

## Master 51

### Chapter 51 - 51. Lucky Find

Slowly pulling himself to his knees still a bit muddled due to his fall he found that the space under the shifted floor was large. Walker pushed the stone revealing three medium crates. Pulling the first one out was a bit tough it was very heavy.

He pulled the lid off the top to reveal at least twenty transparent blue crystals. These were water magic crystals. These were water crystals! This must have been the daughter's store of water crystals to assist in her water magic.

As a party, they didn't need the water crystals for and magical reasons, however, if they brought these to the forge they may be able to sell them and buy some dark crystals for midnight. Walker stored the crate away curious to see if the other two crates were the same.

The second one Walker pulled up was not as heavy as the first which piqued Walker's curiosity. Once the lid was off walker saw some herbs in small vials. Some had aged poorly and looked to be nothing but dust, others looked perfectly preserved. Walker was thinking he should bring these along to the alchemist guild for some clarification. His all around appraisal could help give him insight but he won't truly know the uses. It would be interesting to see the kind of herbs that the daughter of the family had viewed as important to stow away.

The third crate was smaller than the other two and Walker easily pulled it up from the storage. Upon opening the lid he realized it was full of sawdust. Picking up a handful and using all around appraisal walker saw that it was sawdust from an oak tree. He could only wonder why this was so important. He went to grab another handful and realized there was a slimy of black from the sawdust. Walker began clearing the dust away. Once revealed a large fist sized egg that was smooth and dark black. This must have been the egg from the snake she had used as prion experiment ingredients! If so it had been down here for maybe years not hatching or anything. Was it dead? Walker wanted to check with his all around appraisal skill,

'Abyssal serpent egg (dormant)

Abyssal serpents live in dark places but will often leave to absorb light as energy before returning to deep pits or caves. These serpents can grow to great sizes and are often believed to be evil due to their color and ability to devour light. Their extremely tough creatures due to their fast healing capabilities and were once revered as immortal. Eggs are rarely found as they need to absorb light for a lengthy amount of time before hatching is possible.'

Walker was surprised, such a rare creature had been hunted down and killed. Not to mention it had even had an egg within it that was capable of lying dormant for years until the right time to hatch. Another thing that struck walker was that it had been revered as immortal due to its healing capabilities, could this have been the serpent the family crest had been founded on? How strange fate worked that this egg would come to exist here. After being trapped here for years walker believed this baby serpent deserved a chance at life. He stored the egg in his inventory and decided that come the night he would form a contract with it before it hatched so that it would become part of the family as well. He didn't necessarily want it for its fighting capabilities but to give it a chance at an adventurous life. Also, the idea of midnight getting a younger sibling made him giggle.

Walker was about to leave when he saw underneath was a small pendant. There was a woven leather cord and a metal snake biting its tail. Using his skill walker checked it,

' immortal serpent pendantmagic

Assists the body in natural healing +2hp every 10 minutes'

Walker had definitely found a priceless family heirloom and was unsure what to do. There was no family left alive to deliver it to, and his party technically owned the mansion now. Walker stored it away thinking that it might be wise to give this to Su since she would often be taking damage. Realizing he had spent a lot of time down in the study he jumped up and ran back towards the front hall, he had definitely left everyone waiting.

Upon his return, he noticed Remeys annoyed face, "what the heck took you so long? I know we just moved in but did you really get lost?" Yup Remey wasn't too happy but walker was sure he could change her mind.

Walker recounted the discovery greatly downplaying his minor face plant. "So after finding all that you want me to wear this pendant?" Su held up the immortal serpent pendant questioning its abilities " I feel bad we can't return it to the family but I agree that giving it to me is a wise move leader. I will be at risk on the front lines of battle." Su began nodding at the positive though process behind this decision.

"So basically midnights getting a little sister or brother? As long as it's a cute little noodle I won't be too upset with you for being late. But if it's mean looking I'm going to show you how I kept the kids in line when they got in trouble." Remey sent a glare at walker but the small smirk was evident.

"I guess stopping by the forge and alchemist building is also on the to do list for today. I agree that we should find the proper items for midnight's growth, you did say that it would help strengthen her scales and since she will grow to a young adult sooner or later it's the same as us eating vegetables." Gil recalled all the times his mother had yelled at him to finish his carrots or he wouldn't grow right.

"Remey I'm sure with your friend's help at the alchemist building we can identify some of the herbs I found. I can figure out what they are with my skill but there's no point if I don't know what they are used for. I'll be relying on you." Walker laid on the sweet words to put Remey back in a good mood knowing she could put up a fight against the old man there.

"Yea I know I'm the only one who can do it, you're right o choose me for this." Walker felt that he may have stoked Remey's ego a bit too much but was prepared.

"On that note let's get moving, we have a lot to do today." Walker started out the door.

#### Chapter 52 - 52. Errands

The walk to the lower tier was uneventful. They had learned that traveling early in the morning was the best way to go so they truly enjoyed their walk.

