

Beast Master 861

Chapter 861 Nature And Earth

Dora led Karl to the hotel, and then looked hopefully into the fancy restaurant attached to the side. "Meals on the road are included in the Guild Contract, right?" She inquired hopefully.

Karl laughed. "Naturally. That necklace you're wearing is worth well over ten thousand gold coins. The Guild can afford to eat well."

It was one of the finest restaurants in the town, though that wasn't saying much for most Orcish Cities. Orcish cuisine wasn't well known for flavours, but this spot was run by an old Elf, and Elvish food was usually incredible.

Karl presented Dora a pile of cloth, and she simply stared at it for a moment, wondering why she was holding it.

"Equip it. It's an evening gown so that we meet the dress code for the restaurant." Karl explained as he changed to a white silk suit with a black shirt.

They strolled into the hotel, and Karl gestured for a concierge to come to them. Dora looked a bit horrified, but the staff member came over with a smile. "We require a room for the evening. Two beds, and a reservation at the restaurant. Is it possible to eat now?" Karl asked.

The concierge bowed politely. "Yes, Sir. I can arrange that for you. Staff will come to settle accounts during the apéritif."

Karl nodded, and handed the man a silver coin, then escorted Dora, who was now in a flowing black gown, to the restaurant's host.

He quickly seated them, and inquired if they preferred wine or a harder liquor, then vanished again.

"This is so exciting. His daily dinner specials are legendary." Dora whispered.

An Elf accompanied the Orcish host back to the table with a polite smile.

"My name is Oakleaf, and I will be your chef for the evening. Have either of you sampled Elven cuisine before?" He asked.

Dora shook her head, while Karl nodded. "On the Neia Continent, in the Republic of Maria, there are a number of Elven villages. Their food is most excellent."

The chef looked shocked. "You have been to Neia Continent?" "And to the Kabtumia Continent, as it is called here. I wouldn't say that I have travelled the entirety of either, but I did get a chance to enjoy traditional Elven cuisine in the village of Glatt."

The chef smiled happily. "Then this should be nostalgic for you. For the lady, I would like to warn you that most Elven cooking is vegan, but if you prefer meat, I am skilled in its preparation."

Dora wagged her head. "I can eat anything, thank you."

The first course was some sort of nut and berry meatball in a sweet barbecue sauce, after which the concierge came in with the paperwork for the hotel and their room key. Karl signed and returned it with payment, then the server delivered out a butternut squash soup.

Dora was nearly in ecstasy with the flavours, and Karl made a note to have the kitchen staff add this to the menu. They had all the ingredients, or Lotus could make them, it was just a matter of making them into a soup. Course after course, the meal was delivered, until Karl was beginning to suspect that the half-orc was going to fall into a food coma at the table.

Then they delivered out a sweet dessert cake, and Karl became quite certain that he would be carrying her to their room.

Fortunately, she was light, and after a few minutes worth of nap, she was riding a sugar high from the dessert and wide awake again.

"Feeling better now?" Karl inquired as Dora groaned and held her distended stomach.

"I ate too much. So full." She mumbled, slowly getting to her feet to walk it off.

"Then how about something to take your mind off of your overindulgence?" Karl suggested, before activating [Follow Me, Little One].

"This... this is a skill? I learned a whole trade from a skill? That is incredible!" Dora began doing a happy dance around the room, cheering and laughing. Her stomachache was completely forgotten, and her mind was fully overtaken with the possibilities that came with the [Apprentice Runesmithing] skill.

"That is what I hired you to do. There are two sculptors on the team who aren't capable of creating materials from nothing, so they needed someone just like you to keep them stocked." Karl explained.

"Absolutely brilliant. And now I am one of them. I can make anything. Even as great as the new choker. Well, maybe not better than that, but really good."

Karl considered spinning her around the way that her mother had with Misty, but reconsidered almost immediately. She might have forgotten that she was ready to burst from overeating, but spinning her in circles might not be a great idea.

"Now, that ability transfer skill is a Guild Secret. Everyone in the Guild knows about it, but you can't tell anyone else, not even your mom." Karl warned.

Half of Drodh likely knew about it by now, but if the other half didn't find out, that was better than nothing.

"Got it! No telling anyone that we all learned the most amazing crafting skill with a memory transfer. But does that mean that you know this crafting skill too?" Dora asked.

"Indeed. I actually know a more advanced form of it, but it's easier to transfer just the basics and then let the crafters advance the knowledge on their own. For one, it has far fewer restrictions on who can use it, and for two, the increase in skill level within the System comes with crafting bonuses." Karl explained.

Dora abruptly sat down in the middle of the floor, conjured another bracelet, this time in smooth metal, and then began to write on the outside in runic script.

Then she realized that she had messed up the character linking, and smoothed the metal to start over.

That was going to make her training phase much easier. She could just erase runes that she had carved incorrectly, and wouldn't waste an item.

Chapter 862 And some Druids

Karl was quite certain that Dora did not sleep at all that night. When he went to sleep, she was working on making bracelets. When he woke up, she was still working on making bracelets, but with a half dozen of them on the table in the hotel room.

"You know that you can wait until I go over some of the compound runes and common phrases with you, right? You don't need to keep working all night." He joked.

"But how could I not? They're so pretty." Dora complained, waving her hand at the stack of wooden rings with the glowing purple runes on them.

"Plus, it took me so long to figure out what wood was the best for mana transfer. It's pretty obvious for metals, mana and lightning compatibility go hand in hand. But for wood? No wood conducts electricity well, but some of it conducts mana very well."

Karl laughed at her enthusiasm as he realized that her Green Dragon side was showing very clearly through her personality. Even if she looked like a small Orc with a lizard tail, she was very much half dragon.

They went to the restaurant for breakfast, which was served in a local style, with a Trollish cook. "What you need?" The troll called as they sat down.

"I will need ten eggs, and all the bacon." Karl called back, then briefly wondered why he had spoken in Trollish. Not had it translated, the words had come out in Trollish.

The cook gave him a thumbs up, while Dora stared at him strangely.

"You speak Trollish? I could hear the translation in my head." She asked.

"Orcish too." Karl agreed.

Dora laughed. "Well, obviously. Everyone speaks Orcish."

Karl poked her in the forehead. "We're going to the capital, Drodh City. They speak Demon as the common language in the city. So the system will do all the translation for you."

Dora hesitated as the food arrived out, a whole plate of bacon and eggs, with a side of toast.

"Your breakfast, Sir." The server explained, while giving the plates a strange look.

"Wonderful, thank you. That is exactly what I needed this morning."

