

Brand New 105

Brand New Life Online: Rise Of The Goddess Of Harvest

Chapter 105: Too Many Things To Do!

And...

[Summon Name]: [Loki]

[Race]: [Carnivorous Amber Lotus Flower: 15/30]

[Satiation]: [77/100]

[HP]: [350/350]

[MP]: [220/220]

[STR]: [175]

[VIT]: [175]

[DEX]: [130]

[AGI]: [135]

[INT]: [120]

[WIS]: [75]

[LUC]: [30]

[Race Skills: 8/10]

[Carnivorous Flower: Lv1], [Predation: Lv6], [Rooting: Lv5], [Spray: Lv5], [Vine Attack: Lv4], [Vines of Steel: Lv4], [Enchanting Aroma: Lv3], [Blood Drain: Lv2]

[Equipment]

None

Here's Loki! She or he has grown stronger as well, but unlike Belle who specializes into strong and explosive physical damage, the flower has a more "lax" approach, as she abuses the power of her Spray to confuse enemies with paralyzing and poisonous pollen, entangle them using her many vines, which she reinforces with Vines of Steel to become as hard as steel, and has also begun using Enchanting Aroma to lure prey to her maws with a sweet scent, which can also increase the party's HP and MP regeneration, all while her newest Skill, [Blood Drain] allows her to drain the blood of wounded enemies to recover her own HP, MP, and Satiation by a bit.

Unlike the more direct Belle, Loki likes to use her many tricks to get the job done, and her stats are more generalist, as Rooting which is her primary way of healing and moving underground, Spray, and Enchanting Aroma all use INT to calculate their effects, so she got a high amount of that stat, alongside a lot of MP.

Loki was stuffing her large jaws with a lot of meat currently, and she was happy to eat a lot. She was a monster plant so she had a big stomach inside of her where she could digest anything. I honestly don't know how it is for the other mushrooms in the brigade, but I guess questioning the logic of this game is meaningless, it's a game for a reason.

We ate for almost an hour, until we had eaten almost half the giant boar, I felt all stuffy even though it was a game, I really couldn't eat much more anymore, so I decided to leave the rest of what I made for later. The food made using these ingredients was superb, even the salad was incredibly tasty, and the magical power they had enhanced stats temporarily and recovered Satiation a lot, while even leaving a status effect named [Satiated] which recovers Satiation automatically for an hour.

This means that right after eating people can jump into action and their Satiation will barely decrease even if they do crazy stuff like fighting a Boss, I wonder if my food with these special effects could be sold for a good price. All food items don't go stale as long as you put them inside an inventory after all.

While washing the dishes with the Mushroom Brigade, I began to think and gather my thoughts about everything in the game. Now that I can finally paly for several hours this night and this weekend, I want to make it worth it. I do remember there's the dungeon here, which is now like my property or something? I don't remember well, but it still there and we can harvest materials from there. And then there's the whole squirrel-kin village, which I want to help in anything. There is also the plants I want to put in my farm for Acorn, some of them which are useful for his potions and explosive chemicals, which I have an idea how to use in the dungeon to farm those very big crystals and ores stuck in the hot spring and the walls.

And then there's the Mushroom King and the Shadow Crow King Souls, which I could add into new Summons, ah right, there's the whole new summons stuff. I have been thinking about it and discussed it with the Guide, he said that I should have more than enough Mana to get at least another summon, so I might increase the level of my Farm Summons and Plant Summons. The souls of the Mushroom King and the Shadow Crow seems interesting... but I prefer normal farm animals and a new plant to be honest... I don't know what I can do with them, I had thought about selling these Souls, or just saving them to make special equipment, through anything I make through [Crafting] is not really the best.

If I really want to go into the path of [Crafting], investing a few skill points to level the skill up would do good, also [Fishing] and [Cooking] all of those are not in the highest levels either. I am already making amazing food with a low-level [Cooking] Skill so I really wonder what sort of thing could be made with a high level skill... I also have to sort that out and think about what I should level up. Magic is a thing as well, but if I level up my magic too much, it will begin asking for insane amounts of MP, so I might as well wait a little longer to go insane in the leveling of magic.

And there is another thing, Tamed monsters! Silver is my first Tamed Monster but there's still another slot left, and I can freely level up the [Tame] Skill and get more slots for tamable monsters, and each level increases the tamed monster level. Unlike summons, who will grow progressively stronger through leveling their related skills and might cost too much to summon the new one, taming has no such limits, the hard part is that unlike the loyal summons, you have to convince a wild monster to become your partner, and also continue taking care of them. They can apparently run away from you or even attack you if you don't raise them properly after all.

I don't really know if I am doing a good job with Silver, but I make sure to feed her four times a day, and she also got a comfortable bed to sleep every night, and I also wash her whenever I can. But I think that because she hatched from an egg, she probably considers me her mother or something... so it feels like I am cheating.

And well, there's another egg I have in my inventory...