

## Brand New 721

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

#### Chapter 721: A New Plan To Get Rich Quickly!

"You're all so damn late! Where were you?! And who's that new brat over there?"

Ambil reprimanded us as we finally were able to log-in back to Arcadia. We took longer than we imagined, but today was a surprisingly busy day.

"Hey, we have our own lives you know?" Rita asked angrily. "You can't just treat us like that when we saved your life yesterday."

"The new brat's name is Jenny! Yeah screw in-game names, just call me Jenny." The slime girl that was now accompanying us said. Jenny had finally gotten time to log-in again, and immediately rushed to the city.

It wasn't that far away because she was already in the Forest of Beginnings, and just rushed over here as fast as she could using her slimy powers.

Meanwhile, my daughter who has a friend that can literally summon a huge bird, has yet to arrive...

"Sorry for being late, Ambil, we were busy." I explained.

"W-Well, I guess I'll have to let this one slide for now... Your friends that stayed here helped a lot in making ingots and some basic molds and pieces of armor and weapons." Ambil said, crossing his arms.

"We did what we could, but learning the techniques from sir Ambil was an enlightening process." Acorn said with a smile.

"I didn't know I had so much talent on this, I made a bunch of ingots and knives! Oh, some armor too, but it needs to be polished..." Brisingra sighed.

"I only made molds and cooled down things..." Nieve thought she had helped quite little.

"Well, I'm glad you guys worked hard while we weren't here." I said. "I'll finish off the things you made and enchant them afterwards."

"First of all, a lot happened yesterday... Let's talk for a bit." Ambil said, as he sat down.

"Y-Yeah, I guess we should address everything that happened, it's not something easy to digest." I nodded.

We spent a couple of minutes addressing what had happened yesterday, about the cult that came for Ambil, the chimera that appeared, the monsters, and their true purpose. Ambil had taken the entire situation surprisingly well.

"I might not seem like it, especially coming from an old man living in a luxurious city like this, but I am already quite familiar with situations like these." He explained. "My family has always been protecting a very precious legacy from a god, there have been many cases when others have tried to find this Divine Forge, sometimes attempting to kidnap us, kill us, and threaten us to reveal where it is... Well, my family

was really strong, in fact I'm the weakest of my entire family. My father used to beat thugs like these for breakfast."

"I see, so you know about the Cult then?" I wondered.

"I've heard rumors." Ambil said. "But I didn't know they were still around after the Demon King of Miasma was slain... So you guys are here to find them too? It wasn't just for Hephaestus Inheritance?"

"Yeah, we're for a lot of motives actually." Mark said. "Sorry for not having told you beforehand, we didn't thought you would take it as easy."

"It's fine, based in your strength and what you can do, I was already guessing you were not normal. You might even be related with the events of the world and everything else..." Ambil said. "I've heard that the new Demon King is on the move too... This world, despite looking so peaceful sometimes, its really full of dangerous things."

"For now, we'll protect you while helping you, all while we investigate the Cult." I said. "Rest assured, nobody is going to harm you while we are around, or well, our friends are around too."

"Hah... I guess at the very least, I gotta repay you by working hard myself." Ambil laughed. "Alright, let's get to work. I'm not getting out of this bankruptcy by letting you guys do all the job!"

I could probably help him get out of it if I gave him some of my Gold, after all, I have two billion right now. But I'm sure he won't accept such a generous donation from the people that already saved his life once, he seems to be someone very prideful.

"Alright, so here's my plan." I said. "We'll not only craft high quality equipment and weapons, but we'll also work hard to improve the reputation of Ambil's forge. How much money do you need to pay?" I asked.

"It's mostly a bunch of accumulated taxes." He confessed. "I need around... a hundred million gold."

We could certainly pay that much with our money, but as I said before, he will probably not even accept it, so we need to do this the hard way anyways.

"A hundred million?!" Asked Acorn. "That's much more than I imagined... Ahh, how will we make so much by selling stuff? Nearby monsters barely drop a bit of money too..."

"Yeah, hunting monsters to earn some coins won't do, the amount is something that would take me decades to make by hunting creatures." Sighed Ambil. "The crafting part doesn't seem hard, but how are you planning to improve my forge's reputation?"

"Well, we first need to offer your products around, there are many adventurers I've seen with shabby equipment. How about we offer them new equipment, or even repairing their already existing one and improving it for cut prices?" I asked. "It would be a limited time event; a lot of people will learn about the quality of our products and your amazing abilities like this."

"Hmmm... That sounds risky, but you seem awfully confident about it..." Ambil said, rubbing his beard. "Fine... Where do we do this?"

"Right here, right now!" I smiled. "I'll bring some announcement papers and spread the word to the adventurer guild and other nearby guilds first, this'll also give us time to register in the Class Guilds we wanted to register into."

"Oh, good idea!" Ambil said. "I guess I'll prepare things while I stay here waiting then! Off you go!"

"Hey, wait, we are not leaving anybody to protect him?" Asked Acorn.

"Don't worry, my Familiars will be watching over inside his shadows." I smiled.

"Eh?! My shadows- AAAGH! W-What the...?!" Ambil noticed quite late that within his shadows, dozens of eyes were glaring at him... He was really spooked.

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#### **Chapter 722: Great Growth And Fantastic New Skills!**

After register Jenny in the Adventurer Guild, I spread the word with her while spreading paper I had made out of my own wood, which had written letters saying "Great Offer, only today at Ember's Forge! 90% discount on armor and weapon repair, 70% discount on armor and weapon enhancement, and 50% discount on all products sold! Don't miss this opportunity to get yourselves top-tier equipment!".

"Wait, is this real?"

"Ember Forge... where is that?"

"Oh, I know that place. It's a shabby forge some streets away from here..."

"Wasn't the blacksmith a grumpy and annoying old man though?"

"Well he sure is desperate with these prices."

"Might as well go look for them, you never see discounts like these in other shops or forges."

Both Adventurer NPC and Players were interested, some beginning to consider it, while others immediately went for it. The place was probably going to get flooded with people!

"They're sure going to get flooded." Jenny laughed. "Hm, I wonder if I can help in anything myself?"

"If you can control your slime body well enough, we could use your acidic components to improve metals. You could even melt and shape items inside of your body now that I think about it!" I said while thinking.

"S-Such a thing would be possible?!" Wondered Jenny. "But how do I increase the heat of my body though?"

"Hmm, maybe if I let your body assimilate fire spirits temporarily, it could work?" I wondered.

"Oooh! I like that idea! Let's try once we get back to the forge!" Jenny was really excited about literally doing anything, she was probably missing playing with us.

As we made our way back to the forge, we meet up with the rest of our friends, who had just came from the Class Guilds, everyone registered in their own Class Guilds, and things seemed to have gone alright, I think.

Though they still had received some weirded-out eyes from people, mostly because they were demi-humans, except Brisingra that could meld well with this society due to her appearance.

"So what Guild are you registering on?" Mark wondered. "The Druid Guild? Maybe the Magician Guild could fit you too. I registered on the Druid Guild, the receptionist there was nice enough to not mind my appearance, I think. Maybe because they're used to work with spirits and such."

"Maybe join the Magician Guild, it's the biggest in the city and they got that giant tower over there." Said Rita, pointing at the distance.

"Well I can always just join both." I shrugged. "Let's go check the Druid Guild first, its fairly close."

As we made our way there, I checked all the gains from yesterday's big battle, I had earned a hefty sum of EXP, and there were also three brand-new fusion skills which were just plain amazing.

Ding!

[You and your Party have defeated [Miasmic Aberrations: Lv200] x37!]