The server looked somewhere between horrified and fascinated by the plate, but Karl was more interested in the pair of Orcs that were waiting outside the window wearing Druid robes with their hoods up.

He had never seen an Orcish Druid. Shamans, yes. But these were very clearly Druids, according to their name plates. Karl checked out after breakfast and led Dora out into the street to say goodbye to her mother, and to collect Misty, so the Dryad wasn't left on the wrong side of the country.

As soon as they stepped into the street, the two Orcs in druid robes moved to walk beside Karl.

"Come with me, we can converse by the healer's shop while Dora talks to her mom." Commander Rank Druids weren't really a threat when he had [Void Body] active passively.

Dora ran inside the healers, where Karl could hear Misty happily chatting with her friend while they waited for customers.

"Alright, I see that you were waiting for me, is there something that I can help you with?" Karl inquired the two druids.

"I am Larry, and this is Darryl. We heard from a friend that your Guild might have a spot for Inscriptionists. There aren't many Inscription shops here on the west side of the country, but you're from Drodh, right? I heard that the Demons like all sorts of written knowledge.

Like Dora, we both specialize in nature magic, but we both have the Inscriptionist Skill, and we're ready to work."

Karl contemplated that. Selling Skill Books to the Library, or stocking them in the Guild House for new members, wasn't a bad idea. But they also had Nature Magic. That would work well for the items that Loros and Wendy were producing. Dora could do slightly higher quality materials, and metal, where the Druids only used Nature Magic, like Lotus.

"Alright. If you accompany me back to the Guild House, we can sign an employment contract. We can always use more skilled workers, if you don't mind living in a city full of Demons."

The Orcs smiled. "That's not a problem. There are Orcs in Drodh as well. Just not so many of them. Besides, we're not the Orkiest of Orcs."

Larry had a point. They were both large for humans, but definitely undersized for full-grown Orcish males. Possibly because they picked a less violent class, or perhaps just because of a lack of accomplishments.

Either way, Karl was sure that they could get them whipped into shape soon enough. Sending the girls to the Dungeon had worked exceptionally well.

Dora and Misty arrived back out and found Karl still standing with the two Orcs.

"Did you need more time to finish business?" Dora inquired politely.

Karl shook his head. "No, we're hiring these two Druids as well. They can use Nature Magic to make wooden items, and they have Inscription skills, so they can make scrolls and Skill Books for the Guild. Dora, meet Larry and Darryl. Darryl, Larry, meet Dora."

The three of them chuckled quietly. "Yeah, we've met. This might be a good-sized city, but oddballs tend to draw each other."

Karl opened a portal near the wall of the healer's shop to the portal platform outside Drodh, and immediately a half dozen curious onlookers stuck their heads out of nearby shops.

Karl followed the others through, and allowed the Portal close behind them just in time for the Guard to notice he was part of the group.

"Oh, War Champion. Welcome home. Are these your people?" Karl nodded. "Yeah, I went on a recruiting mission. Three of these will be working with the Darklight Host soon."

The Guard smiled. "Understood, have a lovely day, and enjoy your stay in the city. Misty, I will come by next week to pick up the table I ordered from your daughter."

Misty nodded happily. "It's ready whenever you are. She had it finished last night before I left, we just hadn't had time to bring it across town yet."

The guard gave her a smile and a pat on the shoulder. "In that case, I will come by after my shift. I've got some of that raspberry tea that you like."

Chapter 863 Chaotic Greetings

The moment that Karl brought Dora through the gates of the Guild House, pandemonium reigned. The altar in the back yard pulsed with energy to heal the fatigue and lingering injuries of the new arrivals. The Half Orc, Half Green Dragon Rebirth Shaman took off dashing toward the altar.

Then, a tiny green dragon, Lotus in [Beast Form], tackled her and took her to the ground as the Priestess transformed back.

That panicked the Shaman, which confused the Orcish Druids, which brought the Gate Guards dashing to watch the show.

"Is it constantly like this?" Larry questioned quietly as Karl continued leading them toward the workshop. "Only sometimes. The Green Dragon High Priestess just discovered a half dragon of the Green Dragon clan, and the Shaman just found an altar to her species' patron deity. Give them like six hours and they'll be calm again."

From the porch, Davis chuckled as he heard those words, but there was a good chance that Karl was not wrong. Even if they calmed down enough to move out of the yard, they weren't getting anything productive done today.

"Gentlemen, meet the sculptors. These are Loros and Wendy. In the back corner is Ashbringer, our Grandmaster Smith. He looks busy, so we will do introductions later."

Ashbringer flapped one leathery wing in acknowledgement, and then went back to his crafting.

"Ladies, these are Larry and Darryl, a pair of Druids who have Commander Rank nature Magic. They will make many of the item blanks that you require in the future, but they are also Inscriptionists, so they will be toiling inside the majority of the time, creating scrolls and Skill Books." Karl explained.

"I get it now. We make the rough form, they make it pretty, then they do some magic and turn it into a powerful item?" Darryl asked.

Loros acknowledged in agreement. "That's exactly right. We can make all sorts of useful Commander Rank Rings, weapons, amulets and statues. We just need material to work with. Until now, we have been buying the raw materials, or having Lotus make them, but if we've got two more that can do it, that's much less strain on the members."

Karl smiled. "Dora can as well. She will also be joining you in the Runecrafting section, though she's not so much a sculptor. Mostly she will be creating the base items and then engraving items that are already carved, as she is Royal Rank, and can make items for the city."

Wendy acknowledged along with Karl's words, then grinned at the Druids. "Tell me, can you turn into bears?" She asked.

Both gazed confused. "No, we're not on the beast transformation path of the Skill Tree. Why?"

Wendy shrugged. "We've got a Bear Totem Berserker, and she's really cuddly. I thought you might make a good teddy bear."

The pair of Orcs laughed. "I don't think those words usually go together, but I'm sorry to let you down. However, once I get a few more skill points, I will be able to summon a common creature. Some of those can be cuddly."

Loros laughed. "There is an Overlord Ranked Illusionist here. She's not actually short on soft things, she was just looking for new ones."

Karl smiled. "There is a lot about this Guild that you should probably know now that you're here. Let's go inside and meet the others. That should help it all make sense."

When they came inside, both Davis and Mick were busy with customers, so Karl took them straight to the second floor, where everyone but Remi and her new hires were waiting.

Both Orcs froze when they saw Rae, and the spider smiled at them in her humanoid disguise.

"Sir, no offence, but uh. You do know what that is, right?" Larry whispered.

