

Beast Master 1071

Chapter 1071: Nara Group Castle

Hugo made a grand gesture as they stepped through the portal. "Welcome to the Nara Group Castle. It doesn't belong to any of the Guilds, it's cooperatively owned by the Alliance itself, with hired staff to maintain it."

In front of Karl was an enormous stone building, six stories tall and large enough that it rather resembled a warehouse with a stone wall around the parking lot.

"Call it ostentatious, but with ten Mythic Ranked members, over sixty Totems, and two hundred Overlords, among our combined one thousand members, we have plenty of big egos to cater to, and this location is closer to the Dungeon that the group controls than any of our individual Guild Houses.

Now that you're members, we will arrange a section of the building for the Darklight Host members to use when they are in the area. The layout is somewhat unique, as you will see once you get inside.

The Lake Naraledum region is a haven for the desperate and the overconfident, as there are also dozens of minor Dungeons in the area, mostly Monarch Ranked and higher. There is a magical map on the wall, showing which ones are active and which are on timers, as Guild Alliance groups trigger the cooldown on many of the Dungeons, the same as Guild members clearing the instance do."

The big mage stopped to catch his breath, and a group of dragonkin servants came running out to greet them.

"These are some of our apprentices. Guildless hopeful adventurers who work at the Alliance house for job experience and the chance to get taken on as a porter, which comes with loot rights to dungeons." Hugo explained.

The Dragonkin warrior, a teenaged boy at the Commander Rank, nodded enthusiastically.

"The Dungeon doesn't put a minimum Rank on entrants, so we can do the looting, collect materials and carry items for adventuring teams who don't have inventory space." The boy explained.

“No inventory space?” Karl asked in confusion.

Hugo shrugged. “Some classes get strange inventory options. Some get a chest, some only get a few dozen spots to place items, and if they carry a lot of random junk, they’re always out of space. Do you have a lot?”

Dana snickered quietly at the thought of all the loot that had to be hiding in the beast spaces, but Karl just nodded.

“The System considers me a sort of support class, so other than my bonded items, I have a number of chests, each one larger than the one I got the rank before.”

Not that he used them much. In fact, they were ninety percent empty, with only two even being used regularly.

For items to be upgraded and finished items, naturally.

Deve wrapped an arm around Karl and Dana’s shoulders, as they were standing together, and led them forward.

“Just wait until you get settled in. It’s going to be great having actual crafters in the Alliance. Tell me, Miss Dana, how are you at dealing with pathetic pleading and tears?” He asked.

Dana laughed. “Surely, with so many dungeons, things aren’t that dire.”

Deve smirked back at her and ran a hand through his curly brown hair. “Sure, if you’re a Monarch or Overlord and willing to risk your life for the one in ten chance that someone in your team will get a decent item from a Dungeon run.

I know that this might come as a shock to you all, but most people have no intention of going into the Dungeon in Poor Quality trash drops in order to get the gear they need to get into a better group.”

Dana winked at the Druid. "That's what we have Karl for. The Monster Man can solo a five-person dungeon on his own Rank, so we're relegated to the role of moral support and security for the healers."

Deve thought about her comment for a second, then realized the imbalance.

"He's got the beasts with him, and they all count as him, so it's only one person to the Dungeon. Oh, that is pure evil. Queen Remi should be able to summon Bodyguards, right? Most Queens can." He asked.

Karl nodded. "It's a very useful skill."

"We should get you a spot for the monthly Totem Run. It's a forty-person group dungeon, so there's always room for more without things getting crowded. It's also well suited to the Darklight Host, as it supplies a lot of the resources that we sell to keep things running here.

The trick is that it only opens once a month, and it can only be done by members of the same Guild or Guild alliance."

Karl nodded. "So, there can't really be weak Guilds outside an Alliance because they'll miss out on the biggest opportunities. I am assuming that the Mythic Rank Dungeon is much more exclusive, but the Totem Ranked ones should be something that most groups can do with some effort."

Deve nodded. "Most of the larger Totem Dungeons are Guild locked. The five-person runs are all open, and the vast majority of adventurers do arranged or pickup groups. But honestly, the loot is awful.

For the most part, a Dungeon drops equipment a full Rank below its difficulty, and only the bosses have a chance to give items of Rare or Epic Quality.

So, doing Overlord Ranked Dungeons mostly drops Common and Uncommon Grade Monarch Ranked gear. Which, compared to the cost of living here, is worthless."

Dana looked confused. "How can the cost of living be high here? I mean, If you've got Totem Ranked Dungeons, actually living here should be the smallest of concerns."

The Mythic Guild Leaders all laughed at her naive view of how things worked in Sholaha.

“Tax is by the head, and by the square metre of land owned. And the Immortal Monarch doesn’t want us hoarding wealth and taking over, so they set it for Mythic Warriors, and then discount it by Rank. So, a menial job here actually pays an insane rate, but three quarters of it goes to the tax collector.

Or you work for a Guild, or Guild Alliance, who pays your head tax as part of your employment.” Hugo added.

The Dragonkin apprentice nodded. “With meals, rooms and taxes included in our pay package, we can focus entirely on our growth with the money we make, and just send a cut to the Guild.

I swear, the Alchemists have a racket going. Every Rank, the supplements and buff potions get exponentially more expensive.”

Remi looked up in her space. That was excellent news.

Chapter 1072: Fortress Village

Hugo led the group into the massive hulk of a fortress, which turned out to actually be an outer shell containing many warehouses for bulk supplies, as it wasn’t a proper Guild Branch for any of the residents.

The interior was set up like a neighbourhood, with streets, apartment blocks, and even a few villas with courtyards.

“There are actually eight major residences with courtyards here, but you will be our sixth Alliance Member, so after you move in, two will be empty.

Members who live in the city full-time, as well as the Apprentices, live in the villas or the blocks. It’s a bit strange having our own miniature city inside the fortress, but we inherited the building from a Guild that went bankrupt after making a number of bad wagers on the tournaments.

So, the design wasn't our choice, but it works well enough for our purposes, and it is secure.

You can restrict a portal location to only be used by your Guild members. There is one in the house I'm leading you to, and it was fully reset after we took over, so nobody else has access.

Ah, here we are."

Hugo stopped in front of a modern looking Villa with a flower garden, and Karl nodded in approval.

"It's not large outside, but there are five sleeping rooms on the second floor, common areas on the main, and a basement crafting lab, along with the apprentice dorms, which are usually placed on the second or third basement level, if you choose to hire some."

Dana frowned. "Are they expecting everyone to hire Dwarves? Who puts bedrooms on the second basement level?"

The Myths chuckled at her question.

"It's a security measure. Battles between Totems and Myths tend to have collateral damage, so if the fortress is raided, the lower level members can retreat to the safe rooms in the sub-basement and wait it out.

