

Master 1641

Chapter 1641 1641. Teasing Arrival

"I would say we are not the only ones that found sand jacks or jungle dogs." Walker pointed out the other teams that were returning from the patrols. Walker also saw some of them had maps they had made or notes they had taken. It was a good idea for those without memorization skills or the skills to accurately draw.

"More snacks!" Midnight saw only one thing in the monsters that had been caught. Snacks.

"Yes yes, I will cook the sand jack when we get back to the ship. But I think we are going to have to welcome the next ship first." As much as Walker didn't want to point this out. He saw Current landing on their ship which had to be a signal that the second ship was only a short while away from coming out to anchor at the river mouth.

Without hesitation, the group boarded a one of the small boats and headed back out in to the water. With Walker's help, he was able to store away all the monster bodies that had been hunted. It was ideal for them since it shortened the time it took for everyone to get back to the ship. But more so, it meant that all of the dragonkin that had left could pay respects to another royal dragon as they were expected to do as dragonkin warriors under a royal dragon.

"Took your time paddling across the water?" Before Walker had even managed to get to the top deck from the rope he climbed up, he heard Leon teasing him. When Walker did get to the top of the ship from where he had been, he couldn't even rebut against Leon.

From what Leon had been doing, spear fishing, he had amassed over forty of his prey. The monsters varied in size and shape but more than just the salmon were there now. He had even managed to secure a few other smaller monster fish that Walker had never seen before. Unfortunately, before he could start the all around appraisal of them, he was caught by another person walking over.

"This is a very good start to a food stockpile. Have you been working on this all day or just now?" Current was bright and energetic. It seemed that he was more excited to see the first ship than anyone had expected.

"Walker, have someone deliver the herbs to me later. I will begin making a few things with what I have. It might take some time." Since the second ship was coming, Remey wanted to prepare the alchemy lab

to teach anything necessary or learn anything new. The other ships might have found different herbs than she had. Or even made additional potions for antidotes and poisons.

"Sure thing, I will. Gil, I know that you want to take the bow to get tuned up. Head out too." Walker saw that Gil was trying not to be impolite but he wanted to leave.

"You're right. If I don't go right away I might forget some of the small changes it needs before it can be used by more dragonkin." The dragonkin warrior that had the bow stopped in front of Current and gave a quick salute before showing the bow to him. Current only gave a nod which allowed the dragonkin to move on. But he had a clear expression of curiosity.

"Gil was with us when Mordant and Rise asked Walker and the others to assist in making a new mana gem that they will be using for their new armors." Su went out and said it right away. It was enough to make Walker know that he would be trapped in the forge again.

"A new bow and a new mana gem? Is this normal for your time on a ship? If it is, you may have to spend some time showing me these new things." At this rate, all the dragons would end up joining the same ship because they wanted to have things forged. It would consolidate the strength at once palace instead of all around every ship.

"It was to help in training too. Su had the chance to resist the heat, light, and darkness energies. I would say she would have some training resisting water elemental mana too but I am not sure how that would go. It would take a better blacksmith than myself for us to create a water natural mana gem." Walker had a few ideas on how it might work but he was not about to spend the entire trip across the ocean trying to make them a reality.

"I will have to ask your friend the wandering blacksmith then. If he sees your work I am sure that he will be impressed. It appeared he cares for all of you a great deal." Current had not forgotten the way that the wandering blacksmith had treated those he cared for and also his work. If he were to see something interesting like a natural mana gem, then it was a sure thing that the experimentation would happen in the new mana gem theory.

"Midnight, if you want to take Onyx and find Scylla too. We can start getting ready for the other ship to link up with us." Leon asked this to Midnight while he cleaned the last harpoon he had used while spear fishing.

The sudden request made Midnight pretty happy. She also wanted to keep showing off her hunted sand jack. Scylla would appreciate it since she was also someone who appreciated hunting. But it was also a good way for her to speed up the time for it to be cooked for her. Not to mention. The more people that came when the other ship arrived, the more fun it would be.

"Oh, I would say you have about an hour before they arrive. The water ways you helped carve out were very good. We have a few of your merfolk soldiers that swam under the water of our ship. They are very efficient." Having the praise of a royal dragon was all that Leon needed. It was great to hear this and great that his soldiers were doing exactly what they needed to do.

"Trying to steal away someone from the ship Rise and I are on? First, it was the mana gems and now it will be one of the generals?" Mordant showed himself from the shadows. He had been listening for a short while before showing himself.

"And where is Rise? Is she going to join us or remain in the sky?" Current wanted to fly up there to see if he could get Rise to join them but Mordant shook his head at him.

"She is preparing for the journey. The more mana that she has, the better it will be for the night. Due to Walker and the others of his group, Rise has already said that she will be lighting the entire area at night for the ships. A very important role if you understand?" Mordant's words seemed a little mocking but also impressed. He was glad that Rise had decided to do this since he was not of much help in the deeper dark waters of the ocean. Shadows were not that important when it came to the ability to see in the water.

"That is a very good assurance to have. I am wondering just what we will need to handle when we are out in the ocean. I assume there will not be many threats that can resist a dragon under the water and above the water." Since Current was set on going across the ocean, he was also set on defeating anything that dared threaten them.

Having a royal water dragon to take the protection underneath the water was even better than having the merfolk and the aquatic demi-humans. They could handle the small monsters that attacked them. Current and his dragonkin could handle the larger and more dangerous monsters that set their sights on the ships as their targets.

"Before we keep this up, let's move to the stern of the ship. We should be able to see the mouth of the river better and when Alma's ship makes it to the ocean." Walker decided to take a little more control of

this conversation. He also knew that the faster they moved from this side of the ship, then the easier it was for the other warriors to handle the prey they had hunted.

Before Leaving, Walker dropped all the jungle dogs and sand jacks along with a few other monsters that had been hunted. The octopus was the only one of the kind hunted that he had seen but it was clear that it would be a commodity in the future.

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Chapter 1642 1642. Bridged Ships

The sound of organized cheers reached the ship that Walker was on first before the ship was close enough to lay down the bridges made of wood. Every shout made the soldiers on Walker's ship return the cheers with glee. This was the celebration that they had successfully completed the river trading route. That they had made it to the real start of their journey.

The second ship drifted slowly closer and closer until the sound of rattling chains became loud enough for everyone to hear. The anchors had been dropped and the cheers ceased as both ships started to have their soldiers move together.

The wooden bridges had been made to link the ships safely once they were anchored. They would be the best way for them to trade the foods and other supplies they had before they started the main trip across the ocean. But even more, the bridges could be used when they were in the middle of the ocean.

If there were smaller monsters swarming around the ships, they could link up to maintain their safety better. There would be reinforcements to the damaged ship or even a way for those aboard the ship to escape if the ship was sinking. Sometimes the lifeboats would not be the best option due to the situation. Especially if there were many monsters around.

"Bridges lowered! Ropes tied! The bridge is ready! Captains Welcome!" The shouts of the soldiers that had just finished their work made another cheer rise up as everyone began to take their positions.

The first across the bridge was Alma who stepped across with the ship captain of her ship and a few other very important positions. Those that maintained the forge, alchemy lab, repairs, and other forces on the ship had been required to come. Their meetings would also help the ships organize supplies while also sharing knowledge.

Remey was already taking the alchemy head of the other ship toward the alchemy lab. The man that had been a member of the alchemy guild since it had been opened was overjoyed. He had a few alchemists carrying some herbs behind him and was eager to begin creating things. It was also clear that he had found the notes about making antidotes and poisons from the monsters that had been defeated.

