

BIOLOGICAL 60

Chapter 60: Emily

"I'm heading to my room, Dad," Emily said.

She had been delighting in a lunch with her parents in their majestic mansion, an extensive estate that mirrored the grandeur of ancient architectural styles.

The mansion, referred to as "Stonegate Manor," was on the premises of a former medieval palace.

Despite retaining its original name, this historically significant stone structure has undergone extensive renovations, resulting in its transformation into a fortress of contemporary opulence.

Throughout the years, additional sections have been incorporated into the original palace, resulting in a stunning blend of architectural styles.

The estate now featured a multitude of domes, vaults, arches, and spires. All of this gave it the allure of a structure from a different era.

Marble staircases swept throughout, leading to balconies above and courtyards below.

The mansion accommodated expansive halls for grand occasions and cozy chambers for intimate gatherings.

One of the rooms that stood out was a grand chamber with a soaring ceiling, where the family gathered around an expansive dining table adorned with golden trays carrying savory dishes.

The table, on a meter-high red podium, was a remarkable sight, stretching across multiple floor tiles.

There were also extra chairs placed against the walls, anticipating impromptu guests, with further seating available on the opposing side and encircling the room.

The room has a dining capacity for up to a hundred guests. The grand space was adorned with chandeliers hanging from above, each adorned with countless faux candles, creating a warm and inviting atmosphere.

Richard, the respected head of the family and passionate connoisseur of art, delighted in the captivating antiquity that gave his home with a picturesque quality.

Two large windows in the center of the room framed a picturesque view of the garden, filled with trees, shrubs, and colorful flowers on lush lawns.

The melodious chirping of birds resounded from the branches, occasionally accompanied by their graceful flight through the heavens, while squirrels scuttled below the windows.

Emily stood up from her chair, her dark hair cascading loosely over her shoulders, enhancing her captivating beauty.

She was dressed in an elegant blue silk gown adorned with silver embroidery, which stressed her graceful presence.

Her face, a blend of youthful innocence and emerging maturity, was complemented by her well-proportioned figure.

Despite not yet being fully mature, she already exhibited a captivating charm. Her captivating emerald green eyes possessed a mesmerizing quality, enchanting all who encountered them.

Her voice and beauty were so ethereal, it was as if she were not a mere mortal.

Although Emily's allure attracted many admirers, she derived little satisfaction from the attention she received from men, as many exhibited excessively flamboyant behavior.

Upon reaching the door, she hesitated, casting a fond smile back at her family. Before making her way to her own quarters located beyond the grand hall, she executed a graceful curtsy.

The chambers were conveniently located nearby. Upon arrival, Emily approached her VR capsule. Despite her delicate appearance, she was an avid gamer.

She reveled in playing Blade hunt, a first-person shooter rooted in modern warfare, developed by military experts.

The game featured a diverse array of combat scenarios, encompassing both land battles and naval engagements. One of the key factors contributing to its widespread appeal was the distinct feature of excluding brain crystal powers, necessitating custom setups for each player.

The game, which was released two years ago, has skyrocketed in popularity thanks to the military's consistent updates.

These updates have revolutionized the gaming experience, ensuring a fair and level playing field for all players, regardless of the strength of their brain crystals.

Thanks to introducing new weapons, vehicles, and exciting features, the game's allure has been taken to new heights.

Emily, who not only possessed a deep passion for the game but also held a high-ranking position, had a guarded secret regarding her gameplay that she kept hidden to prevent any accusations of cheating.

The moment she logged into the game, she found herself face-to-face with the familiar main screen that materialized before her. In order to have a shorter gaming session, she opted for a quick thirty-minute match, so she loaded her character, select a lobby, and join the game.

She found herself inside a building equipped with the Oculus, a reliable sniper rifle. This weapon resulted from her hard work and dedication to the game, as she had invested a significant amount of time and resources to get it.

Emily ascended to the rooftop, placing The Oculus on a sturdy low wall. Taking a crouched position, she peered through the scope, her gaze fixed on an enemy target. With precision, she squeezed the trigger, feeling the adrenaline of the battle surge through her veins.

As she waited, she scanned the area and spotted another player approaching her location. She then approached the building. She took careful aim and fired an exploding bullet, which struck him between the eyes.

Emily maintained a vigilant watch over her surroundings, neutralizing anyone who dared to approach her hideout. Having eliminated yet another adversary, she surveyed the area and observed her team advancing towards the enemy base encountering no obstacles.

Just moments after, a massive screen flashed the words "YOU WON" right in front of her, and right after that, the leaderboard appeared.

With an impressive display of skill, she accumulated a staggering total of 71 kills, obliterating the entire opposing team while maintaining her position as a sniper, a feat that was dangerous for them.

Her nickname, "Evil Eye," was positioned at the very top of the list, resembling that of a malevolent entity.

With great care, Emily took off her helmet and placed it on a hook that was positioned inside the capsule. After slipping off her dress and tossing it to the corner near her bed, she put on her cozy pajamas and settled down in her computer chair.

"Let's see what happened today..."

The screen displayed the headline: "LAST NEWS: FRANT BREACHED HINIAN'S FRONT LINES!"

This headline, along with various other reports, detailed the ongoing conflict between Frant and Hin. Intrigued, Emily clicked on the article, scrolling through it on her computer. She absorbed every detail about the war, her attention unwavering.

"HINIAN FORCES SUFFER MAJOR LOSSES BECAUSE OF FRANT'S SPECIAL FORCES: A NEW INDIVIDUAL HAS EMERGED FROM FRANT'S FORCES DURING THIS LAST WEEK. ACCORDING TO SOURCES CLOSE TO THE MILITARY, THIS INDIVIDUAL, WHOSE NAME HAS REMAINED HIDDEN, WAS SINGLE-HANDEDLY ABLE TO BEAT ENEMY FORCES ON THEIR SHORES. HIN WAS FORCED TO RETREAT BEHIND FIRIO CITY AND IS DEFENDING THE CITY FROM FRANT'S ATTACK."

Engrossed in her reading, Emily went through a series of articles, each one shedding light on the ongoing war against Hin. Amazed by the vast amount of information that could be accessed online, especially the comprehensive coverage of various wars and conflicts, she wondered how that was possible.

She kept exploring until she came across a photograph that had been taken in proximity to a tank. In the depiction, there was a man dressed in full battle gear, accompanied by another soldier who was also wearing a uniform that matched his.

Emily, feeling satisfied with her reading, decided to take a well-deserved break. In order to soothe her eyes, she walked towards her bed.

As soon as she had settled down on the mattress, a sudden and overwhelming migraine came over her. She connected the dots and understood that this was a signal that one of her visions was on its way.

The intensity of the pain served as a distinct sign that this vision would uncover something of immense importance.