That didn't used to be the case, but Guild Raids would lead to hundreds of deaths, and that was just bad for everyone involved." Deve explained.

Lotus repeatedly poked Karl in the back until he turned around so he could see her pleading, pouty eyes expression.

"Tian does it better." Karl reminded her, but Lotus silently kept it up.

"Yes, we will try to find some cute Apprentices to hang out with you, but you can't keep them from their work."

Lotus gave a fist pump, and the Guild Leaders shook their heads in dismay.

"I am beginning to understand the group composition a bit better now." Raj, the darkest skinned of the Warriors among the Guild Leaders, chuckled.

Ophelia nodded in agreement. "Lotus is secretly the centre of our group. You see, Tessa is her childhood friend, I was the only female Berserker in my class, and Dana was the strongest female Mage when we formed our group to travel."

"And how does Karl fit in that metric?" Raj asked.

"Karl has all the beasts, and you know how Green Dragon Clerics are. But also, he's so incredibly overpowered that it would just be ridiculous to not want to go with him." Ophelia replied with a shrug, as if it should be obvious.

Karl pulled a sleepy Tian from his space and handed him to Lotus, who immediately cradled and began to pet the little fox.

The Guild Leader stared at the pair.

"Is that a baby Stonefur Divine Fox?" Deve asked after a few seconds of silence.

"Indeed. The newest addition to our little family. And the newest reason that Lotus has to remain nearby. Though, she usually stays at the back in larger battles, as she has a Tree of Life transformation, and her area healing skills are outstanding." Karl explained.

"We will help you all get into Dungeon teams if you're planning to remain here for a while." Hugo insisted.

Karl checked with the others, and they all appeared to be on board with the plan.

But Ophelia had other ideas as well. Remi had proven that her potions didn't always risk death, so there was a chance that they could all be pushed to the Overlord Rank. They had advanced their classes already, so if they could join Overlord Ranked dungeon teams, they could gain both experience and resources.

Though, if they were all at Overlord, they could just go together. There were five of them, and the Golems could serve the role of tanks.

Or Ophelia could, as her new class was actually specialized in the role.

Their presence was starting to draw curious onlookers, as it wasn't often that all five of the Alliance Leaders gathered anywhere unless it was for work. But today, they were in front of a vacant house, and everyone had gotten the notice about the Darklight Host joining the Alliance.

What none of them had realized was that this was the same Darklight Host that Supreme Lady Matilda led. If they had known, they would have been much more cautious about approaching.

"I believe that we will head in and check the place out, then I see that we will have many requests for custom goods. Or possibly goods in general. I haven't checked how our store inventory is doing." Karl joked.

Hugo laughed. "Well, there are a thousand members in total, plus the newer apprentices who we didn't have a Guild Slot for. So, I would say that your Guild Store is likely out of stock."

Karl checked the store inventory while Hugo led everyone inside.

They had some items available, mostly the simple things that they mass-produced for merchants. The utility rings for daily tasks and water creation. Then a few of the Commander Rank warrior rings with bonus skill damage on them, and the damage reduction bracelets.

Everything else had sold out. Even Ashbringer had his section of the shop tagged with a [Forge Day, refilling stock] label.

The Alliance members bought everything he had.

What Karl and the Guild had forgotten was that transport wasn't cheap if you couldn't open your own portals, and the Dragon Isles were seriously lacking in craftsmen in general. So, with such high demand in the Lake Naraledum region, prices here were normally three to five times higher than anywhere else.

But the Darklight Host had just put everything up at retail to see who complained and demanded a discount.

Only, nobody did.

Chapter 1073: Alliance Villa

The interior of the house was beautiful, but largely unfurnished, with only a few pieces left behind by the last occupants.

"I may have forgotten that there was nothing in here but pieces the last guild didn't want." Hugo admitted as they walked into the main hall, with double curved stairways at the far end, which led to the second floor.

"I see three floors, but I don't recall you mentioning the third floor." Ophelia noted as she looked up at the vaulted ceiling.

The mage looked confused as he counted balconies.

"You're right. I don't know what is up there. I thought that these were all the same. The first floor in my Guild's manor is much higher than this one. The cleaning staff complain incessantly about the ceiling height." He agreed.

Not for much longer, Karl suspected.

They had bought out all the functional rings that they could get their hands on, and while some were certainly for resale here, the staff should have some for themselves.

Ophelia crouched, then jumped to the third floor balcony. The berserker landed smoothly on the ledge, then stepped over the stone banister and looked back down with a shrug.

“It’s just one big open room up here. I don’t know what they were intending to use it for, but I suspect that it might be for hosting parties or something. There is what looks like a wooden portable bar station sitting under a drop cloth.”

That wasn’t as cool as what everyone else had been hoping for, but it might come in useful in the future, as the main stairwell ran all the way up to the third floor, and they could block off the private areas of the house which were in between.

But that would also allow them to move smoothly between the two areas of a party, or disappear into their rooms, should they wish to leave the party, or need a touch up.

Karl looked around the space with satisfaction. “This will do wonderfully. Let me know what the Darklight Host needs to contribute to the Alliance fund for the upkeep, and I will transfer it to you.

I know a few furniture makers in Drodh, but there are likely some local ones as well.”

Deve smiled and nodded eagerly. “There is one just down the street. I can go talk to her for you if you’d like. I think that she’s sweet on me.”

“Sure. Bring your lovely lady friend here, and we will see about decorating the place. And in the meantime, we can talk to the Alliance members who have gathered outside the door, waiting for the bosses to leave so that they can plead for custom items to be made.” Karl agreed.

Raj burst into laughter, clapping his hand on his leg as he roared in mirth.

“Oh, they’ll have plenty of those. You know how it is when you start getting powerful. Suddenly, money stops mattering because what you need and what you want are simply not available for any price.

So, many of them have been gathering treasures for decades, hoping that one day they’ll manage to find those last few pieces that they need to make their setup absolutely perfect.

But what all are you going to offer them? No offence, but I have no idea what your actual crafting skill can do.” He explained.

Karl shrugged. “I can put skills that I know on crafted items, create items with specific skills or random ones, or even directly teach beasts and beastkin skills.”

Deve was almost out the door when Karl said that last part.

“Wait, back up. You can directly teach skills that aren’t part of a skill tree?”

Karl nodded. “You have to be compatible, and I have to know the skill, and there has to be some sort of beast blood involved.”

That last part was an outright lie, Karl’s group knew. He was just playing favourites to limit the number of people who asked, but keeping the knowledge open so that he could sell the skill.

“Wait here, I need to go get someone before the furniture maker. Actually, I will have Jetina go deal with the furniture maker. They get along well.”

Tessa smirked as the Druid ran out the door. “He’s coming back with a Ranger, isn’t he?”

