

Master 41

Chapter 41 - 41. Moving In Gift

Once they had stopped Remey was the first to the gate "it's huuuggee" she was in awe compared to her shared room in the orphanage this would be a major change.

Before Gil could get to them, a plump woman wearing overalls with tied up blond hair hopped from the carriage brandishing a shovel and hoe. "I'll be tending to this beast of a garden, honey you go find a room for us." She proceeded through the gates with a smile looking to be on a mission.

"And that's my mom" Gil was a bit embarrassed but he did mention she would like to have her own garden. A skinnier man with brown hair came out next wearing a green and brown cloak perfect for blending in to the forest. He was fairly tall and had eyes like a hawk. His feet didn't make a single sound wherever he stepped. His movements were very precise. "Yes dear, I'll kick this little hero in the butt to start some strength training!" He laughed to himself at his joke while Gil looked even more red faced.

Su had also exited her carriage and come up to walker. "Hello, leader it's a nice morning. My mother is a bit weak today so my father and I will walk her inside. I promise to introduce everyone at dinner." Su seemed a bit sad but the glint of excitement in her eyes showed how she wanted to explore the mansion.

"Sounds good. I'll be taking a walk around. I'm curious what kind of spaces we have." Walker was enticed by the forge and workshop and could glimpse the edges of a training area behind the mansion. "hey everyone by the way before you all rush away we have a gift from the king!" Walker drew Gil and Remey to where he and Su stood.

Lifting the box he opened the lid to reveal gold, and five crystal medals inscribed with their names. There was a slight flicker of magic in them, most likely to show that it was genuine to their kingdom. "The letter says, I hope you find your new homes well. I placed the travel medals within this box along with some funds I've heard young adventurers are always in need of it may be only be 500G but it should be enough to start some home repairs and replace the shield I heard young Walker lost. I hope to hold an audience with all of you again in the coming weeks. The queen is very interested in any new tricks you all have to show us." The letter was short and sweet but also expressed that piercing curiosity of the queen. Walker made sure to remember some safe skills to demonstrate to them upon their calling.

"Holy lord that's 500G I've never seen that much." Remey dug her hands in to the box letting the gold fall through her fingers

"Haha imagine Walker picking that up if the gold wasn't blessed with a magic seal to make it weightless." Gill was almost giggling at the thought it seems this amount of gold threw his mind for a loop.

"This should be good to replace those shingles and start the damaged shutters along with upkeep the walls and maybe a new gate." Su had begun to note the things they needed.

"Alright so as everyone moves in let's all take note of what we need and what may warrant repairs. Later at dinner we will make a list and call for the proper craftsmen." Walker thought of dividing and conquering to be the best way to cover this large property. With that, they went their separate ways Walker storing the gold until later while everyone wore their medal. Midnight's medal attached right to her adventurer plaque making it a perfect fit.

Walker and midnight began walking through the overgrown garden towards the forge. There were many rusty tools that had been left unused for too long. Storing them away Walker knew he could have them brought back to life at the forge building in the lower tier. The anvil and the forge oven itself looked in perfect condition awaiting use.

Moving past this he came around the mansion seeing the large training ground in back. A small archery range with rotted straw and wood dummies, a sparring ground, some rotted dummies that appeared to be for melee combat, there was even a small pond for what seemed to be for training the water elemental magic. Walker though this must mean someone had water magic when they lived here. Walking through the back he found an out door patio with a beautiful stone table. This will be perfect for dining outside in the warmer seasons not to mention events!

Making his way forward again to the workshop he had seen was in an equal state as the forge. Rusted tools but to his surprise multiple sized cauldrons that could be used to make many potions at the same time. The person who built it had thought it out very well so that all the fires would heat in unison multiple pots, allowing for multiple batches to easily be adjusted. Opening a small cabinet walker found a slew of vials waiting to be discovered. This was one thing they would not need to buy in the future.

Leaving the workshop he again came to the front of the house noticing an ornate door knocker carved from a black stone. It seemed to be a snake biting its own tail. His hand reached out to touch it causing a slight shock. "What the holy lord was that!" Walker was surprised and cautiously touched the knocker again only for nothing to happen. Maybe I'm over excited, he thought maybe he had exaggerated it since the metal was cold.

Pushing the doors open walker got a full view of the grand opening. A large stair case lead upwards to the second floor. Two hallways lead to either side of the building. There were spots on the walls that appeared to once upon a time held portraits. Luckily there were some decorative tables and vases left behind which would greatly help the furnishing process. However, Walker wasn't thinking of this instead he was stuck on one thing, "it's all covered in a layer of dust!" Walker knew the cleaning would take all day.magic

' titled quest: a home fit for a hero.

Requirements:

Repair the leaking roof

Tame the garden

Return the forge to use

Return the alchemy workshop to use

Gain new training dummies for the training ground

Remove harmful dust

Repair the walls

Replace the front gate

Organize the library

Discover the past of the amethyst mansion

Rewards:

50exp, access to the study.'

"Well, I guess that's settled" walker rolled up his sleeves and used the party chat to let everyone know to check their quests while he called Clara for some assistance in hiring a craftsman to fix the outside.

Chapter 42 - 42. Clean Clean Clean

magic

The conversation with Clara was quick she noted that three carpenters could easily fix the shutters and roof for 75G, the forge could fix and repair the gate and walls along with the tools for 115G, and hiring temporary cleaning services from the adventurers guild for 40G. The other matters would be in their hands. Walker also invited Clara to dinner to celebrate with them as she was their party manager and would be very involved in their future affairs.

Walker knew that Gil's mother was already hard at work in the garden for he could hear her singing as she worked. He really wanted to focus on the alchemy workshop but the libraries temptation was much stronger. He told himself he would worry about the alchemy equipment tomorrow and take a visit to the forge to submit payment. Since the alchemy building was next door to the forge it would be killing two birds with one stone.