There were a few merfolk that moved to great Leon. they had been the most important group other than the demi-humans that kept the route properly set up for the ships to travel. Since the first ship had been staffed so that they could perfectly organize the creation of a safe waterway, the second ship had a different job.

Refining the water way had been even harder in a way. Yes, it was boring because the ships refining the waterways did not face the same dangers and monsters that the first ship faced. Yet, their job was even more important. They had to change the shapes of what the first ship had begun to alter. Their alterations had to remain for years or at least until the next, more professional, workers got there to sure up the waterway.

The last ship would be carrying a few more people than any other ship. The plan to start a village on the beach would begin with them. They were the water elves, merfolk, and soldiers that would be in charge of guiding the building. they would also be the ones that started to build the outposts that would protect the river water way. This trade route would be invaluable for many years to everyone on the continent.

"I would like to say that your patrols were missing things here and there, but that would be a lie. The path was almost too safe the entire way." Scylla heard Alma's cheerful greeting and couldn't help but respond.

"You could have taken a little longer then. Done a better check. Maybe you would have found a few more fights. Just drop anchor in the deep bends next time. Fight the little fish more." The tones of the two were enough to relax everyone and show off the happiness of their accomplishments so far.

"I will be taking my time with my fellow royal dragons. I have heard some interesting stories already. I wish to hear more. Walker, please handle your village business before joining us." Current said this out of friendly respect. He had long accepted Walker and saw how great the future with him could be. If everything he saw now was just even more proof of this, then he was blind.

Mordant and Rise left with Current to the far end of the ship. They would most likely leave the ships to fly around at some point. There were many things that they could hunt on their own or better places to

rest as all the ships arrived and linked up. The only feeling that Walker had though, was that he might see more dragons than expected.

Terron had said that he would be remaining behind. He did not want to be in the middle of the ocean so far away from land. It wasn't like he could just sink to the bottom of the ocean to get in touch with the waters. Yet, for some reason, Walker just felt that he would be on one of the ships. Not just Ignus, but Terron as well.

"We have plenty of dried meats for those on your ship. We did well against the river snappers. Minor damages but they learned a good lesson. We even managed to smoke some of them so that they will last longer." This sentence perked up the ears of a few soldiers from Alma's ship. Scylla knew that this would be the start of organizing the goods. Food was a great way to begin things.

"First, I can see that you have a decent number of hunted prey from the beach. Allow my elves to join up and begin breaking them in to parts for us." Alma used this as a signal to send the soldiers and others across. The blacksmiths that have come across the little bridge also jumped for the chance to meet the blacksmiths on Walker's ship.

They already knew that there had to be some amazing breakthrough. They had multiple dragons on their ship and that meant more chances to forge with dragon fire. How could they miss even the smallest chance that they could get knowledge about forging with dragon fire?

"I will be taking your soldiers. They have much to report to me about their journeys. Leon thinks that he may have control of the aquatic forces I have raised, it is humorous." Scylla moved to gather her troops. She wanted to hear what each soldier encountered and what they expected from the journey going forward.

Being able to gather more data was just a small part of what would make a general great. Scylla wanted to have as many of the potential dangers planned for just in case the worst happened. If her soldiers faced more underwater monsters, she wanted to be able to share in their defense of the ships. That meant she had to know what they had realized they were weak in so far.

"In that case, I will catch up with the others." Alma thought that Scylla was giving her the perfect chance to relax and little and see how the path breaking ship had done. But even though it was not the intended reason that Scylla had moved on, it was still perfect.

"Welcome to the waiting spot." Gil just stood tall watching Alma for a moment. The two could only look at each other for a little bit before they couldn't hold back anymore. The other soldiers were all focused on other things so the two could relax and be their own people.

The moment their hug broke, Midnight dashed over and said her own hellos. She had changed to her dragonkin form to see everyone better. It was much more beneficial to greet someone she cared about with arms and a hug than pouncing on them. However, she would always still pounce on Walker. It was too nostalgic.

"You missed a lot of fun. The archers that Gil worked with have been making new harpoon and poison arrows. They even have had to deal with leaping fish." Walker knew that Alma had already heard some of this. But starting the conversation off with this was a good way to retell their side of the journey.

"I want to hear every single word. How my elves did and how my friends did. I'm sure there are a few things that you all did without an escort or a group of soldiers by your side." Alma's guess was spot on. It was a sure thing that the elves would be hearing from the blacksmiths about the new forging of natural mana gems.

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Chapter 1643 1643. Hopes At Sea

"So these are sand jacks?" Alma had been asking about the monsters that had been encountered. At the moment, she was curious about the monster being roasted by Walker on the top deck cooking area.

"They look like smaller versions of horned rabbits but without a horn."

"They more or less are. From what Walker said, they are related distantly. Pretty much the same with the elemental spirits or mouse type monsters. They are all similar in shapes and sizes but have slight differences when it comes to the environment they have lived in. It's actually surprising that Walker didn't find sand jacks in the desert when he visited there."

This was similar around the world and for a moment Walker was caught thinking about this. Gil had a very good point, if they got to the other side of the world on this continent, there was a chance that they would see many similar monsters and animals but slightly different. The way that these creatures grew would be completely different based on how the continent developed.

There was a chance that the entire continent could be a desert or water lands. But who knew what it was like? There were no records and the ships that had left to find another continent had never returned. That meant they got there and never came back or never made it there. The proof just wasn't there.

"Well, it smells good and that is all I can say for now." Alma was very happy being able to sit down and eat with them after the few days traveling down river. Midnight was happy enough to be able to share since Walker had asked around and been given a few more sand jacks that had been hunted by the patrols. They seemed more eager to share after they heard that Walker was roasting them to share with Alma and Gil. the two that they idolized the most as elves.

"Should we try and do another patrol before the next ship get here?" Su wanted to be sure that they were thorough in the investigation of the shore but she also didn't want to risk missing a ship's arrival. She knew that the third ship was a little different than the first two.

"I think it's best to remain on the ships for now. The third ship is mostly made up of dwarves and the dwarven golems. I want to see if they can repair the ships while we move if the hulls are damaged. It's also good to know what the golems can do while we travel through swarms of monsters. I know it will be safer to lose a golem than a living breathing person."

As much as the dwarven blacksmiths would be crushed, Walker knew that losing a golem was better than anyone else. The golems could be built again with the right materials. Building a person again was impossible for them. Especially if the mind was bright enough to make major breakthroughs in the world.

"They should have some of the ocean monster and river monster styled golems right?" Alma had seen the documents that the dwarves had shared. The golems they had made were very unique and could store elemental mana from the air around them. Especially a few that could store water elemental energy.

"From what I remember reading, there are a few of the golems controlled by water elemental spirits. That puts them well above the realm of control that we will need in the ocean. It also means that they will be able to better defend the ships." Walker was excited to see them. He had enjoyed the dragon golem which remained near the mansion with the dragon hatchlings to help teach them but also protect their families if necessary.

"If I can recall, the blacksmiths that worked on the golems based a few on a monster that is thought to only live in the coldest of waters. The narwhal. Or maybe it was the silver horned narwhal?" Su wanted to have all the information memorized but found that she had forgotten most of it after being forced to focus on the dangers of the river. But this could happen to anyone, there were always more pressing things.

After being reminded, Walker could recall reading about the silver narwhals better. There was a whale type monster that lived in cold waters. But what made them stand out was that they ate silver and other precious metals off the ocean floor which naturally became available through the eroding of the tides against rocks and shores.

They would develop a silver or gold horn on their heads depending on the metals they consumed. This was then used to fight each other for food or even fight off predators. For a monster that had fewer means of attacks than other monsters, they were surprisingly powerful and had a sword style developed after them.