Hugo nodded. “Yeah, the one from his raiding team. But he’s completely forgotten that his mother is an Owl beastkin, and that he should qualify as well.”

Thirty seconds later, Deve ran back in carrying a small man in his arms like a princess.

“I brought the Ranger!”

Lotus patted him gently on his shoulder. “You can put him down now. And we should likely explain things to him because he looks really confused.”

“Right. Sorry, got excited. This is the Rune Master, and he can teach skills. Tell him the thing.” Deve insisted, but the Mythic Ranked Ranger didn’t look any less confused.

Karl nodded politely. “My name is Karl, a Beast Master Champion by class, and a Runemaster by trade. It sounds like Deve thinks you might need a skill that I have.”

The petite ranger laughed, but nodded in agreement. “I have been after a specific skill for many years. You see, I have unlocked a System Quest for an advanced Class, but I need an Elemental Control type ability.

That’s not part of my skill tree, and I have never heard of a Skill Book for one, or a way to learn it from study. It’s not a thing that Rangers can learn, normally. We’re not Shamans, but the System says there is some way that I can do it and become a Ranger Stormlord.”

Karl shrugged, and pressed his finger to the man’s head while muttering in ancient Dwarven, for that air of mysticism, as the System didn’t translate that particular language.

{Hehe POKE!}

In their spaces, Cara and Tian rolled on the ground, laughing at the childish joke. But the Ranger’s eyes opened wide in shock.

{Champion Karl Offers Knowledge} Skill [Minor Water Control] will be transferred to the puddle splasher Arthas.

Then his eyes went vacant, and the Mythic Ranked Ranger froze.

“Is that normal?” Deve whispered.

“He’s in the class selection scenario. I’ve seen this more than once before.” Karl explained.

When he finally started moving again, Arthas held out his hands, then make a bow drawing motion.

A bow made entirely of water formed, with a shining metal arrow.

“Beautiful. Now, I can finally use some of these skill points. I’ve been out of new skills since late Royal Rank.” He sighed.

As he was Mythic now, there was little doubt that he would soon possess every single skill that his new class could offer. Especially for someone who was part of an active dungeon farming team.

Everyone on Karl’s team had noticed by now that system linked incidents granted more skill points than everyday life events. Crafting, Dungeons, monster spawns. All were great sources of Skill Points, to the point that Karl’s team members were rarely as lacking in points as Karl himself was.

Not many classes wanted fifty points for a single skill, after all. The Cleric skills were mostly under five points each.

Chapter 1074: Welcoming Gifts

Then Karl turned to Deve. “How about we gift you something to help you in the Dungeon as well?”

Deve shrugged, unsure that Karl could offer him anything that would benefit him at this point.

{Beast Master Champion Karl Offers Knowledge} Skill [Limited Invulnerability] will be transferred to the heroic tree lover, Deve.

{Skill Already Known}

{Beast Master Champion Karl Offers Knowledge} Skill [Crushing Blows] will be transferred to the heroic tree lover, Deve.

{Skill Already Known}

{Beast Master Champion Karl Offers Knowledge} Skill [Bestial Regeneration] will be transferred to the heroic tree lover, Deve.

{Skill Transferred}

Deve's eyes went as wide as Arthas' had, then he pulled Karl into a bear hug and spun him in circles.

"The healers are going to love this. A self-healing Bear Tank will be even greater than the Blood Knights and their life leech skills." He shouted.

Ophelia nodded in agreement, and Karl remembered that he had been slacking on his group benefits.

{Beast Master Champion Karl Offers Knowledge} Skill [Brutal Pugilist] will be transferred to the Cuddle Bear Ophelia.

Ophelia smiled gently at Karl in thanks, not wanting others to notice that he had granted her something as well, then frowned as she actually read the message.

Since when was Cuddle Bear her most notable title to the System?

It was definitely messing with her.

"Speaking of self-healing Bear Tanks, Ophelia here is an excellent one. She's also got a similar skill set, plus she can damage transfer from the group to herself. It's limited, but with strong healing abilities and damage reduction, I think that she will be quite the hit with the Alliance once we have time to get everyone pushed to Overlord." Karl offered.

"How long will that take?" Hugo asked curiously.

“Depending on the resources, less than a week. But making Overlord Ranked Epic Potions requires some really rare materials.” Karl explained.

Even Remi didn’t have many of them in her space, and she had been planting them in the Tiny World to try to grow more.

She did have enough of the new style potions ready for her girls, though. She had begun to work on them as soon as the first one had worked, so they would be ready when the group finally had a few moments to themselves to make an advancement in peace.

Advancements using special techniques were definitely a private thing. At least when it came to her own people. But it looked like they were going to be busy for some time, as Karl and the crafters back home filled all the orders that the Guild Alliance needed to recover from the resource drought that they had been in.

So, when the big bosses left, she would take them into the Tiny World, and get them all advanced while Karl and Sister Rae worked.

“So, how are we doing this? By rank descending?” Deve asked, now that the excitement of helping his teammate had worn off.

Karl shrugged. “That works for me. I can take preorders from the Myths first, then from the Totems. I will get all those filled, while the apprentices at our Drodh Guild House fill the common orders.

They’ve been going hard trying to restock and prepare for the influx, but there are only a few of them, and countless orders. Especially for the decorative items, which take hours each to carve.”

The Guild Leaders chuckled. Of course, that was going to be the great limitation. Having a powerful item was nice. But having a cool looking, powerful item was much more important to most.

Fortunately, the Darklight Host understood the issue, and they were planning to work with them.

[Why don't you do robes first? I've got so much Totem Ranked clothing here, and the selection is excellent.] Rae suggested.

By excellent selection, she meant that she had silk shirts for men, in black. Then three different styles of mage robes which could be good for anyone, and countless dresses for ladies in multiple colours. All that they needed was Karl's final touch to add a few more abilities to them before they were activated for the first time.

"Why don't we start with the mages instead? At Totem and Mythic, naturally. I have a decent selection of mage robes, dresses and a few shirts available in Totem Ranked Spider Silk. I can upgrade them with runes and gems much more quickly than most items." Karl offered.

"Oh, that would be good. Can you make one that we can show to the mages when they arrive, so they know if it's better than what they have?" Deve asked.

"I don't see why not. Just be patient with me, it takes a bit to write everything up without ruining the appearance of the item."

Deve's outfit included a powder blue tabard, and there was a matching set of generic mage robes among Rae's options, which were gender-neutral, as far as Karl knew.

Surely, his group had a mage in it.

Though, if it was a guy, they might not be as impressed by the colour as Deve was likely to be that Karl could match his tabard.

Karl didn't miss the strange looks when he took out the robes, then immediately turned them inside out and took out a paint pen.

