

## Master 1691

### Chapter 1691 1691. Undead Movement

"Knowing that there was a danger of undead around made everyone on edge. The ships were immediately set up to be able to defend against any undead monsters of ship wreck victims. They all knew that the undead would be a tough opponent if they managed to get on to the ships at all. However, this was not the main concern.

"We can prepare to face undead and unknown monsters. We have the ability to scout out the maze. We just need to be able to actually make it through, and breaking the coral will not work." Leon was making this a focus since he did not want to attract anything more dangerous by breaking the rocks and coral.

"We have the earth mages. It might be the only way to get through all of this." Scylla was ready to accept attracting dangerous monsters if this was the only way to get through all of this. The coral maze was a mess, but it was something that she knew they had the tools to handle.

"I don't think we should do that. The corals are alive like plants and monsters. Some of them will attack whatever tries to break them. Even the seaweeds under the deathly energy here could attack us if we try to break away its home." Since Alma had this knowledge, she had to make sure to speak against this dangerous idea to break their way through.

"Then we use water mages to rise us over the coral. Walker should be able to provide natural mana for us. If the worst comes to worst, we might need to ask all of the dragons to fly us through this." Scylla was not giving up. If she couldn't use the water to get them over this, then she was going to have to look to the sky. The only ones strong enough to work together and move a single ship would be the royal dragons. However, that would come at a large risk.

"I can't use that much natural mana on every ship here. You know that it would be able to bring us part of the way but there is a difference between making the water higher in a river and the ocean.' Walker could easily counter this idea. The natural and water mana he would need would be massive. Well over what he could control let alone safely control.

"And if the royal dragon try to work together to move a ship...It is not the best idea." Su knew that she had to counter the idea that having the dragons just carry them over was good. The royal dragons did not all get along but it was also risky to have many powerful pulling forces lifting a ship out of the water with risk to pull it apart or drop it.

"That means we anchor here and map a way through. That's that. And we will have to prepare the golems to handle heavier damage from exploring pufferfish. I will also activate the repair golems to build us the resistant walls we have on the ship." The king of the surface was already walking away. But luckily, Gil had heard of the resistant walls.

"The walls are the plates of metal slid in right by the railings. They can be brought up to make a harder to climb wall. It was made in case we came against monsters that wanted to climb on board. We lose some sightline but we gain a better defense. Since there might be undead, I would rather have the defenses." Gil had asked around a lot and was still happy that he could shoot arrows over the higher walls of the ship.

"That is the plan then. I will let the merfolk, my aquatic soldiers, the tamers, and the golems map out our way as we go. They will lead the ships through step by step so we can defend them if needed. Someone speak to Ventus and look for a mapping of the coral from the air. That will be our baseline. And all of you, return to your ships and prepare for whatever battles are coming. The sun is setting." Scylla is unhappy not to make major progress. She could see land right there, but they couldn't just abandon the ships and fly there. They had to set up their own small port if they wanted to leave and come here again.

It didn't take long for everyone to find places to help. The crews were on the move with a ticking clock mocking them. The more that the sun set the more that everyone felt the increase in ominous aura around them. It was like the death energy in the darkness mana was mocking them. It was saying that it was coming to take away their lives too, just as the other ships before.

The good thing was that the ships were firmly anchored, the waves could not push them in to the coral. The bad thing though was that the mana seemed to be a little chaotic due to the higher amount of darkness mana and death mana collecting together here.

Walker had been hard at work helping where he could. The movement had brought out a lot of dangers. Many of the crew had been bruised or cut by the moving parts. So that the whalers would not use all their mana, Walker had been healing first. He could easily take on some burden instead of Alice who would be singing for most of the night.

The real worry came to the healers that could be making the defensive arrangements. Alice had already written a new song to expand her shield in to a bubble. The song of shields was altered a lot to be the song of protective light. She was able to alter it very easily for the way that she wanted it to work. Unfortunately, it would be claiming more mana. That was where the healers would come in.

Forming a light barrier with a healing skill was rare. Not every healer could do it. Yet, providing their mana to help a light barrier was much easier. The healing skills they used could be used to keep a light barrier active and full. That way the undead monsters that appeared as the sun full set would not be able to board the ships at all.

Gil had also joined the movement to pull out and distribute the light elemental arrows he had. These wither spike arrows were the arrows that he had found could heal someone from a distance. He had not used them at all since they damaged someone to heal them. It was also hard to heal someone with an arrow in their body. Overall, it felt like a very rough cost and loss every single time they were used. It wasn't fair and only helped in specific situations.

Yet, the arrows were perfect for this. The undead could not be exhaled and instead would be damaged. That meant that the arrow could damage them and then heal them causing more damage. That waldo worked well with the other light elemental arrows he had that could just wrap themselves in light. Especially since Alice would be attracting a lot of light elemental mana around them.

"Ship sighted!" The call that went out and made everyone stop moving was a simple one. Ship sighted. It was completely unexpected and even shocking that another ship would be anywhere near here. Especially since there were so many ships wrecked on the coral and rocks ahead of them.

"Walker, get over here and use the all around appraisal skill on this thing!" Gil was halfway down the look out tower of the shop. He knew that what was approaching them was wrong. Just looking at it and the strange glow around it made it wrong. But Walker would have the remaining questions answered as soon as he used his all around appraisal skill.

Without hesitating, Walker sprinted and got to the lowest height he needed to be able to spot what Gil and the other archers had seen. When the greenish glowing ship appeared, Walker could tell it was made from wood. Rotting wood. There were also figures moving on the ship which had to be crew. The sails were torn but it still moved without issue. It was also much older than any other ship Walker had seen before.

'Ghost ship

The ghost ship was formed from the souls and the rotting ships that crashed on this coral reef. The undead that live on it have a slightly higher intelligence but are all controlled by one powerful undead.

The undead captain has to be defeated to destroy the entire ghost ship. It is the core of the undead and the ship itself.

The ship is considered a deadly undead since it can be repaired by the other broken ship parts. It is often only formed after many have died in the same spot over a long period of time. Those that attempt to resist it will often find that they are overwhelmed since the ship can also control undead monsters. Many of the...'

Walker didn't dare to keep reading the all around appraisal. This was going to be dangerous. This undead was more than just one undead. There were many.

Chapter 1692 1692. Defeat The Captain!

'Undead coral stingray

The stingray was accidentally killed as it was crushed between a ship and the coral. It is one of the many monsters killed in this way. As the souls of those that were unaware of their death or unhappy with it rise again, the sting ray followed.

Undead Salty seagull

The seagull known for having its feathers always coated in the salt from the ocean perished as it fed on rotting flesh from the undead. It is now following the ghost ship as a permanent member of its forces...

Pirate zombie

Responsible for many of the dead, the pirates in the area caused countless deaths before the corals grew uncontrollably. Now that they were trapped, the pirates soon were victims of the coral reefs that they used to trap ships. Many refused to accept their ends and rallied under their captain even in death. They are the most dangerous undead connected to the ghost ship other than the ghost captain.

Ghost captain

This is the core of the ship. The undead with the highest intellect that can somewhat control the entire ship, undead, and the mana within them. They can spread a decaying aura around them while debuffing the living. They are stronger at night when the deathly energy is stronger within the darkness mana.

This captain has long been here after the crashing of their ship. The ship was stranded on the rocks before the coral was here as it was fleeing a battle among the great Rize empire and the great Fell empire. The opposing views have caused many deaths among the people and the populace of the Sigil continent.'

Walker was using his all around appraisal as often as he could. He was not stopping for a second as the ghost ship and the many different undead monsters appeared. However, when the ghost ship neared even more, he was able to finally get a clear enough look at the taller zombie that was leading them all; the ghost ship captain.