What was even further interesting about them was that the dwarves had managed to replicate them from books only. They had created an entire type of unique golem from books. Most dwarves had never been to such frigid waters in their lives. They would never be able to have in detail information about the narwhal monster species.

"What about the manned golems? They should have advanced defensive golems for the top of the ship and even the aquatic golems for battling. I heard that they started to copy the merfolk physique."

"That is exactly right. Before we left, a few of the dwarves came to the merfolk homes and asked us to model for the golems they were creating. From what I saw, they stripped away a lot of metals and replaced it with floatstone. It's a stone that has a decent amount of air trapped inside making it very light and often float." Leon sat down with the group and jumped in to the conversation without hesitation.

"Finished speaking with your soldiers? How did they do today?" It was only polite to ask about the progress that the merfolk had made while they patrolled the beaches and the waters around the beaches.

"Everything went well. Most of the problems we found are solvable or can be solved with a little effort later. It is more exciting that we will be leaving for the open ocean soon. Many of my soldiers hope that

we might discover lost cities or great reefs while out there." These were just a few things that the merfolk dreamed about but were totally plausible to find in the ocean.

"If I remember correctly, your people used to live in the deeper oceans? Or at least some of your ancestors did?" Walker felt like this was a basic set of knowledge that he had been told about and read about in merfolk history.

"Exactly. It was so long ago that there are not any real records but the odds of coming across them are very high. No one explores the ocean and it's impossible for us to swim out there without encountering monsters we can not handle. I believe that the cities, ruins, and a few other islands might be found." Leon was thinking very positively but it was a good thing. These were possible bonuses to the journey they were on that Walker had not considered.

"I would like to see an ancient city." Alice had been focused on the sand jacks and Midnight for the time being. Onyx had even taken up a spot with Arora next to them resting in the sun of the day.

"Then we will explore it if we can find it. I don't know what we will find though. If it's on an island or under the water it might be harder." Walker's thoughts were a little limited because he knew that the chance of being able to swim underwater without monsters pestering them was tough. Even exploring the surface of the water was already considered very dangerous.

"I already have one of you that will come with me. Alice, just make sure you drag Walker along and we can convince everyone else." The sudden comradery between Alice and Leon was surprising but seemed to be working in their favor. Now Walker would have no choice but to explore anything they managed to find if it was spotted while they were on the open ocean.

"He, the third ship is here!" The call came from a dragonkin on a look out tower. They sounded like they had seen the metal of the hull before anything. But what truly caught all the attention was that they were sending small flares in the air as greetings. It seemed to be a celebration that had already begun as they crossed the line to the end of the river and the start of the ocean.

"I would say they are pretty happy that their craftsmanship is surviving the ocean so far." Walker chuckled as he took the roasted sand jack and ate a little. He couldn't sit and eat for long after this.

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Chapter 1644 1644. Extreme Effort Pays Off

'Narwhal style golem

The water elemental spirit that has control of the core of this golem is able to manipulate the water better through the runes carved on the metal parts. These metal parts are created with a specific that allows the water to not wear away at the metal.

The water elemental crystals and mana gems within the golem store the mana that the water elemental spirit gathers, it is then used to cause it to swim faster and strengthen the multi alloy horn of the narwhal golem. There is also the ability to create an ice shield around the body because of the close relation to water and the strength of the elemental spirit controlling the golem.

Dolphin style golem

This is a golem styled after one of the most common monsters in the ocean that travels in pods. The dolphin used to be a normal animal that slowly but surely used its mind to outsmart faster growing monsters. The more that it did so, the more that it learned sonar and enhanced its body. This led to it becoming a monster and leaving behind the prey mentality of normal animals in the world.

Normally, dolphins have a strong sense of scouting and hunting in pods. After mimicking these designs, the golems are able to travel faster in the water and use the water elemental spirits that control them to find hidden monsters. Their main focus is scouting to ensure safety of the ships that they were created to protect.

Advanced aquatic armor

This is the newest and highest aquatic armor made by the dwarven golem masters. They have modeled this armor after the merfolk race to better create an aquatic armor that will not sink and cause the operator to be trapped under the water. With this, the dwarves are able to explore and search for what they need under the water better.

This armor is weaker due to the removal of metals but has a much more fluid agility. They are able to float if need be and are also able to wield weapons other than minding tools. There are multiple mana gems added along with advanced water origin runes so that the aquatic armor can allow prolonged usage...'

The massive amount of information that Walker was gaining as he looked at the ship approaching was almost too much to handle. Just the golems alone had many uses. They would be the core of the aquatic travel as the ship moved.

Walker could tell that the ship had been made specifically with the golems in mind. They were able to latch on to the ship at specific points to gather mana while the water elemental spirit could rest. To be able to allow so many elemental spirits to rest within the golems was already proof that the dwarves had fully accepted the true spirit forging methods.

Furthermore, Walker could see a few of the water elves on the ship. They were clearly perfectly in harmony with the dwarves that had created these things. Many years ago, the dwarves and elves did not get along. They argued over the nature that dwarves could destroy and the differences in values between them. But now, they worked together to create a much better future.

The dolphin golems were something surprising. Everyone knew that some monsters descended from ancient monsters. They would change over time just like people. But others were animals like the average rabbit compared to a horned rabbit. The average rabbit was something that had never grown but bred fast enough to survive the dangers of the world. Hence why rats were always around even though they were not necessarily monsters. But there was always the chance they would change over time to become a monster that fits in to the world.

The dolphins were like this. They had enhanced their minds and learned sonar, an aquatic form of communication using sound. Basing the golems after them was brilliant. This made them the ideal scouts for the entire group of ships. It also allowed them to be able to bond with the water elemental spirits better than were already close to the water.

The narwhal golems would be the fighting forces. They could create temporary ice shields with the assistance of the water elemental spirits and runes. This also applied to their ability to speed through the water and attack with the horns on their heads. Scouts and attackers that doubled as defenders and map makers. An ideal combination.

The aquatic armor was an entirely different story. To call it a controlled golem would be simpler. The dwarves could wear the armor and control it which made it part golem and also part armor. But where it differentiated was the fact that it had been taken from the armor they used in underwater mines.

Now the armor was made for speed and flexibility instead of hard mining and latching on to rocks. It was also made so that the dwarves controlling it could fight while using it. This would be an added layer of protection that brought the dwarves and merfolk closer while also defending ships. No longer was the threat of a dwarf sinking away to the deep of the ocean without the chance of swimming back up.

"That's pretty amazing." Even Leon was surprised to see it all coming together. The ship they saw was more advanced because it was specifically altered to be the main hub for all the golems. This made it less like the other ships with multiple areas for working.

Instead of having an alchemy lab at all, it had golem workshops that took up most of the under deck floors. The forge was also much more advanced with better tools than the basic repair forges on the other ships. Furthermore, there were even more mana gems and water elemental crystals there for the water elemental spirits to recharge their elemental mana after being in control of a golem. From what Walker could see, it went deeper than that.

'Water golem ship

The use of true spirit forging has truly shown brilliance in this creation. Due to the extreme effort of five master golem smiths and three additional master blacksmiths using the true spirit forging techniques, fifteen water elemental spirits can dwell within this ship. They had control over the guidance of the ship and the massive amount of water elemental mana within. Over the course of this creation, eighty five of those working on it fell to exhaustion or injuries before the ship was finished.