The party was traveling down the street with the forge in their view. It looked like they had just gotten a delivery of ores as a carriage was parked outside. A pair of strong looking smiths were unloading crates full of the ores. Some shined silvery others a dark black. These must be the basics to create the common steel items produced here.

The party stopped by the carriage being unloaded "Gil, you take the crystals inside to sell and buy dark crystals. That would let us go to the alchemist guild. It should save us a little time." Walker wanted to find a good quest as soon as possible to optimize their new found potions. Plus he was a little excited.

"Sure thing, it'll be easier for one person to get in there while they are unloading anyways" Gil took the crystals from Walker and headed in.

As Remey turned to head in to the alchemy building a man carrying two crates came around the corner of the carriage.

"Ahh ugh" the man stubbed his foot in the wheel of the carriage and the two crates began to slide and fall out of his hands.

A crate full of ores was falling over Remeys head "quick guard!" Su used her skills to get her shield over Remey the last second the crate began to fall but her shield was being pushed back.

"I've got you!" Walker seeing this happening jumped forward to help push the crate off the shield.

Thunk Creeack

The crate hit the ground with a thud and cracked. The weight could have seriously Injured Remey.

"Hey you oaf you could have hurt me, you know that!" Remey cracked her knuckles starting to reprimand the man. "Do you even know that I was there? Could you even see me?" Walker joined in, the Adrenaline fueling him for the moment.

" you need to carry less if you can't see in front of you! What if it was a child running by? Who would have explained to their parents?." The man's face immediately became pale. He apologized profusely promising he wouldn't be rushing things again. However they didn't hold any true ill will towards him knowing it was an accident and helped gather the contents of the cracked and broken crate that had fallen. After a few moments the man returned to work.

"Well that was a wake up call for sure!" Walker was now on high alert after this spike in energy." He looked over at Remey and Su who were smiling like fools. "What? Is there something in my face?" Walker wasn't sure what was going on.

Remey and Su looked at each other as said in unison "daily quest complete!" Su had protected Remey with Walker's help and the scolding from Remey and the scolding walker had brought down definitely showed an unyielding will. "Huh so I guess Remey's mom mode in scolding really shows her will." Walker teased Remey, making her blush and raise her fist threateningly.

"Ugh if you want to get beat stay here, if you want to get those herbs figured out follow me. I'm fine if you don't though." Remey stuck her tongue out at Walker and walked in to the alchemist building.

The same smell and scene appeared as the last time they had gone to the building and it caused Walker to feel more at home and relaxed. The same old man was sitting behind the counter drinking a steaming cup of tea. Upon seeing Remey he smiled "oh and back again because you missed me? I didn't think the hot tempered little gal like you could miss me." He laughed at his own little joke.

"Pfft keep spouting nonsense and we might not show you something good." Remey knew this was the best way to pique his interest and proceeded to fire away an air of mystery.

" And here I thought you'd just come to show off another of your party members." The old man smirked then looked at walker, "so what have you got today?"

Walker pulled the crate from his storage and placed all the dried and preserved herbs on the counter.magic

" Hmm from left to right you've got some purple mink flower; used for muscle cramps. Seeping vines; the sap will crystallize and is good for blood flow. Oooo you have some rock ferns they are rare; mainly used in defensive potions. Rag weed; very common to use to meld bitter ingredients in to potions for children. Babies breath; it's not a potion ingredient but a popular flour with women. Ah! You have angels wing! These seeds are extremely rare! They only grow in high elevations, the flowers look like angels wings and the pollen is amazing for enhancing the effectiveness of almost any potion. I'll buy it all!" The man sudden outburst caused them to jump but it was clear they had something very useful.

"We'll sell you half no more no less. We will be growing the remainder in our garden to use ourselves. But we could be convinced to bring some by for you when it blooms. Well also sell half of the rock fern. The rest of them well keep." Remey had going in to bartering mode stumping the old man who wanted all the angels wing seeds.

"Pfft again with you always making things tough. Fine I'll that both at half for 95G. But you're better selling the whole to me growing them is very tough." The man shook his head not believing they could possibly grow it.

"Don't you worry we have a skilled farmer, 120G because you doubt us." Remey smirked knowing the next offer would be the one to take as she drove the price too high.

"Grr you brat! Fine 105G and promise not to spill a word to anyone about this. Once it's grown it will cause a commotion in the alchemist circles. People might even try to steal it." The old man didn't like spending the extra gold but cared enough to warn them of the risks.

"I knew we could reach a reasonable deal old man, thanks for the heads up. We won't say a word." Remey grabbed the gold with a smile while Walker collected the remaining herbs.

"It was nice meeting you sir, good luck with your new project." Su was very polite and this got a large smile from the old man.

"Yes, my project hahaha glad to have seen another member of little Remeys party feel free to visit anytime." With that, they headed out the door to join back up with Gil.

#### Chapter 53 - 53. Quest Progress

Upon exiting the building they saw Gil standing a bit from the door holding a small crate. "Hope your luck was good as mine! 13 darkness crystals and 40G. A fair price based off the market." Gil was proud to announce his success.