The rotting clothes appeared to be a blue military uniform. It was too rotted to make much out from it, however, the system gave Walker some very important information about the entire continent. He wanted to rush to the others and tell them, unfortunately, this was not the time. This was too dangerous of a moment to worry about who the Rize and Fel empires were.

"This is the continent of Sigil, we have to beat these zombies before we get to speak to the two empires here. Stand strong and make sure you focus on that ship's captain. It is the control of all these zombies. Unless you burn them to ashes, they will not be destroyed properly. Be aware!" Walker's warning was repeated throughout the entire ship and the other ships. He could barely hear the message being passed on

"Sigil continent? So you learned more?" Gil asked this questions somewhat casually as he aimed an arrow at a salty seagull. The seagull was pierced by a light elemental wither spike arrow. It started to fall before a burst of light caused it to begin to fall apart to dust before it even touched the water. The only thing left was an empty arrow without any mana within it.

"You just said that we have to take down that captain?" Leon caught Walker before he could get far from the watch tower he had been on.

"Yes, we need to somehow get there and use the right skills to beat him. That ghost ship captain is probably one of the oldest undead here. He's left over from a war between the two empires of this continent." Leon gave a nod and immediately started to pull Walkern toward where the healers that could use light elemental skills were together.

Alice's sweet voice was standing out against all the loud orders and shouts. She was truly an outlier in every situation. It was just one small reason why Walker could never get her out of his mind. "We are going to be launching an attack on the ghost ship. Can you handle the defenses while we take Alice with us?"

Although Walker wanted to tell Leon this was stupid since she was the best healer, Walker knew he was the one being foolish. She was the best healer and user of light elemental mana on any of the ships. Rise was not going to act with the other continent so close. They could be faced with wyverns at any moment. If they were not prepared, then the dragons would watch the wyverns tear apart the ships they traveled on.

"Alice, we will need you to come with us and fight the ship. Can you manage?" Walker saw Leon giving orders to forget the defensive barriers and to focus on directly fighting the undead. Meanwhile, Walker was stopping Alice from singing so that she could prepare to go in to battle with him and the merfolk.

"I can do it. Bring Onyx too." This wasn't surprising. Onyx and aurora would be able to make a difference here. Aurora was still young and had been resting most days. As a heavenly serpent though, she was able to manipulate the light and attack with it. The undead were extremely weak to it, so that made things even easier for the younger serpent. Onyx would also have this advantage.

"He is already getting ready. I can feel him waiting for me over there. Su, come with us too! Remey and Gil have the ship covered. Midnight is already moving to the skies with a few of the harpies to handle the salted seagulls." Su was right nearby. She had stayed near Walker the entire time even though she was still not fully rested. She had a light shield skill and had to be ready to use it in these circumstances.

Everyone had fallen right in to battle. Perfectly. It was also easy to see that the king of the surface and Scylla were allowing Leon to lead the charge against the ghost ship since he was the best option to get there. Scylla could walk through the air but if she did she would have to fight the flying undead that were swarming the skies. That was why it was better to remain on the ships for her and protect them with wind and water attacks.

Gathering the healers that were willing to take the battle to the ghost ship was surprisingly easy. Not every healer had battle training, some were just very good healers and had come with the ships to ensure that everyone was safe. Although this might be the case, there was a united spirit in many healers. They were not afraid of rushing in to a battle. They would be making a difference if they fought or if they healed. This was a rare chance to fight.

"Clear the path for the healers and merfolk warriors!" The dragonkin that came together were very familiar to Walker. They were the light affinity dragonkin that had come on the ships by order of Rise. they were wearing permanent scowls on their faces after seeing the undead. This was simple, the undead were the opposite of the healing and purity of light. Any light affinity being would feel some hatred toward them.

They were already slashing out with their swords and light elemental attacks to defeat the zombies that were attempting to crawl on the ship. They had three lifeboats lowered, two of which had other dragonkin and merfolk on them. The waters were dangerous, but they didn't care. They would be fighting until the undead were truly dead and gone. It was their duty. It also showed that Rise was not idle, she was giving them close orders to fight even though she was not around.

Rise was unable to directly interact, she was in the higher skies with the other dragons looking for any approach of the wyverns. They all wanted to take to the continent in the distance, yet, they did not want to go without every single force they could muster. They had no idea what was waiting for them there. They had to take caution to properly destroy their enemies.

"Lower the boat!" four more lifeboats fell from the ship as the ropes were released. The undead in the waters around proved to mostly be small fish and monsters that were barely held together. The spears, swords, and other weapons easily cleaved through them.

Once Alice started up her song of swords, many light elemental swords appeared around them. They were thin and weak, but to the undead, even the weakest light sword that Alice's song conjured was enough to slice through them.

A wave of light elemental mana fell over everything as a single roar came from the sky. Rise was not just watching, she saw the skills being used and wanted to help where she could. Her hatred of the undead proved to be stronger than Walker expected since she was willing to use her mana in the night to help them so much. No one was wasting this chance. They had to make it to the ghost ship and defeat the ghost ship captain.

Chapter 1693 1693. Boarding The Ship!

The waters seemed to bubble with undead monsters and animals. They were trying their best to attack the lifeboats but were constantly failing as the light swords slashed in to the water. The light affinity dragonkin were just as strong as when Walker had first met them. Every slash of their swords caused many of the undead monsters to fall to pieces.

These attacks were not the end of it though, the more powerful dragonkin had been able to awaken skills that normally only a guardian would have. This was due to their constant training when they were not in the main village.

Three of them together could breathe in the light mana that Rise had sent down from the higher skies toward them. This was the main reason she had done so. She did know the capabilities of her warriors. That being said, when the light breath was released, many of the undead were forced to be purified by it.

The attack didn't do much damage to the larger undead, but the smaller fish that had been brought back to life by the ghost ship were reduced to the ashy powder that they should have been by this time if they had decayed naturally in to sand.

The combined efforts of the dragonkin and Alice were proving to be immeasurable. They were allowing for Walker and a few water mages to work well together to move the lifeboats closer to the ghost ship. This also allowed the merfolk to finally take to the waters and start their own attack with the golems as their partners.

The golems and the merfolk had been waiting for a chance to get in to the water. The smaller fish had been their major issue since the swarm of them would be able to surround and destroy them easily. Without that worry, they could easily start to take on the larger undead monsters that were not as easy to defeat.

What is surprising was that a few of the healers were able to add a purifying aura to a blade of spear. This was not a skill that Walker had but wished he did immediately when she saw it. The reason being that those who had allowed a healer to add this buff to their weapon were cutting through tougher undead easily.

There were flashes of light that appeared under the waters as the undead sharks tried to attack the merfolk. These flashes of light were the spears being thrown through the water and piercing the bodies of the undead sharks. The merfolk would then swim with incredible speed to retrieve the spear and slice through the undead shark's body again.

The terrifying monster that the reef sharks were was completely ruined by being undead. They normally would be a tough and hard to handle monster. Their tough skin and their powerful jaws would cause many other monsters to quiver in fear. That was the same for the merfolk that had faced them before.



Now, however, the reef sharks were undead. Their tough skin had rotted. Their strength was gone the moment that a purified spear touched them.

The ghost ship was right by the lifeboats now. The dragonkin did not hesitate to use their claws to stab in to the soft decaying wood and claw their way up. Walker used the wind to allow him to step right through the air with Alice in hand. As they landed on board they saw the many undead that had been brought on to the ship as a crew.

The roar of unintelligible words or growls just went to prove that there was no chance that any of these monsters were ever intelligent to begin with. Some of them were similar to the merfolk while other seemed to be strange decayed zombies of unknown races. Others were almost just skeletons which could have been human or any other bipedal race.