This has caused the ship to become a golem itself that specializes in water elemental mana. It is able to house and assist other water elemental spirits in control of their golems while also being able to use water as basic defense and attacks. This ship is one of a kind in the world and has earned certain forge masters and master golem creators the title, water golem creator. They will always have better skills and luck when creating water related golems.'

There was more to the all around appraisal but Walker was too blown away. He had subconsciously said all of that out loud shocking everyone around him. They were all in awe of the major accomplishment that had taken so many of the dwarves' best. But what was even more evident was the speed it had come together. The dwarves had all mobilized along with any other person able to forge and create ships. They had worked tirelessly to create the shops but those that had worked on this ship had gone further.

'Since the dwarves and focused entirely on golems, then it made sense that a ship would be created to mimic that desire. However, they had gone so far beyond that they had earned a title and created something for the first time ever!

"Amazing is right. I think that is what would be called the crown jewel of a navy." The term navy had not been used much, there were no real forces along the coasts that could be called a navy, and those that could went by merchant groups. Now, with five ships and one that specialized in golem battle and creation, it was possible to say that this would be the head of a navy.

"The other ships aren't like this, are they?" Walker had the sudden realization that this put them at just three ships and not five. How could there be another ship as intricate and advanced as the one that they were all looking at? It would be ridiculous to think that another could even rival what they saw before them.

"We will have to ask. That looks like the king of the surface. I expected that the king of the deep would change his mind and take over the ship. But I think the king of the surface changed his mind and decided to follow the golems he controlled and led." Gil could spot the familiar face and figured out the reasons why easily.

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Chapter 1645 1645. Many Many Runes

"Bridges down! Ropes tied!" The shouts went out again but with double the effect. The shouts and cheers resounded back and forth between the three ships as those that worked the third ship came to the first.

" the king of the surface took the helm of a ship? I thought you would be all the way back home organizing troops." Walker did not hide his thoughts. He wanted to join in on the bright mood the king of the surface had.

"These are part of the army I control now. Should I disappoint every dwarf that fights with me and miss this chance? Our trade routes will even conquer the vast oceans. How could I miss this chance!" The booming laughter that echoed after showed the true happiness that broke the rough exterior of the dwarf. The ever tough king of the surface and commander of dwarves golems.

"A little repetitive but full of energy."

"Says the boy who barely knows a thing about golems. Come let me tell you. Let me open your eyes to the wave breaker, the finest ship and golem creation of the dwarves and elf empires. The first and most powerful golem ship of the Genesis future!"

This much energy was contagious. Those that came from the golem ship were even more hyper. They had been enjoying every second of their journey so far. Now they could share it with even more people. Show it off to even more of those that could take pride in it.

"The scouting golems I asked to return to the fourth ship have come back to tell us they are ten hours behind. Let us begin repairs and check the runes here. All workers and soldiers to work!" The king of the surface ran a tight schedule. There was no fighting the orders because they were ideal in this situation. Especially before they went to the open ocean.

Since this was the case and they had a time for when the fourth ship and pleasingly the fifth ship would arrive, Walker decided to take the time to learn a little. Sitting around and talking would be useless at the end of the day.

His party members went off their own ways while so did Leon and Scylla. They had definitely been more interested in asking the king of the surface for a full capabilities list of what the golems could do.

As Walker moved below deck following some rune carvers, he was enlightened a little. The paths of the runes they touched glowed a little more with their manas. This was their way of checking efficacy.

The runes were constantly used. Walker had seen runes like this in the ancient desert city. Those runes did not wear away too much over time. The same could not be said about the runes on the ships.

They were I derive runes to the origin runes begging used in the ancient city. The rune researchers still had to discover how to replicate them perfectly. But that did not mean the runes on the ship were low quality by any means.

The runes in the ship were partially influenced by origin runes and the best of the best rune carvers. This allowed the ship to be considered one of the best rune carved items in all of Genesis. It would be all of the world if there were not so many ruins with origin runes present.

This was not what Walker was focused on, however, he was focused on the fact that the runes were reacting to the mana of the rune carvers. The mana they used helped clear any small pieces of dust and debris that had fallen in to the rune cracks. But it also checked to ensure that the runes were remaining fully working under any stress from the ship being in battle.

Just from watching, Walker was able to better understand how the runes were maintained which was not something he had thought about in depth. From what he did, he would clean his equipment whether it had or did not have runes. Therefore, he didn't have to worry about the runes being broken or dirty. If he ever found an issue then he would bring it right to the wandering blacksmith or anyone with adequate skills to repair it.

The problem he found was that he lacked skills to repair the rune itself. And that was what placed him next to the three rune carvers that were examining a large array of earth, water, and fire runes. "I was just saying that this is perfect. We shouldn't try and add the wind rune support here because the weight is still perfectly balanced here."

"And that is why you are still not as good as I am. If we take some weight away, we can have the captain lower the sails and lower the mana cost of the entire journey. That will give us a chance to escape dangers better!"

The arguments were taking over the entire process between the three. So much so that they had not even registered that Walker was standing there watching the entire thing. When they noticed him, they quickly stopped talking and glanced at him a few times. "So the runes you have here can be added too without much issue? The effects and balance of the ship is where you're worried?"

"That is correct. The wind runes are what can be used to help the wind elemental mana move the ship and also reduce the weight. But if we had it inappropriately here and not at the other side of the ship, there is a chance we would throw off the balance. We could even ruin the balance over all and cause the ship to roll over." These were worst case scenarios but still threats.

"And what would happen if the balance was slightly off? Turning issues and a bigger risk when facing larger waves or monsters?" The more that Walker could learn the better. He didn't have the in depth knowledge and skills to make runes yet but he could compile knowledge.

"There are also the benefits that come. The ship will use less mana and remain prepared for battle. It could also enhance the speed. Every ship can have this since the rune array set up for every ship is nearly the same. The only difference is the ship we reside on. The runes there are made with swift current and mana usage in mind. It gathers mana at double the speed of the other ships."

Walker knew that this was also because of the water elemental spirits involved within the ship in question. They would be able to attract more elemental mana than any other ship even if they only existed instead of using their skills actively. "I think you should do it. The golem ship is already faster. It will be forced to slow down if the other ships are not improved in the same ways. I know that the ships were created too fast. They will have unfinished aspects. This is one. But make sure you keep in mind the balance necessary. If need be, ask Gil for help. He has Zephyr that can provide some extra wind elemental mana that should smooth things over."

Walker left the three with this thought and walked along the runes. He wanted to come in contact with as many different rune carvers as possible. It was the only way that he would gain a wide net of knowledge. He had to learn from everyone and everything.

Yet, when Walker reached the deeper parts of the ships where the forge furnaces were connected to fight elemental runes and large mana gems, he found the most intricate rune carvings.

The runes that created the core of the ship were connected to many rune carved mana gems. They spread through the central hull where mana was gathered constantly by the runes. It was an ideal place for anyone to train their understanding of runes and elemental mana channeling with runes. It was also a very comfortable place for Walker. He could feel the ambient natural mana that stayed around this place because of the many different kinds of elemental mana around.

Without much of a second thought, Walker sat down and began meditating. He could feel Fleur leave the spirit mark and enjoy the space as well. She had been fairly reclusive lately as she absorbed mana and understood herself more. Walker could sense that she had become more curious about the world and how she was connected to it. But that was her path to walk. He would always be by her side and she knew it. He wouldn't interfere without her request.

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Chapter 1646 1646. Windy Runes

Being Interrupted during his meditation would normally have been a bit annoying. He and Fleur were making a massive benefit of the runes around them. Their elemental mana storage and conversion in to natural mana was very high in the core of the ship.