Perfect "hey midnight Gil got you a snack for while we travel!" Midnight looked excited knowing what they were already. She had been patiently waiting outside and Walker was very tempted to reward her. However, he knew she would want to nap after eating one so he held himself back.

Walker stored the crystals for later. "We found something challenging for your mother to grow." Walker smirked knowing if she succeeded in growing the angels' wing seeds their funds would be ever increasing. "We also got some babies breath seeds so we'll always have nice center pieces. You should give them to your mother as a gift. Walker tossed Gil the babies breath seeds knowing that they may just help the mansion be more like home for the family who was used to the open fields.

"Come on you guys we've got places to be!" Remey has started moving towards the adventurers guild with a mischievous look.magic

"Hmm Remey always rushes forward in to things." Gil made a general comment based off of what he'd noticed.

"Yes, it can be good in surprise attacks but could hold us back in a situation that needs a delicate touch" walker agreed with the statement but also saw the good in her actions.

Unknowingly the two were completing Gil's daily quest. Their analysis of Remey's actions and tendencies was part of the understanding the roles each other played. This would show its merits in many battles to come.

The entire walk to the guild walker and Gil talked about what each person brought to the party. Surprising walker Gil was very hard on himself about his weaker defense but did recognize he had the highest ability to properly scout a safe path for their travels. Walker brought up the agility issue with Su and Gil recognized that it could be adjusted with the proper gear and leveling. Gil also was worried over midnight's easily distracted attitude as she seemed to want to rush to new things constantly. Walker knew that would be a tough problem to tackle as it was one of many. However, he was more concerned about trying to work towards midnight gaining a speaking ability. This would solve a lot of communication issues between her and others.

Upon reaching the guild Gil brought up how Walker had easily become lost in thought and didn't even notice they'd reached their destination. Walker couldn't argue this, the whole party already understood his diversity in skills and knowledge but this weakness could potentially lose an easy battle.

"Thanks for the talk Gil, I think we understand the party much better now. Once we get outside the walls we can put some things to use. Now we can open a party bank account, register for the advancement test, and hopefully sell Barry some potions." The errands had just begun and now they had the main reason for their outing.

Entering the guild they noticed more looks from the other adventurers than usual. Word had begun to spread of them achieving a title making them a popular gossip topic. Many eyes lingered on midnight as most people had a hard time believing a monster would gain a title of hero. Humans and other races often feared dragons.

Knowing the party was on their way Clara was ready to greet them at the counter "welcome back! I'm glad to see everyone looking well rested. I was a bit worried the change of scenery would affect your sleep." Clara had truly begun to care for her new party as did many managers after accepting the responsibilities.

"Good morning Clara!" Walker was happy to see Clara was on top of her game and ready for the day. "Before we get to some other big things we would like to open a party bank account. I know you

recommended it a little while ago and it would really make us more efficient in sending quest rewards directly to the bank."

Adventurers whose parties opened accounts with the bank were able to directly send their rewards there to pick up later. This included items, gold, and even some amount of paper works. This was very efficient for longer journeys away from a place they could receive such rewards.

"Yes I've actually already filled out the paperwork for you, all that's needed is each members fingerprint to complete the seal. This will be required for each withdrawal or deposit. Also I will require 100G as an opening deposit." Walker handed over the gold and each took turn fingerprinting a contract. When it came to midnight they used the tip of her tail. Unknown to the party Clara informed them that she had been reading up on dragons and found that the tips of their tails had unique scale placement for each dragon that would stay the same their entire lifespan. This news surprises walker who committed it to memory.

"Now that should finalize your account. What are these big things you all have planned?" Clara had become curious since they hadn't mentioned anything else as of yet.

"Before we get to our main reason for today's visit we were wondering if Barry was around?"

Clara was a bit surprised by the question but the party was in luck.

"Barry is actually out in the training field, we were short an examiner for a new adventurer today and he jumped in to fill the spot. He finished up moments ago and is still out there, you should be able to catch him."

Walker and the party knew they were in luck "thank you, we'll be back in as soon as we talk to him. The main reason we can is to take an advancement test. We know there are many things to look at and prepare so we wanted to come early." Walker let Clara know their main reason for visiting so she could prepare while they spoke to Barry.

"Ah yes I had a feeling you'd want to test sooner than later, I'll have some things ready for when you come back inside."



Clara began grabbing papers from here and there. The party turned and headed out the door leading to the training field.

#### Chapter 54 - 54. Advancement (1)

The second the door opened to the fields the view again left them in awe. The guild really had an amazing training field. Spotting Barry was easy. He stood by the racks of weapons where Walker had taken his own test.

Barry quickly noticed the party approaching " you all know you're already part of the guild and don't need to test right?" Barry chuckled at his own joke.

"Well duh! We came here for something else. Hmpf" Remey took Barry too seriously only increasing his laughter.

