

MASTER OF NONE

Chapter 15 - 15.Flame Newts

A small flame newt was resting on the stone blending in while basking. Gil motioned for everyone to stop while he silently drew his bow.

' silent shot has been activated- target resting flame newt'

Immediately an arrow flew through the air without a sound cleanly cutting in to the newts small head.

'10 damage done to flame newt. Flame newt defeated. Party gains 1exp each.'

"That was an excellent shot." Su chimed, she knew how difficult it could be hitting a small target even if it was close.

"I can definitely see the perks of your Ranger System. Having a silent long range skill could really help against these quick flame newts." Walker deduced. He began thinking that ten tails would be much faster to gain than he expected. They may even be able to collect some extra to sell to the guild!

This method seemed to work well for them, they managed to find and grab the next four flame newts no problem gaining them four more exp each!

"I don't know about you guys but I know I'm not going to touch any gross dead newts, their blood will ruin my gear!" Remey was not happy realizing she would need to carry some at some point seeing as Walker had most gear and food, Gil had his arrows and bow along with the first five newts, and Su would always be occupied with her heavy gear and shield.

"Oooo wait Walker can you use spatial magic?" Gil excitedly asked, "there's a skill called inventory, I read in a book that it creates a space to store anything that's not alive."

Walker wasn't sure how he would learn this skill but he decided to give it a shot "so what I would just touch the newt and say what? Inventory?"

' the user has used a specific action, the inventory skill has been taken from the dimension traveler system. Would you like to learn inventory skills?'

"Wow, that was actually pretty easy, yes learn inventory!"

'Inventory skill has been learned

Inventory cost- 0 mana

By saying "store" when in contact with a non living item the item shall be stored in a different dimensional space. Items will degrade at a slower rate while stored. To retrieve an item all that is needed is a thought.'

Walker quickly touched the five newts and said "store", a small foggy energy emerged from his hand and they disappeared. Yet again Gil was stunned he hadn't even believed a unique skill like that could be learned but another let alone so easily!

A few hours passed as they continued on as the same process and finding the final newt just near the forest's edge. They had gained 5 more exp each. This put Walker in a very good mood because he was now sure to level up and receive five more skill points after they returned and claimed the quest.

"Thanks to Gil we were able to do this quest much more easily than expected, but I think trying to catch a few more on our walk back would help us. We can sell them to the guild for dissection and maybe get a few extra gold to split."

Walker had thought of this earlier and now decided it was the right time to share his goals to gain gold.

The party agreed and began to step back towards the kingdom walls

"eeeeeeuuuuuuuugggghhhhhh!!!!" A massive guttural screech came from the

Forest followed by a Plume of smoke and what appeared to be a pair of black wings.

"Holy hell!" Remey who had been silent more of the day jumped and fell backwards. Luckily Su was right there to catch her before she hit the ground living up to her system. Remey quickly jumped up face as red as her hair while Gil was obviously holding back a burst of laughter. But Walker was oblivious to all of this...

'A mother's death cry was heard. An emergency quest has been generated.
"Save my child from greed".

Requirements: save the young child before it is captured and sold in to slavery
magic

Reward: evaluated by performance

???exp, ??? Skill'