What was even scarier was the fact that some of the undead seemed to be newer. They were a bird like race that had wings but were missing fathers. It was terrifying. No one wanted to look directly at them at all. Even the analysis of the all round appraisal skill just labeled them as zombies controlled by the ghost ship captain.

The ghost ship captain was the most disgusting though. His face was a bloated and rotting mess. The Hair that fell was actually a type of seaweed that was eating through the undead captain while it rotted further.

The ghostly green and black aura around the undead captain was somewhere between life and death. It was mystery whether it was part of the mana or just a strange fog released through the constant decay of the undead ghost ship captain's body.

Furthermore, there were rotting clothes that seemed older than any other Walker had seen. If he had more knowledge, he would have recognized it as military attire for a navy that had long been left behind by history. Not that this was the focus of the attack. The true focus was to get through the undead that were now charging at them and defeat the captain.

The ship itself was moving still toward the ship's Walker had come from. It was perfectly aimed at attacking and boarding the ships to take them over as its own. This was the control of the ghost ship captain. The speed only increased when a ghoulish roar echoed from the ghost ship captain. It even raised a chipped and rusted sword toward them as it willed its undead crew to battle.

Alice's song grew in volume as the light of the stars themselves was being gathered. The process was slower but the strength was condensed right before their eyes. A wave of purifying light spread and started to show the true state of the zombies and the ship itself.

The ghost ship was barely held together but eh darkness mana and a great deal of seaweed. As soon as the purifying energy hit it, many pieces started to fall off the side. The zombies that were hit with the wave of purifying light mana were also substantially weakened. It let the dragonkin deflect their weakened attacks and slash through them.

For such a terrifying situation, Walker felt that they had been greatly prepared for such a battle. They had the right affinity fighters for it. The right amount of healers. And the right royal dragon to bolster their attacks. Now it was time for him and the light affinity dragonkin to attack the captain that was heading for them.

The added intelligence of the ghost ship captain was still nowhere near a real person. It was limited by the rotting body it inhabited. But that didn't mean it was stupid. It was able to bring the decaying darkness mana toward its chipped and rusted sword. The coating made everyone realize that it was a greater threat than it appeared.

Likewise, there was a wave of darkness mana that enveloped the undead it commanded. This was a buff to their attacks that started to push the dragonkin back slightly. It was unexpected that there would be this effect on them, however, Walker didn't feel like letting them have this moment at all.

With a single movement, two swords appeared in his hand and the light elemental mana from Alice's song coated them. Walker's entire body was supported by Alice who saw that he was about to charge in to battle himself. She would not be letting a single piece of the decaying mana around them touch the person she cared for. She was here to ensure that every single warrior came back without a single wound!

The two swords seemed to spark with lightning as Walker moved at a faster pace using the wind elemental mana around. He was using the lightning sword style to dash between and attack every single undead. The dragonkin that were assisted easily defeated their buffed opponents and followed Walker without hesitation. They were battling shoulder to shoulder with a royal dragon. The nature royal dragon. Hesitation would be an insult.

This momentum pushed Walker and the four dragonkin that had managed to keep up with him to the captain. What they didn't expect was that the undead ghost ship would not be a hollow shell. Instead of

finding a captain that was weakened and waiting for battle, they found that the captain was slowly being surrounded by three coral octopuses.

they reared up with undead and rotting tentacles. Their bodies had been covered in coral to hide themselves in the coral reef. But they had still perished and become one with the ghost ship. Now they would face a living enemy with the ghost captain's commands. It was a sudden change yet again in the battle that Walker had not expected. But it was not a reason he would be losing.

Chapter 1694 1694. Bring The Light...Sword

'Undead coral octopus

The coral octopus has symbiotic relationships with unique corals of its choosing. They will grow in to armor to protect it while becoming one with it completely. The coral will then excrete poisons that come from what the coral octopus consumes.

The coral octopus is still perfectly balanced with the coral that had now taken a deeper root in its body after it died. With the undead darkness mana and energy within its body, the coral had mutated and grown too. It is tough enough to defend the coral octopus while still consuming whatever it eats. This is an extremely unique undead monster.'

Walker cursed internally seeing that he was facing a tougher undead. The coral octopus would have been weaker if it wasn't an undead. The reason it was so hard to beat now was because the coral that it had been balanced with was now taking over. With the undead ghost ship captain in control, it was now a force to be reckoned with.

The sword of the undead captain also carried deadly attacks. Every slash sent a wave of strange undead energy and darkness decaying mana at them. The only things that could block them were the light elemental attacks of the dragonkin and Walker. He was silently praising Alice for the fact that she was buffing everyone to help purify the undead.

"We will hold the monsters here, you face the controlling monster!" The dragonkin that said this growled as soon as he had finished. Every single dragonkin reacted together with this decision. It was incredibly impressive to see them all move without even looking at one another. It only came with the fact that they had trained together and knew each other so well. No one else could do this without such a bond.

The dragonkin sprinted toward the coral octopuses. They were already prepared to take a few hits and trusted that Walker would easily defeat the ghost ship captain. Especially since he had the strength to attack and defeat many other undead using his control of mana. They had all seen the strength that walker possessed. Now they would be the reason he could use this strength.

Coral octopuses lashed out trying to kill the dragonkin over and over, but as the swords covered in light elemental mana struck the coral, the octopuses found that they were losing parts of their tentacles. The dragonkin's strength was much more than it appeared. They could easily break the coral that had overgrown on the rotting bodies of the coral octopuses. The result was enraged undead that were even more reckless in their attacks.

Seeing that the light affinity dragonkin were more than living up to their word, Walker did not hesitate to use the light elemental mana around him to create some light elemental dragon wings. He didn't want to charge through the octopuses and possibly get struck by their tentacles laced with poisons.

The poisons were already hitting the dragonkin and making their white scales look weaker and darker. It was fast moving proving that Walker had to push himself even harder. He could not allow a single warrior to fall here. They had so much preparation with the healers and light affinity attackers on their side. This unexpected situation was actually perfectly countered. Losing someone would be a massive hit to the morale of the entire army traveling to this new continent.

With a blinding flash, the light elemental mana condensed on Walker's back. He had copied the style of Rise's wings and shrunk them to fit his body. They were radiating a light aura that started to counter the buff that the ghost ship captain had used on the undead. This was a massive boon for those fighting anywhere near Walker. But it was not the intentional result.

The wings flapped and Walker leaped over the octopuses fighting. One struck out at him but he had already slashed down with the light elemental buffed swords. The lightning sword style showed its speed and efficiency as it cut apart the coral octopuses' tentacle. This didn't slow Walker down in the least.

The ghost ship captain let out a gargled roar as it gathered more of the death and decaying manas around him. It seemed that the ghost ship captain had finally been properly threatened. It was ready to fight face to face with Walker.

The darkness mana that attacked Walker was coming front he chipped and rusted sword. It directly collided with the crossed swords that Walker had used to defend himself. The decaying mana started to

make the light elemental buff that Alice provided fade. It truly spoke to how corrupted this undead ghost ship captain was.

With a large push, Walker added some wind elemental mana to his back. It gave him enough strength to force the ghost ship captain back a few steps. It also allowed Walker to regain more of the buff from Alice's singing. This boost was what he focused on. He had the light elemental mana from Rise and Alice that he had gathered on his back, now he just had to use it correctly.

The focus of the mana on his swords was something that Walker had already learned. Light elemental mana could be used to make a second blade that would attack after the real blade. He had done this, but he had not created a wave like blade the exact same as Alice's that was made of completely pure light. Purifying light focused on purifying undead.