[You and your Party have defeated [Corrupted Miasmic Cultist Chimera: ???: Lv250] x1!]

[You received: [Broken Miasmic Nether Core (A+ Grade)] x37 [Miasmic Aberration's Bottled Miasma (A+ Grade)] x37 [Corrupted Miasmic Cultist Chimera's Demonite Heart (S Grade)] x1 [Aberrant Miasmic Hands (A+ Grade)] x2 [Phantasmal Broken Chains of Nether (A+ Grade)] x1 [Corrupted Miasmic Nether Soul Fragments (A+ Grade)] x15]

[You earned 117.500.000 EXP!]

[Level Up!]

[Level Up!]

[Level Up!]

[Level Up!]

[Level Up!]

[Level Up!]

[Level Up!]

[Your Level has increased from Level 139 to Level 146/180!]

[All your Stats have increased. You earned Bonus Stat Points and Skill Points.]

[For having slain a powerful Level 250 foe and having showcased the might of a World Boss, you earned a bonus of +10000 Community Points and +5000 World Boss Points.]

They were really strong, I never thought we would get to fight Level 200s monsters and a Level 250 Boss... We somehow won too, which was even more surprising.

The EXP they gave was immense, Level 200 Miasmic Aberrations granted over three million EXP, though it got divided as I didn't slain them myself, but just getting a share of that huge sum was significant. And lastly, the boss gave a whopping 25 million EXP too.

Now, moving on to the brand-new Skills...

[Divine Spiritual Fusion Synthesis. Lv10 (Fused Skill)]

A Fusion Skill created by combining the [Spiritual Synthesis: Lv1], [Spiritual Infusion: Lv10 (Max Level)], and [Spirit Fusion: Lv10 (Max Level)] Skills together.

The natural Ability of an Yggdrasil's Spirit Farmer. Grants the Ability to Infuse Spirits into objects, areas, skills, or other types of magics, or even the Player itself, or other Players within the user's Party or Fuse Spirits together into greater and stronger Spirits. Any Created Spirit will receive a boost to All Stats of +200%, with an additional +25% with each Skill Level. This buff is doubled for Divine Spirits.

Fused Spirits will result in even stronger Spirits with powerful attacks, spells, and skills. Any Spirit or Divine Spirit will remain summoned based in their power and ranks, with a 100% chance for the Spirit Fusion to be a Divine Spirit whenever Divine Spirit Energy is applied, which will help the user in a variety of wondrous ways. The Power of Fused Spirits depends on Skill Level, MP cost is reduced based on Skill Level.

Already existing Spirits can be freely manipulated into being infused, and once infused, their [Divine Spirit Aura] and [Divine Spirit Magic Effect] is activated for 20 Minutes. Spirit Powers can be stacked for up to 10 Times. Each Spirit has their own unique Divine Spirit Aura and Divine Spirit Magic Effect. And there are several special effects generated depending in where the Spirits are infused.

If Spirits are infused at the time of Creating an Item through Alchemy, Forging, Crafting, and other related Activities, there's a 70% chance (with each Spirit infused with a max amount of 10) that such Spirits Powers might be passed down into the item, granting Unique Effects, Skills, Stat Boosts, or completely changing the Item. If a Divine Spirit is used instead, this chance becomes 100% and it can turn the item into a [Divine Spirit Treasure].

Spirits and Divine Spirits can now be Synthetized and created from Materials with strong Magical Essences, including the user's very own body. These Synthetized Spirits Summoning Time varies depending in their Power, Skill Level, and the user's total Level.

Additionally, the user will receive a special buff with each Summoned Spirit, which will only last as long as each individual Spirit lasts:

Lesser Spirits: All Stats +1%

Elemental Spirits: All Stats +5%

Great Spirits: All Stats +10%

Divine Spirits: All Stats +25%

Supreme Spirits: All Stats +50%

This one Skill was utterly gigantic and held many fantastic effects that gave me an amazing buff in battle, enough for me to completely tip the scales on my favor when fighting that Level 250 Boss.

I can tell now why that was... All those Buffs I get for each individual Spirit were what made such a big difference. After all, I had around a hundred Lesser, Normal, and even some Divine Spirits summoned, so it made sense I would become so strong out of nowhere when I got the Skill.

With this, I can get tons of buffs even if I am not close to home, and to make things better, I don't even have to depend so much on Terrain either, if I'm forced to fight without its assistance, I can always count on the buffs my Spirits will give to me, by merely existing!

And the Skill effects will surely become useful with the event we'll be hosting today.

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#### **Chapter 723: Insanely Overpowered Skills!**

And the other two Skills helped a lot too, I have to admit it.

[Yggdrasil's Spiritual Farm Terrain Authority: Lv10 (Fused Skill)]

A Fusion Skill created by combining the [Spiritual Farm Domain: Lv1], [Terrain Manipulation: Lv15 (Evolved) (Max Level)], and [Soil Domain: Lv15 (Evolved) (Max Level)] Skills.

The natural Ability of an Yggdrasil's Spirit Farmer, as such a Divine Farmer, you're not only able to manipulate your surroundings and the terrain around you, but also convert everything into a Divine Domain through the [Yggdrasil's Spiritual Farm Terrain Authority], which can cancel any attempts at destroying the user's Terrain Tiles or overwriting them, the higher the level of the skill and the player, the more power this Authority can exert.

Enhances the Soil Richness, Quality, and Magical Essence of any Terrain you make your farm by +1000%. Each Level enhances the number of terrains you can adapt into farms, and the soil richness given to them straight away. Number of Terrain Tiles that can be taken over: 10000.

After registering at least 20 Adjacent Tiles, such Tiles become a [Terrain] where you have [Divine Yggdrasil Farmer's Authority] over, gaining special effects, which increase every 20 more Tiles. Available Special Effects:

Negates 40% ~ 100% of enemy Terrain Effects

Enhances Nature, Light, Life, And Spirit Elements Power by +100% ~ +250%

All types of Plants can grow twenty times as fast, while being able to develop magical properties, spiritual properties, and divine properties.

All Stats of User and Allied Players/NPC/Tamed Monsters/Summons increase by +50% ~ 150%

HP and MP Automatic Regeneration Speed is enhanced by +200% ~ 500%

Additionally, there's a 80% chance for each Tile Created to suddenly sprout a [Spiritual Bud] once nourished with MP, Water, Life Energy, or Spiritual Energy, the [Spiritual Bud] might evolve into a

Random Elemental Spirit (Earth, Fire, Wind, Water, Light, Ice, Nature), with a 20% chance for the [Spiritual Bud] to become a [Divine Spiritual Bud] instead, summoning a Random Divine Spirit of any Element.

In Battle, Spirits will unleash a powerful attacks and stay fighting for up to 1 Hour, and in not battle scenarios, the spirit will remain around the Tiles and might bless the farms and anything it sees until it flies away.

Additionally, you can freely manipulate the Tiles Soil and Terrain, and store Tiles as [Tile Cubes] within your own Special [Divine Tile World] to later place in different areas, stick together, and build completely new Terrains and Shapes within your environment.

The [Divine Tile World] is a special pocket dimension where all Tiles can be stored infinitely, you can manifest its powers by summoning a fragment of it above your foes or surrounding you with a mere thought, such Abilities include:

[Tile Block Rain]: Unleash your rage as the owner of the [Divine Tile World], firing ten Gigantic Tile Blocks over your foes, 10 with each attack, which will deal +500% Damage and ignore -20% Total Defenses. Damage increases by +25% and Defense Ignore increases by -5% with each Skill Level.