Walker came down the right side hallway noticing small patches of wallpaper that had peeled making a mental note to repair them. He soon come to a large oak door. The inscription "knowledge is a gift to those who wish to learn" was inscribed upon it. Walker felt this was a fitting motto for a library and pushed the heavy door open. This library was much larger than he expected. There were walls of books, a fireplace awaiting new logs to burn, and a few ladders as well as spiraling stairs to a second floor balcony for the next set of shelves. The furnishings were nearly perfect but for the dust and cobwebs. However upon inspection he found the books to be in great condition. Curious he studied the shelves finding someone had carved magical runes in the wood which must have protected the books. Someone truly cared for these books so much so to spend hours keeping them safe.

Soon walker found a few piles of books next to a chair along with the odd one or two set upon a table or steps of the stairs. He could see that the books were organized by category by reading the spines. Following suit he walked around the library placing books on forging, alchemical ingredients, monster

species, magical training techniques, even a few cookbooks that he was sure to show his mother later. This library was very diverse and was going to help everyone grow in their own Avenue.

After spending a decent amount of time placing the books away walker hunted around finding some cloths to wipe away dust and cobwebs. He started at the door and worked his way up the spiral staircase. The balcony on the second story shelves was a smaller space and easier to clean so it only took him an hour to get through. However as he was about to turn and descend the stairs a black book with a serpent biting its tail caught his eye. Walker reached out a hand and pulled it from the shelf.

::: day 1

Today we received the news that father was lost to the demons in the war. Mothers illness took a turn after she was notified making me the one in charge of the house. To keep my sanity I began writing this journal, it feels right to organize my thoughts in writing.

Day2

Mother has fallen in to a slumber, I must find a way to heal her illness but I fear it may also be one of the heart without father here. My water magic works well with alchemy so I've built a workshop to experiment. The forge father built will be perfect to craft the small tools I need in the future.

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Day 15

Mothers breath has been erratic lately. I've exhausted most of our funds on rare herbs from far away. Hopefully I can have a breakthrough. I was able to create a small pond in the back yard which has helped me train my water control significantly. I can now remove most impurities from the herbs than before.

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Day17

In need of money I reached out to a small group who wished to use my families research. Since my great grandfather believed in the immortal serpent reflected in our crest, they readily assisted me. They paid me greatly for my health potions which were more effective than most others of the same grade. They tried to ask me to work using monster parts but they were too volatile for my work.

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Day 23

I've discovered that my great grandfather had hidden much of his research from the family and I was lucky to discover it while looking through the books for inspiration. There's theory of a potion that could make one immortal but the ingredients couldn't possibly exist. Let alone how could someone defeat a monster as such?

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Day 25

I've exhausted all the combinations of herbs I need to start experimenting with more. I have asked for those monster materials but I don't expect much. But what if? Mother seems more pale than the other day I've called for a doctor and healer again. I can not stop my research! This might save her life!

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Day 34

I've received many different monster materials and none show any promise. Every potion even the ones that should heal or increase lifespan seem to cause instant death or shortened lifespan. What am I doing wrong! I've given everything to them and they still haven't found the right materials.

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Day 36

My mana is running dry faster and faster if I must burn my life essence than I shall, I refuse to lose my last family. Today my investors found a black snake seemingly similar to the one my great grandfather modeled our crest after. The skin seems to peel off layer to layer as if it goes through rebirth. Cutting to its organs I found a black egg. I can't cut its shell and it shows no sign of life so I've stored it away in great grandfathers hiding spot as a memento.

Day 37

I had a breakthrough this snakes flesh can stabilize the potion but it degrades too fast it only lasts a second! What am I missing! I need more but they are threatening to give up on my since I haven't produced anything new these few days.

...

Day 46

I've been abandoned, no one answers my call any longer. No servants, no funds come in, and even the doctors. They say my mother is not of this world any longer but I know they are wrong with this immortality potion she will return younger and brighter than ever. I only need more time.

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Day 62

It's going to work today the flesh is almost gone I've used the last of my herbs and even burned my soul to stabilize it. My last moments I'll feed it to mother and see her life return after I shall take some myself and we will live forever!

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Walker was not fully sure what he had found he skipped through pages disgusted and afraid of this persons descent in to madness. How much experimentation did she do? Did she use these potions on living people to find it would kill them instead of ever lasting life? She even burned her very soul making this convoluted potion. Many more questions continued to rush to his mind.

Chapter 43 - 43. Final Resting Place

Walker was about to read the journal again to glean more information from it when her heard gils voice yelling for him from outside.

"Walker! Come over here!" Gil sounds like he'd found something. Walker quickly headed towards the garden area to see Gil and his mother by the wall staring at a thorn bush.

"Mom found these while she was trimming back these red thorns. She says the thorns are used for some medicinal purposes as an antiseptic but that's not what's important. That's are headstones there's three." Gil pointed at some small rectangular stones that read,magic

"Marian ouroboros

Loving mother taken too soon

Avis Ouroboros

Great slayer of demons

Allison ouroboros

Unyielding in pursuit of family"

This must be the family that lived here prior. Now walker had names to place to the journal. The daughter must have passed away after burning her soul. This was a saddening story, "I've learned a bit from some journals in the library about the family. I think we should clean these up and respect them. Their daughter tried very hard in the face of terrible events." Walker then bowed slightly offering a prayer to the souls in hopes it would help them rest more peacefully.

"aye I'll be sure to make this area nice and flowery in the warmer months, I'm sure any spirit would appreciate the view" Gil's mother was looking down with a pensive look. Through many years of working in the fields she accepted the cycle of nature knowing that where something would die another thing would soon grow. But that didn't make it any easier on those left living.

Walker decided not to share the past with his party unless it was necessary, he had already completed the subject of discovering the past of amethyst mansion and didn't want to cause anyone else sadness on a happy day. He was about to turn to walk back inside when he noticed a familiar face measuring the front gate and scribbling down note.

"Rodney?! So the forge sent you to do the gate huh?" Walker approached happy to see a familiar face after the discovery of something unsettling.

