

Master 261

Chapter 261 - 261.Alchemy Chores

With Gil having run off and Su wanting to take some time to relax in the dining room Remey and Walker decided they should go see what the old man had gotten in to. Walker had no idea what he could have done with the alchemy lab that they had set up but he had a feeling that it would become more organized and efficient. When making potions there needed to be the right ingredient at their fingertips at the right time. He also knew that there were specific storage methods for some of the herbs used which would require the know how and skills of an alchemist.

Remey was the first to stop in her tracks, there was a dark black smoke drifting from the smokestack in the roof, one that she recognized. "I think I might need to head over to do a thing quick." She was about to turn heel and go right back inside when a voice stopped her.

"I can hear you! Get in here and explain this to me!" The old man sounded full of anger.

Remey's face dropped, even though she and the old man would argue a bit she knew he was never truly angry with her unless she did something that could harm the potions. "Hey Remey, what's wrong?" Walker was also worried about the tone the old man had just used, seeing that Remey kept looking at the black smoke coming from the smokestack he knew it must be something with the cauldrons.

"Did you not hear me!? Get in here, now!" The second yell put Remey back in to motion, she went right to the door and walked in. The plume of black smoke that escaped was enough to nearly put Walker back to bed. The strong burned and bitter smell was potent, his better sense of smell was even more pained by it.

Remey stood in front of the old man looking at one of the cauldrons that had been left in the alchemy lab from the previous owners of the mansion. "Made some tea did you? Just thought, oh the cauldron will clean itself did you? Then explain to me why I am currently here burning off your cauldron so that it can get rid of the impurities that have settled in from improper care!" He may let Remey call him old man but that did not mean he had any less respect to alchemy, he was a master alchemist after all.

Remey had no answers for him, he had said exactly what had happened, and to be fair she had completely forgotten to clean it. She knew these rules and reasons for why a cauldron needed to be cleaned off every time it was used but she was careless since she didn't brew potions with skills. "I don't have an answer, I forgot...Is it going to be usable?" Her voice was the quietest Walker had ever heard it. The tough and bold Remey was reduced to a quiet child under the anger of the old man.

"Usable? Of course it will be, I'm here! Do you think I would really let something fall to ruin?" The old man crossed his arms inspecting the burning cauldron, he had a small amount of dark liquid that was easily cleaning the sides and bottom. "I found all the cleansing herbs in here and used them, you should have no problem with that since if I did not do this any potions made in here would fail or turn to poisons."

Walker did not realize that something as simple as poor cleaning could lead to a potion being poisonous. It made sense, this was very similar to how his mother explained that if foods were not treated right they could end up making someone sick. "Did I organize the herbs right that we have?" Remey was a bit afraid herself to ask this but if she didn't then she would keep the old man on the same angry topic all day. It would be better if she could get him to move on.

"You organized them? Hmmm, the only thing out of place was the spiky grass, it should have been bundled and dried. But that can only be done for medicinal purposes using the instant dry skill so I can excuse that. I finished that up and have it hanging by the window to absorb the sunlight." The old man had bundled and changed a few things on the shelves that Walker and Remey and set up. Some of the leaves were not dried out and in smaller piles where as the others were spread out more. The bundles of spiky grass had faded to a dull green color but now hung from string in front of the window.

"Why do they need to be in the sunlight of the window?" Walker himself found that he did not have any knowledge of preparing the herbs for potions and this would be a valuable chance to learn some.

"Has Remey not taught you anything yet? The sun keeps away the mites that would eat them. The heat from the sun also will keep them from absorbing the water in the air. This is all very important to keeping the quality of the herbs before being used. On a misstep and you could throw hundreds of gold in to the trash." The old man was shaking his head the entire time but had a little smirk. He was in fact enjoying the impromptu lesson which reminded him of his younger days asking the same questions.

"What about cleaning the cauldrons? They had been here for some years before we moved in so I am sure the other two need to be cleaned as well, How would I do that?" Walker was eyeing the other two cauldrons that had no fire or anything under them. They were pretty much untouched as they had been for some years.

"Well it's just funny that you say that, they need to be scrubbed and then boiled out with an herb mixture. How about you and Remey get to it and clean them out. Remey knows the herbs to add to the water when you boil it. I will stay here and finish this one." the old man had this goal the entire time., he

was going to drop the chores on them as soon as they walked in. Remey was inwardly cursing him knowing that he had used his anger to also get them to clean up for him.

"Come on lets roll them outside first, we can chip away at the burned ash on the bottom and try to scrape away what is left inside." The two each pushed a cauldron on to its side and rolled them as carefully as possible out the door and in to the grass. Remey had grabbed two round metal brushes as she went out . "The goal is basically to get all this stuff off the bottom., "Remey gestured to a bunch of black and grey chips from many fires that had adhered themselves to the bottom of the cauldrons over time. "If they stay there the flames won't heat what is being made inside properly and it could burn over here and be cold over here. Same as your moms oven."

Walker was pretty used to this since when he was a little younger he was always helping his mother. He had smaller hands at the time and was able to more easily get at some spots in the cold oven to pull out ash or baked flour. His mother had told him the same reasoning for cleaning it once a month. It was a very rare occurrence for a stone oven to be turned off and would take an entire day to cool.

The two each took their own metal brush and went to work. Remey was well versed in this and was able to make progress much faster than Walker. The chips and ashes came off in a flurry of dust as she scrubbed away. Walker realized that while he was scrubbing there were faint lines in the bottom and sides that had long been filled with black soot. This made him work harder to uncover all these grooves.

Some time passed as only the sound of scrubbing was heard in this part of the yard, "Hey Remey can you come check mine out? I think I have cleaned up all the grooves on the cauldron." Walker wanted her to check over his work to make sure that he had done his best. He was still in the dark when it came to how well he needed to do for something like this other than to just remove the existing ash.

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Chapter 262 - 262. Grooves

"What do you mean grooves? The old man will kill us if there are cracks on even one cauldron. Ugh, this isn't fair we never even used them and we ended up left with something broken." Remey complained loudly as she walked over to where Walker had been scrubbing. She knew that the old man would go full on strict alchemist mode and punish them even if they had not been the ones to damage a cauldron.

"Let me-" Remey stopped talking and sprinted to the alchemy lab. Walker stood there with his jaw dropped at how fast Remey had just run away and inside the lab to tell the old man.

"I'm going to die...Remey just went to sell me out and I am going to die in the hands of an old man." There was no other possibility, Walker thought he had completely messed up. Remey had obviously seen this and rushed inside to save herself from whatever further punishment there would be.

Second later the old man and Remey were walking out with very serious expressions. "What do you mean grooves on the cauldron boy!" There was no anger in his voice but it was harsh and serious.

"Well I found them while scrubbing and they were filled with a bunch of black ash so I just kept cleaning it. If they are cracks I have no idea how they formed, they are so perfect." Walker was about to try and explain more that they were already there when he was stopped. When the old man started to run his hands over the grooves tracing them, He followed every groove up and down the cauldron feeling every single spot for possible damage.

"You said this was already here for years right? You didn't buy this to learn potions somehow? Nobody gifted this to you?" The old man started to interrogate Walker wanting to know the truth.

"No these were all here when we moved in. We had to take a lot of time to clean things up. This whole mansion had been left in disrepair since the family passed on." His answer caused the old man to look at him intensely.

"You kids may be the luckiest people in the kingdom, there are only five cauldrons like this in the entire alchemy building and they are only owned by myself and the other master alchemists. They are known as elemental cauldrons. They are extremely rare and often hard to find anywhere in the country because of how hard they are to craft. The only race that has ever managed to properly pass down the knowledge to do so are the elves."