The light flames that walker had made when he was in the undead filled ruins were clear in his mind. They were purifying flames that had turned many undead to ashes. Now he had to channel that same feeling in to the light elemental mana that he wanted to throw as a thrown blade. The same as skills he had seen.

So many things Walker had seen and learned could be brought together. He had missed this since he had not been in the right situations to spur his imagination. The right pressure to force his hands. Now was the right time.

The light on his wings faded and Walker was left with the light elemental mana forming a larger greatsword in the air. It was the same style as Alice would use but it followed Walker's movement. The ghost ship captain thought that Walker had weakened when the light wings disappeared. It was foolish since it had not noticed the light gathering above Walker.

The charge from the ghost ship captain carried an immense amount of darkness decaying mana. It was the core mana that brought the resentment and strength of the ghost ship together. Fighting with all it had was why the undead captain had only grown in strength. Why the ghost ship had persisted for so long. Why the undead bowed to it and followed every small order. It refused to perish so long after its death.

Walker felt the puzzle pieces connect. He didn't even look at the system since he could tell the mana had settled in to the largest light elemental attack he had. Even in the day, the light would have shined stronger than anything else Walker could make. But in the night, it was blinking.

The large light elemental mana great sword struck down with Walker's two swords together. The combined attack hit the ghost ship captain and the entire ghost ship. The results were as anyone expected of Walker, complete and utter victory.

The light radiated from where Walker was causing the entire ghost ship to lose the darkness mana that had long been holding it together. The undead around followed suit falling to pieces or completely becoming ash before everyone's eyes.

The purifying great sword had done its job, but it had also used a much larger chunk of Walker's mana than expected. He felt that he had just been drained dry and needed to take a knee to recover the mental faculties he needed to move on. Unfortunately, the ghost ship crumbled and everyone on board found themselves in the waters. If it weren't for the merfolk and golems, they would have sunk right to the bottom.

Alice surprised everyone by being the only one that he managed to somehow land in a lifeboat without being soaked. However, her job was still just starting. With Remey and herself becoming the focus of everything, she had begun to heal the wounds and poisons that everyone had taken on due to the undead.

No one had died, but the poisons were plaguing their bodies. Even Walker could tell that he had small scratches from the attacks of undead around him. He had been too caught up in the battle to notice them, but the black lines leaving from the scratches proved that poison ran in his veins. It was going to be a long night of healing for him and many others. The ships would remain anchored.

Chapter 1695 1695. Rise's Interests

Alice's face had a permanent frown. She saw how many people had been poisoned in this battle. She was sure that they weren't able to avoid it but it was still too many in her eyes. No one had expected that the undead decaying aura would carry so many poisons too.

"I promise that we will have time preventative potions ready the next time we face a ghost ship." Walker didn't help by saying this. Alice was busy singing but her eyes told him that she didn't want there to be a next time at all.

Walker was also thinking how glad he was that so many experienced healers had come with them. He lacked in depth experience in purifying poisons. When it came to a battle like this where the poisons

were unknown, mixed with darkness mana, and also had strange death energy it was better that experienced healers handled it.

Yes, Walker had healing skills so he didn't hesitate to use them. But he was also lower on mana after using his mana and the ambient light mana to do one large attack. There was an upside though, his attack and Alice's singing had brought Rise back down from the sky where she had been absorbing starlight.

"It's night. That attack should have been drastically weakened. You used my mana and her mana to do that. Explain." Rise had felt the entire process. She never had moments where someone else had stronger control of light mana than her. The only being that had a closer connection was Horizon who was slumbering in Alice's spirit mark.

"Well...I'm not really sure." This made both Alice and Rise flinch a little. The surrounding dragonkin did too. They were all being healed with light elemental mana and were lost as to why Walker couldn't figure out his own use of the same mana that's as around them.

"I have seen the elemental thrown blades from the elves. The swords made as after images by your dragonkin. The swords and shields made of light when Alice sings. I took all of that and envisioned the same purifying effect as these white flames I learned while fighting undead. If there wasn't a ton of water everywhere, I would have used these more." Walker showed the flames he had originally learned as purifying not as light related flames. His thoughts had changed now that he knew more.

The flames had carried purifying light elemental mana. Not some mystical life energy. They just directly burned through the darkness mana at the core of undead before burning their bodies. This was the level of understanding he had at the moment. This wasn't to say he could even grasp the concept of life and death energies or manas if there was even a solid term for them like those.

From hearing this, Alice increased the beat of her song. She was happy that just seeing her sing and how she used her mana had helped Walker. She always worried that she was doing too little. It was funny to Walker since he valued Alice so much. Especially now as her dining slowly pulled away the poisonous lines around everyone's wounds and stitched them back together.

In contrast, Rise was still unhappy. She had sensed the strength of the attack. It was more than she expected. Especially in the dark where only starlight and the moon were a focus of light. That was why she had used the light elemental mana stored in her body to release and assist them.

A second of understanding bloomed on her face, "have you ever used the moonlight for skills or channeled moonlight in any form?" It was unexpected but Walker recalled the elves and how they had entire rituals to attract moonlight to certain trees. It was a requirement for their growth.

"When we were in the elven forest, we helped with a tree that needed moonlight and a special ritual for a single elf's growth. We have also spent time around the ocean during full moons and faced enemies during a full moon. I didn't directly use the moonlight but it would make sense that it did have an effect. I also have decent water elemental knowledge and I know the moon and water are connected to a degree."

It appeared that this matched up with Rise's thoughts. "The moon is deeply connected to light and water. It reflects the light of the sun from the day. It gathers it in the waters deep inside it and sends it back out. That is why it is unique light and water mana reacting to it. It is also unique."

Since Rise had meditated and absorbed all sorts of light elemental mana, she had long understood the core differences in them. She even understood some of the why and how of it. These things had been learned by her or passed down from fellow light elemental dragons. This knowledge came from those who had met unique beings such as a lunar goddess system holder. Or even monsters said to have come from the moonlight mana.

"Hmm so just having been in different situations where the moon light fell on me gave me help. I'll have to ask you to teach me more about it." This surprised Rise. She didn't expect that Walker would instantly want to be taught. However, Alice was also looking at her with desire. Furthermore, her dragonkin had fixed fazes on her as well.

"As Amy royal dragon would, I will share my knowledge. It will advance your understanding and show the world the strength of every dragon. However, that will come later. There is healing and purification to do." Rise remained somewhat cold but returned to the air leaving behind another bit of light elemental mana which was easily used by Alice to keep healing.

"That seems to have gone well." Leon and Su were standing nearby. It appeared they had been waiting for the chance to speak while also listening carefully. They too wanted to understand how everything had happened with the attack squad that had left the ships to deal with the ghost ship.



"Yes. Yes it did go very well." Walker was partially dazed. He wasn't exactly sure but felt that Rise had become embarrassed after speaking about teaching. It was a very odd change of personality. Or maybe it was who she really was now that she had let down some of her strict and cold walls that blocked off others.

With her mana nearly empty and the other healers prepared, Alice stopped singing. She had managed to purify everyone that was brought or came right to her. It was a massive example of her strength when it came to her skills and light elemental mana.

"You are the reason that my soldiers did not suffer in The waters. Your songs more than helped purify the poisons that could have crept in to their gills. Even Remey said that her potions were more of a precaution." A wave from the breast Remey proved this along with a nod from Su who had been helping with the application of potion soaked bandages.

"Thank you very much." Alice beamed with pride. These moments were like gold to her. It was a much better feeling to know she had saved and helped people than to feel she had failed. Or even worse, to blindly collect gold when she used her skills like some worse healers.

"I also wanted to take Walker away. This incident proved that there is more than just a continent of monsters here. Those were humanoid shapes that those zombies had. Wings similar to a harpy, bones thicker on some, and even a few that clearly still had fins." Walker knew this was coming. He was sure the other leaders would have questions.