"Yup now that I can craft properly I've been running around everywhere! I'll measure this look at the walls then head back. We'll make it today and finish it all tomorrow so you just need to submit payment!" Rodney's works were bursting with energy and fire as usual.

"Well I won't get in your way then, but hopefully the walls are easier than they look." Walker was a bit worried the age of the walls would present an expensive challenge.

"Well the gates are easy we just use an existing mold. The walls will take us all day tomorrow depending on test of time. But so far it just looks to be patching jobs which is very easy and will most likely finish earlier than expected." Rodney was showing off. Walker nodded and decided to return inside to finish dusting the library. Saying his goodbyes.

Once he was back in the library he picked up where he left off and cleaned the dust and cobwebs. Every once in a while he'd find a quill, or the odd coin around. He noticed a loose leg on a chair but was easily able to tighten the screw on it without worry. All in all after two more hours it was in pristine condition.

Noticing the time he went to meet his mother to tell her they could eat outside on the patio. He also made note to grab some chairs for everyone. Setting up and stopping to tell her passed some time and before he knew it everyone was making their way to the table.

Su entered the room helping a skinny and frail looking woman with white hair and warm features to sit down. "This is my mother Helena I apologize for the late introduction but she is often ill so we take

priority over resting. Behind me is my father Frederick" as a man with grey and brown peppered hair came behind Su he was tall and tired looking. One could tell from the etched lines on his face he spends too much time in worry.

"Nice to meet you." The two unintentionally said in unison causing laughs to resound.

"We look forward to a bright future, especially if I can sit in the garden when it's finished." Su's mother smiled and the world seemed a bit brighter.

"Well of course as long as you don't hurt the plants I'll even build you your own little reading nook!" Gil's mother was happy to see someone else showing enthusiasm for the garden.

Walker was happy everyone was chatting and getting to know each other and as they all finished their food he found a nice time to talk about the quest. "So I've finished the library, and read a journal about the previous owners to discover the past. I saw Rodney at the gate he said as long as I submit payment tomorrow the gate will be delivered and the wall finished so expect noise in the early hours. Clara got in contact with three carpenters for the shutters and roof so we are covered on that as well. Also four adventurers will be visiting to assist in cleaning since I posted a quest. So that being said does anyone want to come to the forge and alchemist buildings with me tomorrow to get the remaining tools?" Walker was thankful he could see the progress of the quest through his system it's was an immense help.

"Actually I would like to come, I want to stop by the orphanage since it will be the first morning without me. Also growing up I learned a few tricks for fevers in the orphanage so I might be able to help pick out some starting herbs." This surprise from Remey was unusual, none of them had expected the hot tempered brawler to also know some alchemy. "What? It's not weird. Did none of you take medicine when you were sick? Just magically got better huh?" Her face had flushed red as she realized she'd shown her caring side to everyone, even some newer people.

They all laughed and began talking and teasing once more after that. Staying up later than usual walkers mother even brought out some apple turnovers as dessert to celebrate. But they would be waking up early so sleep came eventually.

Chapter 44 - 44. Orphanage

Walker had chosen a bedroom close to the stairs so he could get up and move more easily without waking others. The room was not furnished and only had a bed as of now but, walker knew he could fill it over time.

Leaving his room just as the sun rose he found Remey already waiting for him. "Well didn't you sleep long pfft" he knew she was just teasing him but was curious how early she had awoke. He was sure that being the big sister of the orphanage gave her plenty to do earlier in the morning.

They walked down the stairs and grabbed some bread to eat on the way to the forge. Walker's mother had already been up as usual baking so he didn't disturb her. He was thankful that with her system she could place orders for food from home and have them delivered. It definitely took the hassle out of shopping for ingredients.

Exiting the mansion, Walker said a quick good morning to the guards and proceeded on their way. The nice part of being out early was that they didn't get any looks from wandering nobles as they weren't out yet. Only craftsman and carriage drivers seemed to be out to do deliveries. Many delivering high class ingredients or the unusual parcels to large mansions or high end shops. Even the horses pulling these carts were high end. magic

With no problems at all the pair made it to the lower tier and headed towards the orphanage first, mostly because walker could see a bit of stress in Remeys eyes. The orphanage was a slightly run down building near the church. It's walls used to be white but had faded to grey. A small garden made up the yard to help with food. They'd built a small pen for a cow to provide milk. This was due to the nuns being required to assist in the growth of orphans as part of their training. However the funds for the orphanage came from the castle not religion.

It wasn't so much that they hurt for funding; it was more that people chose not to recognize that some children had no homes or family. It would be interesting to see what Remey could do with her title of hero to affect the orphanage.

Before the two even made it to the door, a group of kids burst out tackling Remey to the ground.

"Get her!"

"Surprise attack tackle!!!"

"This time we'll win!"

These phrases of battle continued as Remey began rising up and throwing kids off her arms and legs. It was an endless battle, making walker realize how she had easily unlocked her system. While Remey said hello in this manner walker noticed an older woman watching with a slight smile.

"Hello, my name's Walker I'm a member of Remeys party, we were in the area so we decided to stop by for a bit before we headed to the forge and alchemist building." Walker was polite as ever.

"How nice, tell your parents they did well raising you. Hahaha, my names Lin I'm in charge of the little monsters over there. I hope you're all treating Remey well, she's always acting hot tempered but she's more doting than anyone else here. Although her sense of timing could use work, we were just about to start lessons for the day now I'll have to calm them down." Even with those last words the smile grew on Lin's face. She was fairly happy that the first of Remeys party she'd brought home was a boy and decided she might just tease Remey a bit later.

"Hey get your butts inside before I drag you in!!!! You aren't escaping math lessons today!" Surprising Walker Lin let out a loud yell causing every child to snap to attention and rush inside. Some glanced at walker in curiosity but didn't dare disobey Lin.

"We'll get you next time!" One boy yelled as he slammed the door closed so Remey couldn't pursue him.

"They'll never beat me, I'm just too strong" Remey was all too happy at another victory over her siblings.