"I knew it as soon as I saw it, It's the same as the one you use." Remey became all smiles at this. She knew that when she saw the grooves Walker was talking about that they were almost the same as one a master alchemist had on their cauldron. There was no difference in the two.

"This is indeed a good find, if we had cleaned the inside the same as a regular cauldron we would have damaged it. You did well to come get me Remey. We need to get some herbs, you don't have them

though so we need to get back to my lab to get them." The old man was starting to fall in to his own thoughts and leaving Walker to be the only one confused about what an elemental cauldron was.

"Um, what is an elemental cauldron?" His question drew both the old man and Remey's eyes to him. They were looking at him like they had just been asked what color the sky was.

"I forget that you didn't come barging in to my alchemy lab like this troublesome kid did. The elemental cauldron is made with certain skills and patterns in it that will help it pull in natural mana. This will boost the efficiency of the potion making process. It is not something that could change the quality but it will help finish the brew faster. It also is more gentle on the herbs inside the brew. Some herbs will crumble at the lightest touch but in this cauldron that can dissolve slowly and easily. That is why they are valuable. For a master alchemist this means we can make more potions and experiment faster. Not to mention the rare herbs we go hunting for won't be wasted in any way." Walker had a look of enlightenment on his face. So this cauldron was really something amazing.

"This is great, we have a master alchemist's cauldron in our alchemy lab, I wish I could make potions too. I want to use it and make the high mana potions you do. I want to make all the healing teas and salves I can't make without skills." Remey was being sucked in to her daydreams, Walker had never understood just how deeply her desires to perform alchemy lay. She had always watched another person make the things her family needed at the orphanage. She had felt powerless since she could not provide the medicines they needed when they were sick unless she had another make them.

The old man changed the look on his face to a much softer smile, his hand rested on her head for just a moment but it was enough to show that Remey was near tears. He had seen how badly she wanted to have these skills as a child and how strongly these feelings still resided in her. He could only pray to the world that one day there would be a way for her to use all of the years of study she had used when watching him. As far as he was concerned she was better than any of the apprentices he had ever had. She had always memorized the things he did and knew how to do things in the lab after one look. She cared much more than others and that was what the other apprentices who had their system lacked, the fire.

Remey regained her mind and pushed the old man's hand away, "Let's go get those herbs if we don't then we are letting gold sit in in the storage room and dull." Remey already took a step toward the gate with her words. The old man had no intention of waiting there for her to get the herbs herself. Walker was feeling a bit awkward having witnessed the scene that just occurred, he felt he had interrupted a very important family.

"Wait, Don't ditch me here!" Walker realized that the two had already started to head out of the mansion grounds ahead of him while he sat there thinking.

The three moved fairly fast as they wanted to get the herbs quickly and go back to their newfound treasure.

'Emergency quest: Robbery

A young noble woman was walking with her father down the street when a robber pulled them in to an alley way and forced them to drop their belongings. The woman's bag was taken and the father's gold pouch stuffed inside.

Requirement:

The young woman's purse must be returned

Capture or defeat the robber.

Reward:

50exp'

Walker and Remey dropped in to a fighting stance. The old man looked about wondering what had triggered them. Their eyes scanned the area around them. The street was surprisingly empty at the moment which was very unusual for this time of day.

"Walker over there, it looks like a guy running!" Remey and Walker shot off toward the brown cloaked man running away from an alleyway. His brown cloak hid his face and arms but he was clearly clutching something under it.

"Let's catch up to him and get him cornered. I can't use here without damaging the city or anyone else that is inside the shops!" Walker wanted to let off a fire bolt to stun the robber but he was too limited to

what he could do in the city. Luckily both his and Remey's speed was enough to start to catch up to the robber.

The robber tried to duck in to another ally and escape, Remey was only a few steps ahead of them but when she turned the corner she jumped back. "Walker, get back, he's not alone!" The robber had turned about wearing bandages on his face to keep his identity covered. There were four others dressed just the same with their faces bandaged.

These other four robbers had been keeping the street blocked well enough so that people were not coming down it. Most nobles would avoid strange people on the streets out of their own will. The now five robbers had tried to face their chaser's answer ready to fight them off. Walker decided that there was no longer any way for him to avoid using his . He needed to get serious.

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Chapter 263 - 263.Heroes Duty

"Remey, go all out and avoid the buildings!" Walker made the call with his courage built up/. He had already reached the range of their opponents. They were outnumbered and if the two of them held back then they could be on the losing end of this fight. The strange part was that they did not keep running but instead decided to fight.

Walker channeled some mana in to the air and slapped his hand downwards. Three of the robbers were blown back a few feet. The other two held strong and did not hesitate at all. One went after Remey while the other charged at Walker. They both pulled daggers from under their cloaks.

Two slashes came close to Walker but his dance of the wild rabbit skill kicked in giving him the instinctual feeling to twist and turn. He wanted to let fly a fire bolt but the range was too strong. He placed his foot solidly on the ground willing it to create a few spikes. The speed that the ground changed to keep the other three at bay was ten times faster than it normally would have been. The high earth sculpting skill was working perfectly.

The robber tried to slash again but was met with a surprising block. Walker pulled the twin blitz sabers he had gotten in the demi-human kingdom from his inventory. He crossed them and completely stopped the downward slashes from the robber.

The robber was caught off guard and stumbled backwards. With his own advantage Walker sought to maximize it, he created a purple blurry orb and kept his eyes down. The robber had tried to swing wildly at Walker to buy themselves time to recover but found that none of their swings made contact.

Walker raised one of the sabers the two sabers again and released his chop skill that he had gotten from the demi-human tournament. The robber did not expect his movement to be so fast and tried to dodge, however due to the effect of the blurry orb their body awareness was off. The robber moved in to the chop trying to deflect it. Walker's saber landed on the robber's bare arm cutting deeply.

The pain solicited a loud groan but the robber attacked with their other hand. Walker again used chop and made contact, completely disarming his opponent. He looked to his side to find that the other three had disappeared after Walker had created the earth spikes. Remey was currently bending her opponent's arm behind their back. The robber struggled in immense pain.

"Ahh, stop stop stop" The bandages moved frantically where the person's mouth would be. "Ahhh come on! I give just take the coin. I give!"

"Remey take this." Walker pulled some rope he had stashed away in his inventory on a whim. He had been doing this with the camping gear and other necessities. "Tie him up tight. I will deal with the other one over there."

"You got it, I will tie it tight. Here you take this." Remey tossed a blue and green bag towards Walker. The sound of jingling coins on the inside were clear.

Walker looked around and saw the robber he had battled bleeding profusely, their breath was short and shallow. He rushed forward not wanting the robber to lose their life when they can explain what just happened with their partner.

'Defeated low rank member of the stone gang.

100exp multiplied to 1000exp'

Walker looked at the robber he had battled realizing that he had been too slow to heal him. He stood there stuck in indecision. This was someone from their own kingdom that had just been killed by his hands. But if he had not done anything he would be a victim. This was life or death. How could those other robbers just abandon the others?

"Young man?" a man's voice called out, "Young man? Are you well?" Walker was shaken from his thoughts. He would need to worry about how this all made him feel later.

"Yes, I should be fine. I just needed to collect my thoughts." Walker looked at a man about his fathers age wearing high end fabrics and holding a walking stick. There was a girl a little older than Walker holding on to the man's arm. She was wearing a fine blue dress and had her hair braided down her shoulder. She looked fairly terrified especially since they were standing near a now deceased robber. The very same one that had stolen her bag.