Since Alice had finished what she could do, she followed Leon, Walker, and Su toward a group of people. Scylla, the king of the surface, Mordant, and Current were already waiting for them. Gil, Onyx, Midnight, and a few others also rushed over seeing that they might get answers.

Walker looked at them calmly. They all knew he would have some form of answers for them due to his all around appraisal skill. He couldn't have missed so much as he analyzed the ghost ship, the undead, and even the ghost ship captain.

"This continent is called Sigil. It is home to the Rize and Fel empires. I believe these are the two split ancient races' descendants. They might be at war still or not. But I feel that the Rize empire is named as such because they believe they rise above others and the Fel because they have fallen from previous ideals to make their own. It makes sense with what I've learned from ruins when they split up. I also have an idea of their race. I believe they are angels of sorts."

## Chapter 1696 1696. Step Back, Get Ready

"The naming technique is not poor. However, they do not deserve a name that sounds the same as mine." Rise was a little prideful but the other royal dragons that had arrived in full gave her a look that shut her up. They were all putting aside their pride for the moment, she could too.

"I think that they are angels because some of the second ruins we found in the demon city were showing winged people that were not harpies. We have proof that angels exhausted at some point in Alice's bloodline, Horizon approved this. An elemental spirit has to have a clear explanation of this." The information from Horizon was trusted because he was a grand elemental spirit. Lying would not be what their race was all about.

"I expected that one. We have seen some undead just now that were similar. If you didn't say there were angels then how could there be so many stories made up about them? Lately, it seems like every fiction has proven to be real." Gil had said what everyone felt. So many races had fairytales that had been proven to be real and just left in the past lately.

"Do you know anything else about these two empires?" Scylla cut off that train of thought. She was more focused on how they would be handling two warring empires. That was the crux of where they stood as an entirely new entity.

"I have no idea. If they are still at war things will be harder. I just didn't think that differences over time would end like this. A war between two halves of a continent." Walker and everyone thought the same. But they all knew that time could smooth or make things much more rough for people. Values could become tradition and tradition could spur war.

"I think you have all forgotten where we have anchored and how many have become weak after this battle." Leon and Current nearly spoke together. They were the foremost leaders of how things should progress in the water. They also had looked over the soldiers the most.

"That is correct. My dragonkin worked the hardest to defeat those disgusting things. They deserve the time to prepare for the next battle, especially if there will be more things like that." Rise also wanted time to recover her mana. That way she could battle wyverns the moment she saw them.

"That is a good point. So I propose we worry about getting through the coral tomorrow." Elise spread a map. "Some of the tamers were working during the night and day before all this happened. They

managed to get a rough outline of the coral growth. Now the dwarves and the merfolk can finish it." Elise had not spoken up since she was not sure she should. All the figures here seemed higher than her.

However, Elise was a growing representative of the entire tamer's guild. She had been leading tamers, and even teaching them. Now she should be allowed to stand tall and speak with everyone about how they progressed. Surprisingly to her, everyone looked over in approval. They were very happy that this had been produced in such a short time.

"The sun should be rising any minute now. It will be time to plot a course through the coral. By then we can focus on landing and setting up a temporary camp. Then we send people out accordingly. If they are wars... we should avoid them."

"No, we should not avoid wars. You were giving us good ideas until then. That is why you and a few are too young here. The wars will be where we find high ranking generals to speak with. We find the border and or a war. Then we make them listen to us. If they both want peace and allow us help in finding out enemies, great. If not, we will join a war." The king of the surface was much harsher than others. However, it seemed the royal dragons and Scylla agreed with this for the most part.

"No war. That is not what we are here for. We should not fight people that we don't know. We have no business in their conflicts. We can learn from them. We can find out enemies and finally stop that demon king. Then we can also find the wyverns' cause and see what we can do. If the cause is the war, then we can try to garner peace with them and explain that they caused wyverns to flock to our homes." Walker put his foot down. The way he spoke made everyone pay attention to him. He hadn't realized that there was some natural mana leaking around him in every word.

"We would need more troops."

"We would need the entire dragonkin population. A whole continent of territory would be hard to manage." Terron and the other royal dragons had the same thought.

"No War! And if we had troops, still no war. And the territory would be the one person who didn't want it. That's the only person that would not abuse it. Alma, can you grow some seaweed so that we can protect the hulls of the ships from coral?" Walker ended it there. He was not entertaining any form of fighting.

"I can do that. There are enough of my elves to support me. I just need to prepare the seeds. I have some but I will get more. If you can help me with some more natural mana, we might be able to get rid of that energy." Alma looked at the ocean. The slight rays of rising sun reflected off the water and reminded everyone of the darkness mana and the undead energy that seemed to be sitting there.

"That is not my realm of understanding." Mordant saw many look at him. They assumed that darkness and death went hand in hand so it would make sense that he understood the best. "Darkness mana is pure and balanced, it is not always death. But death mana or energy... that is not something I touch." Mordant seemed even more resolute as he said this. Now with everyone listening, even his fellow dragons, he would be able to explain a little more.

"We have seen the darkness dragons that chose to be skeletal dragons, or fall to be skeletal dragons. Some go in to the wilds and live alone as darkness dragons do. They can maintain sanity but have angry dispositions. That is normal. But when they decide to ignore darkness and follow death, they lose their minds. Not unlike rogue dragons." This made sense, the energy was a mystery and it was not something easy to understand.

"I never touched it to remain pure in my mana. But you have met people that have. Or should I say strange undead that even we would not wish to fight because of their secrets." Mordant glanced at Walker and his party. He knew that Walker had met a powerful undead before.

"The undead mana seems to be scared by the light. We can have Alice sing while Alma works and I provide natural mana. One ship at a time through a route. Just like the river. We can move through one by one." This was the best and easiest way to make sure that the ships would not be damaged and a safe route through the massive coral reef and rocks could be made. It was also known so it would be easy to jump right in to it.

"We will have everyone that needs it rest then. Those who don't need it will start their work." This was the king of the surface's last words before he walked away and began to give his soldiers orders to get the golems prepared. They would need to map out a lot while working with the merfolk and tamers that could control monsters that could fly.

Onyx. Midnight, Gil. Su, and Remey gathered around Walker. Alice was also paying attention even though it looked like she was ready to fall asleep standing where she was. "So, two empires at war, wyverns, and the same evil demon we have been after from the start. Why does it seem like things are getting more complicated with every step we take?" Gil sounded even more stressed than usual. He had a lot on his mind with just the elves, now there was a whole new thing to worry over.

"You and I both are asking that question. But we have everything we need between us. I think the best method is to step back and let them work to map the reef. When we get to land...we will go exploring." Walker knew it would be a whole new tough set of trials. But for now, they needed to be ready.

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#### Chapter 1697 1697. Another Mana To Think About

The process of mapping a way through the coral was slow. It appeared that the tide was also in their favor since it had risen. What was more surprising was the addition of life after the ghost ship captain didn't reside in the waters anymore. A lot of the darkness and death manas had faded away in the direct area.

This made Walker stretch out his senses to see what was really going on. He believed that the death mana would always be around here. There was no way that it would go away unless it was exposed to light for a long time. This was because of how many ship wrecks and battles had been fought here. It had already been years after battles and the undead ghost ship captain had already remained.

Another surprise was that there were many pieces of old ships, armors, and even some weapons found. The ships that had crashed here were useful as learning resources for the development of the races that could be on the Sigil continent.

The weapons and armors also went right to the forges where the dwarves were hard at work making their analysis. They had already mentioned that the quality was increasing in the shops that seemed newer. However, one thing was clear, there were not any ships that had recently crashed.