[Tile Block Wall]: Harness your almighty control over the [Divine Tile World] and summon over twenty Tile Blocks surrounding you or your allies, protecting you from all damage and capable of taking up to 1.000.000 damage before shattering. Durability increases by +50.000 with each Skill Level.

[???]: More Abilities can be unlocked by Leveling up the Skill.

This was yet another gigantic Skill, and it surely changed from how they used to be. The buffs became much better, I can now cancel powers trying to overwrite my Tiles, and there's new Abilities I can use by manipulating Tile Blocks I can store inside a [Divine Tile World]?!]

And I can even obtain more Abilities as the Skill Level Up too! I wasn't completely aware of these when I got the skill first, but I might as well transfer all the Tiles inside my Inventory into this world... I had a lot I haven't used much.

Ding!

[You've transferred 1.643.775 Tile Blocks inside of your [Divine Tile World]!]

[The [Divine Tile World] is beginning to form slowly by the power of the Tiles you've added into it.]

Huh, I wonder what that means... Is it really like... a world? No way, right?

Anyways, the next Skill is...

[Yggdragon's Nature Spirit Gardener: Lv10 (Fused Skill)]

A Fusion Skill created by combining the [Yggdrasil's Gardener: Lv1], [Plant Absorption: Lv10 (Max Level)], and [Nature's Assimilation: Lv10 (Max Level)] Skills.

As a mighty Yggdragon, your body and soul belong to the Forest, you're not only the Heart of the Forest, you're its Divine Guardian, the Forest is your Body and Soul, and you're also the Forest Body and Soul.

Your love for Nature is so powerful that your surroundings become an enchanting garden which protects you and converges with your body, granting you limitless potential.

You have the natural ability to converge with Nature in your surroundings, be it your Terrain, Domain, Tiles, and anything else that can count as Nature, absorbing their nutrients and life to boost your own, and better protect Nature from threats. You can absorb surrounding plant life to fuse them with you and acquire their abilities temporarily, plant-type monsters included, and also Spirits.

While becoming one with the Nature and Spirits surrounding you, your body become part of Nature and can regrow from any point within your Terrain. Large quantities of MP, Satiation, and Spiritual Essence are spent through this method.

Automatic Recovery Speed of HP, MP, Satiation, Spiritual Energy and even Divine Energy will increase, alongside All Stats, Skill Effects and Damage, Magic Spells Conjunction Speed, Damage, and Effects up to a maximum of +1000%, with an additional +100% with each Skill Level.

It is also possible to merge with something else than just Nature, Nature-type Familiars, Allied NPC, Allied Players, and Dragons can willingly fuse with the user's body, sharing their stats and skills with them for a limited amount of time, and receiving a further boost of +100% with each Skill Level to All Stats. After a maximum of 30 Minutes, the Familiars, NPC, and Players will automatically separate from the user.

Additionally, your body and the Nature you absorb become the [Yggdragon's Nature Spirit Garden], which permanently expands around you to further combine with other Skill Effects, amplifying their Effects by +100% with each Skill Level, while granting an additional 50% chance for any non-Divine Spirits surrounding you to temporarily become a Divine Dragon Spirit.

The Divine Dragon Spirits obtained through this method will fight alongside you, protect you and your allies, or fuse with your body at your command. It is also possible to combine them together to create even stronger Dragon Spirits, which will receive Special Stat Buffs, Skills, and Abilities accordingly.

Dragon-type Monsters can also be tamed more easily now, and their bond with your Heart will become much stronger. You're capable of channeling a fragment of their strength, up to 50% of their total Stats and Skills can be shared with you as long as the [Yggdragon's Nature Spirit Garden] is activated.

Ah, this Skill is amazing... The ability to not only create more Dragon Spirits, but to channel half the power of any Dragon-type Monster I've tamed into my body... As long as those little dragon eggs hatch back home, this could become an amazing new power to utilize.

"And we're here." Mark said, opening the door to the Druid Guild.

"Oh my, Titan! You're back faster than I imagined- Huh?! Who is this band of colorful fellows?" Laughed someone in the end of the empty hall. "Hohoho, how whimsical!"

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#### **Chapter 724: The Druid Guild's Master!**

The lady that greeted us was laughing and calling us whimsical! I don't even know what she even means, but she probably thinks we look funny all together... Well, I can't say that's wrong, a giant squirrel, a fairy with blue wings, a huge golem of wood and fire, a dark elf with scales and wings, a dryad dragon



thing, a purple slime girl, and uuhhh... Brisingra, I guess she's the most normal looking among us. Ah right, Lily too, she's very small when she doesn't transform.

"Who are you calling whimsical?!" Jenny immediately barked back. "I don't even know what that even means but I bet its not something good! Elayne, she's trash talking us!"

"Hey, calm down." Rita sighed. "Whimsical means... Uuh, something but its not an insult I think." For once, Rita was the calm and composed one of the group, incredible.

"Hohoho, my bad! I was just amazed by what I saw. Young Titan over there already surprised me quite a lot today, I never thought there could ever be a Treant that could wield flames, all while being part Phoenix too! And now I am greeted with all of you, with such unique evolutions, you sure are strong and strange." Laughed the woman.

"Granny Austucia, please don't mess with my friends, we're in a bit of a hurry right now." Titan said, trying to calm down the laughing woman.

"Oh my, alright, I am very sorry." She giggled, revealing her appearance as she walked away from the darkness.

She was a human, and resembled a very, very old lady. With a long potato-shaped nose, tired-looking green eyes with bags beneath them, a face covered on wrinkles, and long silvery-white hair which was covered by all sorts of plants, and insects...

I also noticed that her brown skin was covered in moss too! And she was wrapped in algae all around her body, wearing simply a huge black cloak and an old-looking witch hat. She was also barefoot.

The Guild Master of the Druid Guild was indeed very strange! And it seems that there wasn't anybody else in here, so she was also the only receptionist! Why didn't Titan said that?!

The entire building was really small, covered on spiderwebs, with some bookshelves filled with dust, moss growing in the walls, and there was even water in the floor, and all sorts of algae.

However, as dirty as this building was, I could also notice totems placed here and there, and many Spirits wandering everywhere.

The moment they noticed my presence, they all flew towards me, glancing at me, and asking if I could accept them!

"Despite how dirty this place might look; it is filled with spiritual energy and spirits." I noticed. "Granny, you sure are a Druid in that regard."

"Oh my? You noticed already?" Laughed the old lady. "Well, my appearance is a bit... concerning for some, but this is the best way for me to remain connected with nature! I let my feet constantly touch the plants and water on the floor, my hair is covered in dirt, plants, and insects. My skin has moss, and so on... I might look like a homeless person to you, but I'm actually pretty strong, hehehe..."

"She is?!" Rita asked. "I don't believe you, and where's the guild master at?"

"I'm the guild master, young lass. Gyahaha!" The granny laughed maniacally.

"S-She is...?" Rita was disappointed beyond belief.

"No way..." Brisingra was equally mortified.

"Eh?" Nieve didn't even understand what was happening anymore.

"Hahaha, p-please let's not get like that. She might look a bit suspicious... And this place might be a mess too but... Ah, well, it still an official guild." Mark tried to talk well of granny, but he had very little to say about her, in actuality.

"Hohoho, don't worry about this, young Titan, it's alright." Granny giggled. "How about you step forward already, Planta? The Spirits say you're very incredible. Are you truly the inheritor of the Yggdragon's legacy and powers as they speak?"

"Y-You can speak with the Spirits too?" Asked Lily. "But all of them?"

"Naturally! I'm a Druid after all! What did you expected, little brownie?" Asked the granny.

"So you can tell all of that by just speaking with spirits..." I was left completely exposed.