"Thank you so much for your assistance. We were just out for our usual walk when that man came up and demanded out valuables. He said that the stone gang required more fear. I thought they would take my daughter as well. Thankfully they only took my gold and her bag"

The sounds of armor clad footsteps echoed down the street as guards arrived at the scene. They had been called on by someone witnessing the scene out a window. "Walker, The guards have taken the other robber in to custody. I told them what we saw and that we got a quest. They are looking for those other three." Remey punched her fist in to her hand upset that they had let three of them get away. They could cause more trouble now.

"Well Sir, miss, here are your belongings. I'm glad we were around to help." Walker handed the bag to the man who in turn handed it to the young woman with him.

'Emergency Quest completer: Robber

Requirement:

The robber must be captured or defeated- compete

Return the young woman's bag- complete

Reward:

50 exp multiplied to 500exp.'

"You two aren't from that hero party are you? The name's Omnipotent party if I remember right?" The man had been thinking that these two seemed familiar from the rumors he had heard.

"You got that right, we just happened to be out to get some supplies and received an emergency quest. It is our duty as holders of the hero title to help anyone in need." Remey stood tall spouting all this without shame. She was happy to be living up to the title.

"Really? You're serious? I heard you went to the ancient ruins and defeated a horde of undead and then went to the demi-human kingdom and won a tournament, and fought an evil demon, and and..." The young woman grew much more excited at this.

"Haha, sorry sorry. My daughter is very impressed by what she has heard about you heroes. I promise we will have a talk about keeping her calm." The man apologized fairly embarrassed but his daughter had just broken through the tension of the attack. The fact that the guards were moving away from the robbers body was also part of the broken tension.

"Hello, can I ask you all to give statements on what has happened here? We have a patrol following the remaining assailants and should be apprehending them in haste. We will require your statements for the court." The guard that stood in front of them was very serious and already had a board with papers on it. He was going to record the statements right here so that they could take them directly to their commander.

The four of them gave their statements in no time. The guards had already begun to open the area. They had worked at an incredible pace to clean the spot where the battle was and even gotten rid of the earth spikes Walker had made to keep the three robbers away were already piles of stone and dirt on the side of the road. The teamwork of the guards was not to be underestimated.

"If I remember correctly your party moved in to the old Amethyst mansion correct?" The man made sure to ask them before they left back on their way.

"Yes that's correct." Walker was curious why he had asked.

"I will send my thanks over later. Please feel free to visit the Ronan family general store at any time. We have anything and everything you could need in your daily life. I will let my employees know that you will receive a discount." The man and his daughter headed off down the street. His daughter looked back at them talking fast to her father.

"I've heard that the Ronan family general store gets items from all over the country. We should stop there one day. Especially if they gift us with a discount." Remey had never been able to shop there since it was within the higher tier housing. But the rumors of the amazing items there were spoken of even in the lower tier.

"Well wasn't that a sight to see." The old man walked up from where he had been standing talking to the guards. He had witnessed the entire scene and gave his own witness report. "Just walking to get some herbs with you two turned in to a show of your hero titles. I guess they are well founded in these titles." The old man had been impressed with how fast the two had reacted. But he could also see the cloud hanging above their heads.

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Chapter 264 - 264. Life Story

"Now, I know that was a lot but crime does happen. You two were pretty great there helping those two. I thought that things would end poorly when those others showed themselves. But you two managed things well. Let's leave it to the guards." The old man took a more gentle tone than he often used knowing that the two had not often been in such a situation, this was clear on their faces.

Walker looked at the spot the robber had been before for a few moments, "Who is this stone gang and why are they running around here stealing from people?" He wanted to know what someone would need to go through to put themselves in a life or death situation like this. They had tried to kill others just for a pouch of gold and a valuable bag. It was unfathomable to him that this could happen.

"Gangs pop up all the time. There are always people who think they can get along better by taking from others. The guards are trained to find and detain these people, but sometimes they choose to fight until there's nothing left. Come on let's go get those herbs, making some potions will help clear your head. It's a great meditating activity." Walker only nodded wishing he could change the outcome. He had received experience points for defeating the gang member but that didn't make him feel it was worth it. The monsters he beat were at least out there to kill and survive not to kill to steal.

"You know, there were times I could have done exactly what they were doing when I was younger in the orphanage." Remey spoke softly but Walker could hear her clearly. The three of them walked slowly toward the lower tier and the alchemist building. "The orphanage was not as good as it is now. We had less food and worse conditions since there were less donations. My older sisters or I could have joined up with a gang like that and tried to make more money but we were always taught that doing that could harm the orphanage more. But there are always people who aren't told how many people it can hurt." Remey was sharing all the things she had been told growing up by her own older siblings.

"Then we need to make a change so that there aren't those people that end up doing this." Walker wanted to help everyone but that wasn't possible and he knew it.

"I want to fix it too, but being arrested by the guards and being put on trial could be the lesson they need to change their ways, so let them take care of it. We can only do so much, it will never be perfect." Remey was speaking in a wise manner, surprising even the old man. But he had known about her life in the orphanage and had also worried she would join one of the many gangs that grew in the less fortunate areas of the kingdom.

"Hmm there is no perfect kingdom where everyone is perfectly set up for life. Even if someone is perfectly taken care of they might choose to go off and do wrong. Would you have that hero title if there were no villain in the world." The old man interjected making Walker think harder. He had a very good point that could not be argued. This was inevitable but it did not mean they had to like it.

Remey walked with her own frown, she had not been happy to see the experience gained from the death of the robber either. However she was more able to accept it due to the risks that came with growing up an orphan. "How about you ask your father to look in to this? He is a guard and should be able to figure out how things ended right?" This idea seemed to bring light back to Walker's eyes.

"I will, that sounds right. If they are having trouble we can work together with them to find the gang and capture them. We have plenty of time before we need to leave again." Walker had another goal added to his long list of growing goals.

With the stress alleviated to a degree the trio continued on their way. The old man led them through the normal entrance that Remey used. One of the apprentices was at the counter studying a journal. "Master alchemists you're back. Welcome." When he saw them enter his greeting was immediate.

"I will, be taking some herbs and training outside the building for a few weeks. I will return for some supplies through the weeks but I will not be filling orders. The ones I have are for low tier health and mana potions anyways. Since you are the lucky one here to hold down the members only side of the shop you may have the mana potion orders and you fellow apprentices can divide up the low tier health potion orders." The Old man spoke clearly.

"It would be my honor to help you in this way. Thank you so much for allowing me to fill orders as an apprentice." The apprentice left the front desk to tell his fellow apprentices to start making some low tier health potions.

"You know, he is the best apprentice we have right now. He practically lives in those journals he reads. He even copies them all again to memorize them since he doesn't have the alchemists almanac skill yet. He will be a master in ten years or so." The old man laughed a little liking the feeling of showing off the promising youths in the building. Remey found herself a fair bit jealous though.

"If I had the right system I would crush them..." Remey mumble grumpily making the old man laugh just a little more.

"If you had the right system I am sure you would have found a way to steal my position as a master alchemist." The two went back and forth the entire time they climbed the stairs. "Ah right, Walker stay close to Remey and I. You are our guest but the rules are strict not to allow those who are not members up on these floors." The old man was not worried but also would hate to see another instance where a guest was being kicked out while an alchemist waited in their lab for them.

"Got it, I will be stuck like glue." Walker was staying in pace with them as they walked through the halls. The smells of different potions and herbs seemed to mix and change with every step. He even smelled familiar cooking ingredients like rosemary and mint. They must be for brewing healing teas or mixes of medicines for children.