"We actually came across some potions we think you might be interested in." Walker took the lead before Remey could get more fired up at Barry's joking. "These potions are called rage potions, we came across them while cleaning out the mansion." Walker pulled the potions from his inventory setting them on a nearby table with a few daggers in it.

"Ooohh and you knew they were rage potions from their looks?" Barry's voice had some surprise within it not realizing they had knowledge of alchemy.

"Well after some research we were able to find notes. Apparently, this potion is made from an obsidian rhino organ. It's will enhance strength but weaken the mind. Also, it comes with drawbacks after it wears off." Walker wanted to showcase their knowledge to prove to Barry they didn't just use some skill but actually took the time to learn about the potions' origin.

"Well well, I'm surprised you all found these. It's been some years since I've purchased any due to their rarity. Most people wouldn't buy these due to the drawbacks but luckily I have my ways to counteract them. Hmmm, my stock has fallen to 12 rage potions so 6 more would be a nice boost." Barry was staring off in to the distance while figuring out what to say to them. He only ever used these potions in dire situations but as the vice guild leader he often was sent on dangerous quests. "I can take them off your hands. I'll find a use for them in the future without doubts. I'll offer you..." he trailed off not sure what price would be fair.

Walker had a thought earlier and since Barry was the vice guild leader he felt it would be alright to ask this. "Actually it can be items and gold to make the difference. The reason I ask this is I've realized I don't have a short ranged weapon. I learned a weapon specific skill when I took my test to join the guild. So I have hopes you could give me that scythe over there as part of the payment?" Walker recalled his crescent moon skill and decided that the party's goal for advancement could put them in a situation where magic was not the best option.

"Haha perfect then you may take that weapon and I'll give you 400G. Also ask Clara to give you the core of the monster I killed last week. I have no use for its core but you might." Barry was happy to sneak in something mysterious. He had wanted to find a way to pass off the item to them curious about what they would do with it.

"Thank you!" Walker was happy to get what they needed but also intrigued by the other item Barry had given them.

"Now take your stuff and hurry along, I should have another newbie coming any time now." Barry shooed them away while walker stored the gold and his new close combat weapon.

' razor scythe

+10atk

+5def'magic

Walker had used his skill on the scythe and didn't think the benefits were bad at all. Knowing his spatial magic could greatly assist his fighting style. He would not need to worry over an enemy becoming too close. After Barry's shooing they returned inside to the counter only to find Clara with three stacks of paperwork.

"Welcome back, I'm sure you found Barry alright by the smiles on your faces." Clara was about to start on the advancement explanation but walker was quick.

"Barry actually told us to ask you to give us the core of a monster he fought last week. I'm not sure what exactly he fought but it was part of our deal." Walker was worried he'd interrupted Clara and looked down in embarrassment.

"Well isn't that a surprise, and here I bet he would just sell it like in the past, just one moment." Clara disappears in to the back of the building only to return a few moments later.

"This is the steel golems core, he went to deal with one causing trouble in the mines. "I'll let you all figure out what to use it for," Clara smirked and handed over the small grey ball. Walker was curious about what she meant but decided to worry over it at another time and stored it away.

"Now the advancement test is held over a minimum of one month and a maximum of two months. You will receive a location to travel and must bring back proof your party has defeated certain monsters known to live within the area. Depending on the area you may also be required to show proof of items, herbs, or knowledge obtained while there. Based off of what you bring back your results will be calculated. It has been heard that some parties jump two ranks higher but that is rare. If you proceed safely I fully expect your party to be able to rank up." Clara unloaded this information which Walker memorized. They would have an advantage over others with Walker's skill to store away monster bodies, herbs, items, etc.

Clara continued, "I've gathered three options as is the normal amount for each party that requests a test. First; the ancient ruins. The undead are rife in the area and need constant trimming. This area also has many ruins which are not mapped out and hold many secrets. Second; the Marsh lands. There are many poisonous monsters and herbs here along with water dwelling creatures. This is a dangerous area full of things that can mess with a person senses. Many adventurers have become lost in the marsh lands leaving many things to be found. Third; the mountains. This area is tough terrain but filled with many crafting materials. The monsters there have very strong defenses and often the ability to fly or manipulate earth. Many caves and deep ravines hold secrets still. Please think these options over and decide as a party." Clara finished her explanation. She secretly had hopes they would not choose the marsh lands because the poisons there had claimed many young parties. But between the other two options she was unsure which was safer.

#### Chapter 55 - 55. Advancement (2)

Remey, Gil, Su, and even midnight looked at walker with expecting eyes. They trusted his judgment in what the best place would be for them to travel.

Thinking on it walker believed the marsh lands to be the most dangerous. Between poisonous monsters and treacherous terrain it was not an ideal place to spend up to two months.

The mountains sounded promising but progress could be slow going because none of them were equipped to climb. Not to mention mining rare ores would take a lot of time. Even more so flying monsters presented a challenge for Remey and Su which significantly decreased the parties fighting ability.