"Don't worry, in exchange, you can look a bit at my status to see I'm a real deal. Kids nowadays only trust these kinds of information sources." She laughed a bit.

"Huh? Sure, let me see then!" I nodded.

[NPC Name]: [Austucia Blacklog Greenswap]

[Gender]: [Female]

[Title]: [The Witch of Swamps]

[Guild]: [Druid Guild (Guild Master)]

[Guild Alliance]: [Class Guild Alliance]

[Race]: [Human (Old)]

[Job Class]: [Divine Mother of the Swamp]

[Level]: [300/300]

Everyone was able to check on her Status, and almost synchronized, we all freaked out when we saw she was Level 300...

"Level 300?!"

"Hohoho, indeed, I've been level 300 for many years now." She laughed. "It is my hard cap; I cannot really go any further... The Towers of Trials are too much for me, especially at my age."

Wait, she was right, her Level was locked at 300/300! Why wasn't she able to go further? And what are... Towers of Trials anyways?

"Towers of Trials?" I asked. "W-What are those?"

"They're the places you must go to advance further." She explained. "They vary locations depending on the person. Once you reach Level 300, you can't level up further unless you complete your Trial. It often is something personal, related with you, sometimes completely different, and other times, it can also be super normal! However, it is always different depending on the person, so you never know what to expect."

"So... I guess that's why there aren't any Players at Level 300 yet." Rita said. "Black Haze was the highest-level player, right? What was her level?"

"Her Level was... 293 I think." I said. "So yeah, nobody is Level 300 already, but looks like the people of this world has already reached such a feat."

"A-Are all Guild master's as strong as you?" Jenny asked.

"Hohoho, of course not. There are some weaklings, but most of the older ones are all veterans at Level 300." Granny said.

"You're so strong yet you couldn't complete the trial, granny?" Brisingra asked.

"Yep, it was THAT hard! HAHAAAAHA!" Laughed the granny. "But I am so old, it doesn't matter that much anymore. So? Do you want to register or what, Planta?"

"It is a bit unnerving that you know my name when I've never introduced myself, the spirits are really good at talking literally every single secret..." I had to admit. "But sure, let's get to it! Despite appearances, you might be someone reliable..."

"Hehehe, a good choice. Touch this crystal." The granny said, grabbing my hand and dragging it over a green colored crystal.

FLAAAASSSH!

"Uwaaahhh?!"

A bright light emerged from the strange crystal I didn't even bother to check, revealing countless runes floating in midair, shaping into many words, dozens of them, they were... categories?

Ding!

[The Class Appraising Crystal has been activated!]

[You have been appraised for your potential Talent in each Class archetype.]

[You have Talents for: [Druid] [Spirit Master] [Dragon Knight] [Warrior] [Swords Master] [Wild Hunter] [Green Mage] [Witch] [Blacksmith] [Crafter] [Alchemist] [...]]

"Oooh! So many Classes! I knew that you weren't normal, lass!" Granny laughed.

"W-What is going on?!" I asked.

"My bad, I forgot to explain this to you!" She laughed. "As you can see..."

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**Chapter 725: Registering In The Druid Guild**

"You see, since Players started appearing, with their more and more complicated Classes and Races, we had to adapt a bit." She explained. "So this is a Class Appraising Crystal, which give us a better estimate of what someone could have talent for. Sometimes there might be a Class named "Blazing Dragon Sword" or something, one might think they got talent for warrior, but they end up being a more magic-focused class that summons swords of fire instead! You get it?"

"O-Oh, I see." I nodded. "But then... this? What does it mean? There are so many classes... it gets confusing."

"I know, I know, that's because you're just that incredible! Gyahahaha!" Laughed the granny. "Planta! You're not just a Farmer, aren't you?! Your Stats must be really high for someone at your Level! And above all, your Skills! Your abilities! Everything is calculated! If you have so many affinities with every single class type out there, it means you possess the talent to join any Guild!"

"E-Eh?!" I was shocked. "I-I mean, I did expect swordsman or something, I'm getting better at using swords but... I'm pretty sure I use the Spirit and Nature Magic the most, that's a Druid's job, right?"

"Certainly, but you seem more than just that, Hephaestus Successor." She laughed.

"S-She learned that too?!" Rita cried. "Is there a secret you don't know, granny?!"

"Well, the dark spirits said you don't wear underwear below that dress! Gyahahaha!" Granny laughed, splashing the water around her feet. "Don't you have any shame, lass?"

"E-EEH?! Those damn spirits! How dare they! Traitors!" Rita felt embarrassed for once in her entire life...

"Well, Dark Spirits are known for being mischievous, you should had expected pranks eventually." Granny laughed. "Anyways, do you still want to register in this shabby place, little seedling?"

After seeing her Status and finding out she was Level 300, that she can seamlessly talk with all matter of spirits without restrictions, and that she's a Witch of the Swamp, with a Class named "Divine Mother of the Swamp" I have to become her pupil no matter what!

Even if she's a bit funny looking and all... I am nobody to judge, seeing how I'm just a pile of wood and leaves in the shape of a woman. And sometimes I even pretend to be a dragon...

Also, if she's so old and knowledgeable... Maybe she could also know something about Cloudia, the Overseers of Time, or more about Yggdrasil's past and the Yggdragon.

"Yes, of course!" I nodded. "Granny, please, make me your pupil! I promise I'll behave."

"Ohoho, what a sweet girl." She giggled happily. "Don't worry dear, I am not that strict of a teacher! Sign this and that!"

She gave me a signing paper similar to the one from the Adventurer Guild, it had the most basic things, so after reading it, I signed it and was instantly registered.

Ding!

[You have been registered in the [Druid Guild]!]

[Your Adventurer Card has gained the [Druid Guild] insignia!]

[You can now take on [Special Class-related Quests] from the [Druid Guild] to further increase your Rank in the Guild and your Class Powers and Skills!]

The Adventurer Guild's Card suddenly glowed brightly, gaining a green-colored insignia resembling a small witch hat wrapped on vines, covered in flowers, and with a little grasshopper on top. It had the small letter of F... so they also have their individual ranks, alright.

"You like that? It's the insignia I designed!" Granny giggled. "I added a grasshopper because I think they're cute little critters!"

I guess she really loves all of nature, including the creepy crawlies.

"And done..." I sighed. "It does look nice, granny. Now I guess... what do we do now?"

"Hmm, how about we talk about your current form, Yggdragon?" She asked. "Let's sit down for a bit, you said you were in a hurry, but I'm sure you can give me ten minutes of your time, no?"

We looked at one another, we were all guessing she knew something about the Yggdrasil's legacy and the Yggdragon, so it was worth sacrificing some time before arriving at the forge.

"Alright, we'll stay for a bit." I agreed.

"Perfect! Little guys, how about you make us a nice living room to sit down and talk?" Granny asked, the spirits got to move immediately.

FLAAASH!

A huge wooden table emerged out of the wooden floor. Then several chairs, and then a few other spirits brought old and cracked cups, pouring some tea over them.

"Well done, you gained yourselves a treaty!" Granny said, giving the many spirits a bit of her spiritual energy. "Ahem! Come on, what are you looking at? Sit down! All of you too! Let's drink some tea and talk!"

She barked at us as we swiftly decided to sit down below her commands. Everyone was slightly nervous, but at the same time, they began to relax once they noticed how lax she really was.

Although the smell of swamp and fresh soil was rather strong inside this small building, it felt right at home for most of us, which lived in the Forest of Beginnings, filled with these kinds of smells.

"So... Granny, do you know what Planta is?" Asked Mark. "We've been looking for clues ourselves. What we found wasn't much but... Do you know something more about Yggdrasil's Past, and the Yggdragon Myth?"

