

Finality
Monday – 12.4.62

HAVING JUST KILLED OFF THE FIRST WAVE OF STYIRES IN THE Balltown dungeon, I had some time to kill as my mana regenerated. Coming back here so quickly was kind of boring, and compared to the raptors the Styires were weak as hell, but between having new spells to test and a fire under my ass to make as much money as possible, building up a buffer would be great. So far I had enough money that I was fairly certain I had another month in the bank. Or would by the end of December.

Which is why I pulled out my phone and, after double-checking that it was on dungeon mode, I used the camera to record myself.

“Hello, Necrophiles. It’s Kathrine again. If you saw my last video, then you know that I’ve reached level 10. I’m back in Balltown today, on Monday the fourth. A major part of this expedition is to test new spells, especially the weapon spells I’ve come up with. I seriously doubt that anything I try today will be the final product, but it should tell me a lot about how the spells work.

“Second, I have a weird contract. This one came in two weeks ago but took a little while to arrange. It’s an experimental contract for Styire, Hardback crab, and Ice Drake brains. With a bonus if I can pick up a couple of Cliff Hugger brains. Yeah, creepy. So you can see why this one took a while to clear. The Guard doesn’t like it when people show up with brains in their bags. It took a bit to arrange things with them.

“However, it turns out one of my audience members is a big fan and didn’t mind waiting a little while if it meant he got someone he was comfortable with removing the monster brains. Even better, I’m supposed to bring the skulls out intact. So I don’t even have to grab hold of the brains. How awesome is that.”

I shot a huge grin at the camera before checking my mana regeneration. I also recorded a few more explanations and other things just in case I ended up using it. Never knew what would be needed until editing. Once that was done it was time to make some undead and head to the glacial canyon closest to a crab region as well.

“Ok, welcome back folks. It’s been about an hour since my last update thing. If things go well with the editing, you should have seen some interesting combat on the way.” I held up my new weapon. I was somewhat disappointed to have to drop my scythe. However, dealing with a variety of enemies, especially crabs during this trip, required me to change things up.

“Obviously not a scythe. I’ve discovered why the war scythe never caught on. Basically, I needed something better for fighting armored enemies, and rather than trying to invent my own, I focused on recreating ones that were proven in the real world.”

The weapon was a polearm with an hammer head, shaped very much like a regular nail-driving hammer with a curved spike similar to a beak on the back and a long, thin spike running up from the top. I’d developed the weapon based off of some mock-ups online, but that led to some differences. For one, the whole thing was made of a single solid piece, and it wasn’t as fancy looking.

"This is called a crow's beak, or bec de corbin. Obviously I prefer the crow's beak, as it sounds much better for an English-speaking Necromancer. The name comes from the back spike here, which looks a bit like a beak, especially when compared to other spikes on polearms.

"Now, why did I choose this one? Crabs. I wanted a weapon I can create for each and every situation, and the hammer is perfect for pounding on heavily armored foes. Why not the spike? Because it will get stuck in the armor, and that's a really bad idea. The spear-like spike on the top allows me to handle a charge more easily and can be used to find gaps in armor, like eyes and joints, if needed as well. In other words, this weapon is designed to be a Swiss army knife of the battlefield, and obviously weapons like this, including the halberd and bull hook, dominated melee warfare for a reason. Mostly because they were versatile and did a lot of things well.

"I've been working on a secret set of spells but so far have only managed to attach one to the crow's beak. And it's a surprising ability: When I swing this, I can create a small explosion of light that imparts the poison on my personal weapon. This weapon requires a maintenance of about 1.5 mana per minute, which is high but totally worth it. Unfortunately, using my weapon based ability consumes mana, but it's a major advantage all around. Let's see how this works out across the full length of the hunt."

The next video I recorded a few hours later after experimenting with the weapon design.

“As one would expect, the failure of both spells resulted in bad weapons. Some created small explosions, while others probably look fairly humorous in how they failed. So I will be putting together a video or something. I wasn’t really hurt, as the head of the weapon was the target of most fails. But my hands did go numb from the jumping and bucking of the shaft.”

I closed down the recording and shouldered my crow’s beak. What I hadn’t said was that the burst of light was more than a simple spell, it burned both stamina and mana, though the largest cost was mana. I was surprised when it came to creating the ability that poison and light worked well together, but it seemed like I had to channel the whole thing through a weapon for some reason.

Best I could tell, the stamina was what added that limitation. Though it was hard to be completely sure, it would fit what I understood about this energy source. And the fact that my understanding was based solely on how it was used in martial feats and not a single study, which highlighted a major failure to investigate.

The next place to hunt was the glacial canyon. Ice Drakes were one of the enemies that were still quite annoying. It wasn’t so much that they were dangerous, but that their armor was decent enough, their attacks could still damage my skeletons—if only a minor amount—and their stealth meant they could still land hits regularly. The new helmets meant I was almost certain I wouldn’t lose a skeleton to the attacks, but they were still quite a problem.

Still, I wanted to practice the special spell and get used to burning my stamina so hopefully over time I could produce more, given that the new “spell” I had was a lot

more complicated than expected. As I climbed up the glacier, I tried to work out a good testing methodology.

< Crow's Beak (Bone-Forge): This spell creates a bone-forged crow's beak polearm. Built primarily from bone, this weapon is capable of significant damage on its own but also has been enhanced with a spirit poison. The weapon has also been designed to channel energy, allowing for easier use of feats and spells in connection with the weapon.

Effects: Creates a specialized personal weapon usable by the Necromancer.

Golem Creation / Bone / Poison >

< Baleful Light: When channeled through a weapon, this ability creates an effect of baleful light which carries any poison the target weapon might contain to anyone caught by the light. The exact nature of said light changes depending on how the ability is triggered.

Effect: Burns mana and a small amount of stamina to remote-transfer poison from the weapon to the target. Works on all types of poisons, including those applied by alchemical processes.

Light / Poison / Dimensional >