However, the reason they were interrupted was that many rune carvers were taking positions around the rune array at the core of the ship. It appeared that they were making the best of what Walker had said earlier. He had unintentionally encouraged them to push themselves to make the rune adjustments and add even more wind elemental runes.

The main reason why Walker was interrupted was that Gil was speaking to the rune carvers. His voice was louder than the carvers since he was trying to get a clear understanding of what he would have to do. "So, you want Zephyr and I to channel the wind down here in the middle of the ship? Is that safe? You know that there is not much moving air down here."

"Yes, that is exactly what we want. The fire, earth, and water manas are all a little dense down here. It will stop our wind carvers from being able to better the runes here already. But with your help and a grand elemental spirit's help, we can make the runes solid enough for an entire year without the need for adjustment!"

The rune carver was very happy to have a grand elemental spirit that would work with them. It was a wonder that they weren't on their knees thanking Gil and Zephyr already. The simple fact was, many mages and the elves, in particular, thought that the grand elemental spirits were very important. They were literally embodiments of forces of nature.

"Coming all the way down here, asking the rune carvers so many loud questions. How could someone interrupt another person's meditation like that? So Rude!" The sarcastic tone that Walker adopted brought a smirk to Gil's face. He was clearly able to tell that Walker was here.

"I couldn't just let everyone not know I was here helping others. I am a kind soul that truly wishes to help. Let me just prepare to do my best here." Gil spoke louder and louder until Walker walked up and elbowed him. The two laughed a little. "So, will you be helping carve runes or just attracting elemental mana? I don't know what natural mana would do with the runes."

"To be honest, I will probably make trouble if I do that. There are no natural mana runes here. And the runes here are not made to be able to handle the concentrated elemental mana that Fleur and I would bring if we worked together. It wouldn't ruin the ship but it would put a lot more stress on the runes." Walker could tell this already. He had learned enough that this was a huge possibility.

"I also think that I won't be of much use when it comes to the wind elemental mana. Zephyr carries the strongest authority over it because she is the Grand wind elemental spirit. If Fleur and I interfere it might be a problem." The odds of him and Fleur causing Zephyr stress and ruining the flow of mana was high. From what Walker could tell, having too many cooks in this kitchen would be detrimental to the rune arrays.

"No! You have to help!" Zephyr had been silent. She had been resting On Gil's shoulder since he had been found by the rune carvers. She was enjoying the attention in all of this. But even more, she was happy that she was able to try something new.

"You heard her, Fleur has been recruited and so have you." Gil smiled while Walker became curious. But from what he could see, Fleur was also enjoying it. There was some hidden conversation going on between Zephyr and Fleur that made him realize that he still was far from understanding the elemental spirits. Let alone the grand elemental spirits that had a much deeper connection to their and the world's mana.

"You two can help me pull the mana down here. Go to the floor above and let the connection with the wind flow through you. I will do the rest with Gil." Zephyr smooched Gil's cheek to encourage him. She seemed very energetic. Being out in the open ocean had welcomed her free flying mentality even more. It appeared that she was ready to see what the ocean winds had in store for her.

"Can we begin in a moment?" The elves that had been working with the dwarves were mostly wind elves. That was why they were able to best learn to be wind rune carvers. They specifically worked with wind runes and were the most experienced. They brought extremely valuable knowledge to the golem ship which made them core members needed to maintain every single ship.

"Sure thing, let us go up the stairs and start pulling wind elemental mana from the air outside." Walker didn't hesitate. He knew that people were waiting on him so he had to push himself in to a faster pace. He had been the one lagging behind by sitting around meditating for however long it had been. But it had been a worthwhile rest since he knew that there was more natural mana stored up in case of any future dangers.

Gi gave a slight wave as Walker and Fleur made their way to the stairs. The stairs were connected right to the top of the ship. There was always a better airflow there. But it was still hard to make the airflow go through the entire ship because of the fact that the ship was so large and there were many things that stood in the way of perfect airflow.

The moment that Walker started to focus solely on manipulating the wind elemental mana, he felt Fleur join him. She had a better control of mana overall since she was made of it. The natural mana was just the backing force to all mana. The wind elemental mana was a small part of it. Therefore, his strength when it came to attracting a single elemental mana was surprisingly strong.

Adding in Walker's manipulation, the wind was at their call. Using a minimal amount of his own mana, a gust of wind rushed through the stairwell. The reaction from Zephyr and Gil was instant.

Gil was not a mage by any means. He could not call on the wind the same way that a mage could. Yet, he had the ability to channel elemental mana from elemental crystals in to an arrow head. This meant that he was not afraid of trying to manipulate elemental mana in some form.

Zephyr's assistance made it possible to appear as if he was a mage. The wind elemental mana rushed to Gil and Zephyr becoming a ball of wind that rotated over the runes. From there, it was a simple matter. Zephyr focused on the mana and split it in to streams of wind that the wind carvers could easily grasp.

The runes that were carved looked like flowing clouds. They were made to take weight from the ship so that it could better take the natural ocean winds and push through the waters. While their job was small in comparison to the extremely detailed wind runes being carved, both Walker and Gil could sense a difference occurring.

The ship creaked a little less as the runes were formed which showed the lessening stress. But it was also showing that the wind carvers were doing their best to ensure that the job was done perfectly in line with the other elemental runes already in existence on the ship.

Surges of mana permeated the ship making many working stop. They could feel the changes occurring. The mages aboard were even more sensitive to the differences. Wind mages in particular were able to grasp the changes and enlighten themselves. The changes in the wind from a grand wind elemental spirit were more profound than any other elemental spirit could be.

"A little more!" The process had only felt like a few minutes. In reality, Walker and Gil had become focused. They could sense their teamwork in this matter. It was a different kind of battle but one that made them able to get closer overall. In the future, their cooperation as a party would only rise.

"That's it! Next ship!" however Gil and Walker had thought and felt about the situation suddenly changed when the rune carver in charge said this. Neither of them had fully grasped the bigger picture. Neither of them had caught on that they unintentionally volunteered to do this to every ship that needed it. They had a lot more work to do.

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Chapter 1647 1647. Learning Winds

By the time that Walker and Gil returned from the other ships, they felt like they had been put through the wringer. It was a rough job channeling the wind elemental mana constantly for others. They had not done much when it came to carving runes. However, saying that they had learned nothing, would be a blunt lie.

The wind rune carvers had been able to show them the patterns they used. This had gone in to in depth conversation that the two had been glad to hear. Neither had seen or heard much about the specific origin runes since they were a tough topic to research.

The origin runes for wind had been just the same, hard to understand. Where there was normally a simple wind pattern that represented a wind rune, there were more details that couldn't be seen by the eye.

The origin runes would have branching swirls carved for the mana to pass through. These small carvings represented even the tiniest of breezes and the fact that wind was always around even if it was not able to be felt. The idea was what the rune masters had been able to take from the origin wind runes found. Adding this to the runes they had used for years made their altered runes to become double effective. A massive breakthrough for the entire study of wind elemental runes.

Things didn't stop there though, the efficiency that the runes and also increased. It made most current runes obsolete, they still worked well though. Yet, the third rune that had been thrown in to the mix were the draconic runes. The runes that the dragons had made as their own through many years. The runes that were not perfectly linked to elemental mana but helped the dragons improve using mixes of elemental mana.

What Gil and Walker had heard was that the draconic runes were not as pure as a dragon's elemental affinity. The runes were made to improve strength or certain aspects of what they were used on. Some even improved an area's ability to bring mana around it.

The meaning behind this was that the runes the dragons used unknowingly mixed elemental mana. Therefore, they were able to be used in the terms of research toward natural mana and used to influence all other runes.