"It is not exactly a myth, the Yggdragon is real." The guild master spoke, her tone of voice become more serious. "It was the first "perfect creation" of the Gods, after Erebus, the God of Chaos... I know very well about this because the Divine Spirits I've made contracts with have told me so, revealing me the truth of this world, bit by bit. But even at my age, my knowledge is limited. This world is truly fascinating, full of

so many mysteries. You players, are also a mystery, what are you exactly? Where do you come from? Why do you possess immortality? What is your purpose? I wonder these things every day..."

"I guess... I don't know how much we can reveal of that, and it's not like we can tell you anything else than just where we come from." I sighed. "I know that there are penalties so..."

"Don't worry, you don't need to pay me back. Now, sit down and listen well, I'll tell you what I know..."

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#### **Chapter 726: The Yggdragon's Seven Divinity Fragments**

From what we learned from Titania back then, we learned that Yggdrasil's true form was the Yggdragon, the first "perfect creation" of the Gods after Erebus, the "imperfect creation".

"Instead of his chaotic mix of elements which the Gods were trying to make to create something like an ultimate god, Yggdragon was made true carefully mixing the essence of the Gods, not by going overboard as before." Granny explained.

"Apparently, this created a balance. The Yggdragon was a being of utter purity, and also the God's connection with the mortal world, as it possessed a physical, non-ethereal body. She, or he, was perfect in everything. Having inherited a part of every god's divinity, they birthed the three Ancient Tribes, the Divine Dragons, the Ancient High Elves, and the Majin by combining their Life Force with the God's Divine Essence."

"Titania did explain something like that." I nodded. "About the Gods of Time and Space birthing the Ancient High Elves, the Overseers of Time..."

"Indeed." Granny agreed. "There was, however, a problem. They were unaware that Erebus, was not done yet! He raged, furiously freeing himself from his seals. Even if divided into seven, he kept emerging, all his fragments together. Ultimately, he clashed against Yggdragon, the perfect creation against the imperfect creation... BOOM! CLASH! A battle between the creation of the Gods happened. The seal that the Gods had created failed miserably! And Yggdragon paid the price for such failure..."

She was really intense in her storytelling...

"They fell, the Yggdragon used their last power, sacrificing the fragments of Divinity they inherited from the Gods, and imbuing them into the seven fragments of Erebus, sealing him once and for all." She said.

"The very reason why she weakened so much was because of how much the Yggdragon had to sacrifice... They entered into an eternal slumber, slowly expanding into plants and life, covering the ruined world that Erebus had covered on miasma and death, and healed it, every inch of it."

"T-They used the Fragments into the Demon King?" I asked. "Wait... does that means...?"

"Indeed, every Demon King always is born with a specific element, corrupted, that is..." Granny said.

"And the reason behind their powers originates from the very Divinity Fragments that sealed them. Ultimately, their powers won against Yggdragon's last resort, devouring this power, and absorbing it into their own souls and bodies. This is the reason why they're so strong even if divided! And also... why you cannot completely inherit the Yggdragon's true powers either."

"I-I see..." I understood something at long last. "So the Yggdragon became Yggdrasil then? And then it birthed Titania, and the other Guardians, then it was corrupted by the Demon King of Miasma and died, leaving behind a small child..."

"That's right." Said Granny.

"But then... Where does the Yggdrasil Church comes from? Which Thanatos hates so much?" I asked.

"The Yggdrasil Church... That is a name I've only heard once, from the Ancient, very old Spirit of Nature, that is no longer with us, as she slowly faded away and went back to nature itself." Sighed Granny. "She told me that the Yggdrasil Church was built upon a false Yggdrasil."

"F-False... Yggdrasil?!" Everyone reacted in the same way, almost synchronized.

"Apparently, long ago, much after Yggdrasil's death by the hands of the Demon King of Miasma's first incarnation... There was a second Yggdrasil, nobody knows where it came from, or what it was. A huge tree appeared within the south of the Verdant Continent, and a church was formed around this tree..." Granny said. "It was a strange being, asking for sacrifices, and it had a voice, a greedy one. The Spirits still obeyed the tree, and it expanded its influence, becoming an Empire. They once attempted to conquer the entire Continent but failed miserably when the Demon King of Death's first incarnation happened, somehow... the Kingdom of Sorrow suffered from their invasion, something happened, betrayals, and the King's death also brought the birth of the Demon King of Death, Thanatos."

"The King's death..." Mark said, looking at the table in silence. "That Thanatos... Despite being a Fragment of the Demon King, he was born a human. And was only able to manifest his true powers once he died... I guess it fits that he wields the element of death."

"Aside from that, who was this fake Yggdrasil?" Rita asked. "And if this is really true then... Isn't Thanatos hating you for no reason then?! Well, aside from the ancient grudge that all Demon Kings have against Yggdragon to begin with... But his deal seems much more personal in that regard, something that you have no fault of either!"

"I guess it might be a bit too late for that..." I said. "I doubt that learning that the fake Yggdrasil wasn't the real one would change his hatred against us. We've done a lot of damage already, and we'll continue doing so until we slay him..."

"R-Right..." Rita said, sighing a bit.

"The Fake Yggdrasil still remains a mystery." Said granny. "But we do know that Thanatos was unable to destroy it, as he was slain by the Ancient Hero Sigurd with the help of Gram, his Almighty Heroic Sword, which you now wield... well, half of it."

"It simply disappeared?" I asked. "The church... what happened with the church?"

"The Empire of Yggdrasil was destroyed by the Demon King's army, but it was never seen that the tree was affected... Maybe this grudge has been transferred to you now. Whatever that fake Yggdrasil was, it was an evil and devious being that possessed similar powers." Granny explained. "Now, now... I do know one last thing. The Fragment of Cloudia in here can only be accessed by the inheritor of Hephaestus, as both places are interconnected. You will only be able to access this area once the Divine Forging Spirit allows you to enter!"

"Ah, we know that already." I nodded.

"But do you know that this Fragment of Cloudia hold a special Artifact, something that the cultists want desperately?" Granny giggled. "After all, the greedy monster that is leading them desires nothing else but to become a Demon King himself."

"What?! Granny, do you know...?" I asked.

"No, that's all I've learned from the Spirits. But you, someone with a much greater control over their powers, could learn much more." She laughed.

"That... might be true."

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#### **Chapter 727: Evolved Spirit Magic Skill**

"You're an Yggdragon, a very weakened one that has inherited the already weak powers of someone that sacrificed everything to protect the world." The guild master said. "But you're still much better at speaking and controlling spirits than I am, even with our big level difference, I have to admit it, you've got amazing talent!"

"Then..." I said, closing my eyes. "I guess I should had done this since I logged in today... [Spirit Talk]"

I spoke with the Spirits not through words, but through mind and emotions. Instantly, hundreds of them surged from our surroundings. Many of them were not even created by my powers but existed in here.

"Have you seen where this came from?" I showed them a cracked, red, and black crystal imbued with miasma and nether.

This was the "heart" and "core" of the Chimera we slain. They recoiled as they saw it, but nobody escaped, some nodded, suddenly beginning to create a trail made of many colorful lights.

There were three paths, which I saw even across the walls of the buildings, realizing that the cultist didn't had just a single secret hideout.

"One path leads to the sewers... Another leads to the shabbier areas of the city to the southwest, and... a third path to the Magician Guild Tower?!"

Everyone gasped after hearing what the third path was going to... The Magician Guild was the most respected and prestigious guild in the entire city,

"Could this mean that...?" The guild master muttered. "No, that's... But he would... He himself said he had slain many cultists; he led a group hunting them! Was this all... to convince everyone he could never possibly be part of it?"