This could have been due to a few reasons. People had stopped trying to get to Sigil from other continents because of the growth of this massive coral reef that was slowing them all down immensely. Or, it was that the people on Sigil had become too caught up on their own differences within their lands and that had stopped them from sending people out to explore.

Either way, this was a strange happening. It would need to be investigated just like many things. The good part out of all things though, was that they had learned some new things already while not even getting a foot on the continent. There was also the added bonus that Alma had not had to use her skills much as they led the first ship through the coral reef. The rate they were going meant that it might take two days, but that was fine. Meanwhile, they would all be preparing.

That was also the reason that Walker found himself reaching out his senses while the first ship made its way through the natural maze formed by the coral and the rocks. The reason he had tried to focus wasn't just to pay attention to how things were changing. It was because he wanted to grasp a little of why the darkness and death mana had stayed here and what they were.

Walker had officially decided to just call the death energies that seemed so close to the undead and the darkness mana death mana instead of death energy. The simple reason being because of the ancient library's books. The section outside of the normal flow of nature. In that section had been spatial knowledge, life, death, and many other things. It just made sense that there would be mana that wasn't necessarily part of the normal flow of nature.

It was odd for him to think that death and life might not be part of the normal flow of nature. This could be seen as saying that death and life were not how things should be when it came to the changing of elemental manas. But that wasn't truly what Walker was thinking. His mind was slightly different.

The idea of life and death were large. They were things that could exist without the life that Walker knew. The perfect example were the elemental spirits that clearly had a mind and life of their own. They were not made of flesh and blood like other races but they still lived. Death could easily still exist to them. When they fused with others or they faded instead of going dormant could be seen as a death to them. But sometimes it could be considered as life too.

The decaying aspect of darkness mana seemed to be what Walker considered the connecting factor to the death mana. These aspects were connected because decay was a source and also a symptom of death. Darkness caused this because living things needed light to some degree to function. It was a part of natural mana, therefore, part of how the world worked. Without it, then the being would not be balanced and start to decay.

The decaying part might also be why the darkness dragons that dared to dwell on death mana were going mad. They could have a slight rot in their minds that caused this to happen. Midnight had missed that because she had been affected by an item given by the immortal king. Yes it had nearly trapped her mind, but it could have been a massive drawback such as driving her mad. It didn't though, it was a purer example that led to her gaining the skeletal armor skill she had in action almost all the time now for safety when she was out in the world.

These thoughts brought Walker to the larger question about the undead king. He was a powerful trapped undead that sent his undead out and about as his eyes. But he was capable of leaving and using

undead in far off places every so often. It was limited as of the last time the undead king appeared, however, it was a potential.

If Walker were to begin learning about death, life, and spatial skills then he may have another encounter with the undead king. There was one thing that Walker was sure of though, that the undead king would show himself again. He had not forgotten that the so called demon king was once a slave that the undead king's people had trapped and harmed. That alone would be enough for the undead king to appear. To see the end of a problem he caused. And potentially, to free himself.

The second that walker came to that conclusion he made a large frown. If the demon king that had harmed his own people and many others was defeated, then what would happen to the undead king? The demon king had been one reason the immortal king was trapped. He was stuck there because of his own failures and what the demon king had done. If the ties loosened, the undead could become a worse issue.

Furthermore, what about the undead here on Sigil continent? There were already powerful undead like the ghost ship captain. He had existed because of the war here. What about the other battlefields? Would there be more undead that lead armies or platoons of undead soldiers? What about other powerful undead that could control many as their hands and eyes like the immortal king? What about undead mages? The potential for terrifying undead was there and it was enough to make Walker shiver.

The shiver also came from a sudden flush of cool breeze. Walker opened his eyes and looked but didn't see that anyone else had felt the breeze. It had only been him. It made Walker realize that it wasn't physically that he had felt this, but in his soul. He had managed to reach in to the depths of the waters and natural coral maze to the darkness mana that had receded in to the cracks and crevices during the day. That was where he had finally sensed real death mana without the hold of any other being on it.

The sense was larger than he could understand. The seemingly small amount of death mana within the darkness was minuscule if compared, but it was powerful. It held mysteries that Walker could not understand. It was also hard to discern without Walker's complete hyper focus on it or else he would lose it again.

The only issue with all of this was that he had no knowledge of what he was trying to grasp. An understanding of death mana? A new bit of knowledge of how and why undead form? Of how he could avoid death? How he could use death? Walker was just trying to understand any little piece that could help him in the present or the future. Potentially even to fight the undead when he had to face the immortal king again.

"Walker, I need help up here! There are Large rocks that might scrape the ship!" Isa broke Walker's concentration bringing him back to reality. He had a job to do and could not fool around with a new mana that was outside the natural mana flow he already was barely understanding at the time.

"I will be right there. Let me gather some mana before we move forward again!" Walker quickly got back to his job helping Alma when she was needed to protect the ship.

Chapter 1698 1698. Land Oh Land

Through the long effort of getting every ship through the coral maze, everyone had been able to take their time and recover from battles, training, and anything else that had stressed them. The goals they all had were cleared up to some degree. Every soldier, warrior, and leader of their ships knew that they had to arrange a port for themselves to stop. It would be their base camp for the time being.

The main issue was that they had no idea of where they were or of what empire's lands they would be setting up on. It could cause some issues if they just went out and started to map things out without a thought.

The terror that a dragon would bring was also clear. Not only this, but just the fact that the scent of dragons would be around was sure to attract a wyvern, this was their land. One thing though that Walker decided to do was to take a walk in the sky with Ventus. She could maintain her dragonkin form while he made the water and the air form a fog that seemed to be a cloud in the morning.

The idea to hide themselves had come from Elise who had complained that the fog in the mornings was annoying for the harpies to fly in. Stella also didn't like it because the fog would settle on her feathers making it a little harder to fly.

Hearing this, Walker had the smack in the face idea to hide their surveying of the immediate area. He and Ventus could check out what was going on so that they could have a better plan of where they would travel. It would be better to spread out in small groups unless they had a plan of transit for everyone. The main forces would have to remain back and protect the ships though. If the ships were lost, they would lose everything.

"Walker, there should be a good height for now. There are clouds in the sky so we are camouflaged against them." This was even better. The perfect blue sky that was around all the day before had become the partly cloudy sky. No storm clouds had gathered but they were puffy and pure white clouds. That seemed to be made of cotton. It was ideal for them to hide in if they spotted something dangerous.



From the height that the two had gone, they could see beyond the beach that was just near them from the waters where the ships had set their anchors. The beaches were long and covered the coast as far as they could see. But there were no signs that anyone had been around them at all recently. Even the trees and grasses that came right up to the beach were thick and seemed full of plants both familiar and unfamiliar.

"Remey is going to go wild as soon as we set foot on the beach. I would not doubt that she has an alchemy and herbalist group prepared to catalog everything. The old master alchemist and Trish are going to be very jealous when we get back." Walker's chuckling made Ventus wonder just how Walker could remain so positive at all times. It was a strange infectious attitude that greatly seemed to make everyone around him want to be more.

"What about beyond those trees? There seems to be a trail." Ventus shook her head and cleared her mind before focusing her eyes. She was a wind elemental dragon. She had the sharp eyes to hunt from the highest of heights in the sky. That made her able to make out the small details of a trail cut through the trees and moving beyond them in to a small opening in the forest.

"That could be the first way we head. Can you tell if it is older or newer?" Walker knew that his eyesight was nothing compared to Ventus's eyesight. The more she was able to discern the better.