"The Blood Destruction Demonic Spider? She's one of my partners. We've been together since she was just an adorable little emo hatchling Bloodbath Spider."

Rae nodded happily. "I made my first web in a separate space that his skill created. Don't worry, I'm quite civilized. Thor is the one that you need to worry about. He likes people far too much, and if you're not careful, he will talk your ear off."

Thor chuckled, and the two Orcs belatedly realized that Rae was not the only Magical Beast in the room.

"Are there others?" Larry asked.

"There is a Naga Queen around here somewhere, and a Ghostfire Thunderbird. You probably won't meet Little Butterfly, but you'll see her illusions all over. And then there is Cara, whose hands are currently in your pockets."

The Orcs looked down, to find their pockets turned inside out, and a very disappointed Cara was preparing to put snacks in the empty spaces, just so the new arrivals wouldn't be so poor.

Larry and Darryl simply stared at the badger as she focused on fixing their pockets, then stuffing an entire cupcake in each.

Much better.

"Did she?"

"Give you a cupcake? Technically two, but they're a bit squished now, so you can call it one each." Karl agreed.

From the bottom of the stairs, Mick was laughing. She had seen Cara go to the kitchen for the cupcakes, and followed to see what she needed them for. She wasn't the sort to snack between meals, so there had to be something going on with the new guys.

Darryl began to laugh, a deep throated one that made his whole body shake.

"I think that we are going to like this place. I had been afraid that being stuck in a city would be too boring and far from nature, but that's not the case at all. Plus, we're on the edge of the inner city, so it's not far to go out if we need some time in the forest." He managed to stammer out while he worked to control his amusement.

Larry held his hands at his side and unequipped his robes, letting the smashed cupcakes fall into his palms so he could eat them without losing any icing.

"The cooks are spectacular as well. I have to give them this much, the Demons are much better cooks than the Orcs are." He added.

Chapter 864 Get Into A Rhythm

Over the course of the next week, things began to calm at the Guild House again. The crafters were settling into their new jobs, and with the extra help, they were no longer short on anything, except for Potions. Remi was finally finishing her trial period to make sure that all of the candidates she had picked were worthy of transferring an advanced ability to, and after the dropout the first day, they had all proven to be exceptionally skilled.

Now, she was ready to have them all advanced, but there was another important event coming up in only a few weeks. Birthdays.

They had managed to miss one during the time gap after the temple trial, but this year everyone was ready to go all out and celebrate the whole core party's birthdays at once.

They were all within a month of each other, a result of a lack of other entertainment during the winter months, Karl was certain, so one huge gathering would be the best option.

The five aspiring Alchemists were gathered in the main chamber on the second floor for the first moment since they arrived. They had been sleeping in the rooms of the building Remi had taken as a lab, as the Naga Queen was known to call them back to work as soon as she had decided that they were rested enough. With the unchanging light of the illusionary city, they had no idea how long they had been asleep, how long they had been working for the Darklight Host, or anything else.

They were like lost cave dwellers seeing the sun for the first time. "Boss, let me introduce you to my lab assistants, and the Darklight Host's applicants for the position of Runic Alchemist. In order, these are Amber, Billie, Charlie, Danni and Emma." Remi announced proudly.

[Seriously?] Karl queried as he realized they were alphabetically organized.

[Pure coincidence, I swear. Lotus picked half of them.] Remi defended.

"So, you have all passed Remi's tests, have you? Alright. Has she explained what is going to come now?" Karl asked.

The five shook their heads. "I am going to impart a skill to you, and when you have it, you will understand the basics of Runic Alchemy. With that, you will be able to more effectively help Remi, as well as being able to make functional potions of your own for sale in the shop.

Remi will still be responsible for your education and the plans for production of various products. That is her department, and she knows what everyone needs.

Now, prepare yourselves."

Karl activated [Follow Me, Little One] to transfer the mix of Runecrafting and Remi's Alchemy skills that would provide them [Apprentice Runic Alchemy]. Karl could feel that it was far inferior to what he could actually be giving them, but it had worked out well for the others to get Apprentice Ranked skills.

The four Obsession Demons and one Satyr all leaped in joy when they received the skill, and Rae presented them all with new lab coats as an advancement gift.

The new Alchemists looked around the second floor, and especially at the rooms which had been marked as theirs. "This house really holds a lot of people, doesn't it? There were a bunch more rooms on the third floor as well. Are they all special, like the Library?" Billie, the Satyr boy among the otherwise female Alchemists, asked.

"No, just the one chamber so far. Overlapping numerous Illusionary Domains would not only induce magical conflicts, but it would take an immense amount of power to sustain. Even when it's not taking damage, it does take some magic energy to sustain, and there is no real need to make more of them when we've only got a quarter of the rooms filled." Karl explained.

That was understandable to them. And the city beyond the Library almost felt like their own private place, as it was accessed through a ramp outside a window in the Library. Of course, others were there most nights, as Little Butterfly loved to put on shows for them based on whatever her and Remi were reading. But during the workday, it was completely silent, without interruptions, unless Cara was bored and chasing illusions around.

While they were planning a celebratory dinner for that evening, they also had other plans for the day. Messing with the city resource collection officers being the first and foremost among those things.

First, Karl had the druids make four identical skill books, as it took them the whole week to write two each. Only Rae could use [Entangling Vines], but as she could use it, so could Karl. That left three books to go to the city. Second, they had a whole stack of Royal Rank practice items with combat buffs on them, courtesy of Dora. But the real masterpiece of this month's order was the matched pair of daggers that Karl and Ashbringer had made.

[Dagger of Soul Poison] Epic Grade. Overlord Rank. Attacks cause a [Lethal Poison] effect. Deals an additional 30% weapon damage as Soul Damage.

They were positively cruel daggers, and Rae had gone out into the wilderness to discretely test them. The slightest scratch would cause a Monarch Ranked being to begin to spasm within five seconds, and most were dead within thirty seconds.

However, Rae had learned that if you focused on the location of the wound, you could change that. It didn't change the outcome by much, they were still dying. But a wound over the heart or to the armpit of humanoids was nearly instant, while wounds to the ends of the limbs were closer to a minute.

Karl and Ashbringer had considered not selling these ones at all, and simply selling something else to prove to the city that they weren't smuggling weapons. But when Governor Shin had come himself to make a custom order during the pickup, the plan had been changed.

"This... Overlord Rank Lethal Poison? You can't think that we would actually auction that item." The Governor stammered as he looked at the pair of daggers.

Rae and Ashbringer smirked at each other.

"Well, I suppose that if you don't want them, we can give them to Lady Rae." Karl reluctantly agreed.