"You mean... the magician guild master?" I asked her.

"Merlin..." The old druid muttered. "I am beginning to realize how much this makes sense now... That greedy old man... But we still don't have enough proof yet."

"Granny, would you be willing to help us in all of this?" Asked Mark.



"There's no option now, isn't it? I have to help my pupils after all, there hasn't been new members of my guild in like... a decade, hahaha!" Laughed the old timer. "For now, don't you have somewhere to go first? I'll contact you once you're done and got some free time."

"Yeah, I guess that's for the best." I nodded. "Let's get going, guys!"

"Wait, first of all, here." Granny suddenly handed us something to me and Mark.

They were two books, one was red colored for Mark, the other green. The red-colored book had a small flame and a totem, the green book instead, had a small tree and tiny sparks of colors surrounding it.

"These are...?" I asked, quickly inspecting mine.

[Skill Book: Advanced Spirit Magic (A Grade)]

A Special Skill Book that can only be acquired from Class Guild Masters.

It can help a Player improve upon the Spirit Magic Skill, evolving the Skill towards its next Level.

Once utilized, the Skill Book will disappear.

"Wait, what?! Are you really giving me something so precious, granny?" I asked. "But we haven't even completed a quest or something yet!"

"They might be in the shape of a book, but these are more like concentrations of magical power and wisdom imbued into the shape of a book." She said. "There's no problem, for someone like me these aren't that hard to make! Now grab them and go! You'll need every little help you can get." She smiled.

"Grannyyy!" I hugged her tightly, without caring that she smelled like a swamp. "Thank you! You're such a nice guild master!"

"Ohohoho! How long has it been since someone dared to hug me?" She giggled, petting my head.

"You're a pure-hearted lass, that's for sure. You too, big guy, make sure to use that totem book well. I am alright at totem magic, but not the best, so it took me a while to make that one!"

"Y-Yes!" Mark nodded. "I'll treasure it with my life."

"That's not it, you have to use it!" She said angrily.

"R-Right!" He apologized.

"Leave him be, he's a bit nervous." I giggled. "Should we get going then?"

"Alright!"

Like that, we left our very unique guild master, as we made our way back to Ambil. In the way, Mark and I absorbed the skill books.

The process was interesting, by opening it, it would suddenly separate into countless of pages made of spiritual energy that entered inside of our minds, infusing their knowledge inside our brains.

This knowledge about improving my magic formulas, rune creation, mana manipulation, and more slowly manifested itself into the transformation of a Skill!

Ding!

[You have absorbed the [Skill Book: Advanced Spirit Magic (A Grade)]!]

[The [Spirit Magic: Lv10] Skill has Evolved into the [Yggdrasil's Spirit Magic: Lv10]!]

[The Magic Skill had already reached its Max Level, but now its Level Cap has been increased to Level 30!]

[All available Spells have improved and become stronger. New Spells can now be learned.]

[To Level Up the Skill further, a combination of Skill Points and Skill Experience must be given. Unless Skill EXP is not enough, the Skill cannot Level Up using Skill Points.]

Oh, so it has become somewhat of a hybrid skill combining both Skill EXP and Skill Points to Level Up. I guess Magic Skills are a big deal because they come with many spells, meaning many ways to fight, which makes them much more versatile than any other Skills.

[Yggdrasil's Spirit Magic: Lv10/30]

[Skill EXP]: [0/10000]

A Special Advanced Magic that was born from the [Spirit Magic] Skill, which only those connected with the Legacy of Yggdrasil can conjure. Aside from being able to call forth the power of Elemental Spirits, it is also possible to strengthen them and help them evolve into many shapes, while combining their might to conjure incredible Multi-Elemental Spells.

It is also possible to unleash the power of Yggdrasil's Magic through the combination of Spirits Powers and Green Magic, which can bring forth even stronger, and more useful Spells regarding the Ancient Legacy you've taken upon your body.

Additionally, there's the ability to unleash the [Yggdrasil's Magic Power Aura] that increases All Magic Spells Power, Conjuration Speed, and Effects by +500%, in exchange for making the spells cost five times more MP.

Available Spells:

Level 1: [Yggdrasil's Spirit Root Connection] [Mountain Spirit Call] [Super Spirit Enhancement] [Dryad Fairy Call]

Level 2: [Unstoppable Mountain] [Spiritual Geomancy] [Greater Blessing of the Spirits] [Grace of Yggdrasil]

Level 3: [Sunshine Spirit Call] [Yggdrasil's Spirit Root Burst] [Greater Spiritual Connection] [Yggdrasil's Flower Garden]

Level 4: [Tempest Spirit Call] [Tornado] [Spiritual Flight] [Yggdrasil's Charmin Grace]

Level 5: [Sunshine Flare Explosion] [Blazing Sunlight Beam] [Sunlight Fairy Call]

Level 6: [Spiritual Mountain Wall] [Mountain Spirit Combination] [Mountain Fairy Call]

Level 7: [Ocean Spirit Call] [Tempestuous Rivers] [Wrathful Ocean Tsunami]

Level 8: [Holy Light Spirit Call] [Holy Healing Celestial Light] [Holy Exorcizing Light Swords]

Level 9: [Frost Spirit Call] [Permafrost Spears] [Freezing Snowstorm]

Level 10: [Spirit Combination: Spiritual Elemental Triad] [Yggdrasil Magic: Divine Root Spears]

Damn, that sure changed more than I imagined! Every single Spell evolved too; this is amazing! Also the Skill seems to passively enhance Magic Power in exchange for higher Mana Consumption.

And the Level 10 Spells looked really strong... I'll have to try them out whenever the opportunity arises.

"We're back!" I said, arriving at Ember's Forge to find an incredible sight!

There were... dozens- no, hundreds, hundreds of adventurers flocking the entire place!

"You're finally back?! Come and help me already!" Ambil cried, fixing a large piece of armor.

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

#### **Chapter 728: Working Hard**

Once we joined with Ambil, we started working right away. Brisingra and a few others dedicated themselves to repairing and polishing equipment, doing it as fast as they could. Meanwhile, I dedicated myself to create ingots imbued with spirit energy and using them to reinforce equipment or create simple weapons, which sold immediately.

Both NPC Adventurers and Players realized how great the quality of the products was in here compared to the other competitors, and because we were having a very good discount, they went crazy, trying to buy absolutely everything they could.

Utilizing the Hephaestus Blacksmith Hammer Techniques was really useful, and with all the bonuses I gained from Hephaestus Successor, every item I made came with bonuses, even if I made them rather slowly.

Of course, the first dagger I made was still my best work, so I kept it as a souvenir of my first ever professionally made weapon, which I might improve over time in the future, or use for my Spirit Fusion Spells as a vessel for Spirit Creation too.

Even with all my DEX, I was still quite sloppy compared to Ambil, but I made up for it by complementing my smithing process utilizing spirit magic, imbuing the creations with spiritual energy and elemental energies.

"[Blazing Hammer Strike]!"

CLANK! CLANK! CLANK! CLANK!

Several consecutive strikes with the hammer imbued with spiritual flames reached the still shaping weapon, as I quickly started unifying the parts together with a combination of smelting and forging.

Until finally... A beautiful silver-colored shield, shining with a rainbow luster was created! It was a special Spirit Shield, strong enough to be comparable to some early late game!

"There you go."

"T-Thank you so much! I can't believe I got something from Planta!"

A Player quickly bought the shield right away, paying several coins to Ambil in the process. The night had already fully arrived, and that was the very last client.

"PHEW..."