"It's the fastest way to dye fabric, and I'm utter trash at embroidery. There are some decorations on the outside of the outfit, but I'll put the runes on the inside, so they're only visible when the robes are filled with mana." Karl explained.

None of what Karl did next made sense to the Guild Leaders, but Karl looked satisfied after he wrote one line of runes down each arm and then five vertically down the back.

{Item Created} Totem Rank, Epic Grade, [Robes of the Inexhaustible Well] Adds 250 points to Spell Power, 10% bonus to Casting Speed, 5% bonus to total Spell Damage. [Additional Effects] Self Repair Level 2, Mana Storage Level 7.

Karl nodded in satisfaction, while the others inspected the Robes.

“How much mana is Storage Level 7?” Deve asked.

Karl wasn’t sure how to answer that. He didn’t have a direct number for his mana pool.

“About as much as the average Overlord can hold on their own. Give or take a few percent.” He offered.

“You’re saying that simply wearing those robes would double an Overlord Ranked mage’s mana pool?” Deve asked.

“If he wasn’t wearing any other gear, yes. The Spell Power and Spell Damage should combine very well. I considered making it self-recharge and reduce casting cost, but that would push the boundaries of Epic Grade without adding magical stones, which would massively increase the cost.” Karl explained.

“Let’s get the mages in here. I suspect that everyone is going to want new robes. Did you say that you have other styles as well?”

Karl smiled at the Druid. “For the ladies, yes. You see, the clothing is made by my friend the Blood Destruction Spider, and she loves ladies fashion. The Gentlemen can get by with robes.”

The Guild Leaders chuckled. Dealing with eccentric master craftsmen was an everyday occurrence when you were in the higher Ranks. If that meant putting their mages into strange but powerful outfits, they wouldn’t care.

Even if it made them look like a fashion show runway.

Besides, half the Totems and Myths were batshit crazy to begin with.

Chapter 1075: Rae's Branding

The first of the mages showed up a few minutes later, and Rae smirked at Karl as she passed over a bright red layered dress with golden embroidery all over, in an ancient style which would make the mage look like an Imperial Concubine from the Golden Dragon Nation's historical dramas.

It also had a large Totem Rank Fire Element Gem woven into it over the heart, so Karl prepared to duplicate the former robe, then add the [Hellfire Vortex] spell to the robes.

That should be a spell that not many, if any, mages knew.

"Welcome, welcome. Please, inspect the first set of robes while I work on another." Karl informed her, then nudged Tian to make him a large stone work table. They needed somewhere to show off Rae's designs before Karl upgraded them.

But this mage was getting what she was given.

Rae insisted.

Unfortunately for their plans to work in peace, making a whole new set of robes was far too distracting, and the new arrival simply watched him work in silence for twenty minutes as more mages slowly filtered in and began to inspect the robes on display with hushed voices.

"There, finished. Lady Rae insists these ones are only for sale to you in particular." Karl explained as he turned the robes right side out to show off the embroidery.

{Item Created} Totem Rank, Totem Grade, [Flaming Robes of the Inexhaustible Well] Adds 250 points to Spell Power, 10% bonus to Casting Speed, 5% bonus to total Spell Damage. [Additional Effects] Self Repair Level 2, Mana Storage Level 7, [Hellstorm Vortex].

The other mages were practically drooling as they gazed upon the stats of the robes. Especially after Deve explained just how much mana they could hold.

But Karl was more interested in that Totem Grade label. That was a new one, and he hadn't known there was a Quality Ranking between Epic and Artifact.

Or perhaps there wasn't until you got to Totem Rank?

"How much?" The dark-haired mage asked simply.

She was a Mythic Rank Battle Mage, she was not short on funds.

"Lady Rae requests magical stones or other raw resources of equivalent value." Karl informed her.

The Mage nodded, and began taking out bars of metal, an assortment of rocks that exuded immense magic, and a few magical gems.

Rae nodded in satisfaction. There was a Totem Ranked Shadow Stone in there. That was good.

Karl shook her hand, then held up the robes for her to equip them and replace the simple shirt and pants she was wearing.

[Oh, you need to get her a hair thingy. Let me out and I'll do her makeup.] Remi insisted.

Opal giggled and passed Karl a simple Commander Rank Illusion Stone she had enchanted with a disguise. She could make simple disguises with a thought, and Illusion stones naturally held them.

If they weren't so rare, she would do this more often. It was a great trick for her interactive performance plans.

Karl handed the mage the tiny stone, and she simply frowned in confusion, wondering why the merchant was giving her change.

"Activate the stone, it goes with the robes." Karl explained.

She shrugged, and Deve whistled, while Raj made a low grunt of rather carnal sounding appreciation.

Her face turned pale with bright red lips and immaculate makeup, while her hair was pulled into an elaborate up do, with a golden tiara and jade hair pins.

The mage took out a mirror and smiled.

"Your Lady Rae has exquisite taste. I like it."

Cara dug through her pile of loot and found a large oval Illusion Stone. Then, in a stroke of brilliance, cut it into wafer thin slices with [Disintegration].

[Sister Opal, take these, you can use them to make Illusion tokens.] She explained.

That would work wonderfully. Not for strong illusions, as it wasn't a complete stone. But for doing hair and makeup, it was just right.

One of the other female mages giggled. "Oh, is this a fashion contest? We all get to play dress up in new battle gear?"

Karl shrugged. "It is now. Don't worry, Gentlemen. I've got both popular types of traditional mage robes. The flowing ones and the ones preferred by the Spellblades and martial artists for mobility."

The only other Mythic Ranked mage was the woman who had just spoken, and Rae insisted that she needed either an Idol style frilly short dress or Dana style combat robes.

So, Karl held up both to let her choose before he got to work.

“Really?” She asked.

“I can do traditional robes as well, but this is what the Lady offers for alternates.”

She sighed. “So, Nyx gets to be an Imperial Concubine, and I’m a magical girl? Because I’m definitely not dressing as her bodyguard.”

Karl held up simple black mage robes with shimmering threads that looked like stars in a night sky.

“You can be the Imperial Magician, if you’d like.”

After careful consideration, she pointed at the pop Idol dress.

[Ha, I knew it. She just didn’t want to admit it in public.] Rae cheered.

Karl considered what to do with this one. It didn’t have a gem in it, but the last item had come out with a whole new Quality Ranking that Karl hadn’t seen before.

But it did have Totem Rank bone slices in the corset to hold the shape, and those could be upgraded separately.

Karl was about to start when the memory of his old Maul flashed in his mind.

That was a brilliant addition to an armour piece.

He took the bones out and began carving the runes for the [Multiple Casting] effect on them. It probably wouldn't be as good as the Maul had been, but it should let the mage cast more than one spell at a time.

If it worked, he would make another like it for Dana.