By taking the parts of the draconic runes that helped their goals, the wind rune carvers had advanced further. This created a draconic semi- origin rune that was strong and had multiple facets, including the ability to better work with other runes of other elemental manas.

Furthermore, there was the potential to work with runes that were not inherently about mana. Runes that would help people replenish their body's mana or runes used to create storage rooms. Even runes that were made to create unique seals that would normally only be produced with certain skills were possible. The world of rune carving was in turmoil.

This was a lot like how Remey and the old master alchemist had upturned the world with the affinity potion. Tris had already gathered some of her elven friends that worked in other professions such as rune carving to bring affinity potions, rune carving, and together. The three would be a combination well above what some people could even dream of.

Naturally, these thoughts muddled in Gil and Walker's minds. They had been able to learn so much at once that they would have to spend a decent few hours to absorb this knowledge. But they had also learned more about cooperative and fine control of wind.

The fine control came naturally to Walker since he had the ability to manipulate all elemental mana and natural mana. This was like opening his eyes a little wider. It was the very same as training any muscle in the body. The more he had channeled the wind the more efficient he had become in a short period of time.

There was a difference for Gil though. In terms of manipulating wind, he had to have Zephyr's assistance. He was an arcane archer, not a mage of any sort. But he had a unique privilege when it came to wind. He was the avatar of the grand elemental wind spirit. Something that put him above anyone else with even the highest wind elemental affinity.

Thus, when Gil had started to use the same skills to manipulate with under Zephyr's guidance, he had found that it came naturally. Instead of struggling, he had felt the changes in his body and flow of mind. That made Zephyr able to better control wind as well. The two worked together and therefore became closer. The next time that Gil would use the skills that came with the avatar of wind title, he would be much more proficient with them.

The best part was, that Gil felt he would be able to use archery better. So far, he had relied on his skills to make arrows that helped him bring out his skills and lately, his closeness to the wind. He was able to wrap the arrows in wind since he used his skills, relationship with Zephyr, and ability to manipulate wind to move inside an arrow. But with the newer understanding, he could tell that he would be able to better mold wind in to arrows and even more easily make arrows out of pure wind as one of his last resorts. His final trump card had become stronger and more usable.

"Dragon incoming!" The shouts echoed to every ship and soon there was a gust of wind that made everyone hold on tightly. Four unfortunate souls were knocked overboard and had to climb back aboard the ship but there was no harm. The reason for this was that a familiar dragon was landing on the deck and changing in to her dragonkin form.

"I sensed that some interesting things were happening so I came a little ahead."

"Ventus, we should have known you would sense all that. Gil and I were working on some alterations to the runes of the ship. The wind rune carvers used the wind elemental mana was brought in to help adjust the runes. Zephyr and Fleur also helped so I'm sure that made it easier for you to sense as well." Walker was tired but he was actually very happy to see Ventus.

When it came to dragons, Ventus put her children and their growth forefront over everything. He believed that out of all the dragons, Ventus was the most transparent with what she cared about. Mordant was curious and enjoyed delving in to secrets, Current went with the flow while remaining calm and collected, Rise was traditional and built by her past deeds. Putting Ignus on the spot would bring a fiery heat of emotions, and Terron was stubborn and solid like the ground. They all embodied their wills and elemental affinities well. But Ventus had stood out to Walker. He too valued family.

"That would make sense. I had to leave the ship I left with for some time. I was very surprised when I sensed a lot of mana as soon as I had returned and neared the ship again." This made Walker furrow his brows in confusion.

"Why did you have to leave? Was everything alright?" If something had happened, he would have to alter the plans or potentially even leave. Catching up again would be much harder.

"My children were confronting a few demons that did not agree with the changes and restructuring of their society. Some seem to still want to rule with force instead of standing united with equal power.

They had to learn a lesson and my children did as well. Now they will understand how to deal with those that only care for causing violence and pain. I learned a little about the human terms of imprisonment."

"Oh..." Walker was sure that the dragons did not imprison each other when rules were broken. Yes, there would be punishments, but not the same ways that humans had. Yet, hearing that Zephyr went with human terms for punishment meant that she had taught a decent lesson that would rehabilitate those causing trouble. It was a sign that Ventus held respect for human society as well.

"I'm glad that things worked out well. If you hadn't done anything I'm sure it wouldn't have gone as smoothly." The compliment was also out of respect. Walker knew he didn't have to say anything but he did because it was only fair. Respect paid back with respect.

"The real question is, what will happen when the last two ships get here? Will they be altered then we leave?" Ventus clearly had some excitement. Behind her calm breezy personality hid a violent and powerful dragon. A force of nature.

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Chapter 1648 1648. A Smart Move

"Of course they will be. We need the ships to be able to keep up with the golem ship. That should have the fastest speed since it was made to house water elemental spirits. They already have the ability to make it travel faster through the water." Ventus seemed to think that the golem ship was just a more complicated ship. She had yet to hear enough detail about what was going on with it.

In the next half hour, Walker explained the details of the golems made for their journey, the ship's abilities, and the high number of water elemental spirits within the ship and golems. This seemed to bring Ventus up to speed with why the modifications to wind runes had to happen.

"In that case, let me take the carvers with me. The ship I was with should be fairly close. They can begin work without you. If I am there, the wind elemental mana will be more than enough." Ventus gave a tone that told Walker and Gil that she would not take no for an answer.

This was a surprise since they both expected that she would want to remain around to speak with Current, Rise, and Mordant. However, none of them had come to greet her. It was odd but to be fair, this was the time that they had to begin preparations.

When things came to the open ocean, the only monsters they were assured to come across were large monsters. This wasn't because the ocean was just massive, it was also because the ships were larger than the average monsters that would be out there. That made the ships appear to be prey for the largest of monsters that would live in the ocean. As many people that thought of ways to counter this, there weren't any,

Any monster would go after a larger food source if it could with the size that it had. That was a basic survival instinct. The monsters lived in the largest environment in the entire world for as much as everyone knew. This meant that they would have to hunt food in a place with so many different hiding spots that they might not find food often. The traveling ships were sure to attract the eyes of a few of these larger opportunistic monsters.

Ventus had gathered up the wind carvers who were resting in the open and fresh air of the top deck. They seemed happier to have a chance to get the work done sooner than anything. Walker would have thought that they would be happier to work with a dragon, but it seemed that rune carvers were an interesting breed of people. A kind that preferred to be able to focus on the fact that they could improve their skills over meeting higher ranking individuals.

"If that was Ventus, then those two are Ignus and Terron?" Gil pointed up at the direction Ventus was leaving in her dragon form with a lifeboat full of rune carvers. The figures that Gil pointed out were very high up but soon came in to shape.

"Yes, that would be them. I knew that Terron would end up coming. Whether Ignus talked him in to it or he came because he wanted to fight with the other dragons, doesn't matter. It's another dragon that we have to help us." Walker was very happy with this. He knew that Terron was an earth dragon. The open ocean would be tough for him.

It wasn't that the earth dragons were afraid of the water, this was just not their element. They also didn't often fly so seeing that Terron had used his wings meant that he had a lot of determination to be there. There were even some lesser earth dragons born without wings. From what Walker had heard, that was actually seen as a blessing. It made it easier for them to travel through the cave and tunnels made in the earth.

What Walker had seen of Terron was different. He still had wings the same way that any dragon would. A royal dragon had status and the ability to take to the sky was part of that status. A royal dragon had the most majestic features that stood for their elemental affinity. They could reign in the sky to the depths of the earth. It would be foolish to expect them not to take all that they saw as theirs. Their pride already saw the world as something for them to explore and take as they saw fit.