"Ohhh yes another win for Remey I guess being the only one to bring a boy home does make you a winner." Lin's statement caused Remey to stutter and flush red. Walker however was unfazed catching on to Lin's mischief.

"I know you worry about those gremlins in there but you haven't even been gone a day! Take this polite young man and get a move on! Here I thought you were growing up. Hahaha" Lin chuckled as she said this causing Remey to turn and move on her way at a fast pace.

"Fine I won't visit ever!" Remey was embarrassed and said she wouldn't return but both Lin and walker knew they were false words.

Fearing Remey would get too far away walker quickly followed "it was nice to meet you! I'll have my mother send some bread for you all!" Walker hurriedly caught up to Remey. It was time to pay the forge and visit the alchemy building.

The walk was short and Walker was able to pay at the counter of the forge very easily, being told that the gate would be placed in a few hours and people had already been sent to repair and clean up the wall.

This left the alchemy building. The building was similar in size to the forge since they required heat to cook many things. The first floor was a large shop selling potions, herbs, and some monster parts. There was also an assortment of tools one may need. The second floor housed many rooms for producing potions and processing herbs. Their third floor was the same as the forge; housing the offices of the alchemist building. As the pair approached the entrance walker noticed many colored smokes coming from the different stacks. He had always wondered what herbs and potions created these different colors. Pushing the theory from his mind, he opened the front door.

Ding ding

Chapter 45 - 45. New Hobbies

The two were immediately hit with the scent of green forests. The feeling of being in the woods was aided by the bountiful amounts of green herbs lining shelves along the walls. Each were labeled and even listed basic properties. Looking towards the counter they could see many tools of various sizes and shapes along with all-ready made potions, organized by tiers. Surprisingly, there was an empty shelf where high potions would be. Walker wondered if this was because someone had purchased them all prior.

"Welcome to the alchemist shop!" An older looking man wearing green robes said with open hands from behind a counter. He had nearly blended in with the herbs behind him.

Approaching the counter walker began pulling rusted tools from his inventory. "Hello, I'm looking to replace these tools and also request some beginner herbs for creating health and mana potions please." Walker knew exactly what he wanted. He also wanted to prioritize the tools so that he could get the quest done sooner.

"Also throw in some buck weed, snow sprout, and some of that red hue clover. We'll need it to make some nourishing tea to prevent illness." Walker was extremely surprised that Remey had known the ingredients right away and also what to use them for.

"Ah back again little Remey, is one of your siblings feeling unwell?" This man recognized Remey as well? Walker was again stunned. He didn't know Remey at all!

"Not this time, my party and I just moved In to that run down place in the upper tier amethyst ashiest ehhh whatever mansion. We're cleaning it up and I know if your body is weak the dust and dirt can make ya sick." Remey talked casually with this man even explaining easily why she needed the ingredients. Wait, this was good for someone with a weak body? Was she thinking of Su's mother? Remey definitely held more depth than Walker knew.

"Sure, sure, I'll put it all together don't worry, and you, young man, must be part of her party. Hmmm.. you should learn well from little Remey here; she knows good household medicine. She could probably make a potion faster than you, ha!" Letting out a quick laugh he turned and began grabbing things in to a crate.

Remey had become slightly red but was standing firm watching the old man work taking note of what he grabbed. While she watched walker decided to let his eyes wander soon falling on a shelf behind the counter holding stranger herbs than he'd every seen. Using all around appraisal he studied them.

'Ice lotus- toxic herb

Can be used to purify deadly frostbite however if ingested will kill by freezing internal organs.'

Wow, so there's a difference between how it's used. this thought was the first think in his head. Walker was glad he could learn simple things such as this. It could really help in a pinch. He continued using his skill, wanting to learn as much as possible to store away in his mental archive.

' orange flame grass- non toxic

Calms and purifies impurities when used in high heat brewing.

Purple spotted mushroom- partially toxic

When ingested causes severe hallucination, however when ground in to a fine paste can be used to purify weak poisons.

Green footed toad eggs- inedible

Used to absorb poisonous fat based impurities over long periods of time.

Green grass- non toxic/ edible

Plain old grass

Weeping orchid- spiritual

Can not be eaten or brewed unless using spiritual based skills. The effects strengthen brews that heal injuries to the mind.'

Walker was lost in a daze so much so that he didn't even notice Remey staring at him. She didn't know why he was spacing out with his jaw dropped slowly turning inch by inch. Walker soon got caught on one thing though,

'Dragon fruit- species specific/ class specialized

Can only be used in potions for a specific class or consumed by those with dragon blood. If consumed in a potion or raw, the one consuming may find latent potential unlocked.'

Walker immediately saw promise in this item,

"Excuse me can I ask how much for that fruit there." Walker has pointed to the spiky red fruit on a middle shelf.

"Ahh that fruit? It's supposed to be special for specific classes but it's been sitting here for a week and no interest. The going rate is 90G but since we want to get rid of it for the shelf space, I can sell it for 80G." The price seemed steep but if the benefits were as good as Walker hoped Midnight may claim some of her natural dragon skills early.

"Ha! old man you know you can sell it for 60G." Remey jumped in haggling for a lower price causing the man to scrunch his face.

"I should have known you'd try to challenge me, 75G" magic

"50g or no deal"

Remey had just dropped it another ten gold Walker didn't understand.

"You little...65G take it or leave it!" Remey nodded confirming she would take it for that "hmpf that right then, boy! You'll be paying correct? This crate has replacement tools and a beginners herb kit. Since you brought Remey with you I threw in a few extra herbs good for soothing cuts and scrapes she'll show you how to blend em. With the fruit and the tea ingredients I'll charge you 115G."

Walker pulled the gold from his inventory placing it on the counter. The man took it and sat back down. "Now scoot, little Remey; I can't have you trying to talk down all the prices for every customer." He made a shooing motion to the pair as Walker stored the crate in his inventory.

"We'll come to annoy you again another day old man!" Remey turned with a smile, she was definitely in a better mood after coming here. Giving a wave of his own and a smile Walker tried to follow her out the door. Walker had learned a lot just by using his all around appraisal skill on the herbs. Now while he was out on quests he was sure he could identify useful herbs.