For a half second, the Governor looked relieved. Then realized that they were going to give Lethal Poison to a Blood Destruction Demonic Spider.

"You are doing this just to increase my blood pressure, aren't you?" He demanded.

"Here, let's move on to the next item. We've got Spell books."

Spell books that no more than a handful of creatures in the city could possibly use.

Chapter 865 Fine, We Will Keep Them

In the end, they kept the daggers, and only one Overlord Ranked [Ghostfire Blade] had been sold from Ashbringer's forge this month. But they had another custom order. There was a government envoy from Nabibun coming to the city for trade meetings, and the Lord had every intention of showing the Dwarves that Drodh had options other than importing Dwarven Steel and Mythril to maintain the nation supplied with top quality items.

It was a bluff, obviously. But they were asking every Overlord Ranked and higher artisan they could find to construct a masterpiece to be sold to the Dwarves.

Nothing that would cause a huge stir, Governor Shin had warned, but something that would construct them sit up and acquire notice.

Karl had eagerly concurred before ushering the Governor out and bringing Ashbringer to his private room on the third floor, for the extra soundproofing.

"I have an idea, and I think that it's going to construct us countless new friends.

Or maybe some enemies.

You see, I have a whole book of Dwarven Runecrafting that most of my designs are based off. They're bound to recognize them the moment that I hand them a Runecrafting item of any real quality.

So, I wish to construct it memorable. What do you need to obtain the materials to make an artifact grade weapon base? I don't care what sort of weapon you pick, but it has to be so over the top that the Dwarves won't know what to say." Karl explained.

"And then the Darklight Host gets an invitation to the forges in Bara, which just conveniently happens to possess an Overlord Ranked Dungeon, full of Elven steel?" Ashbringer replied with a smile.

Karl nodded in agreement. It would be a wonderful new source of materials, and the Dwarves clearly knew more about crafting magical items than most other species.

Ashbringer was a fantastic blacksmith, but because of his nature as a Demon, he was very restricted in the elements that he could produce. He could do all sorts of fire, and his magic didn't hinder poison or soul effects, but that was about it.

"I can get the materials easily enough. They're rare, but not so rare that you can't find them if you know where to look. The real challenge is making an item of high enough quality.

I am certain that I can do it, and we have already seen that your Runes can make an Artifact Grade item, though it was not easy.

If we want to work together on an item for the Dwarves, I recommend a Battleaxe. Two-handed, asymmetric double blades. They love them. Second would be a hammer axe. Then a hammer."

Karl smiled. "Well, I will leave the base weapon design to you, and then I will design the runes to go with the shape that you have designed. I think that we could likely toss a nice Skill Gem into the construct as well, a special touch that most crafters wouldn't be able to manage."

Ashbringer nodded, then sketched out the design for a battleaxe, or possibly a polearm of some sort, with one wedge blade and one crescent blade. "The design will make them both identical in weight distribution, so the axe will swing perfectly, but cut differently on either side." The demon explained.

"Alright, I can work with this. It's going to be two-handed, correct? So I will have room to carve down the handle if needed?" Karl asked.

Ashbringer extended his hands apart. "I will make it to my size, so the handle will be two metres long."

That was more than enough room to work. "Alright, you get started on that, I will get started on the inscription and the spell stone. Do you have one in mind that will go with the weapon you're making?" Karl asked.

Ashbringer smiled. "[Gravity Slam], the ability that Ophelia and Thor use. It's great for shattering stone, and Dwarves get a little turned on just thinking about weapons that can also be used as mining tools."

Karl laughed and made a note of it. "Gravity Slam is one that I've done before. It's a real winner in combat. I will add inscriptions for vibration damage as well, so that the stone crumbles under the attack."

With the basics decided, they split off to their respective workstations, and began preparing to fulfil the Governor's request.

[You know, if I advanced, we would probably have more skills that the Dwarves would like.] Thor suggested gently in Karl's mind.

[Still stuck short of the bottleneck?] Karl asked.

Thor mentally nodded. [There isn't even pressure anymore. I'm just here.]

[Well, resources and luck can only take us so far. Alright, when do you want to do the {Evolution}, and do you have something in mind, in case it gives us options for the materials?] Karl asked.

[Tanky! But rideable.] Thor insisted.

Karl wasn't sure that there would even be an option, but if Thor focused hard enough, he might be able to shape his own evolution.

[Alright, I will check what we need now.] Karl agreed.

Thor was the only one yet to make Overlord, and that was holding back the growth of the others. Even if Karl knew how to set Thor free to ride into battle with Tessa, they were already the same Rank, and eventually Tessa would probably advance again.

{Target: Thor} {Species} Divine Thunder Cerro

{Evolution Requirements}

{Tribulation Cerro} 1 Totem Ranked Lightning Gem, 1kg Holy Stones, White Spot Divine Grass

{Holy Radiance Cerro} 1 Totem Ranked Holy Stone, Misty Breath Flowers

{Impenetrable Bulwark Behemoth} 1 Totem Ranked Elemental Stone, 3 Overlord Ranked horn ornaments inscribed with [Limited Invulnerability] effects, 10kg Overlord Ranked fruits of the opposite element from the Elemental Stone

Thor read the options at the same time Karl did.

[I can use a Lightning Stone for that, right? There are Lightning Stones in the bag from the sword dragon guy.] He suggested.

[Do we have the fruits?] Karl asked.

[Remi has Overlord Rank Water and Ice Berries.] Thor confirmed.

[Then I will start making the horn decorations as soon as I finish the pattern for the Governor's request this afternoon. We should be able to advance you in the morning.]

Chapter 866 Behemoth

It wasn't even a contest after Thor saw the options that were presented for his Evolution.

{Impenetrable Bulwark Behemoth} 1 Totem Ranked Elemental Stone, 3 Overlord Ranked horn ornaments inscribed or enchanted with [Limited Invulnerability] effects, 10kg Overlord Ranked fruits of the opposite element to the Elemental Stone.

By morning, all of the materials had been gathered, and Karl had made the three horn ornaments that the spell demanded.

Why Thor's horns needed [Limited Invulnerability] for this advancement was a mystery, but it did go with the name. For this event, they had gathered in the courtyard in front of the Guild House, at Thor's insistence. If he was going to become an Overlord, he wanted people to notice. After all, how would enemies know to stay away, if they had never seen the might of the Guild's Protector?

"Everyone, welcome to Thor's advancement Ceremony. As he has reached the peak of his bloodline, it will take a special ritual to help him advance. First, the specially made jewellery goes on the horns. Next, the bowl full of Overlord Ranked fruit is balanced on his head, and the Elemental stone is placed on his snout." Karl began.