"Enjoying the smells I see. These really are the smells of home. I was born in this building you know." The old man was feeling nostalgic seeing how Walker was taking in the various smells of herbs as they passed each door. He had been the same way when he was younger and inexperienced. "My mother was the second master alchemist the building ever had. It was built to replace another that burned down due to an accident. She was known as the burned alchemist since she burned her eyebrows off more than once." He laughed and thought back to the many times he helped his own mother replace her cloaks and gloves since she would push the temperatures higher and higher to purify tough herbs.

"So you have been learning since you were a baby. Does that mean you received your system when you were born?" This was a very rare occurrence for anyone in the world, it was normally just a story told to mothers waiting for their child to be born.

"That is correct. I have had my true alchemist system my entire life. I have never met anyone with the word true in front of their alchemist system. I have met master, high, blood, even monster alchemist systems. I have no idea what true alchemist means and to be honest I will never really care. I love what I am and I have always been happy to be what I am. It might be what the word true means but that's beside the point. This is my home and I will always be here." The old man had shown a lot of his true self here.

"Why are you getting too emotional? You have told me this story so many times I can't ever forget it. If we don't stop him now he will drag us to the hall of master alchemists to show off her paintings. There are paintings of every master alchemist there along with a record of their breakthroughs in the world of alchemy." Remey spoke like she had been there many times.

"You brat, I tell you the story because you like it. Why did I ever let you in here that first day." The old man smiled while opening the door to his lab.

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Chapter 265 - 265. Remmey's Knowledge

Walker was overcome by the sight of a master alchemist's lab. The amount of herbs and different tools he had never seen in his entire life was impressive. The smell of powerfully refined and dried herbs was

much stronger than the little shop downstairs. This alone spoke volumes to the difference in quality. The cauldron in the middle of the room was the same as the one he had cleaned at the mansion, the only difference was that it was in perfectly spotless condition.

"Well take a look around, I will have the mansion's alchemy lab looking like this in a few weeks. I already contacted a carpenter to make a wall of shelving with drawers like mine. It is a must for any alchemy lab." The old man said this like he had just requested for a snack from a vendor.

Walker wanted to tell him that it wasn't necessary but Remey was giving him a death glare. He could feel the threat that if he spoke to stop this from happening his torment would never end. Instead he heeded the old man's words and took a look at all the unique tools. There were small picks that were made to extract seeds from certain herbs. Thin knives to slice the finest parts off tough nuts. Even larger tools to scrape bark from trees or roots. The most striking piece of equipment he had not seen before was a large press. The huge weight on the top would crush things to extract the juices from whatever was put under it. This alone seemed like a very useful piece of equipment to have for an alchemist.

"Walker check these out, they are some of the cooler things that real alchemists get to use." Remey was holding a jar full of round pearls. "These are from Iced shell oysters that live in the north sea. They are put inside a vial of potion to keep it cold. They can even keep some potions frozen so they won't degrade." Walker could feel the chill coming from the jar in her hands without touching it.

"So some potions need to be stored at a colder temperature? Do they all need to be like that or are there ones that need high temperatures?" Walker was finding that he found a whole new portion of information on alchemy that he had yet to consider.

"There are some that need to remain boiling until they are used. Some need to stay in the dark or they will degrade instantly. I even had a potion that could not be stored in glass because it melted through glass. You would think that one was toxic to humans but it was actually the best medicine for hair loss. Once it hits the air it would lose its acidic properties and absorb in to someone's head causing hair growth over a month. It was a weird but amazing potion." The old man was pulling herbs from the drawers and placing them in to a bag to carry back. He heard their conversation and had remembered the request from a village elder years ago.

"What about the vials or bottles they are held in? Do they need to be made from certain things or have spells weaved in to them?" Since there was a master alchemist so willing to share some of his knowledge Walker figured it was the best chance to ask more and more questions.

"Well most are easily contained in glass without anything special about it. Some can't even be held in a physical vessel but need a spiritual or container. Others need to be kept in molten rock or in frozen bowls. If i remember right those alchemists that make those potions always need a mage of a certain element around. It is a huge pain." The old man shook his head unhappy with some past troubles resurfacing in his memory.

Walker himself was trying to imagine the sheer amount of mana to contain a potion in a constant amount of ice or molten rock. Let alone what they could do or what they would cause to happen. "What could a potion held in molten rock even be used for?" He had to ask, his curiosity was starting to eat away at him.

"Huh? It would be used for healing a dragon of course. What did you think it would be used for? Taking a bath? Potions aren't just for humans you know. There are potions that can heal or even help certain monsters learn skills. You should have met some tamers who told you about this before right?" The old man's voice was pretty annoyed hearing a questing that to him was incredibly common sense.

"Remey did you know that there were potions that could help monsters?" Walker looked at Remey with all seriousness.

"Well yea, of course, how could I not." She just shrugged not seeing what Walker was getting at.

"Well then why would you not share this or bring it up when we were at the tamers guild? They could potentially have given us some ideas to help Midnight and even Onyx..." Walker's voice started to show a tinge of anger, he had not learned this at all and Remey could have changed it.

"Oh right, and while we were at it we could decide not to go home and journey up to the mountains to get the herbs we would need. Then we could go to the forest to find the water we need and then we could go all the way to the oceans to find the proper kind of seaweed too. Those are just three ingredients that when made in to a potion for a creature with scales they have a small chance of making their scales grow stronger against . A small chance, so when I didn't say anything it was because it wasn't worth our time." Remey huffed and crossed her arms giving Walker a death glare to really push her point.

Walker was a little stunned, she had known so much yet shared none of it because she didn't see it as being important enough to bother the party with. He wasn't sure if Remey was lazy or just smarter than he had ever given her credit for. "Hahaha you would never have gathered herbs like that!" The old man was on a step stool grabbing at a drawer high up for an herb he had not used for some years. "The herbs

for potions like that only grow every few years in their own life cycles. For a dragon you would need some snap dragon flowers. Not just any snapdragon flowers but albino ones. Do you know how rare an albino herb is?" The old man laughed even harder, nearly falling off the stool he was standing on.

Walker was feeling as if he was thrown in to an ocean of knowledge. He had no bearings on potions at all, he had yet to even study the basics. Was Remey so far ahead of him that he would never catch up? This massive distance between a beginner and a master was incredibly daunting.

Remey was still looking at Walker a little angry that he had insinuated she did not care to help members of their party. "So what do you think? Should we forget our new gear and rush off to hunt for some herbs that may not have even grown this year in the hopes that we may get a tiny tiny TINY chance to improve two party members? Or should we get this cauldron all set then start to get you some alchemy skills so we can make our own potions?"

"I don't know why you bother asking him these useless questions. He will be coming back to learn alchemy skills. You will be teaching him what herbs can do and how to store them while I give demonstrations of my experiments with those new plants growing in your garden." The old man had placed the last herb in his bag and slung it over his shoulder. "Now see that crate of vials? Put that in your inventory and bring it along for me, I will be making at least half of those today."

Walker didn't speak due to his currently muddle mental state, he stored away the crate of vials and followed the old man who had gotten more energy due to his desire to go make some new potions in a cauldron that had surprised them all. The elemental cauldron was really that great, with it there he would be working at the same pace as he would in his own lab. This meant that he would not need to go back to the alchemist building as often to try out more sensitive experiments.

"I'll show you how to clean the elemental cauldron then I will show you the new high healing potion formula. You won't be able to make it for a while but if you think about it you can start to discern some important differences in low, mid, and high tier." The old man shined a sly smile at Walker knowing this would gain his curiosity and fire to learn something new.