Chapter 46 - 46. Patched Up

"Hey Remey, the old man in the shop said you could show me some things, like household alchemy right? Did you learn it yourself or did someone teach you?" Walker was curious if Remey would tell him while in her good mood.

"Oh it's not much; I just snuck in there when I was little so I could learn how to make medicine we couldn't afford. I got caught by that old guy there but instead of kicking me on the street like he should

have, he let me stay." Walker could definitely imagine Remey not giving up if she couldn't get something but the words sneak and Remey didn't quit fit well together in his mind.

"So Remey the alchemist brawler, I wonder what Su and Gil will think about your new job class." Walker bumped her slightly on the shoulder.

"Oh if you tell they I'm some medicine maker I'll punch ya until you forget today!" Remeys threat wasn't light but she sounded too playful for it to be serious. The rest of their walk back they chatted about various herbs and some household herbs. Some that help stay away, others that can get rid of headaches, Remey even knew one that helped with muscle soreness.

The pair had only been gone a few hours but they could see the shutters had already been made and repaired, three workers were on the roof placing new shingles. There was about five people using earth skills on the walls and fixing them. Walker even noticed someone washing windows, that must have been an adventurer sent by the guild.magic

"Let's go put these in the workshop!" Walkers excitement grew as he realized they would complete another task.

Reaching the Side with the alchemy workshop the two quick began pulling old rotted crates and scooping out ashes. Walker opened the chimney up causing a pleasant flow of clean air. Now that they could let the dust fly their speed would soar. It took only two hours of their time to get the shop clean enough to where walker felt comfortable storing herbs and placing new tools.

"Put the snow sprout near the ground; it like the colder earth than the warmer are up top." Remey gave Walker a glance, as she worked explaining how to store the herb. Walker who had become a believer in Remeys hidden talent, followed her words and had a feeling that the herb just looked greener on the bottom shelf. Almost more alive.

The process was simple since they didn't have too many herbs but the knowledge that walker could easily fill the shelves with many more let him smile. Soon Remey began roughly chopping the three herbs she had asked for and tossing them in to a small pot.

Filling it with water and moving it to one of the hearths she tossed some small sticks underneath to start a fire. Walker was watching intently to see how long and how much she would heat it to make the tea.

Once she had gotten it started she left the room and soon returned with a handful of sugar. She dropped it in "that's the basics of the tea it's nothing tough but instead of sugar, honey is better but it's not the right season. Also do not bring it to a boil just until it's steaming then strain it in to cups. After that the tea is drinkable. The honey and sugar is to sweeten it so it's easier to drink but does not effect the quality in any way." Walker hadn't even asked a question and Remey already knew what to say.

"Maybe I'll leave this workshop to you Remey, I think you can make better use of it than I." Walker was worried he would step on Remey's toes if he was in here experimenting for new skills.

"I can only do the basics, some things you need skills for so when I need those I'll drag your butt in here then" she had accepted his offer but in the condition of him being at her call for more challenging things.

Soon the herb tea began to steam causing a fresh earthy aroma to penetrate their nostrils. Remey pulled the pot and grabbed one of the new tools from a shelf. Inside the room was a strainer and she slowly poured the liquid through it in to some stone cups. There were enough for everyone. She even grabbed a small bowl for Midnight which Walker smiled at.

"Let's go visit everyone and see how we're all doing" Remey was in full mom mode, which opened Walker's eyes to how great his party was becoming.

As they walked the mansion finding someone here and there to hand a cup to, Walker concluded that the roof was nearly finished, the walls were done completely and the gate being hung, the dust and dirt had left the building along with shiny windows, the craftsmen had brought training dummies for the grounds, and the difference in the garden was astonishing.

"The garden looks amazing it's been trimmed and cleared! It's totally ready for when spring comes!" Walker was very happy to be able to envision the wondrous place it would be come spring.

"Well of course I used to deal with fields much bigger than this. I just used a bit of muscle to take those thorns over there and the rest fell in to place." Gil's mother was nodding her head in approval. "I'll plant some fruit trees along the wall, we'll have some vegetables here and there, I saw you two in that workshop and now that I see this tea I'll make a place for herbs. I may not have many skills for growing rare ones but the basic ones I can grow if you pick up seeds. If there's anything else you want just let me know."

"Hmm I may ask you to grow something a bit challenging, I just need to see if I can get seeds from the fruit later." Walker was wondering if growing more dragon fruits would be helpful to midnight and decided that going back to the library to read up on monsters may be wise. There was plenty of knowledge he had not pursued yet.

"Aye just let me know when, I do like a challenge every once in a while." With that Gils mother gave the empty cup she had drank from picked up a rake and moved towards another part of the front garden.

"I think I'm going to head for the library now, tonight we can all check the quest rewards together!" Walker was stuck on studying the books to find more information on dragons. If He had neglected to learn he could accidentally harm midnight. He was now on a mission!

Chapter 47 - 47. Bookworm

Walker made his way to the library quickly finding the section for monster anatomy and history. There were a total of around 150 books which was fairly significant. However thinking of it reminded walker of why the previous owner may have accrued these books. Pushing the thought from his mind he chose to think of the help it would bring now.

Banshee, history of skeletons, poison eyed moths, the near extinction of shadow cats, ancient reptiles... these were some of the titles walker read as he went down the first row. His curiosity was peaked but he couldn't get distracted if he wanted to share the fruit with midnight. Walker was curious what midnight had been doing in the mansion all day but figured she was either trying to get food or napping by the fire.

Dragon eggs and beyond. "Ah this looks like what I'm after." The book he found looked fairly unread making it easier to see letters as they weren't aged or worn. Flipping through the pages walker skipped most of the first half of the book as they were about how a mother would hatch or lay the egg.