The ancient ruins sounded troublesome due to the mysteries it's held. The ruins were not mapped so if they got in to trouble no one could easily find them. However on the flip side of that they had high chances of finding things left behind within the ruins. Also due to the high number of undead they could maximize their exp gains.

"I do not want to risk everyone's safety going to the marsh lands, also the mountains seem like they may hinder our progress. This leaves the ancient ruins as our best option." Walker was firm in his choice causing Clara to breath a sigh of relief.

"In that case I will register your party as taking the test by traveling to the ancient ruins south west of the kingdom. Learning about the monsters that inhabit the area is completely on you as the party. Preparations are also up to your discretion. Will you be leaving today or some time in the future? You must begin within three days of registering for the test or you will be penalized." Clara knew they would be wise enough to do some research beforehand but she didn't realize Walker had skimmed many books from the mansions library just in case he needed the knowledge.

"We will begin today, our families are already aware the life of an adventurer and won't worry for us being away for long. We have also mentally prepared for a journey and are excited to be on our way to a new place." Walker wanted to head directly there but knew not to rush too fast in to things.

Clara looked skeptical and decided to test walker a bit as their manager. " name the two most common monsters you'll face along with the most dangerous enemy even a Diamond tier party would avoid."

At the question, walker smirked remembering some books he had looked over while searching for things about dragons. "Skeletons are weak enemies and very common, to defeat them its best to break the skull detaching it from its body. Zombies are also common, they do not care about lost limbs or wounds only destroying their brains or burning them to ash is an option. One stronger monster to avoid is an undead Lich. This is due to their strong magical capabilities allowing them high intelligence. They can also create other undead monsters with a wave of their hand." Walker's answer was logical and to the point. He knew that facts and facts alone would appease their manager.

Clara had a small o with her lips showing her surprise, she had not expected a perfect answer. "Well in that case I wish you luck. I'll send you some quests you can take care of that are in the area." As she had been soundly beaten by logic she decided the best method from here on now was to help the party optimize the time they spent in the ancient ruins.

With that walker and the party left the counter and headed to the South Gate. The travel to the ruins would take a few days but walker was sure they could use that time to better practice some teamwork. They would only have about half a day to travel due to their errands in the morning but it was more than enough to start.

The streets had become busy prompting Walker to keep midnight near. He wasn't so much worried about her being harmed by a carriage transporting goods as he was worried she would break the carriage.

"So what do you think we'll find in the ruins?" Gil was the first to speak up as they walked.

"We'll probably find another potion since we seem to be magnets for them." Remey joked.

"It would be nice to find some gear or weapons crafted by the ancients. Maybe we could learn from them." Su had a royal vision of them bringing back ancient practices to revolutionize the kingdom.

"Exp that's what we'll find!" Walker was having trouble containing his excitement. "Skeletons and zombies are rarely alone so as long as we play it safe we can really level up. Not to mention if I focus on trying to learn a holy/light magic spell that effects an area we could move fast. Really fast." Walker had been thinking about this for a while. Expanding the elements he could use would be invaluable to the party as a whole. And during this test undead type monsters hated holy/light magics.

"Oh hey Clara has already sent a quest for us to add to the list as we travel!" Walker had noticed there were some options available to them. Seeing one that caught his eye was a quest to kill 15 grey haired spiders. These were dinner plate sized spiders that liked to jump and kill birds. They often would attack smaller animals as well. This was a problem for merchants who traveled the area with children so this quest was common in the traveled route.

"We'll be sticking to a merchant route so we should take a quest to kill off some grey hairs spiders. The perk is we don't need to bring in proof since the system will update when we complete it! Not to

mention would a hero ignore the safety of those traveling?" Walker smiled at his last question. Any travelers they passed would surely notice the common sight of young adventurers securing the merchant routes. Often they would thank them as they passed. This was a great way to get their name out there as hero's.

' quest accepted

Requirements:

Slay 15 grey haired spiders

Rewards:magic

20G

Discount coupon with the merchant society auction building'

Chapter 56 - 56. Creepy Crawly

The party easily left the walls and began their journey. The merchant routes were larger dirt roads made for multiple carriages and guards to pass each other. Many routes veered off towards small towns or trading points. Camping spots were a very common sight along the roads, some people even left pots and pans as good will to other travelers.

Since they were heading south skirting the sun hallowed forest they saw glimpses of flame newts skittering about the rocks. However the farther they walked the less seemed to be sunning themselves. Walker couldn't help but wonder if this was because of the spiders.

"Stop." Gil had whispered in a hushed voice pointing ahead of them at a Boulder on the roadside. "Can you see the spider blending in to the rock? It's waiting to ambush a bird from up high. I think I can snipe it from here." Gil notched an arrow silently. Pulled it's back and let it fly.

Thwack!

Dead center, to the others it seemed Gil was going to hit the Boulder and the arrow would fall but to their surprise the arrow stuck to the grey color of the Boulder. They saw a piece of grey fall from it and noticed the outline of a spider with curled legs in the ground, Gils arrow sticking out.