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Chapter 266 - 266. Small Bet

With their errands finished the three headed back. The entire walk back to the mansion Walker took notice of every single guard. There were five patrols that passed them by which was nearly triple what would normally be in the area for the time of day. They were not actively searching but instead were just remaining vigilant and talking to the nobles as they passed. From what Walker had learned this was their strategy to put the citizens at ease after some criminal mischief.

"Looks like they caught those other stone gang members." Walker made the offhand comment.

"How would you know? Did you hear a guard say it?" Remey was right there to Butt heads with him since she knew he hadn't gone to ask anyone about it.

"Well from what I have learned from my father, the guards will send out patrols like this to put people at ease. They would still be searching and not talking as much if there were still dangerous criminals on the loose. I will ask my father when he gets home tonight. I'm willing to bet that all of them will have been captured." Walker was very confident in what he had learned but Remey didn't appear to believe him.

"Fine, But if they haven't been captured you need to make training dummies for me tomorrow after we get back from the cathedral. Since you're forcing us to go."

"Deal, and if I win you have to go with us every time until we leave for the next journey." Walker and Remey had struck their bet.

"Oh, you are all going to the cathedral tomorrow? Then I will go as well. I need to work out a proper contract for the high healing potions they would like me to make them. I can also assume he will want to learn about that sunshine honey he bought." The old man mostly wanted to go chat with a friend but he knew business would be discussed first, It was only to be expected when it came to the organizations they were part of.

Remey and Walker were too caught up in their bet and trash talking to focus on what the old man was saying. "Ugh, you're both just kids. I forget you two need tough lessons. You will both be cleaning the cauldrons after I make potions too." This put a stop to their bickering instantly. The rest of their walk home was in silence. They were afraid another chore could be added.

Once they returned the old man had Walker roll the elemental cauldron in to the alchemy lab. The first step he took was to place some sugar in the bottom of the pot. "This will act as a scrubber against the surface. The herbs that get blended in to it will make sure that anything it doesn't scrape away is dissolved." The old man narrated as he went.

He grabbed a wooden tool with a rounded end. This he used to grind the sugar and herbs against the inside of the cauldron. Soon the dried herbs had been crushed in to a gritty powder with the sugar. The small parts were all over the inside along with some burned on bits that had started to fall off. "Now we will add regular water, we need to heat the cauldron very hot so that it will cause the rest of the things stuck on to come off." The fire underneath the cauldron was soon reaching up to the sides in a wild manner.

Walker stood there watching as it burst in to a violent boil. The smaller burned on flecks were peeling off in to the water at a quick pace bringing the clean smoothness of the inner side of the cauldron back. "Now we add this and this." The old man tossed in a few other herbs before putting the lid on and placing a weight on top of it. "The steam that builds up will clean the lid and force what is inside to cook hotter and hotter." The old man watched the pot intensely looking for any escaping steam. "If any steam was escaping we would need to have a new lid made. There are some potions that become useless if certain things evaporate from them."

The old man waited as the pressure in the cauldron built up higher and higher. Walker could tell that the violent boiling had become less and now there was a feeling of pressure in the whole room. "Go open that window, the herbs and water should have pulled out all the caked on impurities from years of sitting here." Walker pushed open the window and checked to make sure the smokestack was still open.

The old man grabbed the same wooden tool as before and pushed off the weight. The lid jumped off the top of the cauldron and rolled to the floor. The pressure inside let out a bellow of black and white steamy smoke. The smell was burning Walker's nose like nothing he had ever smelt before. He started to cough and tear up, unable to handle the burning smoke and steam.

"Haha, you'll get used to it, now, open that door too we will need to start to empty out the cauldron and kill the fire under it." The old man grabbed a hanging chain and attached it to the cauldron. He used a handle on the wall attached to some weight to lift it easily. The cauldron tipped in to a channel carved in to the floor which caused the blackened liquid to runoff outside in to a deep hole that was created for such drainage of the lab.

"How nice it is to have a first floor lab again. I hate having to call for an apprentice to drain a cauldron for twenty minutes since it needs to be brought multiple floors down. Here it is a bit more old school

and can be put in to a deep hole in the earth where it will become part of the soil." The old man was very happy having this small luxury.

Walker was blurry eyed and watching all this the best he could. He had assumed that they would need to wait for the cauldron to cool to do anything but he was glad that the lab was designed for this. He had not paid much mind to why things were designed in such a way since he lacked the knowledge, but now it was looking very thought out and efficient.

"Why does it burn so much!" Walker finally couldn't handle it and rushed outside gagging on the toxic fumes still in the air.

"Whooo, yea! You did a lot better than I did the first time I was in a lab and he cleaned out a cauldron." Remey was outside the door watching the scene before her unfold. She had only lasted halfway through the boiling process before she couldn't handle the fumes any longer. The muffled laughter of the old man was coming from their lab just as it had from his years ago.

"That is like a gas attack. How can he stay in there so long?" Walker couldn't fathom how any human could sit in such toxic air for so long.

"Well the old man is a master alchemist, he has a skill that cleans the air he breathes so he can stay near potions when the brew no matter what fumes come off them." Walker looked at her defeated.

"Come on system! Why couldn't you have given me that skill!?" He yelled out at the world with the hope that he could somehow convince it to give him such a skill. His shout went unanswered though. Walker grumbled under his breath as he went back in to the lab this time with Remey next to him. The air had cleared enough to be bearable for the two of them.

"So, what do you two want to see first? A healing potion? A high healing potion? Or should I just start playing around with the sap that oozes out of the leaves on the oozing vines?" The old man had already gathered four vials of the sap from the oozing vine leaves and was more excited to play around with them than anything else.

"Up to you, I already have seen your health potions and can guess what you did with the pure water to change things up. Walker can't make that anyway so it would be better to try and learn the simple

experimenting skills like extraction and dilution." Remey had already chosen the two she thought were the most useful to a newer alchemist.

"Good choices, I need to use extract to remove the poison to see if the painkiller in the sap can be separated and made in to a pellet form somehow. Then I will try to make a liquid form and dilute the pain killer so it can be used in other potions. It could be very good for long term healing." The old man had already started to move and gather equipment.

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Chapter 267 - 267. Dilute

"This sap is just a raw ingredient, it is useless as it is to an alchemist. So what we want to do is make it safe for consumption or direct use on wounds. As you know it can be used to make a paste that soothes pain, but that is useless to open wounds or internal pain." The old man held one of the vials of oozing vine sap and poured it in to the empty cauldron. "The heat we will use will need to be low. We want to cause the different things that make the sap up to separate and not cook." He slowly heated the cauldron and added a small amount of water. The rules with the extraction skill is simple, it's not a that instantly separates something. You need to have the things you wish to separate under the correct conditions. This can only be found by experimenting. The best alchemists could take the poison out of any liquid or herbs." The old man watched the heat intently.

"See how there are bubbles forming there? It is getting too hot so stirring like this brings the cooler air in to it and stops that." The techniques were simple but the bubbles he had mentioned were so small Walker could barely see them. This was their skill of a master alchemist who had spent a lifetime honing his skills.

Walker saw that the water was starting to evaporate, "What happens when all the water is gone from the cauldron? Do we add more?"

"No, if you do you will cause the things you wish to separate to half form back together in to a ruined mess. The water is only the catalyst to start drawing the different parts their separate ways. Do you see that oily looking substance on top of the water? The sap is staying at the bottom while the oils are coming to the top. Most vines have poisons that are attached to then oils so that should be the poison that is toxic to consume. This is where we will try the extraction skill."

The old man grabbed Walker's hand and held it over the cauldron. "We have started the process and now we should have a high chance to separate the two. The elemental cauldron will take our mana easily and force it to follow the pattern on it. This will assist the extraction skill while we use it. The two parts should fully separate, so just focus on feeling the mana in my hands move about. This is how every apprentice learns at first."