The chapter titled hatchling to young adult was the one that caught Walker's eye. There were diagrams of different species of dragons, all of which showed no wings on any. Yet the comparing diagrams showed the bones developing under the top layer of scales. The books stated that the wings would be able to extend from the body after the hatchling shed its baby scales which were weaker but this would only happen after the adult scales had begun to grow in. Walker could only imagine Midnight flying around the kitchen trying to steal food from everyone.

If anyone saw him giggling while reading they would label him a fool. Continuing on he noticed sections about dragons not always manifesting the same skills as their parents. For dragons their bloodline was important so if two different species had an egg the hatchling may gain some skills of both but if there

was stronger blood from one than the other parent the hatchling would most likely lean towards the one. This caused Walker to wonder what species Midnight's father is. Based off the scales in the cave they found Midnight, Walker knew the mother was black crystal flame dragon but figuring out what skills went with what species might require a more specific book.

The next paragraph mentioned catalysts that dragons would consume to aid their growth. Walker knew he had found what he was looking for, the mention of crystals was something he had already more or less understood. The books said that the dragons would want to consume crystals of elements they had affinity with because they would strengthen their bones and scales. The next section mentioned that the stronger the monsters they consumed the stronger they could grow their muscles and all their organs. Finally there was a section on herbs that dragons were often attracted to, they would eat or roll in them. These acts would help their internal and magical growth strengthening their minds. After long term consumption a dragon could even grow to speak other languages or develop advanced skills. These traits were often found in ancient dragons.

Pondering this information walker decided the fruit would be classified as an herb since it came from plants. He wondered if he managed to grow them he could feed more to midnight and it would help her learn human language. This possibility made him much more excited because others would be able to converse with her in a more fluid manner. Now that he knew the fruit could actually be beneficial to midnight walker breathed a sigh of relief. He wanted to keep reading but decided against it since a special specific book would be much more helpful.

Noticing the time had flown by as he ready walker put some pep in to his step and went to the outdoor dining table where he realized he was the last making it there for dinner.

"And here we were betting you would sleep in the library!" Lisa was the first to notice and wanted to get back at her brother for hiding away all day.

"I was actually reading about some interesting things but I guess I won't be sharing any of it... too bad I'm sure you'd want to hear about dragons." Walker said this while sitting down and pretending to only have eyes for food. This made Lisa let out a hmpf and turn away but the others at the table had their Interest piqued.

"Leader I'd like to know what you have been reading, was it to learn more about midnight?" Su was the one to ask and she had already sniffed out walkers reason.

"Well I guess if you already know why" walker was slightly discouraged but not enough to stop him. "I wanted to find out what to expect from her growth, I learned about why to expect when it comes to wings and even skills. The first being the easier to Understand. Sadly we don't know what kind of dragon her father is so we just need to wait to see if she learns anything species specific."

"So she'll be flapping around our heads sometime soon huh? Should be fun I doubt any enemies would see her coming." Gil was imagining midnight swooping in and carrying off annoying monsters so they could wander unhindered during quests.

"I'm not sure when but yes eventually she'll shed her baby scales and expose her wings along with some adult scales that will grow with her. I also figured out for sure why she ate one of those crystals, they make her bones and scales stronger so we might need to buy some more. Actually we came across this dragon fruit at the alchemist building and I thought it might be useful for her." Walker pulled the fruit from his inventory.

" this in theory should strengthen her mind and magical might. Hopefully she likes it if not I may have bought a class specific fruit for no reason." Before anyone was able to ask another question midnight had already abandoned the chicken she was eating and neatly jumped up on top of Walker lap.magic

"Well I guess this settles whether you want the fruit or not." Walker took his dinner knife slicing the fruit and taking ten small pea sized red seeds from inside before setting the fruit in a place for midnight. She quickly scarfed them down causing everyone to wonder if she had even chewed.

"Honey was that good?" Hilda had taken to calling midnight honey. This was due to the hours midnight would spend watching her cook and helping as Hilda would say, clean up the scraps.

A small wisp of flame escaped midnight maw and she appeared to become drowsy. Laying her head on walkers lap she drifted off to sleep completely forgetting she still had food left. Walker pet her head to make sure she was alright and found she was warmer than usual. This must be the effects of the fruit he thought.

"Well I guess I get to carry midnight to bed" at this joke everyone seemed to laugh and smile a bit. They had all come to adore the little dragon even though some had of them just met her.

Chapter 48 - 48. Hidden Study

Walker was able to avoid cleanup as he reminded the others that they would have a party meeting to go over their quest.

"So I'm pretty sure we've done everything so we should be able to collect the rewards. I've been wondering though, where is the study? I walked the whole house and nothing." Walker had ignored the issue of the study this whole time not being able to find it.

"We talked about this as we bumped in to each other and no one found a study in this whole place. The closest thing was the library I guess." Gil had also made sure to check every room and door.

"It must be hidden then so that's why it's a reward. Systems sure are amazing to find something hidden." Su was high lighting a feeling everyone had every time they used their systems.

"Let's collect this then so we can have an answer!" Walker went to look at his system quests.

'Quest: a home fit for a hero. has been completed

Rewards:

50 exp multiplied to 500exp

Location of the study...

1. Enter the library
2. Move the chair with the wobbly leg
3. Step on the loose floorboard beneath
4. Follow the stairs that appear.'magic

"Holy heavens that experience is crazy! We're going to be too strong at this rate! We need take a test to bring our adventurer tier up!" Gil was the only one to shout in surprise as the others were stunned.

"Wait guys let's find that stupid study thing before we freak out about levels and experience. I want to know where it is!" Remey had been frustrated by not being able to find a room in a building they now owned. Her curiosity had overpowered her excitement.

Walker was the first to stand "race you all to the library!!!" He'd done it now, he began running leaving everyone in the dust. Gil was the first to realize "oh hell no get your weak ass back here!" He's let himself go full throttle to catch up to walker. Midnight awoke saw this, she excitedly ran behind, she may not have known what the plan was but everyone seemed to be excited.

Remey and Su stood back a bit, "he Remey? Thanks for that tea earlier it was really helpful." Su smiled happy to have a friend who cared for her family as well.

