night. But don't be nervous and take what you want. Hahaha, It's between me and Sid. Right? So please choose the better option. This is the bag of course"

Whenever Ark spoke, Sid felt small wounds puncturing him. And after staring at Ark for a while, he blew a sigh and gave an awkward smile.

"Oh, that's right, what, justI need a bag"

"I knew it"

So Ark conceded the bad (?) which Sid received and was very happy (?) and it was done. And Ark learned the cartography skill from Hanson and a message window popped up.

-'Rescue Sarah's dad! 'The quest has been completed.-Your level has risen.

Even though the quest difficulty was +E, completion of the quest caused his level to rise.

Once Ark had completed the quest he asked.

"Have you maybe seen anything special about this place?"

"Something special?"

"Yes, it wouldn't be anything big. Something between the size of a ball and a fist? Well, that would be the approximate size. And because it would have protection there might be a sinister aura coming from it. Are you reminded of anything?"

"Well?"

After thinking for a while, Hanson opened his mouth.

"Oh, that reminds me. When I first came here, I saw something suspicious. Some round objects that were contained in an iron box, wrapped in a black cloth inscribed with funny characters I haven't seen before. I also felt fear to the degree that my body kept on trembling. At the time, I thought I was frightened because I had just been caught by the thieves. But now thinking back, that strange feeling seemed to be coming from that stuff.

"That's it! Where is it now?"

"The man with red hair took it."

"The man with red hair?"

"Yes, he also radiated an ominous aura. A red aura covered his body and he also had red hair. The thieves' boss also used an honorific word for him. I heard the spirit but not the details. He was also the one to give me to the thieves. Your stupid man got caught infiltrating. Tell them to be more careful"

The situation fit. Hanson's words caused Ark to remember the thieves' conversation in the secret passage that Ark eavesdropped on.

In the middle of the thieves' neutral words they said 'he.' Perhaps the person they were referring to was the man with red hair. And the thief who got caught outside was the one that had infiltrated Giran last time.

"Do you know where he went?"

"Let's see......He went north ofBrandt mountainsbeyond the Angora Cliffs...Ah, yes Kairote. That's right. If it is near the Angora Cliffs in the Brandt Mountains then the only place it could be was Cairo. No doubt, he was a cartographer"

"Cairo?"

Ark looked at Sid with a slightly surprised face.

Prior to meeting Sid, he had never heard of Cairo.

It was a lawless city where chaotic users gathered. However, Ark had been unable to figure out the location of Cairo.

He had heard that chaotic users in Cairo automatically received event quests. Of course, Ark did not want to become chaotic just to find out the location of Cairo.

"Do you happen to know the location of Cairo?"

"Of course. I couldn't call myself a cartographer if I didn't know the location of a city. If you'll let me display the location on the map"

Hanson nodded and a map window automatically opened.

It was open to Giran's northern area and a red dot pointed to the middle of the Brandt Mountains.

"Ok, I've collected all of the required information now. Now all that's left is to report back to the Magic Institute.

"Well, let's get out of here."

Dungeons frustrated Sid because they were not familiar to him.

But there were still people in the prison and Hanson's face still signs of hesitation. Ark tilted his head and asked.

"Which reminds meWhy are the people still like that? They don't seem pleased...it's like they're not even aware that they have been saved"

"That's probably "

Hanson explained with a sigh.

The people in the prison were people who wandered the continent or were kidnapped like Hanson. Unlike Hanson who had only been addicted for two days, most of these people have been addicted for years and lost most of their memory.

"When you are looking at a few minutes a day without the dayAlthough the symptoms are different for everyone, some are so severe that they can't even remember their own name. So they are frightened of where to go after they leave here. If it was just a little bit later, I would have been just like them too. I would have even failed to recognize my daughter......."

Just imagining the fearful thought, Hanson hugged Sarah harder.