The old man started to push mana out of his hand and through Walker's. The fine control caused the slight steam coming from the cauldron to curl and twist while the reaction inside sped up faster and faster. The two parts were separating more dramatically. The sap at the bottom became yellow in color and rested on the very bottom while the clear oils built up on top. Walker could feel the mana finally pushing the two apart within the cauldron. This control was much more refined than he had imagined the process would be.

The old man released Walker's hand and grabbed a metal ladle. "We need to pull out all the oil as fast as we can. Grab another vial and get to it." They got worked on skimming the oils from the top and pouring it into a bowl. The oils were clear but held a little shine to it. They spent ten minutes just doing this getting every minuscule bit that was on top. The old man sometimes dipped his back in and grabbed some that Walker couldn't even see but knew that the old man was doing it for a reason.

"Now we let the water steam off and we should have the refined sap. I'm sure you've already guessed that this is also a process of poison making. However some alchemists with poison making systems will have skills that enhance the poisons extracted. The good thing about this is their waste is normally highly refined potion ingredients. There is a market for the waste in the form of poisons and vice versa." This made sense to Walker who knew that there were many hunters that would buy poisons that would paralyze their prey so that they could collect them more easily and bring food home to their family. There were also the darker reasons for selling poison but even the army would rarely use any poisons unless there were no other alternatives.

The oil that had been extracted was funneled into a vial and looked like thicker clear water. If he didn't know better Walker would say it was harmless. "Let me use a few skills to take a look at this." The old man held it up to the light and started to look at it as it turned in the vial. "Loose viscosity and easily absorbed into the blood or stomach. Hmm, long release time so it would kill slowly and make the affected sick. Hmm weak overall would take multiple doses to kill an adult or a monster. Good for basic hunting. Not worth much." His evaluation complete he placed the vial down and moved his focus to the now thickened yellow oozing vine sap.

"Now we must dilute this so it is not too concentrated. If it is too strong then you could cause more damage than help in a medicine or potion. Now you cannot use regular water to dilute this if you do you will bring in impurities to the medicine you are making. Most of the time I would use some distilled water that has been infused with mana but here I will add some of the pure water." he poured a vial of pure water in to it directly which caused the same to instantly start to become a poorly mixed mess. It was like oil and water had been attempted to mix.

"this is much easier than extraction, all the two need is mana to start the process to fuse them. This is one of the easiest skills to learn. You can do this part." Walker listen well and placed his hand of his own volition over the cauldron and poured a small amount of his mana out of his hand. The old mana started to stir and the separated solutions became more and more consistent as he did so.

'Skill dilute has been learned through the practice and assistance of a true alchemist system holder. The skill will be upgraded to true dilution.

True dilution- 1 mana cost per minute

The mana will act as a catalyst forcing the desired liquids to become one in a balanced manner. The balance will lead to a thinned out product that retains its qualities but in a weaker strength.'

Walker immediately read this off causing a surprised look to show on the old man's face. " So you learned one of my skills directly because I am the one teaching you. How interesting. It even mentioned my system." He wanted to think about this but the diluted oozing vine sap required his full attention.

He grabbed another vial and started to fill it. The product was a yellow liquid slightly thinner than the oils that had separated from it. There were about five vials of it after they had diluted it. "Now is the hard part. We can either test this on ourselves and see how strong the pain killing effect is or we can appraise it and hope that we find the strength. The problem is we will most likely just get the effects from an appraisal. So our best method would be to test it. Are you feeling pain anywhere and want to try a drop?" Walker and Remey both shook their heads no. Remey had been watching and memorizing the entire process so that she could have every single detail for when it was needed.

"Well I thought so, that's why we alchemists usually have certain things around to test these for toxicity. Some use mice, or other small animals. Others will just taste it or put it on their skin. I find that it is easier to use a living insect. Ants surprisingly have the same aversion to poison that other animals have but they will sense it somehow and avoid it. So either capture a few and put a drop near them or find an anthill and do the same. If they run or avoid it then it is poisonous to most living creatures. If they

examine it and even take it back to their colony then it is safe and even beneficial." The old man had been taught this by his mother years ago and preferred this method over using small animals any day.

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Chapter 268 - 268. Humane Testing

"Let's go outside and find an anthill then." Remey grabbed one of the vials of the diluted oozing vice sap and ran outside. The old man and Walker followed her each with their own vial in hand. Remey was walking slowly staring at the ground for even a hint of an anthill. Walker and the old man soon joined her looking like kids trying to find bugs to play with.

Walker was much more impressed by this method over the other possible ones. He found that his respect for the old master alchemist was growing more and more through the day. Remey had really found herself a great friend. "Found one!" Remey was crouching by a slightly built up pile of dirt that little black ants were swarming around. They had found some fallen crumbs most likely from Garret's breakfast as he left the mansion for work.

"Hurry up so you can see!" Remey had no patients, this was one aspect of the alchemy experimentation process she could help with. She was always the fastest to jump in when the old man was in need of a hand. She would rush outside in to their small back garden with the fast growing herbs or all the way to the greenhouses in hunt of ants with him. It was one of the deepest childhood memories she had.

"You were always faster than me finding them. Especially when I told you I would give you medicines to bring home if you helped me test some new ones." The old man rushed over and looked at the spot. He and Remey both uncorked the vials and dripped a single drop of the diluted oozing tree sap. The two drops landed right near the entrance to the anthill.

Walker made it over just in time to see that the ants had eagerly started to investigate this new thing. Instead of a reaction to run they actually start to try and pick it up between their little pincers and take it in the anthill. "Ha! We did good, we did good!" The old man and Remey nearly jumped with joy. Walker was pretty impressed but was more reserved.

"Should I guess that it is very rare to succeed on the first try if you two are jumping around like this?" Walker was on the verge of laughing at the two but held back. Remey and the old man stopped themselves instantly.

"Ehem, not just a little tradition to keep the good luck on a roll."

"Pfftt you wouldn't know. It's an alchemist thing" The two were suddenly; y quieter after this and Walker again felt like he was interrupting some family tradition.

"Well then, Whooooohooo" Walker gave a jump and a shout instantly making Remey burst out with laughter. The old man even smiled a bit while turning his head. His shoulders bouncing up and down slightly.

"You're such a weirdo, let's go back in and watch him mix up a health potion with the oozing vine same dilution mixed in. I think it should make the healing process much smoother for those who use it on external wounds." Remey already could see that it would be a wondrous addition to the health potions.

"Yes, this could be another page added to my journal in the hall. If you are able to sell some of these vines or at least the sap from them you can greatly change the way healing with potions is done. The healing process is not always painless you know." The old man was giddy with this knowledge. This was a breakthrough that could cause waves for every alchemist in the country due to the prior extinct additional herb.

With the three back inside the lab the old man did not waste any time. "Just watch the potion making process and take note of the way I work. You will need to practice the extraction process nearly a hundred times before you get the skill learned properly. My recommendation is to do it on butter. If you separate the milk solids and liquids when it's melted you can give them to your mother for cooking. Also if you ruin it a few times it is less expensive." The old man stopped right before adding the first herb to the wiped out cauldron because he knew that this test would take his full focus. Walker nodded and the old man started.

The heat was controlled very specifically. The old man showed his strengths as a master alchemist by changing the temperature to bring it higher right before adding another herb to the cauldron so that it did not drop too low and stop the dissolving process. When he saw the temperature would get too hot he would add a few drops of pure water which caused just enough of a drop to stop any possible burning.