{Item Created} Totem Rank, Totem Grade, [Idol Dress of the Inexhaustible Magician] Adds 250 points to Spell Power, 10% bonus to Casting Speed, 5% bonus to total Spell Damage. [Additional Effects] Self Repair Level 2, Mana Storage Level 7, [Spell Storage].

[Spell Storage] allows up to five spells to be precast and held in reserve to be instantly released from the item at will.

Not quite the same as the maul, but in a way, both better and more versatile. The Maul could only stack identical copies of an attack spell as you used them. The dress could hold five random spells.

Karl handed the completed work over, and the mage changed. Then Rae passed Karl matching thigh highs and shoes for the outfit.

"Here. Add these. They're Totem Ranked silk, and they should bond."

She laughed as she changed, then did a twirl and made a pose with a golden sceptre in her hand.

At the door, a disgruntled noise stopped the laughter.

A Mythic Ranked Warrior stood at the door.

"I should have known it. The insanity of the Darklight Host is contagious. What the hell are you wearing?"

The mage rolled her eyes. "Oh, relax. We're just having a bit of fun. They made me new combat gear, and look at this."

She pulsed with power, and five layers of [Arcane Energy Barrier] formed over her instantly.

Deve hummed to himself. “Maybe I need that dress.”

Raj snorted. “But with a longer skirt. Nobody wants to see your balls in combat.”

Karl smiled at the Warrior to defuse the tension.

“Why don’t we try to find gear for you next? I think that I know just the right one.”

Chapter 1076: Return Of Fashion

The Warrior stood at the door for a moment, then slowly came forward with a disgusted look at the mage, who lifted one foot and waved her sceptre at him in a cutesy pose.

Then stuck her tongue out at him as he passed.

Maybe the Darklight Host was contagious.

Ashbringer had just finished a suit of armour out of Totem Ranked metals, and while it was currently at the Overlord Rank, that would quickly change as Karl got to work.

It was traditional plate and chain, but altered for greater than usual flexibility, as Ashbringer had made it for someone who used a two-handed blade or axe.

The Guild Leaders had said that they were the main tanks for their groups, so this new arrival should be a damage type warrior.

The armour was also a very dignified ash black, with a fiery red under glow from the Demonic Magic that Ashbringer had used to create it. It had incredible fire resistance, and nearly perfect damage reduction. So, Karl focused his rune work on adding damage, agility and strength, along with the [Sharpness] skill.

As he finished, the Totem Ranked runes surged and the armour began to emit a black demonic mist, casting shadows around the pieces on the table.

{Item Created} Totem Rank, Totem Grade, [Molten Armour Of A Thousand Cuts] Adds 250 points to Skill Power, 10% bonus to Skill Activation Speed, 5% bonus to total Skill Damage. [Additional Effects] Self Repair Level 3, Mana Storage Level 5, [Sharpness].

[Sharpness] Slashing, Stabbing and Disintegration type abilities increase in damage by 10 percent per Rank.

The warrior stared at the armour with pure greed, and began to reach for it when Karl stepped forward and smiled.

"I believe that you will find that the price is quite reasonable. Three weights of the armour in Totem Ranked or higher raw materials." He insisted.

The Warrior simply stared past him at the armour, clearly pondering his chances of getting past Karl to simply take the item.

But his Guild Leader was right there, and the rational part of his brain said that it would be a terrible idea to start trouble with their new Alliance members, who were willing to make high-quality items for their main Raid Team.

And this was far better than what he already used, which was Mythic Rank, but only Rare Grade.

Slowly, he began piling items on the table, then took out a scale and weighed them.

Karl resisted the urge to laugh at the expression on Raj's face as the grumpy warrior paid for his purchase. Nobody seemed put out by it, and while part of that would be because of his power, most of it should be that they were just used to him being a grump all the time.

Once he was satisfied that he had paid down to the last gram, he equipped the armour, and was instantly surrounded by a thin layer of black fog with a deep crimson glow from under the black plates of his armour.

"Now, that looks properly intimidating. I wonder if we can mass produce it so that we can have a whole raid team of cool looking warriors?" One of the Totems joked.

"How about fuck off?" The warrior grumbled as he stomped away.

Karl gave the Guild Leaders a curious look, and Hugo made a gesture that Karl took as "I will explain later, and not in public."

A Totem Ranked battle mage smirked after the grumpy warrior left, and wrapped his arm around the Myth in an idol dress.

"At least the mages can all look cool. I think he said that he had Battle Mage combat robes. There are enough of us to send a full team out dressed the same. Or we can convince the ladies to get coordinated outfits, so they look like an idol troupe." He joked.

Deve cleared his throat. "First things first. I want to order some stuff. Then I need to run off and take care of Guild business."

He handed Karl a paper, which simply said {Like they got, but cooler looking}, in wobbly script.

"Got it. I will work on that after we pass out the Mage outfits, as they're already made, and I will need custom items made for you." Karl explained.

"Works for me. Let me know when it's done. Totem Team One, if any of you are in here, move to the front, you are scheduled to be at the Dungeon in two hours."

A surprising number of people moved forward, and Deve chuckled. "Team One is a forty-person dungeon team. So, they've got a dozen mage and mage adjacent classes on the team."

One of the mages nodded. "Two thirds of the Totems in the Alliance are members of team once, but the Dungeon that we do is only once every other week, so we're also on other teams."

"Team One is also the team for the monthly Dungeon." Hugo added.

Karl nodded. "Well, in that case I should make friends, as I might attempt to work my way into a spot for that monthly dungeon."

The mages seemed confused by his comment.

"I thought that you were a crafter?" One asked.

"This is just my trade skill. Spending all day inside writing esoteric runes on various pieces of gear and statues would drive me insane. I'm actually quite adept in combat." Karl explained.

The Guild Leaders laughed quietly. That was one way of putting it.

"Change your outfit and show them." Hugo insisted.

Karl activated his armour, showing the mages his Tabard, with the decorative third Golden ring to denote an above Rank Guild Challenge victory at the Totem Rank.

"Seriously?" The Mythic Mage asked, placing her hands on her hips and taking a calculated pose, playing to her current Idol outfit.

"That's how we all met, and I ended up as the sixth Guild Leader in the Alliance, despite not being at the Mythic Rank." Karl agreed.

"So, that's how it happened. I thought that they had just found a crafting Guild when they went to the Auction. You need to tell us the story sometime."

A floating butterfly appeared beside Karl, representing Opal, who despised having to go outside in person.

{An evening showing of the recount of the Mythic Duel will begin at dark tonight, here in this Manor.}

The illusionary text appeared in the air above the butterfly, and Dana giggled.

"Well, it looks like we're hosting a watch party tonight. I will talk to someone about getting the house set up for guests."

Karl shook his head. "Opal and Tian are already on it."

