

There was another egg in the inventory, the egg we got from defeating that one Mimic Mini Boss, it was the egg of a mimic. It looked more like a small slug inside the transparent and soft-shelled egg than anything. When I was done with the dishes, I sat down in a wooden seat while the Mushroom Brigade was doing their own things around the house. A big group of them was actually expanding the house and cutting wood, so they wanted to make this into a giant manor or something...

Anyways, I looked into the egg, as the tiny creature inside seemed to be in complete comatose. How do I even raise it? I remember Silver being able to leech EXP out of us when we went to the dungeon and all... But isn't this a bit too much? The tiny thing is just a slug! Can it even fight? Maybe I have to give it something to use as its "conch"?

"Guide, how can I help this little one grow?" I wondered, as the guide spirit emerged at my side, already acting cocky.

"Eh? You really want to tame a mimic?! Wouldn't it be better to just sell it and make a nice buck?" Asked the guide spirit.

"I don't want to sell it! I will make it my second tamed pet." I said with a smile, as Silver was resting over my thighs as I caressed her smooth scales.

"Ugh, I see. Well, if you really want it as a pet, then have your way. Nonetheless, you can just hatch it." He said.

"It doesn't need a little chest to hide?" I wondered.

"Mimics are not treasure-chest only. They're a species of monsters that evolve accordingly to what they want to mimic. They're often stationary and remain in a single place for a long time, waiting for prey to be lured by their appearance. However, if you'll have one tamed as a pet, making it move around, it will be kind of useless to give it a heavy chest to hide inside, right?" Wondered the guide spirit.

"Then I just hatch it and... see what it becomes later?" I wondered.

"Mimics take various forms and often pick what they want to mimic after birth. Depending in what you give them, they'll evolve around it and might even develop unique abilities..." Said the guide spirit.

"Huh... I got some loot from the dungeon which I haven't used that much, there's a lot of armor pieces, enough to make whole sets of black armor, and other items too... I had planned to make myself a black armor but it is a bit too dark and edgy for someone like me..." I sighed.

"Yeah there are armor and weapon mimics but... Why would you use those valuable materials? If you build yourself a good armor, you can resist hits!" He said.

"Eeh, but I am already good at that using wood, armor would only get in the way of my body." I sighed.

"For now, I had thought about gifting it to someone else, but Rita and Titan also got dropped items similar to mine, so they don't need them. They had been laying around there for a while."

"Hm... Well you can try I guess; you don't really lose anything." Said the guide spirit. "...Other than the items."

"Yeah!"

I quickly took out ten pieces of broken armor from my inventory, which was black and a bit rusty, I don't know how this can even be materials, I would just throw it into the trash, but it seems to emanate a lot of mana and has a good quality even though it looks weird. I got this armor pieces from defeating the boss of the dungeon, the undead mushroom hero.

Alongside that, there were other items such as the "rotten flesh" and the "miasmic mushroom cap" which are alchemy materials. I don't know when I will even use those though... Aside from this, there was also two other weird items that can be used to enchant equipment, crystalized soul fragments and potential cubes.

Crystalized Soul Fragments can be used in any equipment to grant it a "Soul Enchantment", which literally creates a soul for the item, with this soul, the item can develop bonus stats, the more crystalized soul fragments you use, the higher quality the item's soul will grow, and it can even devolve or gain new skills and abilities aside from merely raw stats. And lastly, Potential Cubes are similar, used over an item to awaken its true potential, which grants even more bonus stats, the max amount is three rows with stats, which can be unlocked randomly as more cubes are used. These both methods are random and you never know if you'll get a good bonus or a crappy one, so it's all RNG based...

I've read in the forums that these two items and a few others is what players farm everyday through the Daily and Weekly Bosses, that drop them most of the time. They can also drop Cube Fragments and Soul Crystal Fragments, that can be used as materials by an alchemist and blacksmith to create new Cubes and Soul Crystals. All of this is mostly late-game stuff, so I don't really have to worry much about them, for now I will hoard these enhancement items for later.

I looked into the egg and quickly decided to allow it to hatch by pressing a button, the egg quickly began to move around, opening up as a lot of goo came out, alongside a cat-sized red-colored and fleshy slug, which had a small mouth with tiny sharp teeth and a few eyes distributed over its slimy and soft body.

"Guuu..."

It gave out a cute little sound, and its various eyes quickly directed themselves towards me, almost fixated. I guess it was surprised to see me? I don't know if Mimics have parental care to identify someone they see after hatching as their mother/father.