The rings on the horns were necessary. The rest was just to see if Thor could stand still enough not to dump them.

"And now, with a bit of magic." The Guild Members began to cheer for Thor, and Karl activated [Evolution].

{Evolution Successful} Divine Thunder Cerro ⇒ Impenetrable Bulwark Behemoth

{Skill Gained} [Behemoth] Passive ability. Increases volume by 10x

{Skill Gained} [Behemoth's Vitality] Triples Regeneration Speed

{Skill Gained} [Behemoth's Vitality] Triples Regeneration Speed

{Skill Gained} [Impenetrable Bulwark] Passive Skill. Reduces damage taken by 20 Percent, plus 1 point per day of the Behemoth's Age.

{Skill Gained} [Blockade] Creates a wall of Ice or Lightning up to 50 cubic metres per Rank of the Caster.

Thor's body began to shift, seeming to ripple and shudder under his scales as his body grew. He grew longer, with a more powerful tail, and the protective fringe at the back of his head vanished, while his neck extended slightly. The thick stomping pads of Thor's feet reshaped to have long, clawed toes, with webbing between them, but kept a powerful musculature to them, not dainty like Hawk's claws.

His scales gained vibrant white streaks to go with the gold, and finally, his evolution finished.

A few of the Gate Guards had come in to watch the spectacle, and whistled in appreciation for the evolved beast.

Now Four metres tall, but nearly fifteen metres long including his tail, with three ebony black horns on his beaked head, and thick armoured plates down his back, he was quite the imposing sight.

"Is that some form of Swamp Dragon?" One of them asked. "It's an evolution for the Divine Thunder Cerro. The System calls it the Impenetrable Bulwark Behemoth." Karl explained.

The Guard looked confused, then moved his hands in a shrinking gesture, bringing them almost together.

"That's one of them? I didn't know that they got so small. They have them on the southwestern island, and the ones there are big enough to make Ancient Dragons look small." The Guard explained.

Karl shrugged. "Perhaps they're older? Or the Evolution might have reset him to a juvenile state. What Rank are the ones you met?" The guard frowned. "They're all Overlord Ranked beasts, but they're like Dragons and Snakes. They just keep getting bigger with age. There is a rumour that the oldest of the Behemoths is literally invincible. It's simply so large and resilient that nothing can hurt it."

That sounded right, going by the skills that Thor had. One point a day wasn't a big deal when he was less than three years old. But what if he was three hundred? The damage reduction would have stacked so high, and his base health would be so high with an eternally growing body, that even Totem Ranked attacks wouldn't get past its passive skills.

If someone taught [Impenetrable Bulwark] to Orthos, what would happen? He was twelve thousand or more years old. A creature like that could nearly survive the end of the world without taking damage.

"You look deep in thought." Ashbringer whispered to Karl.

"His new skill reduces damage taken by one point per day he has lived. What if I taught that skill to an Ancient Dragon?" Karl whispered back.

Ashbringer smirked. "Before or after every Demigod of every other pantheon drew lots for the chance to obliterate your body and scatter your soul between the planes?"

Karl chuckled, but everyone else thought that it was a laugh of joy for Thor's new advancement. He had made a huge step today, and his power was still growing.

Then, he broke through to the Overlord Rank, and his body began to grow rapidly, before shrinking to hatchling sized as Thor deactivated [Behemoth]. Then it grew back to slightly larger than it had been at Monarch Rank, nearing twenty metres.

With [Behemoth] increasing his volume, his size would roughly double in all directions, making him eight metres tall and forty metres long, the size of an adult chromatic dragon, minus the wings. But much more powerfully built.

However, for Thor that was impractical, and his brain was working overtime, trying to solve the problem of remaining a rideable battle Thor.

He had it. The opposite of Behemoth.

He could feel how to grow, now he understood how to shrink.

{Skill Learned} [Unobtrusive Behemoth] Reduces size by up to 10x

Remi loved that skill the moment that she realized it would work on her and Karl as well. But the name was all wrong.

Shouldn't it be called [Just a Smol Snek]? If she was a tenth her current size, she would be absolutely adorable. Advancing to Overlord had already put her back into a smaller, Juvenile state. But a tenth that size would be perfect for making pleading attempts.

[Shameless, utterly shameless.] Hawk insisted.

[Just wait, nobody can resist cute things for long. One day, it will help us get the best snacks.] Remi replied haughtily.

In the courtyard, Thor adjusted his size to be only two metres tall, and Tessa hopped on his back with a smile.

He was longer now, more stable. While he had lost the defensive fringe at the back of his head, that also gave her more freedom to attack to the front.

Fighting from Thor's back would not be a problem.

Chapter 867 New Tactics

Thor's first instinct had been in order to run off to the Dungeon with Tessa on his back, so they could test his new abilities, yet they additionally had more Guild members to bring with them. Everyone had

been growing so well which they were slowly building a weekly training regime, the way that most people built a gym routine.

Thor had been definitely above the needed Rank of the Dungeon now, yet this didn't stop the Overlords from entering, and it would take some time for him to get used to his new body shape, and the change in tactics with Tessa fighting on a different sized mount.

This time, they had Rae and the two Orcish Druids with them. It was an odd combination, but Rae had ideas on the best way to use the [Entangling Vines] spell in combat.

The combination of vines and webs was a good one for crowd control, and if she could teach the Orcs to do it right, it wouldn't matter that their vines were a Rank below the Ogres, they would be able to keep the groups from reinforcing each other and fighting as a team.

It was probably a good thing that Rae was going with the Orcs and not with any of the others. Despite their fearsome reputation, the Demons in the Guild didn't really have the iron nerves that were needed to be around Rae in combat.

For one, she had a habit of making the enemies explode like it was a reset button when you messed up a lesson, and her habit of vanishing to grab enemies for you to train on, then reappearing with an Ogre was disconcerting, to say the least.

But Karl had other concerns. Ashbringer was nearly finished with the weapon that they were making for the Governor's commission, and they didn't have long before the Dwarves were due to arrive. He wanted to make a good impression on them, so he could go visit their city freely in the future and gather materials from the Overlord Ranked Dungeon.

Carefully, he prepared an Overlord Ranked Nature Stone for the [Gravity Slam] spell, which Ashbringer mounted in the head of the axe, and then Karl got to work.

With the runes drawn on a life-sized blueprint, the idea was simple and clear, he just needed to ensure that all of the runes were correct, and that he had gotten the inscriptions for weapon growth with use correct.