Chapter 1077: Let The Man Work

Hugo laughed at the expressions of the mages in the Alliance. That would have been his thought as well, had he not seen it in action. A Totem defeating a Myth was simply something that didn't happen.

It shouldn't happen.

It would disrupt the entire power balance of the Dragon Isles if Totems could routinely defeat Myths, or if Overlords could defeat Totems. The damage reduction was too powerful of a buff.

But it was undeniable that the System recognized it, as a few of the Mages had pulled up his list of titles, and found that there were indeed three Guild Champion titles, with Over Rank Victory notes.

And the latest wasn't even two days ago.

Hugo's expression turned contemplative as he finished laughing.

"You know, it would be a good exercise for them to get to spar with you. It's not often that we're challenged by other Alliances, but it's incredibly rare that anyone trains in advance to fight against other System users." He suggested.

"Like self-defence training? That's not a terrible idea. Guild Challenges might be infrequent, but they'll be even more infrequent when the others know that your Guild is prepared.

A challenge is their peak against your peak, or representatives at a designated Rank.

But what if the challenge is refused?

That happened to us in Drodh, but the attacking Guild wasn't prepared when we launched an artillery strike on their Guild House." Karl explained, and the mages all paled.

That was absolutely horrific.

Forget the Rank differences, the Guild Houses normally housed entire families, servants and other noncombatants. The mere thought that someone would bombard one when the Challenge was refused was enough to terrify many of them.

Others recognized that it was the attacking Guild who had been bombarded, and while it was still horrific, they had brought it upon themselves.

Then there was the third group.

"What do you mean, bombarded? Isn't the Darklight Host a tiny guild? I only see four members at Totem Rank or higher when I search the Guild listings." One of the mages asked.

"One of my bonded partners is a Ghostfire Thunderbird." Karl began, while the mage nodded eagerly.

"Ghostfire is brutal, and he should have the ability to create a rain of fire, right?" The mage asked.

"As well as a meteor storm and flaming vortexes." Karl agreed.

The mage whistled. "That's just brutal. Most of us struggle against flying targets, as they can just retreat to a safer distance, and the spell travel time lets them dodge unless we focus on tracking them."

Karl smiled. "There are a few spells with no travel time, but yes. Generally, it's hard to hit a target thousands of metres away unless it can't move. Hawk tends to take it personally if someone actually manages to hit him."

The mage chuckled. "You named a Ghostfire Thunderbird 'Hawk'? I like your style, Monster Man."

Dana almost choked, trying not to laugh.

"Tell him." She insisted.

"He evolved from a Windspeed Hawk." Karl elaborated.

Now, most of the mages were laughing, while Deve shrugged in acceptance.

"How very appropriate. Bird is bird."

[And Karl is Karl, and Dana Mage is Dana Mage.] Hawk agreed in his space.

To prove his point, Deve summoned a small group of Hawks, at the Common Rank. It was a popular skill with Druids for scouting, but Druids could also learn the skill [Speak With Animals], so Deve was likely the one that understood what went on in Karl's head the best.

The birds flew around for a few seconds before Deve dismissed them, and then he sighed.

"Alright, we should let the man work if we intend to get our outfits done in any sort of reasonable timeframe. Pick your outfit and meet back here at nine for the evening showing of the duel."

I don't know what they're planning, but that was a Glasswing Butterfly, and if she says she can put on a show, she can do it." Deve insisted.

Karl nodded in agreement. "We will set up the upper floors, but there's only room for a hundred or so to sit comfortably."

Deve and Hugo turned together to look up at the top floor. There should be room for twice that, unless Karl was making comfortable chairs for everyone and leaving space for servants to deliver refreshments.

But if he said a hundred, that was what they would bring.

"Tell the others, we have space for all the Totems and Myths for the show. We will throw a larger welcome party later, and you all can tell your friends the story tomorrow.

It's been a big day for the Darklight Host, and we should let them rest." Hugo informed his Alliance members.

Karl set out outfits of each style, and the mages came forward with colour requests, then said their goodbyes to the ladies, leaving them alone with Karl as the Myths shook hands and headed back to their work.

"Now, time for me to get to work. Rae, you can make outfits for the Rogues next if you want. Ashbringer will take care of the warriors as he gets time. Metal armour takes more effort to craft, and you know how the warriors are. They'll mostly want that heavy defence."

Rae came out in humanoid form and shrugged. "Don't worry about that. I have a system worked out for the warriors. Tian can make metal plates at Totem Rank with his Earth Control skills, so we can make them brigandine armour sets if they don't want leather or cloth."

Not as flashy as the shiny full plate of the Knights, but certainly a valid option for heavy armour.

The issue was that Tian had no crafting skills, so it would be entirely up to Karl and Rae to finish the armour pieces that he made the metal plates for, in order for the item to be considered completed by the System.

If they had a Blacksmithing skill book, they could likely train him, or they could have him train under Ashbringer. But there simply hadn't been time for any of that yet.

Not to mention that Tian was small enough to fit in Ashbringer's palm. It was still too early to be starting him as a traditional apprentice, even if he had a humanoid form.

Like Cara, he had shown no interest in changing shapes.

Chapter 1078: Theatre Setup

Tian was currently upstairs with Opal's illusions, making theatre seating and a stage.

Tian made the chair frames, Opal made the cushions.

It could have all been illusionary, but they had decided that it was better if the chairs themselves were real so that they could be more easily rearranged later. Opal would be concentrating on the show, so if she made the room as one large illusion, then it would cause extra work and mana drain on her when people changed the furniture positions.

But if she just linked independent illusions to the chairs, it didn't matter if people messed with them. At worst, someone might break the spell on their own chair.

Rae used [Shadow Step] to go join them, and offered up piles of cushions, instead of using illusions. She had made thousands of them, testing theories, and she could spin up a hundred chair cushions in minutes.

That left Opal free to focus on the stage that Tian had set up, while the fox and spider arranged chairs on large platforms so that each row was slightly higher than the one in front, like a proper theatre.

They couldn't have any bad seats for the show, after all.

Tian did make the whole structure slide back together, so it could be placed against the wall. Then he didn't have to make it twice, and they could just store the chairs in someone's space until they were ready to use them again. Or put them in a row in front, but that didn't look as good.

Karl worked as fast as he could to make the mages matching Robes, all to the same Totem Rank, Epic Grade standard as the demo set.

It would be strange to have so many people in armour with the exact same stats, but there really wasn't anything else that the mages needed, other than even better armour with a spell effect attached. That would take much longer, and Karl would charge a fortune for it. So, nobody had pushed the matter.

Besides, they didn't want to annoy their bosses by paying to buy up armour as good as what the new Guild had made for the Mythic Rank mages.

A few could afford to. But they had heard that the Runemaster also made excellent weapons and accessories, so they could just come back and place a custom order with him later. That would let them have just what they needed for their own specialties.