"Oh, they are going to land. Let's get away a little." Walker pulled Gil back as Terron and Ignus changed forms and landed with a little force. The ship rocked slightly making everyone glance around but then return to their tasks. They had no concerns about reprimanding two royal dragons. They knew of the strength they had and would not be pushing them away.

"Gather up nice and neat huh?" Ignus seemed like he was actually impressed by the ships waiting and preparing. It could have also been the dragonkin that were openly training that made him happy too. Some of the fire elemental dragonkin had clearly improved their skills since he last saw them. But that was a pure result of seeing the other dragonkin and races train. Their skills were sure to grow in adversity.

Terron was just looking around at the ship. He seemed to be more interested in going to the lower decks than wasting time above. But that meant that he would be more comfortable under the metal layers of the ship. It would be dark and a tight squeeze for him. Therefore, it was more closely related to the caves he preferred.

"Care for a tour? The runes were just altered to help with the weight and speed of the ship while we travel." Walker gave a nod to Gil who was clearly looking for a chance to move and try to work on more archery related experiments. There was also the fact that he had already been dragged away to work on rune things. Now he was free again. He could apply some of the new things he learned about wind to dome arrow training.

"Tour, it's the same as the other ships. Just bring me to the forge. I want to be somewhere warm. Terron will come too. He is sick of flying around aimlessly. He dealt with a few things on his way here." This attitude was normal for Ignus. He was fiery as ever. But Terron was clearly a little off.

"Should I be worried about what happened?" Walker saw Terron change facial expressions finally. He grimaced slightly.

A dead wyvern was found by a few travelers. That is why I left your village. It was a bit old and died after fighting a skeletal dragon living alone." there was a harsher tone in Tereon's voice than Walker had heard. "The skeletal dragon was unhappy to see me but I made it bow. It told me that it was flying to hunt for food and was attacked. It lost an arm to that wyvern before killing it."

The skeletal dragons were known for living alone. Same with some of the darkness dragons. They didn't always like to be with other dragons which was fine as long as they were not rogue dragons. But what made Terron angry was that a dragon could be hurt to such a degree when it came to a weak and pathetic bloodline like the wyverns.

The wyverns shared some of the blood dragons had but at a significantly smaller amount. They did not have the pure elemental affinities that the dragons pride themselves on. Nor did they have intelligence. Just the fact that they had even a drop of dragon blood in them was a massive insult. Unintelligent and corrupted by multiple manas without it being a natural mana? That was a vicious insult of nature to the dragons.

"If one was found, then that skeletal dragon saved many. A single wyvern could have caused a lot of issues. I think we should have left more to protect the villages..." Walker was worried but saw Terron shake his head.

"Terron dealt with that, the champions left behind are patrolling the skies. Every single elder is as well. He went to the royal dragon court to ask the elder for reigning authority. The elder took over from there. It is a special rule of the dragons. The oldest among us has the right to take control of every village in unique circumstances." Ignus spoke as if this was just an average thing to say before moving to the stairs. He wanted to be somewhere with fire and Walker just had to go along while listening more.

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Chapter 1649 1649. Surprise Forces

"Too many dangers were here to risk leaving it to everyone without me." Terron finally spoke enough to get his point out. Ignus wanted to keep walking but he stopped. He was looking at Terron who he knew absolutely hated being so far from his elements.

For a dragon to be so far away from the elemental mana that they needed was a tragedy. If a dragon was to be kept from absorbing their elemental mana, they would just get weaker. This meant that Terron would not have the ability to absorb earth elemental mana while they were in the open ocean. That meant that they would have to find islands or he would have to wait for them to get to where they were going.

"I'm glad that you came. Both of you. If we face the cause of this problem, we will need strength. What could be strong enough to make another powerful monster leave the place it was living? Just overpopulation? Or is there something else?" The way Walker saw this was simple. There was a more terrifying monster that must have caused the wyverns to come looking elsewhere for food.

"I will break them down where I can...I will need to rest somewhere." Terron decided that his best option was to let the other take the journey as their focal point. He would only be a liability. Thinking of himself as a liability damaged his pride but he was too stubborn to admit this was the case.

"There are many rooms. Take any that you choose. Ventus is helping with the last runes on the ships coming this way. We should have everyone here soon. It means that by the morning we should be heading out to the open ocean. If you need, I would say you should head to shore and gather some extra mana. That's what Mordant and Rise have been doing. Current should be somewhere under the water nearby."

"We don't need to waste time getting ready. We prepared for this trip already. I'll be in the forge." Ignus huffed a little because he was sure that Current would be bragging about being at home in the water everywhere they went. But this was just to be expected. Ignus was not in an advantageous position either.

Water was what put fire out. Ignus would be facing a very high chance of being damaged the entire trip. Being on the ship was actually more risky than going in to the air. However, flying that far would cause a lot of energy to be used up. The wyverns were lighter and smaller than dragons. That was how they managed to get across the ocean. They used their size and weight to their advantage. They just took the air currents across.

"I will have Midnight come down and show off her flame breathing skills. She needs guidance from an expert after the last forging we did." Ignus just grunted hearing this before he was out of sight. Walker knew that he would actually be interested in this. He had seen Midnight growing lately. She was still very young but as a true dragon champion she had more than what any dragon expected.

Adding in the fact that a true dragon champion had some skills from birth because of their blood, another dragon would learn a lot just from watching her actions. She had the instincts to do certain things that other dragons had to learn by seeing.

Even further was the fact that Midnight was going to be able to use natural mana at some point. She was bonded with Walker. Midnight could already use every single elemental mana. All that was left was to reach the same understanding as Walker. Then, she would be able to mix the elemental manas to create natural mana.

That would make Midnight the natural mana true dragon champion. A mouthful when Walker considered it. But also a boon. She would have the ability to teach any dragon younger than her or less experienced than her elemental skills. The other major boon would be the fact that she would be able to adjust much better to just about any situation. Overall, it was a good thing after good thing.

"Have patrols gone around the beaches?" Terron spoke softly. It was strange to see him breaking his stoic character so much.

"Yes, we checked things out and even gathered some extra food. There are a lot of monsters in the tidal pools. Some with venoms and poisons. But the village we are thinking of making here would be excellent. Plenty of resources and chances for growth." Walker wasn't sure what Terron was thinking. When it came to Terron, he was a closed book kind of person. Hard to read but overall honest when he spoke.

"I will see what else I can find. Another village may be good." This made Walker realize that Terron wasn't sitting here stuck on his thoughts about being in the ocean away from the earth elemental mana that would be under so many feet of water. Instead, Terron was worried about the future village and those that would come to make it up.

"I would assume that the earth dragon hatchlings and other young earth dragons might be able to teach some skills to the earth mages. We have to clear some stones and rocks from the river on the way here. I am sure landslides will happen again. It would be better to see them be able to take care of emergencies faster." This was the rope that Walker threw to Terron. A way for him to bring his dragon elders and hatchlings closer to Genesis while still maintaining some distance.

"Teach? They would lack the understanding that comes from living in true earth elemental mana. It will be done when the building begins. I will send three of my dragonkin to prepare this." Terron left from the spot they had stopped to speak below deck. He was sure that Terron appreciated the timeline to go back to the shore and enjoy the earth elemental mana before they were in the open ocean.

Meanwhile, Walker decided that he had to get back to the top of the ship. There were already a few shouts reaching his ears meaning that the fourth ship was properly arriving. It also meant that their last and fifth ship should be close behind.