All of sighed in relief at the same time, resting over the floor, or just anywhere. It was sure a tiring day! We didn't do any fighting, but this crafting alone took us a while to do, and there were so many clients that we sold almost everything inside the forge.

Every client walked out happy as well, and they began spreading the word, which made even more people show up, this is why we were finishing off so late at night...

"Wow, that was quite something." Ambil was amazed. "I never on my whole life had I so many clients before! Even with all the crazy discounts we gave off... We've made a fortune! This is... over seventy million?! We're only thirty off from getting out of bankruptcy!"

"LET'S GOOOO!!!"

We all raised our arms celebrating this huge achievement. We never thought we would have almost five hundred clients, but I guess the discounts plus my own popularity made wonders!

"I can't believe we almost got it done in a single night!" Mark laughed. "If we can sell well tomorrow... We can end this very quickly!"

"Right?" Asked Brisingra. "And my Skills have increased their levels quite a lot too... I never thought I could get this good at blacksmithing."

"Me too! I'm quite good at doing repairs!" Acorn said. "Please leave that tiring work to me instead, Lady Planta, you're too talented to just repair stuff!"

"Hahaha, Acorn, you're overpraising me." I giggled, patting his head. "I'm still a newbie compared to Ambil. He really went above and beyond, are you not tired?"

"I am!" Ambil rested over his chair. "But I'm also starvin'... How about we have a nice dinner before doing some shut eye? Let's celebrate, my beloved disciples!"

"YEAAAHH!"

Like that, Ambil led us to the kitchen where he started cooking. For someone that looked so rough around the edges, he was surprisingly skilled at cooking, beginning to make some pasta from scratch, a lot of bologna sauce, some onion bread, and fine wine, which accompanied this delicious Italian meal quite well.

It seems that this was a staple food around Luminous, but we've had so little time to see more about it that we didn't know they were so similar to Italian and Mediterranean meals.

"Wow, these noodles are so good! And what are these ones? They got meat inside!" Acorn said in surprise.

"Those are ravioli." Laughed Ambil. "My grandma and my mother taught me quite well how to cook a few meals, they said they weren't having me starvin' all alone, hahaha!"

"I like this sauce..." Nieve blushed a bit, drinking the wine as well. "Wine is good as well, the bread tastes different than usual bread, interesting..."

"Hey Nieve, don't drink all the wine...!" Brisingra said, grabbing an onion bread stick and eating it after covering it with sauce.

"I want seconds, chief!" Rita had already finished her plate of ravioli. "Oh and make it double portion too!"

"Hey, I didn't made food for a whole squad! But fine." Laughed Ambil. "You deserve some compensation!"

"More bread sticks too!" Lily said. "Do you have another wine? Oh, and cheese? We could make some melted cheese on these onion bread sticks!"

"Right! Let's do that!" Rita nodded. "I'm super hungry!"

"You two sure eat a lot!" Jenny was also tired; she helped a lot on her own ways, which were quite unique.

"It is really good!" I said. "Are you okay with me bringing some stuff too?" I opened my inventory, taking out several meals that were still pipping hot. Among them there was paella I made back Earth, curry, and karaage.

"Sure!" Ambil quickly tried the karaage. "What's this hard thing? Hm? OH?! So crunchy! Chicken?! How did you make the chicken so crunchy and tasty? You fried this?"

"Yep!" I laughed. "From all people out there I never thought you would be passionate about cooking; we can talk a lot about it if you want to!"

"I-I'm not passionate, I just like eating good food, that's all!" Ambil got a bit embarrassed at my remarks.

As we had a nice dinner with everyone, I also checked my gains through the System Messages that I had ignored so far...

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#### **Chapter 729: Becoming A Better Blacksmith**

Ding!

[You have crafted, repaired, and reinforced several hundred pieces of equipment!]

[You earned 51.500.000 EXP!]

[Level Up!]

[Level Up!]

[Level Up!]

[Your Level has increased from Level 146 to Level 149/180!]

[All your Stats have increased. You gained Bonus Stat Points and Skill Points.]

[The [Hephaestus' Blacksmithing: Lv1] and [Hephaestus' Smithing Hammer Techniques: Lv1] Skills have Leveled Up!]

[You're now much better at crafting equipment, reinforcing it, and enhancing it with these Skills. A part of Hephaestus' genius talent is beginning to blossom within you, slowly yet steadily!]

[You acquired the [Beginner Blacksmith] and [Intermediate Blacksmith] Titles!]

[Beginner Blacksmith]

Acquisition Conditions: Become a Blacksmith and Craft over 50 Items without failures.

Equip Bonus: +100 DEX, Created Item Quality Boost +20%, Item Creation Super Success Rate +7%, Bonus Enhancement Success Rate +7%.

A Title bestowed to very good blacksmiths who had not just forged one item, but fifty, and without any failures in between them either.

You're finally getting the hang of it, newbie!

As long as your Class or Subclass is Blacksmith-type, these Title Bonuses are active at all times.

[A Surprising Feat! You gained +100 DEX]

[Intermediate Blacksmith]

Acquisition Conditions: Become a Blacksmith and Craft over 200 Items without failures.

Equip Bonus: +200 DEX, Created Item Quality Boost +50%, Item Creation Super Success Rate +15%, Bonus Enhancement Success Rate +15%.

A Title bestowed to surprisingly talented Blacksmiths who had not just forged one item, but two hundred of them, and without any failures in between them either!

Don't get too cocky though, you've still got a long way to go!

As long as your Class or Subclass is Blacksmith-type, these Title Bonuses are active at all times.

[A Surprising Feat! You gained +200 DEX]

I got three Levels, my Skills Leveled Up, and I even got two more new Titles, both boosting my DEX by a further +300! Not bad at all! And above all, thanks to this Subclass their effects are always active.

I wonder how many items do I need to become Experienced Blacksmith and then Master Blacksmith? I bet there might be something even higher like Grandmaster... and then Godsmith!

Or not? Well, I'll eventually find out.

"Phew... I'm exhausted, and after eating so much I feel like sleepin." Ambil said. "You brats can stay here if ya want, free of charge. Are the Players leaving?"

"Yeah, well, actually, we've got somewhere to go first... Acorn, Nieve, Brisingra, can you stay protecting Ambil?" I said.

"Eh? Sure..." Acorn felt a bit confused. "But I wanted to go to the adventure too..."

"Acorn, don't be selfish, it is important to protect Ambil, he's someone the cultist are targeting. If we leave him without guards, he'll get killed easily." Nieve said.

"Oi! Aren't you treating me too much like a weakling?!" Ambil complained. "Just go! If it's quick I'll be fine! I've grown stronger after forging a lot, my stats and levels increased as well! Don't worry about me."

"That's a flag for sure." Rita nodded. "Yeah, you guys are staying..."

"We'll leave all our Familiars here for extra protection too." I nodded. "Let's go check the Adventurer Guild first before we go."

"Well do as you say, I'll go to sleep." Ambil quickly walked back to his room.

I still felt slightly bad I had to leave some of our friends behind but... I guess it's the only way with someone so important we NEED to protect to matter what.

"Don't worry, wherever we go tomorrow, you guys can join us." I smiled.

"You shouldn't have to worry about what we think, milady. We will do as you say without hesitation." Nieve smiled gently, lowering her head.

"It's fine I guess, I'm too tired anyways..." Acorn yawned. "I'll go take a nap! Lady Planta you better not go back on your words tomorrow!"

"I won't." I gave him a head pat. "Brisingra, is it okay for you too? You've got amazing barrier magic, so you're ideal to protect someone."

"I understand how it is." Brisingra nodded. "I'm glad you are trusting my strength to this extent, Lady Planta. Thank you for giving me the opportunity to further prove my worth as a member of your party!" She seemed very happy that we trusted her this much.