Walker watched as there were a few herbs that the old man used the extraction skill on and quickly skimmed off the toxins that came off. He then started to add more and more pure water building up the amount of potion. Remey poked Walker's shoulder getting his attention. "Normally he does five times the size batch. This is a small test batch so that he can see the results of the oozing vine sap." She was mumbling the whole rest of the process having it all memorized from seeing the health potion making process memorized.

The old man stopped moving and added the rest of the vial of the oozing vine sap. It looked like it did not want to mix in to the rest of the potion so he started to use the true dilute skill. This was another reason the old man had taught Walker the skill. It was useful for adding other things to change small aspects of the potions when needed. Some people need weaker health potions and others will need to add or subtract certain ingredients.

When the two different liquids started to mix together he slammed the lid on to the cauldron and placed the weight on it. He put out the fire heating the cauldron and stepped back counting under his breath. This looked to be the final step in the entire process. The old man held out his hands and used a skill causing the air in the lab to drop in temperature. The chill crawled up Walker's spine making him shiver slightly. The cauldron slightly creaked as it cooled faster than it normally would.

This went on for about ten minutes until the old man released a large breath and removed the lid to the cauldron. There was no steam that escaped at all since it had been properly cooled. The potion had taken on a reddish tint with a little yellow mixed in. The smell was very bitter and stung the nose only a little bit. However Walker could clearly feel that just smelling it was bringing up his energy. "Looks good, correct color, proper viscosity." The old man had taken a notebook from a pocket recording the differences in the potion compared to a normal health potion. "This is still a low health potion but it has the properties of the oozing vine pain killer in it. We will be taking this to the cathedral tomorrow to see if those with achy joints can use it or if it is better for those with small household injuries. I plan to recommend this as an addition to bandages and wrappings." The old man was writing this down but remembered that he was in fact teaching.

"So it could act well for burns right? The healers normally soak bandages in some form of healing potions to wrap around the damaged skin. So using this would take away the pain from the burns and speed the healing process?" Remey had already seen where the old man was going and wanted to confirm the theory.

"Exactly that, it can also be for scrapes and other wide area damage to skin. I think it could also be used on other things but it would be better to test it out in a real life healing situation first before pushing it

in to tougher injuries and weaker patients." This was the normal action taken by alchemists who had adjusted potions. The church was usually the preferred partner since their healers could assist in any possible side effects of a new variation. There were also those who would jump to help create a world shaking potion and offer their injuries to be the test basis. It was a kingdom wide event when an earth shaking breakthrough was made, everyone who had honor on their blood for their kingdom would help.

The old man funneled the potion in to ten vials with one being only a half vial. "So we lost too much of the water as steam huh?" Remey noticed this instantly.

"Looks like enough evaporated that it is notable. I believe it was because we had to add a longer dilution process to get the oozing vine sap added. The starting water amount for the second batch will need to be higher." The old man started to prepare a second set of herbs, "You two can run along. I will be testing this two more times to nail down the proper measurements. I could use some peace and quiet while I talk to myself." Remey grabbed Walker and practically dragged him from the lab.

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Chapter 269 - 269. Life Lessons

"We can let him be, he was having trouble focusing with us there, when he gets like that it's best to let him be. He will come get us if he discovers something really good. He even came and found me at the orphanage when he discovered something with his last attack boosting potion. Lin was angry but then realized that he had made all the medicine and came with us to the alchemy building. She took some time but eventually let me go there much more. Not that she could keep me from going where I wanted in the first place." Remey walked toward the mansions front door with her hands over her head stretching after their activities.

"You know Remey, out of all of us I think you have the biggest family. The orphanage, the old master alchemist, and now us. You are the luckiest one out of all of us." Walker said this completely believing it. He had seen how all those Remey was surrounded by were such an intricate part of her life. He still thought she was a bit rough around the edges but she would fight to the death to protect those she cared for.

"Psh, yea whatever..." Remey didn't stop to look at him but right before she opened the door to the mansion she paused. "You know it was a tough fight today with that robber. You needed to do your best

to survive. Don't let it eat away at you, they would have killed you without flinching just for a small amount of gold. Life is worth more than that I know, but they were ready to throw theirs away. You are a hero and if it was wrong to stop such a criminal I'm sure you would not have that title any longer." Remy opened the door and went inside leaving Walker to think about her words. He knew this was her trying to cheer him up, but he still felt that today would take some time to accept.

After some time Walker started to hear the armored footsteps that he had heard so many times in his life. "Walker, what are you doing standing outside the door? Don't tell me you forgot how to open it?" Garret laughed at his own dad joke and clapped Walker on the back.

"Ah! Do you have to slap so hard? You know just because I am an adventurer doesn't mean my defense is as good as your attack!" Walker could feel the redness spreading where his father had just greeted him.

"Ehh, you can use it to toughen up. I know you can power through it." Garret gave him a few more pats to his back before realizing that Walker was still not making any move to open the door. "You really forgot how to open the door..." Garret wasn't sure if his joke had become reality.

"I know..." Walker sat there still. "Did you hear about three members of the stone gang being captured today?" Walker was still stuck on this even though Remy had tried to cheer him up just a little bit ago.

"Yes, actually they were caught trying to jump the wall back in to the lower tier. They spilled their entire plan to rob nobles and take the money and valuables to the lower tier for their own gain. I also heard that they tried to kill you and Remy." Garret looked at Walker seriously, he had already known that this would have some effect on Walker but had not expected it to slow him so much.

"I know I should be fine with it since I have defeated monsters before. But this just feels different..." Walker studied his hands trying to forget that he had defeated a robber, a human from his own kingdom."

"Alright, sit down here." Garret dropped his helm and shield on to the ground and sat in the front step dragging Walker with him. "Whether you like it or not it happened. I would like to tell you that it gets easier the more you kill. Yes, kill. You kill monsters, animals, and even humans. There will be more too. But there is a difference. From the report I saw across my desk it was in self defense. Not to mention you two were trying to stop a robbery not knowing that they would turn and attack with other waiting members." Garret was looking Walker dead in the eyes. For him this was a father to son talk that held more importance than any other thing in the world.

Feeling the weight of Garret's words Walker started to feel much worse. It was true that he sugar coated everything by saying defeated but he was really killing things. He was taking life from another being.

"The robber you faced turned tail and decided to attack you. He bet his life against yours and you won. That doesn't make you evil or cruel. It makes you firm in your beliefs and proves that you can hold on to the justice you preach. Because you didn't hold back and run you were able to stand for what you believe. Tell me, what would have happened to Remey if you held back and retreated? Would she have won on a two on one fight? What if the other three joined in? Who would have won in a five against one fight?" Walker knew well that Remey was strong and could have taken two or three even but five Robbers could have worn her down and defeated her with ease.

"Would you have accepted the loss of one of your party members, no one of OUR family just so a robber who already decided to gamble on their life could live in prison? Would you?" Garret stood up and picked up his shield and helm. "Take the time to think about it, as long as you need. I will tell everyone to let you be for now." Garret had said all he was willing to. He knew that even as Walker's father he could not change a perspective or force an Ideal on to him. Walker would have to come to an understanding himself.

Walker sat on the front step as the light faded to night. The stars were in the clear sky showing off just how expansive existence really was. Walker let every thought flow freely and released them in turn. He stared at the stars while meditating on his own beliefs. The moon reached the peak of the night before he knew it and Walker had the feeling that he had reached an understanding within himself.

"If I spend my life like this I will be afraid to protect even my own family..." Walker told himself this and reassured his motivation in pursuing the path of a hero. Even a hero could not avoid death but they could do their best to fight against it. Feeling full of energy even though it was so late at night Walker decided that it was best to take it in stride.