Well, that and verifying that the extra bits he had added to give the weapon a purpose, as that appeared to be a necessary part of creating an Artifact.

Once he was through the first few runic groups, Karl knew that he was doing something right, as the weapon was starting to draw power from him the same way that the blade he had upgraded for the Divine Fire Dragon had.

This one was obviously a lower quality base stock, but the result should be the sort of masterpiece that you would only expect to see in a Royal Treasury somewhere.

The weapon resonated with power as Karl finished his inscription and then waited for the item to stabilize as he continued to add mana to it.

The power level wasn't increasing any more, it was remaining on the low side of Overlord. But the aura of power that it gave off was becoming smooth and mellow, almost confident, if magic could have an emotion.

"Can someone send a runner to the Governor? The weapon is ready for pickup, and I believe that he will want to do that personally.

You know what? Never mind. I will bring it straight to him. Ashbringer, did you want to see the look on his face?" Karl called as he finished admiring the Guild's newest Masterpiece.

Ashbringer came upstairs to take a look at the weapon, and smiled as he read the information from the System.

{Stonecrusher Axe} Artifact Grade. Innate Skill [Gravity Slam]. Adds gravity damage to every strike, deals extra damage to buildings, fortifications and solid stone. Enemies struck suffer [Knockdown] effect.

"Deceptively simple. But at Artifact Grade, it has to be brutally effective. I wonder if there is somewhere that we can test this before we turn it over for display?" Ashbringer wondered.

"I should be able to use it without bonding it, if you want to take it to the Dungeon?" Karl suggested.

From the Dungeon, Rae laughed.

"Right, there is a team there now. We would have to wait."

Ashbringer shrugged. "Let's just go turn it over to the Governor before any of us makes a mistake and bonds it. If we have to start over, it will be a mess. You can't make two identical Artifacts in your lifetime, so I would have to come up with a whole new design."

Karl didn't know that. Perhaps if he tried the same layout again, it would come out as an Epic Grade weapon instead of an Artifact? No wonder they were so rare.

Karl led the way to the Castle, where the guard motioned for them to step forward and bypass the line. "Guild Champion, what brings you to the Castle today?" The Guard asked politely.

"Governor Shin commissioned a custom weapon to be made for the Dwarves imminent visit." Karl explained.

"Oh, thank goodness. They're already here. Came through the portal platform weeks early, 'to try the seafood' they said, like they aren't also from a coastal town."

The guard flagged someone forward, and a Castle attendant came to escort Karl and Ashbringer.

The boy was almost at a run, but the long strides of the two much larger men had no trouble keeping up as they raced through the corridors.

The attendant rapped a pattern on a thick wooden door, and the gem on his sleeve glowed green as the servants inside let him know it was safe to enter. The room was soundproof, as Karl realized as the door was cracked open, and he heard deep laughter to go with the nervous chuckle of the Governor.

"Oh, Grandmaster Ashbringer, Lord Karl, what brings you here today?" Governor Shin asked.

"Lord? He doesn't look like a Demon Lord to me. Plus, he smells like stone and Void." One elderly Dwarf commented.

"Lord Karl is a two golden ringed War Champion. But also the city's premier Runemaster." Governor Shin commented.

The Dwarves began to laugh so hard they had to set their drinks down.

Karl clapped the old man on the shoulder and smiled, then placed the {Stonecrusher Axe} on the desk between them and the Governor.

"We have produced the item you requested, Governor."

Chapter 868 Stone Crusher Axe

Everyone went silent as the weapon was placed on the desk.

"That, it's beautiful." Governor Shin sighed.

"That has to hit harder than I'd smash your sister." One of the Dwarves announced, smiling at the Governor.

"You'd need two hands either way. His sister is a big ol' gal, and you've got stumpy legs." Karl agreed.

{WTF?} Ashbringer queried in a private message, but Karl just winked at him as the Dwarves commenced to laugh.

"Freshly made, Runes haven't even settled overnight yet. It's not a fake." The oldest of the Dwarves announced.

"Oy! That's in Dwarven." One of the emissaries declared as he examined the runes.

"Well, I am somewhat better at Dwarven poetry than any other language when the topic is the finer aspects of striking stone." Karl shrugged.

The Dwarves stared at him suspiciously, so Karl took the Governor's notepad and wrote out the Dwarven runes he had used for Overlord Othello's new blade back in the Golden Dragon Nation.

"This is the first one I made using that technique, and the result was spectacular. Even gave her a personalized effect of extra damage against perverts." Karl explained.

The dwarves read the sheet and began to laugh.

"Transform back, let's get a look at you then." The eldest Dwarf insisted.

Governor Shin looked curious, but Karl didn't hesitate to dismiss [Beast Form] and stand on his human legs for the first time in a month or more.

"What do you know, you're not a Dwarf? You kind of smell like one, though. So perhaps just a little bit." The old man muttered.

"Not a human, either. Now, I've done some things I'm not proud of while drinking, but did someone shag a Void Elemental?" One of the other men asked.

The old man laughed. "Don't be silly. That would be like taking a Fire Elemental to bed."

Karl cleared his throat. "Ashbringer is half Fire Elemental."

The Dwarves roared with laughter, and Karl commenced to wonder if this whole visit was just entertainment for them, and not some serious political matter, the way that Governor Shin saw it.

Karl sneered at one of the younger men, a ginger haired Dwarf with soot embedded deep in the lines and pores of his hands.

"Don't even play like you wouldn't give it a shot if the lady of the forge came to life." He added.

Ashbringer smirked, and the Dwarf looked pensive for a moment before nodding in agreement.

The elderly Dwarf leading the delegation sighed. "Alright, enough jokes. I see that you've managed to obtain a single actual Runemaster. If there were more, Drodh wouldn't need months and months to prepare for a visit.

The quality of the weapon, as well, is incredible. Especially for a Demon. We will accept that you are a proper producing city, but we can't say that Drodh is a weapon making nation. In light of that, we will halve the tariff." Governor Shin lamented in relief, until the old Dwarf picked up the axe.

"How much? I can trade you another artifact, or various items of equal value." He insisted.

Governor Shin got a shrewd look on his face. He hadn't expected the Dwarves to actually want the weapon. He was trying to show off and avoid getting embarrassed during their trade negotiations, even if it cost him Totem Ranked resources.

"I will let you deal directly with the creators." Governor Shin deflected.

Ashbringer acquiesced at Karl, who grinned at the Dwarves.

"How about this. I need a short list of materials, and I would like to request free access to your Bara City's dungeon." Karl requested.