"Wow I didn't realize they blended in to rocks so well. I wouldn't have noticed it." Walker was stunned not only had Gil silently fired an arrow with accuracy he had also noticed such a well camouflaged monster.

" the trick isn't to look for them but to look for part of a stone that seems too perfect. The hair on the spiders doesn't have the rough texture as stone does. I picked it up since these stupid things used to come try and get at the baby cows our neighbor had. So naturally as a good neighbor would do my father would kill them on sight." Gil was proud to showcase a skill his father had taught them.

"But how were you able to let loose that arrow so quietly? We were right next to you and didn't even hear the release of the bow." Su knew for sure she should have heard the twang of the bowstring as the arrow was loosed.

Gils smile was sheepish "I kinda got a new skill last level up, it's called silent shot." Gil rarely spoke of his skills and was embarrassed that Su was amazed by it.

Checking the system walker saw good news,

' one grey haired spider defeated. Gained 5exp multiples to 50exp'

The smile only grew bigger on his face knowing the party would be gaining a lot from a simple quest.

Hours passed as they traveled every once in a while Gil would spot a spider. Walker had managed to spot two as well but was no where near the talent Gil had finding them. By the time the sun was setting they had defeated 8 spiders total. This gave them 400exp which was astounding compared to what others would receive.

They party had decided to find a spot to camp for the night and luckily heard some chatting in the distance. Rounding a bend they came to a flat open spot. Three people sat around a blazing fire. A pot of stew was boiling away above the flames. There was one man organizing a large backpack. He seemed

very used to traveling having well developed muscles and sharp eyes. The woman that was casually tossing Ingredients in to the stew was thinner but looks seemed to be deceiving based on her speed of adding ingredients. She had a seriousness about her that showed from in the lines of her face. The third person was a young girl looking to be about ten who was drowsing in the warmth of the fire. She looked surprisingly strong for the age but it was obvious it came from traveling as her clothing showed wear and tear from long walking.magic

The man had noticed them the second they rounded the corner "heeyyoo looking for a spot to lay yer head ey?" His speech was odd but relaxed. He must have been used to passing other travelers.

"Yes we are about to call it quits for the day, if you don't mind us joining you we can offer some bread for your stew? It's freshly baked this morning." Walker knew everyone would be hungry and making a trade would help break the ice with the travelers.

"Bread!" The young girl came out of her half asleep state and popped her head up. "We have been out of bread for two week! What kind is it? Where'd you get it? Is it soft or crispy?" She began running questions from her mouth not even waiting for an answer.

"Tia! You'll scare em off calm down!" The woman scolded the girl. "Please come sit we always welcome others it's our policy, we'll accept your bread for some stew but we also require a story." She smirked knowing that long days of travel often became boring and hearing new things was a great way to stay of the right mind.

"Thank you very much, we will definitely take you up on that! My names walker." Walker I traduced himself as it was polite.

"Gil here" Gil raised his hand walking to sit down.

"Pleased to meet you, I am Su." Su gave a nod and followed Gil

"Remey, but you can call me dragon fist!" Remey had decided she wanted an adventurers nick name like Barry and Ibis so tried one out as a test.



"Pffft dragon fist huh? Since when do people call you that?" Gil was doubled over in laughter prompting Remey to flush red and immediately run at him. Luckily for Gil he was adept at dodging Remey.

Ignoring their rambunctious actions walker pointed towards midnight who had blended with the darkness. "This is our final member midnight, no need to be afraid she's just like you or I." Walker was a bit worried seeing the girl Tias eyes widen but the man nodded accepting it. He had run in to tamers before and long ago accepted dining with strange creatures.

"Hmm call me Rob, my wife here is Elise. Finally our daughter Tia. We travel here and there seeing the world. Trading what we can. We've never felt the need to settle down." He didn't sound tired at all, it was actually the opposite. Upon mentioning traveling the world his eyes glinted with passion.

Walker used his inventory to pull out two loafs of bread his mother had made earlier in the day. As he began tearing bits off for everyone he began speaking. "so you said you'd like to hear a story right? How does one sound about five adventurers who obtained the title of hero sound?" The party all looked at each other smiling at walkers words. The three travelers were confused but ready to listen. As the night went on and they ate walker began their story, how they found midnight and joined together. Gil, Remey, and Su joined in as well each saying their part. The shocked faces of Rob, Elise, and Tia doubting they had titles but soon became convinced.

#### Chapter 57 - 57. Night Watch

"Well, who would have thought we'd meet budding hero's" Rob laughed at his luck. He had met many different people from bandits to nobles while traveling. However, this was the first person who had a title he had ever met. This just went to show how valuable it was to take the time to speak to someone was.

Soon the fire began to die down, Gil and Su had volunteered to set up the tents they had with Remey cleaning up some of their gear from today's travels. Walker offered to take the first watch for the night as he wanted to show his thanks to the travelers for the stew.