Crossing his legs he entered in to a state of meditation focusing on the mana around him. He felt the dance of light and darkness elemental manas in the night. The cool breeze pushing the warmth of the earth about. The small bits of dew that formed on the sprouting plants in the garden rolling down their stems spoke of the connection all these elements had. Walker started to use his elemental manipulation to enhance these small partners actions in the night studying the effects.

His system did not make a single sound while he meditated but his knowledge grew. The hidden strings that seemed to guide each elemental mana to cause the cycle of life and death was much less blurry than

it had been. He had no idea of how much time had passed but he could tell that the energy in the air had started to rise. The cool breeze was gaining strength and warmth. The dew on the plants was mixing with light and fire mana becoming a soft fog and eventually steam. Walker could sense all of this.

When the chirping of birds joined the mix he could tell he was only scratching the surface of how this all worked. The bodies of insects, animals and even sentient creatures like humans would put off their own mana changing how the flow of the world moved about. This realization was enough to shake his very foundation. He had been manipulating each element alone. When he pushed them together to force new effects he had created amazing attacks like the lightning bolt but created no skills.

His experimentation had been just that, throwing things together without understanding what they truly did alone. This was the missing piece to being a real mage. Even the most adept fore mage would have weaker skills without the proper understanding of why fire burned. With this thought the system finally responded.

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Chapter 270 - 270. Real Understanding

'The user had reached the proper understanding to be given the full ability of the elemental fusion skill. The elemental fusion skill has been unlocked and upgraded to grand elemental unification.

Grand elemental unification- passive

The user can combine multiple elements to create different effects and spells through experimentation. The strength of the spell created varies on the understanding of the elements used to create it. The amount of mana depends on the elemental mana taken and forced to balance within the spells.'

Walker read this slowly and carefully once he had opened his eyes. He had not realized that the skill he had been using to fuse elements had been locked to a degree because of his small understanding of how the elements all worked together.

With his new knowledge on how the elements could work together naturally he had some ideas of how to use the spells he had more efficiently. He also had an idea of how he would create some new elemental spells to use in the deep sun hollow forest. But first he planned to start with the basics, single elemental manipulations to understand and change the way he thought about each one. Then he would

start to combine them in to new spells and work his way up to a proper understanding of the strongest combinations using the most elements.

The door behind him opened suddenly, "See I told you he would have beaten us outside! He's excited to go see Alice." Gil was stepping out of the mansion a smug smile on his face.

Walker looked around realizing that the Su had already risen well above the horizon and was shining brightly in the garden. He had been awake all night. "Oh..." He had nothing else to react to other than the mental kicks he was giving himself at the fact that he would now be going off to the cathedral tired. "Let me go grab the books for Alice then we can head put." He stood up stretching his legs slowly due to their stiffness.

As he walked off he could hear Remey whispering, "I think he sat out here all night. We might need to talk to him about his feelings for Alice." Walker had no reaction to this and kept on his way. He would make sure remey was working extra hard today to heal those that needed it.

The old man was equally late having spent his night toiling away with the last vial of the oozing vine sap. He had a medium sized bag full of health potions with different concentrations to use at the cathedral. He had cleared space in his journal completely devoted to these experiments. If he was able to find the closest measurement today then he would be one step closer to a major breakthrough for every alchemist. With his potions secured he found everyone but Walker standing at the front gate of the mansion. "Where is your leader? Is he skipping out today?" Midnight was the one who answered with a huff and shake of her head.

"Sister says that Walker was feeling bad last night and spent his time meditating. She snuck up using her skills to make sure he was Ok." This was a surprise to the rest of them who never noticed Midnight leave the fireplace most of the time they spent in the dining hall. This just went to show how good Midnight was getting at sneaking up on people. She could even gather information unnoticed now!

"Well he will be cheered up as soon as he sees his friends face I am sure. Something about the kid makes me think he won't stay like that long." With his words Gil and Remey seemed to relax. Midnight and Onyx agreed and did not push the subject at all. Su ion the other hand still looked slightly worried and decided that she would keep an eye on Walker for the day.

Walker meanwhile found his way back to the group waiting for him. He had grabbed some bread to eat on the way from the kitchen and even snagged some coffee which his mother always had brewed. He

was not much of a coffee drinker since it was an ingredient that could make someone only temporarily more awake. However this situation called for it.

The party saw his tired complexion and knew that he had definitely been awake all night. Remey felt bad for not staying with him but realized that he did not seem to be sulking while thinking on what had happened. In contrast he seemed more open and accepting than usual. The feeling around him was actually calming and tranquil. "I talked to you father, you win our bet. But don't expect me to be happy about it." Remey said this then took the lead of the group.

Walker looked on happy to hear that Remey had accepted that they would be going to the cathedral often to help. He knew that she was not much of a healer but with her knowledge of herbs and potions she would be a valuable asset to have. If someone came in injured she could discern what potion or medicine may have the best effects to heal them. This was based off of years of watching a master alchemist at work.

"Hey, what does it smell so smokey around here?" Gil was sniffing the air and looking around. The strong smell of smoke was all around them. Voices were becoming louder and louder until the scene of black smoke billowing in to the air was finally visible.

Walker was the first running, he feared that the cathedral had somehow caught fire and was burning to the ground while he slowly walked over. The view of a destroyed building in ruins soon loomed in front of him. It was many streets before the cathedral but it was a large building that housed many of the carpenters in the higher tier. There were those with water already putting out the small flames left but the amount of healers carrying back those with burns was too small.

Walker turned around to see that everyone was behind him. Even the old man was moving at a much faster pace to catch up with the party. "We have a job to do. Get as many of the injured to the cathedral to heal. Then start to heal anyone you can or help in any way." Walker was already to move before he finished. The system had already recognized this as a massive emergency and sent out quests to those who could help in the area.

'Emergency quest: Fire!

There had been a massive fire in the carpenters quarters of the high tier. The heroes are on their way and require all able bodied citizens to put in their strength. Stand as one and assist where you can.

Requirement:

Heal injured citizens

Transport injured citizens

Put out fires and hot coals

Keep citizens away from the danger

Reward:

Experience points based on performance.'

The system sent this quest to everyone within the vicinity. The party saw this and doubled their efforts. The system was using their hero titles to send more to help. This was exactly what needed to happen. The old man even received a special quest, something he had not seen in years.

"Hahaha! There is no time to sit around idle is there? Me and my old bones are going to heal you all before you even get to the cathedral!" His energy was high while he started to pull the weakest concentration potions from his bag. He knew that these were the safest to use and would start with those that had minor wounds. He would leave the people with the most life threatening wounds to the experienced healers who could properly manage the situation.

Remey heard the old man jumping in to action and decided to start up her own rivalry. " You won't help as many as I do old man! Gil help me carry that man to the cathedral!" Remey grabbed Gil and brought him over to a man rating against a wall. His legs had been burned and he needed help to even move. The healers would need to be the ones that worked with him.

Walker saw familiar faces of the priests in training mending small wounds and the younger healers starting in emergency healing. There were many guards around who had been carrying buckets of water as they approached. They had received the same quest and acted immediately. The quest had even reached their commander who mobilized every inactive guard to go assist, When fire broke out it was a

massive undertaking. There was a great chance of it spreading if there was not action fast enough to keep it in check.

Walker saw that the smoke was blinding some people and using his elemental manipulation started a soft upward breeze. The smoke rose higher in to the air keeping away from the guards and healers vision. However with the smoke out of the way more injured became visible nearer to the smoldering ruins that had been the carpenters sleeping quarters. There was much more left to do.

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