The Dwarves smiled. He hadn't queried for anything outlandish, just crafting materials to make more equipment.

Ashbringer brought out his list of materials for making Overlord Rank weapons, which was mostly metals, with a few gems. Karl could use those to finish any of the enchantments the weapons needed, but he added one more item to the list. Mythic Rank magical beast blood. Five gallons worth.

He was certain that Rae was doing a happy dance in the Dungeon right now, but Karl was also reasonably sure that he could secure her next advancement's bath products.

The Dwarves frowned at the last addition to the list. "Does it have to be from a beast?"

Karl shrugged. "Demon, Shadow Element Monster, or even Dragon blood would work as well. But I have found that sentient beings get quite particular about being stabbed and bled."

The Dwarves began to seriously consider it. It wasn't like there were no Mythic Rank creatures in their nation. In fact, there were quite a few. But as Karl had pointed out, they would get more than a little bit insulted if someone stabbed them. And the more civilized of the Mythic Beasts had agreements in place with the Dwarves to control a region of the nation so that the Dwarves didn't have to continually eliminate growing threats.

Killing one would leave a territory open and cause more problems than it solved.

However, the oldest of the Dwarves had a plan. "I know a source. But before I agree to it, I need to know what it is for."

Karl considered how he would answer, then decided that the simple truth would be easiest.

"The System gave me the class of Beast Master, now Beast Master Packmaster. I have a bonded partner, a Blood Destruction Demonic Spider, formerly a Bloodbath Spider. Her advancement process involves higher Rank blood in large quantities.

In order for her to reach Totem Rank, I will need that blood."

The Dwarf nodded. "There is a long tradition of bonded animals in Dwarven culture. Now, it's normally one of the Mountain Goats, a Stone Wolf or a Dire Bear, but Spiders aren't unheard of, as they also like to live in the mountains."

The Dwarves had a class that could bond monsters? Now that was convenient. But perhaps his class wasn't as special as it had seemed in the Golden Dragon Nation. Unless they were something like the Beast Rangers, who only got a single partner.

The old Dwarf extended his hand. "I agree to your price. We will bring you and Grandmaster Ashbringer to Bara and register you with the guard station for entry to the Dungeon.

It is a ten-person instance. Does your Guild have enough Overlords?"

Karl shook his head. "We can get close, but there aren't ten of us at Overlord Rank. We are primarily a crafting Guild."

Two plus the beasts was close to ten, in a way.

But the old man seemed to expect that. "There are places to form a group in the city. I will arrange for someone to show you around and take you in on a visit. The first time you visit, the guide normally charges a large fee to protect the newbies from the Elves and Spiders, but for a Runemaster, I am certain I can get a group to compromise."

Chapter 869 Why Not Bring Them?

Ashbringer sighed. "I have a noncombat type class. Bringing me into the Dungeon would only be dead weight. However, bringing Karl is as good as a half dozen Overlords on his own. He can bring his bonded beasts with him as a single person count."

The Dwarves looked impressed at that one. "That's even better than the Golem mages, who can summon extra fighters." One of them noted.

"I can do that as well. Golems, bodyguards which can use skills, plus the beasts, with their carefully curated selection of abilities." Karl explained.

"That is just incredibly overpowered. If you brought a few healers and tank type classes, you could likely do the dungeon with only half the usual number of Overlords. But it's still best to bring all ten. The dungeon is a unique one, in the way that it rewards its entrants.

There is no loot on the creatures at all. When you finish the run, everyone is rewarded for their participation, and there is a cap. We tried sending a Totem Ranked Golem mage through with just his four constructs, and he didn't get any more than a single individual did when we sent three of them together."

Karl nodded in understanding. "So there are rewards for doing better, but the rewards for carrying an under levelled or non-contributing group are capped.

You know, taking the young Demons through the Dungeon here really helps them grow. I wonder if I could bring a half group of Overlords and then pad the numbers with weaker Guild Members? As long as they're doing something, they should get some reward."

The old Dwarf laughed. "You mean, if they're not ensnared by the spiders and eaten, right? You still need a body to resurrect them."

Karl shrugged. "I have an Overlord Ranked group barrier skill. As long as they don't draw too much attention, they shouldn't be targeted.

But I get your point. It might be too much risk to take a Commander Rank Demoness through the dungeon.

Especially when there is no loot for them to pick up for us."

The Dwarf chuckled. "Yes, it's a bit odd not to need a pack mule for a Dungeon of this size.

We have other instances nearby as well, but they're all of the more conventional sort, and the groups bring a few miners with them to collect ores until the timer is almost up. If you stay in too long, you lose everything that you collected, and you're ejected."

Karl didn't know that. But he had never tried to sleep in a Dungeon, or anything of that nature. The trial instances did have a time limit on them, though. So it made sense that there would be a limit on the Dungeons, and perhaps a much shorter one, as they would let you in more frequently.

If you could go all the time, there wasn't really a reason why the Dungeon should let you just live in it rent-free.

Then the old man gestured to the Governor. "We still have a day's worth of negotiations to finish here. I will come get you tomorrow morning once we're finished."

Karl bowed and prepared to head for the door, ignoring the pleading look that the Governor was giving him. He was much better at dealing with the dwarves than Governor Shin was. They loved to pick on him, and he simply could not understand their sense of humour. Even worse, they ordered the most awful food. Governor Shin couldn't stand the taste of Ale to begin with, but the Dwarves would boil meat and potatoes in it as a form of seasoning.

Just the smell of it was enough to make formal events torture. Now, if they would agree to have the meat braised in wine... that would be different.

Karl and Ashbringer returned to the Guild House in high spirits. They had obtained a whole list of rare materials from the Dwarves, and now they were going to get access to the Dungeon, full of Overlord Ranked steel and other materials for crafting. Karl could loot the place dry every other day for all that Ashbringer cared. The more materials the merrier, and he could turn it all into item blanks and refined bars for the sculptors to work with.

[Rae, how is Thor's run through the dungeon going? We finished with the Governor's office, and we arranged to leave tomorrow morning to go to an Overlord Ranked Dungeon.] Karl asked.

[Overlord Ranked Consecrated Ground is broken. Or maybe it's the change to [Eternal Lightning]? The Ogres are half dead even before anyone hits them.] Rae replied with glee.

She was running a tutorial on the proper way to restrain Ogres with [Entangling Vines], which was essentially turning the Ogres into smashing posts for Thor, and lance targets for Tessa and her spear.

It couldn't really be called a fight when they were held in place with their hands restrained, but Thor was having a lot of fun in the Dungeon today.