"It's well used. There is not a single bit of growth around it. They even lined it with sand from the beach. A smart decision since the salt should stop basic plant growth." Ventus saw this as a smart use of natural resources without putting in much effort. She would be sure to use such strategies like this when she returned to her villages. Moving a little beach sand would be easy for her.

"That means we might have a village nearby. Let's see what we can find if w- That's smoke right there. That's the first location we go. We can send a small group to investigate. It should be simple." From what Walker could see, it was a simple fire. The smoke wasn't blackened by anything burning that shouldn't be burning. Just the average burning of firewood.

"Then that is our goal. We will send a few warriors too so that things are safe. They can hide. Mordant should deal with that." Ventus knew that she would not be able to fly freely and drop her dragonkin right in to the midst of whatever was there. But she still wanted to. It was terrible that she could not use her full power without the risk of drawing many enemies. Holding back was not a dragon's strong point.

"We will have a lot more information soon. The moment we do, then you will be able to get a real look at this Sigil continent." Walker could feel how Ventus felt. He wanted to go with her to the skies and see just what this place looked like. He already understood that this continent was massive. But that would have to come later.

The second that the pair started descending, everyone began to move. They had already prepared lifeboats to go ashore with a few people that could start building the temporary camps they needed. Archers and Mordant's dragonkin were the most active because they would be handling the majority of protection while hiding in the nearby trees and shrubbery.

"We have a lead on a potential village. We will go and check it out the moment that we set foot on land. There is a ban on using fire or anything that could signal an enemy. If you break this until you are told otherwise, you will remain on the ships until we return home." Walker said this loudly enough so that everyone would have to understand. It would be passed to the other ships as a heavy order.

"We are moving out!" Walker's second shout was a little louder and caused everyone to move faster. Scylla walked through the air while Walker did as well. She wanted to step on land first but was rivaled by Leon swimming just as fast. Even the royal dragons wanted to be the first to step on a new continent. Not a single person on the ship had a different thought. They had to be serious, but to be the first on a new land? That was a wondrous feeling that made their heart hesitate to beat for a moment.

Yet, they all should have expected that the darker brown flash that moved passed them all was Terron. The earth elemental royal dragon that had been tough through a journey away from the earth that he was so deeply connected. He had managed the uncomfortable position and even flown in the air to defend the ships when need be. Now that he had his earth back, he would be able to strengthen his knowledge and catch up to the other royal dragons that had chances to advance where he had not.

As Terron touched the sands, they seemed to move with his will. Slowly, the sands flattened themselves and made a better place for the lifeboat to land. The scary part was that there was no loud sound of all the sand moving. It was nearly silent. This was the depth of control that Terron had over everyone else when it came to the earth manipulation. The depth of understanding that made Walker's seem microscopic.

"Welcome back to land Terron." Walker made it to the sands with the others and saw that Terron was hopper than he had seen him yet. This was a true love for his affinity and the desire to be one with it. It was a side of a royal dragon that was normally seen as stubborn and harsh that no one ever saw. It was even funnier seeing his dragonkin act the same. They were all overjoyed.

"Get your information. I will change the land to create the camps afterwards." Terron only responded with this before he focused his eyes on the harder earth that made up the land ahead of the beach. It was clear that he wanted to go out searching through these unexplored territories.

"If you go out there without my golems, you will lose the chance to excavate more tunnels. The caves here have to be massive." The king of the surface managed to get to the beach as well and immediately started bargaining with Terron for control of caves for them and the dwarves. It was a strange sight.

Chapter 1699 1699. First Met Friend

It was easy for everyone to feel that it was too quiet. They were all in the mindset that the moment their feet hit the sands that they would be facing monsters. However, because the beach had long been guarded by a natural coral reef maze, not many large or dangerous monsters had taken up residence on the beach. Instead, there were only those weaker monsters that led when the boats neared them.

This was a good sign for the immediate area though. There was a better chance that they would be able to locate the trail that Ventus and Walker had spotted along with following it. Walker wanted to keep more people back when they arrived, Terron had already made a move to set up a perimeter on the beach and was prepared to move in to the more solid earth.

The other soldiers were looking around while supplies were unloaded with care. Even the mages were hesitant to make a move without the express permission from any leading figure.

"Midnight, Gil, Onyx, Su, Remey, Alice. We are moving out. Alma is going to be sending a few of her archers behind us to ensure we have a safe trail to follow." Walker started to move with the party. He knew that Remey was having a lot of trouble remaining focused while looking at the unknown plants. Luckily, Walker had the all around appraisal skill and could tell her that none were valuable herbs.

The second that the group left the sands behind, it was like a new world. They felt that the sounds of the waves were much more distant than they had thought a second before. The trees here had perfectly cut off the sound of the winds and waves. The long grasses also helped to stop them from even being able to spot the beach from where they were.

"Walker, there are a few wild rabbit tracks but nothing much else around here. I think we landed on pretty good spot, undead aside." Gil was using all of his skills to see if he could find a single monster track. He was having no such luck which was in turn lucky for them.

"Then that means we can find this trail easier. The sooner we get a real base the sooner I can start getting the herbs I want to document for the first time." Remey was having trouble focusing since there were so many plants that she had never seen before.

"Forget the plants that you haven't seen. There might be materials I can make new arrows out of." Gil was ready to start the usual argument with Remey, however, Midnight and Onyx both stopped in their tracks.

"Brother, you said that there was a village nearby, right?"

"Yes, we think that the smoke we saw was from a village, why?" Walker looked at Midnight and Onyx only to follow their gaze.

"Then that might be where that little boy came from." There was a single boy standing and looking right at them. He had on casual brown clothing that was certainly not made with fancy fabrics. He had a hatchet on his waist and was wearing a pair of gloves. The small pile of firewood attached to his back with rope proved that he had been doing morning chores.

"Um, hello there. Can you tell one of the adults of your village to come here?" Walker assumed the boy was a human which surprised him, that was until the boy turned and sprinted away from them. They saw a pair of undeveloped wings on his back, the feathers were white tinged with a little green.

"I think that might be an angel's descendant." Alice's whisper was very loud in their silence as they watched the boy run.

"Let's go find out." Walker started to follow the boy and even picked up the firewood he had dropped as the boy had run away. It was a simple kind gesture that might help them a little when they got to whatever village was nearby.

The trail was even more clear as the group got to it. Gil immediately found that there were plenty of footprints on it from being traveled. There were also horse tracks and other farm animals making it clear that the village nearby had reasons to travel this way often.

"You will be stopping right there and not moving an inch if you would like to leave unharmed." The harsh voice came from above them. A single man flapped similar green tinged wings as his voice boomed over them with strict power. He held a dark iron spear ready to throw it down at any moment. The leather armor he wore also looked equally dark and worn compared to anything that the group had. "You don't look like you just crossed the border. But that doesn't mean we will let you off easily. Explain why you are here in the land of Rize."

Walker raised an eyebrow seeing the man in his worn armor. He was also a much older man, but the appearance and stature was very clear. This man had been to battle, he was definitely older with gray facial hair and a fair set of wrinkles around his eyes.

"Now that is the question, if we did not cross a border and actually came from another continent, what would you say to that?" Walker watched the man keep his poker face. It was a sign of experience under pressure. "Oh, and I picked up the firewood that the boy dropped. Sorry if we scared him a little. We saw the smoke from your camp or village and decided to head over with a small group."

Upon seeing that there was no ill will, the man slowly lowered himself to the ground and took a better look. "Wingless angels? And a baby wyvern? And a snake? What an odd platoon. Where did you come from again?" The man questioned them more and Walker smiled a little.

"I am Walker, and we are from Genesis city, the Genesis alliance that we created on our continent with every race living there. A fugitive escaped using to your continent and we came here in search of him and two others. This is Onyx, he is an abyssal serpent and this is Midnight, she is a dragon, not a wyvern."