"Pshh it's to be expected, you all will have to deal with me since you're family now!" Remey ran off without another word but she was smiling bigger than she had ever done before. Su started to run behind her a bit, her slow pace as a defensive class allowed her to wipe her tears. Her father had been stressed for years trying to help her mother. Su had always felt too weak to do anything but now? That is all changing, she had more family and a way to get stronger to find the best medicines.

She soon caught up to everyone to see walker moving a chair " I fixed the leg thinking it was broken yesterday but who would have thought it was like that on purpose." Walker was glad he had remembered because if he hadn't they would be stomping the stepping under chairs all night.

"Ha! Found it this board is loose I bet this one moves when I step on it." Walker places his foot down. Click! They all heard the noise then felt the floor vibrate. Fshzzzz a bookcase sank in the the wall and slid back revealing stone steps leading to a basement room.

The party slowly made their way down the steps finding they came out to a very large area with stone supporting pillars. The study took up the entirety of the mansion in space. This was easily called a lab than a study. Along one side were cages with black bars and small runes inscribed in them. "This must be where she kept the monsters for her experiments." Walker mumbled and shook his head. They noticed some had bones of various monsters still there and made note to clean it all out properly later.

Towards one end of the massive room there was separate areas for alchemical brewing along with a large discretion table holding various tools. The bookshelves next to the table held books labels experiment 1 all the way to experiment 607. "I can't believe the previous owner we experimented and logged everything here." Gil had pulled a random book looking through it before her stopped suddenly "guys...one ingredient for this potion was the blood of an infant beast man...this is terrible..." Gils face was twisted in disgust. The thought of abusing a child in such a way to play around with potions what horrifying.

"When I first cleaned the library I found an journal made by the daughter of this mansion, she tested many things to try and save her mother from an illness. Loosing both her parents truly took a toll on her mind..." the news was not what walker wanted to share with his party but it was inevitable.

"I can understand why, but this is too much." Su had also pulled a book looking at some of the drastic measures that had been taken.

Remey had taken a book with a lesser number and didn't see the horrors her friends did. " this one here is testing herbs only to make a stronger health potion, there's theories about combining it with mana potion ingredients to make a new potion." With this they realized that the experiments became worse and worse the more they went on. Once monsters had been used things began to turn ugly.

Moving away from the books walker found a wall holding shelves and shelves of potions all labeled with numbers in reference to books. The bottles held a magical flicker meaning they were still usable.

"Guys there's potions over here, well have to do some reading to find out what all of these are. If they are dangerous we should burn the notes and potions, if they are safe maybe we can use them especially the health potions." Walker knew that some things weren't meant to exist so burning the darker potions was the safest option. Now they could take the time to figure it out.

Chapter 49 - 49. Potions Potions Potions

The party began lining up books next to each potion on the ground. There were many without matches which walker assumed meant they were toxic. However reading the related books would explain the potions effects.

Only about twenty were there, the first eight seemed like variations of healing potions. This was the earlier experiments which seems to be experimenting using herbs that focused on blood flow and skin development. The theories were very sound and could show developments in quality. Their colors

started out red but slowly became a shade of purple telling them that some mana potion ingredients had been added to try to make a different potion.

There were two green potions after this, these were interesting since the books stated that these were made using fast growing ingredients. These ingredients when mixed properly created a potion that boosted agility! These were very expensive potions and could really effect the tide of a battle. Walker immediately labeled them agility and stowed them away.

Four potions next were strange, they were a yellowish gold color with flecks of black in them. Remey and Gil were reading from a row books pertaining to them with confused faces. "I'm not sure any of this makes sense, these are not toxic at all from what the reading says, but the effects are worded weirdly." Gil was happy to know they weren't dangerous but the next few entries didn't hold any logic. "It's made from golden slime cores but can a slime really be gold colored?" Gil hadn't realized there was such a species of slime.

"It says this potion causes growth, what does that even mean!? It doesn't make sense. It keeps saying it makes someone grow for a set period of time, does that mean I'll get taller if I drink it?" Remey was not happy to see that she couldn't figure out the exact effects of drinking.

"Well you said it's not toxic sooo" walker grabbed one and removed the cork. He brought the vial to his lips and gulped down half the potion.

'Growth potion has been consumed by the user, for the next 12 hours exp earned will be doubled'

"...oh my holy lord...." walker saw this system notification and walker was stunned.

"What! What's it doing? Do you feel taller?" Remey was letting her curiosity get the best of her. However everyone else had also looked towards him as well.

"Growth means exp. it's doubled...for twelve hours" walker's words were almost a whisper as he didn't even know this kind of potion existed.

"wait you said double exp! I've heard only royalty has ever had such potions! But I thought it was a rumor spread out of jealousy." Su was the one to burst out. Everyone knew royalty had the ability to gain resources others could only dream of but now that the left knew this it was a whole other level.

"I think we need to go out on an extermination quest, we can take advantage of these potions and also help out someone with a monster infestation." Gil had already thought of a way to optimize their questing and growth.

"Perfect! So we can go out and beat up some pests and get stronger, my kind of quest." Remey was getting excited for this kind of potion.

"Before we get too ahead of ourselves, has anyone read about those seven black potions there?" Su was the one to break the mood knowing if they ignored it they might not get back to the task at hand.

They all looked and grabbed books, these related to some higher numbered experiments putting everyone on edge. From what walker could see these potions were mostly made from a special organ in an obsidian rhino. This was a notoriously tough monster to fight, it's skin was extremely thick and its temper very short. They would rarely leave the northern part of the country but every once in a while would stampede causing whole areas to become destroyed. In comparison to this a few herbs were used that bolstered energy, some of which were usually not used in potions at all but in teas.

