

Brand New 67

[Brand New Life Online: Rise Of The Goddess Of Harvest](#)

Chapter 67: Incredible Dropped Items!

"That's a bracelet, isn't it?" Rita asked rather boringly. "Yep, it even has cute little mushrooms of all colors. Ugh, this is not my style at all..."

"Rita! Sometimes you must sacrifice style in favor for better stats!" I said. "That's like... rule number one in games that involve changing equipment around. You will never be able to truly look stylish if you want the best stats that the equipment you get can offer to you."

I took the bracelet, it looked quite cute, and quickly wore it down without hesitation.

[Mushroom Hero Bracelet]

Item Type: Equipment, Accessory (Bracelet)

Item Quality: E+ Rank Quality

Item Level Requirement: No Requirement

Item Bonuses: +30 HP, +30 MP, +20 INT, WIS, LUC

Item Skills: [Legendary Mushroom Hero Blessing II]: Increases Damage dealt against Mushroom-type Monsters by +10%

Item Description:

A special bracelet once wielded by the Legendary Mushroom Hero. It grants a slight increase in stats, although its complete power can only be shown after wearing the other parts of the Mushroom Hero Accessory Set, which include a ring, hairpin, and a necklace.

This item included a change in stats, there was more HP and INT, WIS, and LUC, but MP was reduced by 20 for that. It is a fair trade, and I get even stronger using Magic, sweet! I never thought I would be getting equipment this early in the game. I guess I will still craft my own things using monster materials, but its nice to find some accessories, especially because these are the hardest equipment pieces to craft. Most Crafters need to have the Skill at high level and gain a lot of proficiency before making the delicate-looking accessories.

"I guess that's it, huh?" Sighed Rita. I saved the treasure chest inside my Inventory, and it stacked up with the previous one. It seems that Treasure Chests counts as items, and you can keep them to save even more items inside reducing the maximum space you use in your inventory! But they're quite rare to come by.

I've investigated some well-known Labyrinths and Dungeons that people visit though, but they're far away from this area of the world in this little forest. Although my plan is to eventually step out of the forest and find more adventures abroad.

[You have equipped the [Mushroom Hero Bracelet]!]

[The [Legendary Mushroom Hero Blessing II] has been activated, you deal more damage against all Mushroom-type monsters now!]

Amazing, with this, I can smack those mushrooms even harder than before! ...Hm, I feel as if these items are needed to complete this dungeons somehow... Maybe if the final boss is just a giant mushroom, they'll surely come in handy.

Well, for now what should I do? Maybe we should cook something, we got tons of Lake Snake meat, I wonder if it tastes well. By checking the item description it says that it is edible and tastes like a combination of fish with lizard meat... I have not tasted lizard meat before, but if it's similar to fish, then we should check its flavor out.

"How about we cook something now that we are done here? After eating we can continue." I said.

"Yeah, sounds fine to me... How long have we been playing?" Wondered Rita.

"Around... almost an hour, so there's no rush, I am positive that we can complete the dungeon in time before bed, so no worries." I said, reassuring Rita.

"Alright~"

I called the Sunlight Spirit to warm up an area where I dropped some dry branches I created out of my fingers, and the branches quickly caught fire, generating a small bonfire. We were going to make some fried steaks of Lake Snake. I also had some oil from the squirrel-kins, some salt, and other spices, so we were mostly done. I took out the pans, put up some rocks near the flames and accommodated the pan over the warm rocks, pouring some oil and letting it slowly warm up.

"Alright!"

I took out a large piece of the Snake meat, a single item, out of the many I got, it was a massive chunk of meat, almost the same size as a watermelon. The meat was white and tender, and it had a nice and freshwater fish smell. I took out my knife and immediately began to cut it in mildly thin slices, steaks. I placed them in a plate and poured salt, pepper, and that red spice over them.

"Wow, we are eating the snake? Nice!" Rita said. "Look, Elayne, I got something that we could also eat. Did you get one of these?"

Rita suddenly took out something big from her inventory, an enormous egg... Yes, it was an egg, almost the same size as an ostrich egg. This egg was a Lake Snake Egg, and Rita got it as a dropped item the same way I got the Silver Scales and the meat. I was... honestly quite surprised when she showed the egg to me.

"I-I never saw that egg before! You got it?! Geez, just how lucky can you get?!" I asked, Rita laughed at my question as she took out other items she got.

"I also got these bones, fangs, and fins... Are they useful?" She wondered.

"Huh?! Y-You got all of this?! That's not fair! I only got meat and scales..." I sighed.

"Hahaha! Sorry, maybe its because I gave it the last hit?" Wondered Rita.

I asked the guide, and he seemed to agree with her idea.

"Those that knock down a Boss-type monster usually get better rewards; this mechanic causes a lot of problems between players as well..." Sighed the guide. "I don't know why the developers have not simply left this equal for everybody, this has made a lot of disputes that have driven players to even go insane and kill their teammates if they happen to not have disabled PvP yet."

"D-Damn, people can go so far just for some game items?" I wondered.

"You really don't know how far a gamer can go..." Sighed the guider spirit. For an A.I., he had a lot of personality.