It looked like the man grew even more confused hearing all this. "I hope that you can help us a little. You have already told us we have landed in the Rize empire, that is good, but otherwise, we are lost. If things are peaceful, we hope to find emissaries from both empires soon. Then we will proceed with our business, hopefully leaving friends." This was definitely beyond what the older angel could handle. He was confused but definitely not high enough ranked to handle this.

"You few can come to my village. I have no powers to hold you here, especially if you decide to fight. I can tell that you have eyes on me." The man looked around but clearly couldn't find where those watching him were. "We have some food but not much. It's just an outskirt village. The last battle left this area barren for a while, it is finally safe enough to return. I can't tell you much, but if you have the materials, you can trade for a map to the embassy built along the border."

"Thank you very much. That would be very useful. We actually have some healing potions if you happen to need them. We also have other medicines that you may find interesting. Especially for a small village. If you need something specific, my party member Remey can help you make it. She is an alchemist of sorts." That made the man hesitate slightly. He wasn't sure how an alchemist was traveling, especially since the girl that had been pointed to didn't appear to be one to his eyes.

"As I said, I do not have the power to hold you. If you wish to be on your way, that would be best for the both of us. We can not accommodate many right now." There was a clear sense that the man was worried but was trying not to start a fight.

"We swear that we will not be fighting or causing trouble. It would be very rude to cause our first met friend on the continent troubles." Walker was paying very close attention to every move made by the man. The way he walked proved that he would be able to jump in to a fight at any moment. "I also want to ask about a few things if you don't mind, I can pay for the time. I won't let you lose out." Walker was thinking about the wyverns and the demon king. Anything they could ask to help them.

#### Chapter 1700 1700. Earning A Warm Walcome

The tiny little village that soon appeared before them was nothing that anyone would call developed. The entire place had four small wooden homes and one slightly larger wooden home that was clearly more of a storage area instead of anything else. There wasn't even a real fence that could stop beasts or anything.

"This is it, as you see, we are not worth stealing from." The man still held them in arm's reach since he wasn't sure that they were actually some strange people from another continent. Who would outright believe a story like that right away?

However, their appearance and the fact that they were not acting hostile made the man trust them a little more. "It is a nice place to start. I would say you need a little more help making it safer though. What happens if beasts run over? Can you block them with a wall or fences?" Walker was worried that this might overstep. Yet, he also wanted to show that he was going to look out for the best interest of them as they helped him. This was the best way to begin a better relationship.

Many faces watched from the windows while a few taller men were guarding the doors of every small home. Even some of the younger boys were prepared with a hatchet or pitchforks so that they could join their fathers in defense of their village. However, some of them relaxed as they saw that the group of strangers was following their elder calmly and with interest.

The real problem was that these villagers were clearly on edge with everything. This told Walker that the war issue here on the Sigil continent was more prevalent than he had imagined. The war must have made many of the people on edge if they were even miles from the border between the two empires.

"We can sit here in the open. It will be the best place to have a talk." The man clearly chose this because everyone would be able to keep an eye on things. It was also so he could easily take to the lies if there was any potential for a fight.

"Thank you. We are grateful for the chance to speak." The others say with Walker while Midnight and Onyx kept a watchful eye around. They were going to remain careful as well just to be sure.

"So, can we have any form of map? We can offer some healing potions and medicines." Walker took them out and placed them on the small wooden table that the man had sat them down at. This was surely a meeting place for the adults as well but was seeing reused for them at the moment.

"These are very high quality for this area. Do you have lesser potions?" The man looked at them with worried wrinkles on his face.

"These are actually just low tier potions already..." Walker didn't have anything less. He knew that it wouldn't be allowed for them to even think of having anything like that since alchemists would see them as failures.

"Oh. You must come from a very influential family to have such things." The man became a little better mannered and proper in his speech as Walker showed the potions.

"I assume these are harder to get here in a small village. It should help to have a few better ones?" Walker left a few mid tier health potions on the table now shocking the man.

"They can be watered down with purified water after you boil and cook it for ten minutes. It will be safe for all ages too. Make it last if you need to." This was not recommended but would be useful for extended healing. Remey knew healers did this even though alchemists mostly hated this action since it diluted their hard work.

"This is. My village will give you a local map leading to the border embassy. That should be what you want. I can also share a book of local fauna and flora with you. I believe you may not know what is and is not dangerous here."

"Yes. We would like one of those. I will take it so we can study it." Remey didn't even let Walker finish speaking. She agreed to that immediately.

"Can we ask about the current state between your empires? We would like to avoid stepping in to Army battles by accident." Su managed to get them right back in track which made Walker very appreciative. She was always right there to keep everyone honest and straightforward.

"There is a peace for now. The last five years were too heavy on everyone. We are one of the first villages to return here so that we can rebuild. I would recommend avoiding the border because it is safer. Also avoid the mountains, there are dangerous monsters there. Similar to you dragon...but it's been years since a dragon existed here. How is one...well, where did it come from?"

Now this was news. The way wars were clearly an issue for both empires but especially the Rize empire since it had a mountain region. Yet, the fact that they thought dragons to be gone forever really made Walker want to know more.

"What do you mean that you thought dragons were gone?" Onyx's voice was the one to ring out. He sounded angry that anyone would dare say that his precious sister might not or should not exist.

"It's fine onyx, he isn't threatening Midnight. He just hasn't ever seen a dragon. Some people were stunned to see here at home before you came along. Now they accept the dragons a lot more." Walker patted Onyx's head making the man stunned even more.

"I see that you value everyone around you like family. I see this village as family. My name is Neil. I Am the elder here. And to your question, dragons don't exist here that we know of."

"It's been about a hundred years since the dragons joined the wars for territories. They used to ally with each territory before the full strength of the empires fought each other. They lost many as well and soon had no way to reproduce."



"That led them to other means. Soon they passed on their blood to weaker monsters and failed to create a proper race to pass on their knowledge. Their temples and ruins are taken or lost to us now. But that is where some other draconic monsters came from. Especially the wyverns."

The small amount of history hit hard. It hit very hard. To think that the proud dragons were pushed so far by their own wars was brutal and inconceivable. Even Midnight growled slightly at the very thought.

"The dragons are a powerful race. I would not say things so bluntly if my fellow dragons were around. Luckily for you, I am not born a dragon. But I am one as far as the world is concerned. But I don't take any insults." Walker made this clear.

"It is good to know the history though." Walker frowned a little. "I hate to ask, but do you have a history book here? I can memorize it and rewrite it for the others." Walker saw Neil shake his head.

"That's fine then. In other means, would you like some help here while my friends learn from your people? I could build you a small wall to protect you. Alice can heal with Su's help. Gil can repair some bows for you. And Remey can make you some basic medicines. Onyx and Midnight are very good at playing games with children. They even take care of some younger siblings of theirs."

The change of topic made Neil a little shocked again. But seeing the genuine kindness in Walker's eyes was all he needed to relax fully. He could tell that by their actions and how they desired peace over everything that they were not here to burn their village. They truly were who they said they were.

"Yes, let me call the adults." Neil stood up and looked around, "gather here and welcome our guests. They need a tour!!" It was like the village had been unfrozen. The doors opened and many children ran out to see the unfamiliar people visiting them.

"It's good to see that children are the same everywhere we go." Walker watched the children around Midnight and Onyx. "Midnight is still the star of the show here." He chuckled a little as he watched the children slowly get closer while getting even more curious.

"Excuse me... where are your wings?" This was the first question Walker heard directed at himself. This made Him smile. He felt very lucky to be the first one to explain all the kinds of races that had come together to make Genesis a one of a kind place for everyone even monster races.