"Rage potions" Gil said two words that did not sound good "the effects are heightened strength at the loss of mental capacity. After use the affected will fall in to a coma for at least a month" magic

"Well those are dangerous, I understand being stronger can save a situation but if you can't think properly what's to stop you from killing yourselves or your own party?" Walker really disliked these potions, he couldn't find any good reasons to use them. "As much as I think we should throw these potions out I actually think some adventurers would use these. And since they don't seem to be made in a cruel way I can justify selling them. But I refuse to consider using these."

"Agreed" Gil, Remey and Su responded immediately, they also didn't wish to ever use these potions but understood some adventurers fighting styles were more barbaric.

"I think we could ask Barry if he would use them to be honest, his nickname is berserker." Su had remembered the vice guild masters nickname well. This idea was good for someone with a solo fighting style in a pinch.

Walker nodded his head accepting this idea. They all knew Barry had many years of adventuring under his belt so he could make the proper decision in using or not using theses.

"I'm sure there are still some things to discover down here but I think we've found enough for now, we can check it out more tomorrow. Plus I know everyone's been waiting to check out the results of our exp for completing the quest." Walker had decided they'd waited long enough to see who leveled up from the crazy amount of exp they received.

They all went to look at their systems, smiles breaking out on their face, however from this last burst of exp it looked like midnight may have gained the most levels.

Chapter 50 - 50. The Level Jump

Walker had seen the system and noticed immediately that midnight had grown two whole levels!

Midnight was now level 4 and needed 800exp to get to level 5. Monsters stats are so high but their exp requirements will dwarf a humans in time.

Walker, Su, and Gil had reached level 6 slowly but surely catching up to Remey who was at level 7. They all needed 640exp to get to level 7 where as Remey needed 1280exp. Walker started doing the math and wondered what came after so many levels. Every system had different requirements that would show themselves over time. Walkers father had to continually gain experience but for him he got it just by being at his job. There had been master systems that after certain levels required special conditions to be fulfilled.

There were some like tamers that were required to strengthen their bonds with tamed monsters. Even the the ruling class systems would be based off of the strength of the country or forces they ruled. Within these strange requirements and conditions it was often found that the exp needed to level up would no longer double but become a constant cap. Bringing these thoughts together with the hero title multiplying the exp the party received it raised a question. If our exp was to become constant or bound by other rules of the system, would our growth continue to skyrocket?

The inter workings of the systems was a complicated creature to study and no amount of lifetimes could reach a truth behind it.

"Hey heelloooo there... Ah welcome back to reality." Gil was waving his hand in front of walker who had been too focused on his thoughts to hear anything else. "We were just saying we should find a quest to take tomorrow, maybe travel somewhere to take advantage of these potions, our title, and maybe even take the adventurers ranking test so we can advance a tier as a party. With our level increase it just makes sense."

Walker realized he had been too focused on ten steps ahead and neglected the first step ahead. "I'll talk to Clara in the morning, the test always sends a party out to a certain area to gather specific monster parts as evidence. We may be able to prioritize one with the most benefits. But for now let's go to sleep, I feel like we all have a lot to think about and rest could clear our minds." Everyone agreed with this plan, mostly because they had been snickering a bid at midnight who was falling back to sleep as they all talked.

The party went to their rooms realizing just how late it had gotten and slept the night away.

As soon as the sun broke Walker, Su, midnight, Gil, and Remey were woken by a system message,

'Titled quest: The heroic party

Each member of a heroic party has a place to stand. This place highlights their strengths and protects each other's weaknesses. Each member shall receive specific quests.

Requirements:

Reach silver tier party

Reach level 15 and unlock heroic leveling

Complete daily quest (1 for each member)

Become known as a heroic party.

Rewards:

100exp

Locked:::

Locked:::

Locked:::'

'Daily quest: jack of all trades system

You are the pillar of the party. Your words are respected and those around you look to you for support.

Requirements:

Assist the defender-Su

Assist the scout- Gil

Assist the attacker- Remey

Assist the wild card-Midnight

Rewards:

50exp

Multi buff skill'

The clamor within the mansion was enough to wake the dead. Each one of them rushed to get dressed and immediately ran to find one another. This hero title had just thrown something crazy at them.

This titled quest was not something easy to achieve but just getting the requirements would be an amazing feat. The experience would be a great help to each of them. However locked rewards? Why were rewards locked? Does this mean they weren't qualified to view them? What could unlock them? Would they be able to collect them after completing the quest? There were too many questions.

Once they all found each other near the front hall everyone talked at once spewing out questions statements. Sadly the ruckus was not understandable and many minutes passed before they had returned to being calm to a degree.

"So my daily quest is to help all of you so let's start with Su" walker wanted to get things rolling and head to the adventurers guild to ask for a test to rank up their tier.

"Actually my quest is to guard Remey from danger today. It specifically says to stay vigilant as I travel." Su had been standing slightly closer to Remey and now the reason was clear.

"Well mine is to demonstrate the unyielding will of a front line attacker, so if you can give me an opening for that somehow they your job is done" Remey flexed her fists as she spoke. Her eagerness for a fight was clear but walker was unsure how to complete this quest immediately.

"Well that's my turn then, my quest is to observe and spot weaknesses of the party members. This is kind of strange but since I have skills that allow me to scout it makes sense." Gill had a pensive look on his face. His eyes were fluid drifting to each member constantly.

"I'd like to say we can figure out midnights but she can't really tell us huh?" Walker knew this was a tough one but had faith midnights would be able to compete it. "I'll just have to keep an eye out and if I notice something midnight wants I'll try to help out." Walker was confident in their abilities.

"Oh I almost forgot if we're going to the guild I need to grab those rage potions to see if Barry is interested." Realizing walker had been distracted and didn't store the rage potions he resigned himself to go to the hidden study. "I'll meet you guys back here in half an hour if you want to all grab food for the walk?!" Walker turned and started heading to the library.magic

Easily descending the hidden stairs and getting down to the study walker stored away the the rage potions and rushed to head back.

THUDD!

Walker tripped and landed face first in the floor. "Ugh whyyyyy" walkers exclamation want heard as he was alone. He looked down wondering what he had tripped on only to find a section of the stone floor had shifted revealing an open storage space.