Word spread fast through the Alliance about the actual state of the Darklight Host.

There weren't many of them, but they weren't to be trifled with.

Their Guild Leader had some sort of crazy support class, and the Runemaster trade skill. The fact that he could simply add a skill that he knew as a usable skill on a piece of equipment was enough to nearly make the Alliance members vomit blood in envy.

Over half of them were still stuck with the basic warrior class, and Skill Book drops rarely happened in any of the Dungeons they had access to. Plus, the Librarians only had a handful of useful skills for them, and they all had them, unless they were very young.

There were rumours that one of the Mythic Dungeons dropped skill books, but if it was true, nobody was putting them up for sale, or giving them to the blue dragons to be duplicated.

Of course, it was possible that the items bonded to the person who got them and simply couldn't be given away.

Karl had finished with the mage outfits and was started on the first few of the leather armour sets that Rae had provided for the Rogues when the Alliance members began to return for the show.

{Are the preparations ready? Opal's butler just led the first guests inside.} Karl asked with a Guild message.

{All good. There are food and drinks, as well as illusionary servers. The show is ready, the chairs are ready, and everyone is set to welcome them and meet new people. Except Cara. Cara is napping.} Tian replied.

That could be either good or bad.

Either she wasn't interested in meeting all these strangers at the same time, or she felt that she needed some extra energy for whatever she had planned for later.

With the Chaos Badger sleeping, it was impossible to tell by her thoughts.

"Welcome, welcome. Mages, please come get your robes and dresses, I have them all prepared. If there are any Rogue type classes, or agility fighters who prefer light leather armour, I have a few samples on hand for you to look at. Warriors, we will have some armour samples for you tomorrow afternoon." Karl declared as more guests began to pour in the large wooden double doors.

"How does this count as protection?" One of the rogues asked, looking at a piece that was little more than a leather bra with transparent silk and a few straps to hold weapons and gear between it and the tight-fitting pants.

“It’s Totem Ranked Spider Silk, no easier to cut through than the leather. Not great against bludgeoning attacks, but the suit has excellent damage reduction.” Karl explained.

One of the warriors chuckled as he looked at the armour. “I’ve seen this style before. It’s incredibly popular with the Obsession Demons. They’re twice as agile as the average dragonkin or beastkin, and this style lets them keep all their weapons handy without slowing them down.

It doesn’t matter how bad your armour is against clubs when nobody can hit you.”

Rae came to join them and nodded happily.

“If someone is beating the rogues with a club, the warriors have already failed at their task. It’s more important that the damage dealers are unrestricted in their killing than it is for them to waste potential bonus points on defence.

I already compromised on the design by having the runes for damage reduction added, instead of a bonus to edged weapon damage, which could have been an extra fifteen percent of base damage, on top of the other damage bonuses.” She explained.

“You are the Leatherworker?” The warrior asked, only slightly disturbed by the aura of this strange humanoid monster.

Rae nodded. “I am also the one who spun the silk. All of these are my precious masterpieces.”

That brought the mages over to thank her for her hard work. Everyone had changed into their new outfits to show off their purchases to their teammates. With Rae’s fashion sense, that didn’t make the event seem any less flashy, especially once the mages started storing mana in their new robes, which made the runes and sparkling threads shine in the dim light until the mages figured out how to hide the effect.

Chapter 1079: Friends And Allies

The Rogues joined Karl and Rae, looking at the options, which went from simple and outdoorsy, more suited to Rangers, through cloth outfits with leather reinforced vital points, which were great for martial

artists or battle mages, like Dana. Then there was the selection of sexy leather, which Rae had deliberately made better than any of the other options, so that more people would buy it.

Karl knew better than to argue with her, and he had even prepared a few sets with additional skills on them, in case someone from the Mythic Teams wanted to upgrade right now.

The thing was, he didn't know if there was a female Rogue on the Mythic Team.

Unfortunately for Rae's big dreams, there were not. There were Rogues, but all small, nimble men. Not all suited to her fashionable outfits.

But they knew people who were, and who would be willing to pay full retail.

Karl had been setting the prices randomly, so while the Alliance was supposed to get a discount, he didn't actually have a base price. He would just have to charge more to non alliance members.

Deve nodded as he entered. "You don't mind if we call a few other Guild Leaders over, do you? It's good for the Alliance to maintain relations, and they can bring the members who will want Lady Rae's fashion."

Karl nodded. "Alright, one of these sets has [Sharpness] and [Shatter] on it, for pure damage output. The other has [Perfect Camouflage] and [Life Steal], with maximum bonus poison damage, so the wearer will passively keep healing if a stealth strike goes wrong.

I thought about giving it [Invisibility] or [Night Haunter], but the number of Rogues who could actually use those skills is limited, and there would be no point in having them wear armour with them on it."

Deve sent out a few messages, presumably to send a runner to escort the other Guild Leaders to their fortress, and then took a moment to admire the outfits.

"Do you have a skill that could completely hide someone's true appearance? We have a few intelligence officers who can fake their name in the System display, but a simple disguise spell can only change so much." He asked.

Karl nodded. "I can make a trinket with [Humanoid Transformation] or [Beast Form]. Either should turn them into an entirely different looking person."

"How different are we talking? Is it detectable?" Deve asked.

"What is my true form?" Karl asked.

The Druid blinked and stared at him. "Isn't this your true form? Surely, it's not the dragon form. That was an Avatar type holy magic spell."

Karl smiled and shook his head. "This is the [Beast Form] spell. I'm more comfortable this way."

Deve smiled. "That is magnificent. Even if it does make them furry, there are enough beastkin with heavy beast blood that nobody would question it. However, I don't know if Humanoid Transformation will work for them, as they're all Dragonkin and already humanoids."

Karl shrugged. "I haven't tried on humanoids. I think it does, though. If my memory serves, the larger Troll species and Giants used it to fit into smaller spaces."

Dana walked over and ran her claws gently up Karl's back under his shirt in greeting.

He smiled and leaned down to kiss her forehead.

"There are some problems with the transformation spell, though. Sometimes, they make you too adorable." Karl joked.

Dana rolled her eyes at him, but the Alliance members all nodded in understanding. [Fox Charm] was a subtle but powerful skill, and only Deve could tell that the attraction was partly from the passive skill and not just the adorable fox girl.

"I take it that you are not a beastkin, then?" Deve asked.

Dana shook her head. "Human, actually. Pure human. I just fit in better in this form."

One of the Totem Ranked female Rogues gave her a thumbs up. "I approve."

Dana smiled at her, then realized that the girl had pointed dragon ears with tufts of fur at the end. She had never seen a dragon with fur before, but she had read about the Winter Dragons, a form of Ice Element Drake that lived in the mountains.