What Walker didn't expect to see was that the fourth ship would have more people aboard than planned. There were multiple people that seemed somewhat familiar. Some Walker had seen while they

went after the demon villages and towns to free them and others that he had seen in passing in Genesis city. But the thing they had in common was the fact that they were from the tamer's guild.

If this wasn't a surprise, then when a familiar face landed right in front of him, Walker was very surprised. "Elise! How did- you can't just let Stella drop you like that!" Stella had flown over holding Elise in her talons then dropped her right in front of Walker.

"Oh calm down. We just caught up with your second to last and last ship. This is the special tamer's guild force that I brought to meet you. I also have an advanced harpy group. You have missed out on a lot of changes the tamers' guild has been making. Especially since Stella gets along very well with the harpy queen!" Elise seemed very happy to see another familiar face.

If Walker were to say anything in particular about Elise, it was that she looked radically more mature. Her armor and gear appeared to be higher quality and better upkept. Her face was smiling but her eyes had a determined appearance. Even the aura she gave off was more educated than the last time he had seen her.

"You're right. I haven't heard much about the taming guild. Last time I was there, I just had some guidance about helping the dragon hatchlings grow. I'm glad you are coming. Having more warriors will help us a lot in the ocean." Walker was clear that he was happy about it. With Elise leading the tamers, he didn't have to worry about a few bad eggs like before. She would keep them in line.

"Oh, you will be excited to hear what I have to tell you. Come on, let's find Onyx and Midnight. Stella wants to see them too! We haven't seen how they have grown since the last time we were training together. We are too busy. Since there's time, let's go!" The energetic and free Elise was still there inside a more mature looking Elise. Just because the outside appearance and the inside had matured, didn't mean that Elise wasn't still Elise.

"Sure thing. Let's go find them."

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Chapter 1650 1650. Final Ship Arrives

The waters were soon filled with the merfolk and the tamer's aquatic tamed monsters. They were meeting one another to incorporate in to different mixed forces. They had to find the best places for everyone to be so that the ships would be balanced. Leon found this task just as arduous as it sounded.

"I thought this would help a little morale. We even brought more food with us." Elise seemed a little apologetic now that she realized she was causing some trouble for everyone.

"No, we are glad you are here. We just didn't expect to have more troops. I actually prefer that there are more people to face some of the problems we might have in the ocean. We also need people to guard the ships when we are on the new continent. There aren't any promises that there will be a port city to protect them." This was a very true fact.

Since no one had ever been and returned to their homes after attempting to make it to another continent then it was only right that it was a mystery. The only things they had to go on were ancient records that were certainly different.

However, that presented a good potential. Monsters that they had never seen before. Resources that they might be able to bring back that were unique to another continent. And even more, another race that could be their newest and greatest allies. So many potentials and all they had to do was cross the endless blue of the ocean.

"Well, the harpies came along to act as map makers and scouts. They can also get places faster than we can and potentially deliver messages to settlements there." Since Elise had thought this through, Walker had no issue with it. The harpies would be taking on a dangerous role.

"We will only send them out if it is necessary. I don't want to send them to the unknown just to be attacked by a wyvern." The risks were clear to Walker. But he also had to ensure that they would be making it safely back.

"The harpy queen understood that there was a chance that some of her harpies might not return. That was why Stella and I had to come too. Not just for the tamer's guild's sake. We made a promise to be by their side even when the worst happens." Elise had a resolute attitude. Whether this was the end of her days or the start of a new history she was committed to.

"When we are on the same page about everyone here. I plan to stick with them no matter what. Even if we all have to split up to explore or speak to those on the continent. We will be returning together if we can manage. Maybe we will even bring a few people back with us." There was a potential to make allies instead of enemies. Just because they were so far away didn't mean the people of this continent would be ignored.

While the forces that Elise had brought were organized, Walker began to recognize some of the tamers. A few were demons that had been taken in by the tamer's guild. Even a few more were elves that had branched out after leaving the forest elf village. It seemed that those that had come were familiar with the party more so than anyone else.

"And here they come. The last ship!" Elise was not surprised. There were harpies and tamers on the last ship as well. But even more, there were plenty more humans. That was the final surprise. Additional support from King Augustus was sent their way. They had been sent to march to genesis and Walker had missed it. But he was full of pride to see familiar faces from the home city of Diamond he had grown up in.

Not everyone had come to Genesis. Many had stayed where they were raised or stayed to protect their families who preferred Diamond. The main difference between the ships that had arrived and the last one was the atmosphere. This final ship was full of sea shanties being sung and bigger smiles than anything. They had brought everyone that had the smallest knowledge of sailing to assist along with those that wanted to repay the favors of those in Genesis.

"Final bridge going down! We leave at daylight!" The orders were out and the final preparations were underway. From here the sailors, troops, and other staff would be divided between ships. The golem ship would be the head of the group while traveling due to its unique development. But every ship would be kept up to par to maintain speed and efficiency.

"Excuse me!" The man in full armor that approached Walker and Elise was unfamiliar to Walker. But he seemed to know Walker. "Under the great king August, I have come to report to the hero leading this excursion to new lands. The king sends his hopes and well wishes that you sent to him for the birth of his daughter." This was good news since Walker had been worried that the king would be too caught up with being a father to worry about such things.

"The king has instructed myself, James F. Rein, to take control of the newly assembled continent exploration platoon and come here. We are at your disposal and will guarantee a fight to the death if need be to save even a single life." This promise was from a true knight. Walker could see the markings on the man's armor. He was a knight for good reason. He had both the merit and the system to prove it.

"I look forward to working beside you. Report to General Scylla and General Leon. they are organizing the troops now. Your platoon will be split in to groups of four or five to defend every ship. Learn, listen, and be ready to face mysteries. We will be the first to see things that no one has ever seen." Walker

used his highest professional response. His energy matched James's and caused the man to grow more respect for the hero he had never met before. He had never even seen Walker. But after being called from his post for this quest, he was worried he would be coming head on against a rag tag bunch.

After seeing the shops and all of Genesis which seemed to have bloomed overnight, James had been filled with a great sense of awe. Now that he stood before so many different warriors of different races, the feeling could only grow. Many of the other human soldiers felt the same.

"It looks like things will become pretty busy. I will check in with Scylla and Leon. maybe I will find Onyx and Midnight later." Elise was slightly perturbed because she wanted to see how much the two had grown. But she had duties and they were calling. Her tamers had to be organized and it was best that she instated team leaders for the split groups. It would be easier for the chain of command and respect for those captaining the ships.

After he saw that Elise had gone to meet Leon and Scylla who were organizing the soldiers, Walker looked around and saw that a few changes were already being made to the ships. There were parts of metal and other deterrent pieces being set up along the railings and the sides of the ship.

These thin metal curtains had spikes that would prevent anyone who didn't know about them from climbing aboard the ships. The merfolk and demi-humans would be fine, but monsters would find themselves injured immediately. It was a small way to keep people safe but very smart. Walker felt that he would have never considered this while building a ship. It just went to show what an experienced sailor had to contribute.

Other things being done were simpler. The mana gems were being set up to absorb more mana so that they were at perfect capacity. The forges were being stoked to provide better flow of heat and mana to the ship. Some of the alchemists were getting the seawater they could convert to freshwater stocked up as well so that there would be no dehydrated sailors. They also needed the water for brewing potions.

Most notable were the royal dragons that had finally come together after just going their separate ways. The focus seemed to be on Terron who had his dragonkin remaining on one ship so that they could protect him. Since he would be far from the land, he would need extras protection. Overall, things looked to be coming together in fine fashion. The ships would be more than ready to leave the shoreline and make the long journey across the open ocean to a new continent.