"Then I'm joining in too? Nice!" Jenny celebrated.

"Yeah you're useful and stealthy so we'll take you along." I nodded. "Not like you guys aren't useful, she's just... I can't really trust her on protecting someone else."

"Ehh?! Rude!" Jenny said angrily. "But I agree, I am no someone trustworthy. I am quite devious if I must say." She nodded. "Maybe a bit whimsical, even."

"Shut up and let's go." Mark sighed, as we walked back to the Adventurer Guild, completing the several quests Ambil had left behind, and gaining tons of Guild Merit!

Ding!

[You've completed several Adventurer Guild Requests!]

[You earned 5.000.000 Gold]

[You earned 20.000.000 EXP]

[Level Up!]

[Your Level has increased from Level 149 to Level 150/180!]

[All your Stats have increased. You gained Bonus Stat Points and Skill Points.]

[You gained [Fiery Bronze Ingot (D Grade)] x5, [Fiery Coal (D Grade)] x3, [Red Fire Crystal (D Grade)] x3!]

[You earned +10000 Adventurer Guild Merit!]

[Your Adventurer License has improved from F Rank to E+ Rank!]

[For your great efforts, you've acquired the [Beginner Adventurer] Title!]

[Beginner Adventurer]

Acquisition Conditions: A Title given to an Adventurer after completing 5 Requests.

Equip Bonus: All Stats +30, EXP Earned +10%, Adventurer Guild Merit Earned +5%.

A Title given to Adventurers just beginning their journey! You've helped a couple of people now, but what more can you do from now on?

As long as your Adventurer License is active, all Title Bonuses will always be active as well, even without equipping it.

[Well Done! You gained +30 To All Stats!]

We jumped from F all the way to E+! That is, if we count F, F+, E-, and E, four ranks on a single sitting! Also I got a pretty interesting Title, it seems that this is one of the reasons why everyone joins the Adventurer Guild, +30 to all stats and +10% EXP would have surely helped when I was a newbie, but it still a nice bonus even now.

"C-Congratulations..." The receptionist was flabbergasted by our rapid progress.

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#### **Chapter 730: Exploring The Hidden Dungeon**

"I can't believe I'm Rank E already! So what do we do now?" Asked Jenny. "It's quite late but not too late though... Are we going somewhere important?" She wondered, suddenly caressing her belly. "Agh, after doing all that smelting and shaping inside my belly still hurts a bit... I never thought I could do that to begin with, being a slime sure has its pros!"

Jenny had helped more than any of us expected, as she was able to absorb fire magic into her body, shapeshifting into a slime-like form and not humanoid, and inflating like a balloon, gathering the warm in her slimy body and smelting metals inside.

This process was not only incredibly fast compared to the normal smelting methods, but it allowed her to mass produce ingots for us at a much quicker pace. Their quality wasn't the best compared to hand-made ones, but it came with unique traits inherited from her slime used as an ingredient, giving it a



shinier luster, while weapons could inflict poison sometimes, and armor and shields could give poison resistance to the wearers.

She was also able to shape ingots into forms inside of her, but she sucked at it so she only did it a bit before we took over the job ourselves, letting her just mass produce ingots.

Yeah, she helped more than we imagined, she could become a very useful apprentice for my forge back in the Forest of Beginnings, all things considered.

"I think it hurts because you ate too much." Rita said. "Seriously, you ate like... over three times what we all ate! You're such a glutton, Jenny."

"Eeeh? Well, I've got a bottomless stomach!" Jenny said. "Another benefit of being a slime."

"It isn't bottomless if it hurts." Mark laughed. "Anyways, are we going to the sewers, I assume?"

"Yeah." I nodded. "I already contacted Angelina and her group, who had logged-off some time ago due to being busy IRL, and now they have logged back in and will go investigate the shabbier area of the streets that the spirits also indicated, so we can explore both at the same time."

"And here they are, the entrance to the sewers."

We turned around another street, finally making our way into an enclosed alley that looked very dangerous. There were stairs sealed by a door, which I smashed with my hands.

CLAAASH!

Ding!

[You've discovered the [Hidden Dungeon: Luminous Kingdom's Dark Sewers]!]

"Wow, t-that was fast!" Lily clapped happily. "Let's go- eeek! It smells so bad down there!"

"Well, they ARE sewers after all..." Rita sighed. "I hope there's a good reward for doing all of this though!"

"Yeah the reward will be freeing these people from those cultist bastards..." Mark nodded. "And well, all the EXP and Loot we can find too."

"Hey, sounds good enough! I'm in!" Rita quickly started walking downstairs. "Come on! Hurry!"

"Alright!" I quickly walked behind her, and everyone else followed us.

The surroundings were like a huge ancient sewers, there was little space to walk through, huge amounts of water flowing around, nasty, smelly water I didn't want to think about, and rats and other critters wandering around.

There were several paths leading to different areas, it was like a maze by itself, a smelly maze at that! And well, it was also a Hidden Dungeon, interestingly enough.

Ding!

[You've entered the [Hidden Dungeon: Luminous Kingdom's Dark Sewers]!]

[As the first Players to discover and enter the Hidden Dungeon, you will be rewarded with special and improved rewards once you defeat the Dungeon Boss.]

[There is a strange, dark energy lurking around...]

"Alright, we're here, looks like if the Cultists are truly in here, it means they're hiding inside a dungeon, somehow..." I said. "But why? Or..."

"They made this place into a dungeon?" Wondered Mark.

"Is that even a thing to begin with?" Jenny asked.

"I know that Elayne got her Dungeon back in the Forest of Beginnings, so if Players can get one I don't know why NPC wouldn't be able to create them somehow, though they might need special items for that, or powers." Rita said, rather intelligently so.

"Right, the Mushroom Hero Grave Dungeon?" I wondered. "It was the first one we ever explored, it brings back memories~ Aside from getting water and a few other resources out of it, I haven't managed it that much... Maybe I should go back to it eventually."

"I wonder if there are other Players that possess Dungeons." Mark wondered. "Well, it wouldn't be surprising if you're the first one anyways." He gave out a small giggle.

"A-Anyways!" Jenny said. "Where should we even go? This place's an endless maze!" Jenny complained, walking around the ceiling with her sticky slime powers.

"We should follow the Spirits themselves." I said, closing my eyes. "[Spirit Talk]"

FLASH!

As I conjured that very simple spell, spirits quickly flocked around me. Despite this place being a hidden dungeon, there were many spirits everywhere due to its close proximity with the Dragon Veins.

"Can you guide us to where the dark energies are coming from?"

Ding!

[The Spirits near you are beginning to slowly recall the [Memories of the World]...]

[They are beginning to slowly detect the Mysterious Dark Energies.]

[A Path leading to their Origin has been made by their sparkling bodies!]

The spirits immediately nodded, generating a path of sparkling light, crossing through several sections... It was surprisingly easy!

"Wow, is this cheating or what?" Rita laughed.

"It sure is amazing!" Lily said. "Not even I that can speak a lot with Earth Spirits would be able to get this much of a detailed path! In fact, Earth Spirits are quite rough, this is most likely wind spirits working! They're usually very efficient."

"Well, Rita, I think you should had asked that question much earlier in our adventure, for a while you knew my combination of Class and Race was arguably broken." I shrugged.

"Huh? You're getting cocky already?!" Rita gasped, quickly laughing a bit.

"There's nothing wrong with a little more of self-confidence sometimes." Mark laughed as well.

Although I always have a good time with my friends, sometimes I think we are a bit too carefree...

After all, we're infiltrating a Cult just now!