So, this woman likely shared the blood of the dragons that the Winter Dragons had descended from.

"Humans smell funny anyhow." One of the men agreed.

The dragonkin Rogue with the tufted ears snorted in amusement. "You say that as if you don't smell like an unwashed Ogre half the time. This is the first time you've smelled like soap in months."

"I bathe when I get dirty." The man grumbled, then dropped the topic.

"We can make charms to entirely hide scent as well. I just don't put it on the armour, as so many stealth sorts already have a solution or skill for it." Karl offered.

It was a simple effect, and it was already included on many of the cleaning rings that the apprentices made. Only, it was normally used on the room you were cleaning, not yourself.

"Their store sells all sorts of useful things for that purpose. I see that they also have scented soaps." One of the Rogues noted.

Karl quickly checked the Guild Store.

Indeed, they did have scented soaps, and they were medicinal.

Each of the bars had a slightly different scent, but the most popular one seemed to be the floral-scented one that granted an 8 hour [Self Cleaning] effect, that would make most dirt and debris fall off the skin without sticking.

There was clean, and then there was magically clean.

[It was a potion, but the apprentices thought that it would be better if they weakened it into a bar of soap, so you got the effect with every washing. They sell a case a day to the locals in Drodh now.] Remi informed Karl proudly.

Her apprentices were learning to make the best of mistakes and turn them into new products. Not many Alchemists had that level of innovation.

Chapter 1080: It's a Rae Day

A tinkling chime from upstairs informed everyone that the play was ready, and the guests started to filter up the stairs.

Only a few stragglers were left, but Karl waited downstairs for the final guests, who were coming from their own Guild Houses nearby.

While he waited, Karl made a few trinkets with [Beast Form] on it. Those ones seemed much easier to make than most spells, perhaps a side effect of his class, or possibly the favour of the Beast Gods, as he was visually turning people into beastkin.

The spell was also remarkably simple to write, compared to most other illusion and transformation type spells.

So, when Six new Mythic Rank visitors entered together, he had the spells ready, and the armour still waiting on the table for the Rogues.

There were three Rogues, but only two women, who would hopefully be suitable for Rae's fashion. The male Beastkin Rogue was more interested in Karl, staring at him as if he would see through the disguise if he just looked hard enough.

"It's a physical transformation, not an illusion. If you have [Nullify] or [Dispel] you could probably force me back to my natural form. But you can't see through Beast Form." Karl offered.

The man smiled and adjusted his hat as small round ears shifted it out of position.

"How much for the token? Even if I'm not impressed with the armour, I want one." He asked.

Karl laughed, and tossed him the amulet. "On the house. The Beast Gods want you to have it."

Technically, it was Karl who thought it would be entertaining, but that was the same thing, really.

The Rogue caught the token, and transformed, turning fully furred, with a badger's head. But not all black with white on the back like Cara. It was more brown, with white and black stripes.

"Oh, Grizzly Badger. Good choice." Karl realized.

The Rogue laughed as he moved to inspect the armour, then his hands, then his companions.

"I shrunk. The world looks different from down here." He realized.

His Guild Master, a Mythic Ranked Paladin named Alfred, patted him on the shoulder. "Well, there are no more concerns about you being able to sneak through small spaces."

"Or about him looking down into our cleavage constantly. He's not tall enough anymore." One of the female Rogues joked.

The badger rolled his eyes and turned his attention to the demonstration set of armour, then to the female sets.

“What is with this bias? There are multiple skills on those, but none on this.” He asked.

Karl chuckled. “Lady Rae prefers women’s fashion. But that set was the demo model for the Totems. We can make you a set equal to the female sets, it will just take a few days.”

The Rogue who had been teasing him about perving on her picked up one of the others, a bodysuit with many pockets.

“I don’t see a restriction on it, so technically, you could wear this one. It would just be a bit sexier than you’re used to.”

Karl noticed that she wasn’t putting it down, though.

It was the set with [Sharpness] and [Shatter] on it, and stats for maximum damage output.

“I love it. How painful is this going to be for my pocketbook?” She asked, already sounding pained at the thought.

“As guests of the Alliance, I will cut you a discount, the same as the other Myths got. Three weights of the item in Totem Ranked raw materials, or Mythic items and materials of equivalent value.” Karl offered.

Deve nodded. That was what he had charged the others, though only the Warrior who had been rude about the Idol dress had to pay the three weights price.

The Mythic Rogue took out handfuls of treasure with an extremely reluctant look on her face that reminded Karl of Cara. It seemed that the reluctance to part with treasures was not exclusively a Badger Species trait.

Karl also noted that the badger thought he was being smart as he picked up the Totem Ranked demonstration armour and took out Totem Ranked metals and leathers, which were the heaviest of resources that he could pick, reducing the cost of his loss.

But he had not realized that as a crafting Guild, the Darklight Host was just going to turn that into more gear and sell that new gear for the same price.

Their warehouse floor was going to suffer.

Speaking of which, there was a warehouse attached to the manor, and marked for their use. So, they could load it up with all the loot they got here, once Karl figured out how to link it as a Guild Warehouse so that others could actually get the materials back out.

While the Badger Rogue was counting out his materials, the bodysuit had been equipped, and his Guild mate was checking herself out in the mirror, admiring how it hugged her curves just right and gave that extra bit of lift to carefully control sag and bounce when she moved.

“Lady Rae is a genius. She really does know what it takes to show off.” She giggled.

Rae nodded happily. “It is important to make a dramatic entrance when you face an enemy. If not, how will everyone else remember that you can kill them?”

That made the Myths all laugh. Even for a Blood Destruction Demonic Spider, Lady Rae was particularly bloodthirsty even when she was in a good mood.

The third Rogue came to inspect the armour set out for her and smiled. “Did you make the armour for us, or choose us to visit because you had the armour?”

“The second one.” Karl agreed.

“The advanced Class that I got specializes in poison-based damage over time effects. So, [Perfect Disguise] and [Life Steal] with maximum bonus poison damage is practically my dream wishlist.

This armour alone will nearly double my damage output, and the amount of healing that I will gain might make our Cleric cry tears of joy.”

Her guild Master laughed. “That’s because you keep getting hit when you push for an extra stack of damage. If you’d just back off one step earlier, he wouldn’t hate you so much.”

The two ladies stared at each other for a second, then sighed and began stacking Mythic resources on the counter.

“That should be the value equivalent of three times the weight in Totem Resources.” The poison specialist declared.

Karl nodded in satisfaction. It was close enough, and he didn’t know the local prices. In Drodh, it was far more than equal.

Karl clapped his hands once in satisfaction. “Wonderful. Now, would you like to join us for a show? Our Guild’s Glasswing Butterfly is putting on a retelling of a Guild Challenge Duel tonight, for the ranking members of the Alliance and their guests.”