Walker took up a spot a bit farther from the fire so he could see around the bend in the road in case anyone came down it. Surprising him midnight came and sat back to back with him. "You know you can go sleep, I know you like the fire." Walker didn't want to force midnight to stay up after traveling all day but with a snort and a shake of her head, she refused.

Walker was vigilant but started to drift off, however, midnight nudged him to shake him out of it. Soon the reverse happened and midnight began to fall asleep but walker returned the favor leaning in to her and shaking her out of it as well.

' daily quest has been completed.

All party members have successfully been assisted.

Rewards:

50exp multiplied to 500exp

Multi buff skill.

The multi buff skill has been taken from the supporter's system.

Multi buff skill- cost 5 mana

Add multiple enhancements to each party member. Buff include; +2atk, +2matk, +3agi, +2def, +2mdef. '

Walker did not expect this. How had he completed Midnight's daily quest with her? They were just sitting and watching for danger. Was it because they had helped keep each other stay awake? After getting over his confusion, he realized just how great this buff skill was. He could improve the entire party's stats all at once by a decent margin. This would make tougher enemies much easier to deal with.

After looking at the new skill in awe he realized just how many experience points he had gained from this daily quest. If this was the same for everyone they would all be making leaps of levels for a while. Maybe achieving level 15 and unlocking the heroic leveling was easier than they expected.

The remainder of the night passed easily, walker and midnight switched with Su and Gil then later they switched with Rob and Remey. Once the sun began to peek through the night everyone had already gotten up to huddle by the fire and wake themselves with the remaining stew.

"Well we hate to eat and run but my family and I have some clouds to chase." Rob, Tia, and Elise had packed their tent and prepared themselves for more walking. Tia ran up to midnight patting her in goodbye before waving as the trio walked off.

"Well, I guess we should follow their example then," Walker said to everyone. They should get a move in too it would take them a few more days to reach the ruins.

"Who wants to bet Su and I will find the first spider!" Remey had boundless energy as usual.

"Ha! You can't beat walkers and my eyes. We can see through the soul!" Gil met her challenge with vigor.

'Daily quest: spotting the details

Having a keen eye for details is an important quality for a hero.

Requirements: each party member must spot and defeat at least one grey haired spider by themselves.

Rewards:

30exp each party member'

Midnight jumped in excitement at this, she now understood that they were excited to go hunting!

"Well I guess today will be plenty of fun." Walker chuckled seeing their daily quests were all the same. The system had pulled from their rivalry and was helping them push to be better. Being able to strengthen their observation skills without using the system was a great way to sharpen their minds.

After a short time walking the road midnight suddenly sprinted forward pouncing in a small rock. By the time everyone got near her they saw the smallest grey haired spider that had seen, yet pierced by her teeth. "Umm Midnight's in the lead so far." Walker said with a bit of a laugh.

"She's a girl so points for our team!" Remey yelled in triumph. Her face quickly fell as she watched midnight devour the spider. "Maybe we don't count this one."

"Agreed" Gil felt the same about watching midnight eat a spider as Remey. Just too gross. However midnight could not care even a little, she was happy to have a snack.

The day had become cloudy adding an extra challenge to their game. However around midday, they suddenly stopped. magic

"There's one" Gil, Su, Remey, and Walker said in unison.

Without hesitation, they each jumped in a different direction.

"Quick shot" Gils arrow pierced the spider quickly killing it.

"Shield bash" Su made a quick dash slamming her shield cracking a small rock leaving behind a smashed spider.

"Hammer fist!" Remey clasped her two hands together and released a massive strike completely crushing a larger spider. It didn't even have the chance to move.

Walker had felt he'd focused on magic too much and used his spatial magic to retrieve his scythe. "Crescent moon!" With a swing he sent a wave from the blade slicing a rock in half along with a spider.

However as the wave traveled past that one spider for a small distance he realized he had just made a mistake.

Small skittering sounds could be heard approaching. Not just one set of sounds but many. Normally the spiders didn't congregate however when the females laid eggs they would lay a hundred in a clutch. They would often hatch at the same time occupying the same area for weeks until they spread out or died.

Walker had just disturbed twenty two of such spiders which were very unhappy their hunting had been interrupted. Sensing the danger walker prepared himself for what came next.

Chapter 58 - 58. Too Many Legs

magic

"We've got trouble! Everyone form up on me!" Walker yelled. Gil was the first to get to him seeing the spider's angry approach.

"Wow, you really know how to draw a crowd." Gil was way too relaxed. Walker questioned if he even had a sliver of seriousness sometimes.

Remey and Su were right behind him. "What did you get a skill that makes every spider come bother us?" Remey was trying to hide her disgust. She really didn't like spiders.

The spiders were closing in almost within striking range. Midnight jumped out slashing through one with her claws. 21 left.

"Multi buff!" Walker took the momentary distraction midnight made to buff the group. Being used to walkers surprises by now the party didn't falter.

"I'll take range support!" Gil stepped back notching an arrow.

"Remey Su if you two can get them to group up I can unleash a big attack!" Walker was going to utilize the crescent moon skill again. It was a bit of a drain on mana but the less they had to deal with in a swarm the better.