Karl laughed at the series of mental images Rae was sending to him. Even though his feet weren't round and stompy anymore, he was still just as happily prancing around after tearing the Ogres apart.

Karl wasn't sure if that was the appropriate way to flirt with a War Priestess, but it seemed to be working fairly well on Tessa. She appeared to be having just as much fun as Thor was, and they were nearly done the Dungeon already.

Thor had also learned a great new trick. [Blockade] didn't have to be a stationary skill. He could target the location on himself and use it like a plow or a battering ram.

The only trick that he was still trying to master was using [Behemoth] on other targets.

But there was a minor issue. [Unobtrusive Behemoth] reduced size by up to ten times. [Behemoth] increased volume by ten times, which was closer to a doubled length and height. Even if he could use it on Tessa, their base sizes were so different that he still couldn't be max size in combat without turning her into an assistant.

In short, Tessa needed ranged Holy Damage. Maybe a bow. That way she could shoot at things from the back of a Giant Thor and not have to strain herself reaching with a spear.

Chapter 870 Optimal Loot

Once Karl was back at the Guild house, he began formulating a plan for his future advancements and the stockpiling of materials for the Guild House. If they couldn't amass ten Overlords to do the dungeon as a Guild, then he would go with others. But that limited the amount of trash loot that they would be able to bring back to the Guild. So, he would have to do it multiple times to get all that they needed for the forges and the accessories. Which meant more time away from the Guild House.

It was a vicious circle, but doing the Dungeon repeatedly, as often as it would let him, was a viable option to keep them fully stocked, even if it wasn't a massive loot haul every time that they went.

However, he did know that there was a trick to it. He ideally wanted his share of the loot to be one third of the total. That was the cap according to the Dwarves. So, if he went with another group and let Rae and Cara rampage, it shouldn't be an issue to do half as much as the other nine combined. Especially when you factored in that at least two were likely to be on healing duty the whole time.

Karl didn't know how the healing factored into the calculations, but he knew enough about the System to understand that they would be getting appropriately rewarded for their contributions.

But as the whole dungeon was Overlords, and Karl didn't know how dangerous it was, or what the power level standard for the teams that were going into it would be, he wasn't going to take the rest of the Guild this time.

If it were appropriate, he would bring the ladies on another trip, as they were only a Rank lower than what was in the Dungeon.

For some fights, one Rank different wasn't a big deal. But if the spiders were on the level of Rae at Monarch, minus the incorporeal bodies, then it would be a nightmare to bring a Monarch Ranked group into the dungeon, and trying to power level newbies would be a lost cause.

He should get a ranged weapon made before the next battle, though. His bow was sadly underpowered for his needs, and if he was going with a random group, then there was a high chance that the predominance of Warrior Class assignments would make it undesirable to be another front-line fighter.

Telling them that he could summon additional ranged attackers, in the form of the Bodyguards, in addition to the beasts, would be much more likely to make him friends among the adventurers.

Bara was a Dwarven City, in a coastal mountain town, so Karl assumed that the city would function somewhat closer to how the Golden Dragon Nation did, with dedicated groups of people who would be willing to enter the dungeon, and not hundreds or thousands of Wrath Demons who simply got bored and went there to pick a fight.

That system worked very well in Drodh, but it wasn't exactly what most cultures would call a normal state of affairs. Other than the Orcs, who loved fighting as much as the wrath demons did, Karl couldn't think of another sentient species that was likely to pick that sort of setup.

Civilized living was hard on the Wrath Demons, they needed the outlet. And while only the stronger ones could go into the Dungeon, it was a perfect place for them to not only prove their strength, but to vent their frustrations.

Nothing would help them relax quite like imagining the ogres as their annoying coworker or their boss.

"You look lost in thought, Chief." Ashbringer noted as they reached the Guild House.

"I need to get a new bow made, Overlord Ranked. They're likely going to need a ranged attacker, especially if I leave Remi and Thor here to hold down the fort."

The Demon frowned. "You would leave part of your team behind while going to a Dungeon in another country?"

Karl shrugged. "I'll take Rae, Cara and Hawk, along with Little Butterfly. Thor can look after the ladies, Remi can work on her potions, and I will entrust you to keep the Runesmiths in line while I'm away.

That keeps everything running smoothly, except for more powerful commissions, but we don't have one of those right now. Well, there are plenty of items that I should be making for the Guild members, but they can wait an extra day while I'm in Bara."

Ashbringer nodded. "Alright, I will make you an Overlord Ranked metallic compound bow now, and you can finish it tonight, so you have it ready for the morning."

From the Dungeon, Rae added her thoughts.

[I have leather armour made for almost everyone now. I didn't make one for you yet, and making one for our Dana Mage has been hard as she keeps changing between cat and human. It's not easy to make things that look good on both.] She explained.

Well, that was an improvement. Overlord Ranked armour to go with the accessories that they already had would keep them mostly out of danger.

The fact that they were made by Rae meant that the ladies would also look good doing it. As far as armourers, there were not many who could beat Rae for pure fashionability. Of course, many simply wanted functionality, but even if they tried, it would be challenging to create anything at her standards.

Again, Karl found himself stuck at a workbench all day, drawing Runic patterns. But when Ashbringer came in with a three pulley compound bow made from shining silver metal, it was definitely worth the extra time spent.

The bow had an incredible affinity to the Void Element, thanks to its core materials, and Karl knew just the spell to add to it.

Cara's [Void Blast]. The upgraded version of [Disintegration] was Epic Grade, incredibly mana efficient while being even more deadly, and he could adjust it every shot to determine the size of the void explosion on the arrow.

Building it into the bow made it both faster and even more mana efficient to cast.

Using [Blessed Item] and [Poison Arrow] to create the arrows would give a base of Holy Damage with a lingering toxic effect, which may or may not be an advantage, but it was unlikely to be a disadvantage.

That would be three different spell gems that would need to be made, but a few instructions to the Sculptors had them carving a wooden grip sized for his hand with the holes to hide the inscribed stones in the back.

The rest of the bow was dedicated to increasing arrow speed and targeting by user intent, along with linking the three spells.

The final result was absolutely magnificent.

The bow glowed with a ghostly green light from the Overlord Ranked Runes, which went well with the toxic arrow vibe. But the deceptively simple bow hardly needed the arrow speed enhancement.

Ashbringer had made it specifically for Karl, who had well beyond human strength. With a draw that heavy, the arrows would be difficult to dodge even without enhancement.

Now, he had all that he needed to go to an Overlord Ranked Dungeon in any role that they might need.