"Remey I can do this by myself just watch my new skill!" Su broke character and was going to show off. The adrenaline must have gotten to her. "Come at me trash!" With her insult a slight glow engulfed her. Walker had seen this before when he was younger. His father once showed him a taunting skill.

The spiders all instantly turned towards Su stampeding towards her as if driven by madness. "Walker it's all up to you make it a good hit!" Su began jumping backwards to stay out of the way.

"Midnight I'll need you to pounce on the survivors!" Walker's call to midnight was met with a growl. He felt she understood due to their connection so he immediately loosens his attack. "Crescent moon, crescent moon! He sent waves flying at the spiders. Some were split in half while a few managed to survive but lost legs. 4 spiders remained alive.

Midnight pounced on the nearest, tearing it apart. Remey followed her lead "thrash!" She unleashed a series of punches at her fastest speed. They may not have been as strong as other punches she had but the amount of punches couldn't be perfectly defended against. 0 spiders survived the onslaught.

Falling to his butt Walker returned the scythe to his inventory. "Never again!" He yelled and laid back.

"You'll be paying for any nightmares I have about spiders." Remey came over softly punching his leg.

"If He's paying I want minotaur steak, I've always wanted to try it." Gil joined in sensing an opportunity to tease Walker which was rare. "Hey Su, that was the first time I've seen you use a taunting skill. Didn't know you could say mean things." Gil like the others had been surprised by her words not knowing she had a taunt skill.

"I learned it as one of my first skills but I really don't like to use it since I have to say mean things." Su was dejected due to using it. But realized if she hadn't they would still be whittling away the spiders.

Walker, Su, and Gil had all reached level 8 while Remey was on the cusp of level 9. Midnight was not level 6! Her stats still greatly overshadowed the other members but her leveling would greatly slow compared to them. Midnight would need over 700exp more than her party members to level up now. Realizing this Walker thought she would be the last to reach level 15.

Gil and Su were smiling as they looked to distribute their points to stats. However, Remey looked more conflicted. "It's going to be hard getting to level 15, isn't it? I'm the only one who didn't level up with the number of spiders we defeated I'm only close." She was shaking her head in doubt.

"I'm not sure how high we can reach in our test but if we really push ourselves and optimize those potions at the right time we just may be able to finish a step ahead." Walker was also thinking of the challenge. If they could work together and utilize Su's taunting skill they may be able to attract high numbers of zombies or skeletons. Walker decided he would start to focus on some large area magic while praying so he could maybe learn a light elemental skill.

Noticing Midnight had finished eating walker decided to store the remaining 15 spider bodies. A thought occurred to him, if we had another body we could increase our exp gains...walker hurriedly pulled the abyssal serpent egg from his inventory letting it bask in the light. The others noticed this and bore witness to a strange sight. The egg seemed to glow as it pulled the rays of the sun closer to it.

"Huh isn't that something?" Gil was entranced by this little egg.

"I guess I'll be carrying this today. Tonight I'm going to form a contract with it so when it hatches we can easily welcome it." Walker felt confident that this was the right decision. Even if the progress is slow having another in battle could be a huge help.

They soon got back up and began walking again. Time passed as the sun soon set. They had made great progress so far noticing they could see faint outlines of buildings in the distance. Another day or so of travels and they should be at the start of the ruins.

After finding a nice spot near a large tree the party set up their camp for the night. With the help of midnight walker was able to gather some firewood and start a nice blaze. While Walker did that Remy and Su had managed to find a rabbit grazing nearby and captured it. This was a nice surprise since it was rare to find a regular animal in an area monsters hunted. Gil had set up the tents leaving the only thing left to cook and eat.

Once they had all shared their fill walker decided this was the right time to form a new contract. "I'll have to ask you guys to take the watch tonight after I use blood contract I'll be out of mana and probably need some serious sleep." Walker knew it was risky but saw the benefits outweighing the negatives. "Let's do this then" walker prepared himself

## Chapter 59 - 59. Contracts

Walker placed the egg on a flat part of the ground in front of him. The warmth of the flame was still able to reach the two but it wasn't overpowering. Walker mentally prepared himself for the huge mana drain and tiredness.

The egg had lost its glow as the sun had set but still had echoes of a glimmer in the firelight. "Blood contract" Walker immediately felt all his mana converge to his finger resting above the egg. A drop of shining blood fell from his finger and hit the egg.

'Blood contract skill has been used.

Contract successfully formed with infant abyssal serpent. Upon hatching the user will have access to the abyssal serpents stats and skill information.'

Walker didn't even have time to smile before he passed out. His dreams were of darkness. He wanted to see the light but couldn't find any. Every once in a while a glimmer would appear and he'd run at it only for it to disappear. He was tired and needed it... why couldn't he have it.

Walker shot up from his slumber to see the sun rising. His dreams were fresh in his mind. Was this his new connection with the abyssal serpent egg? Did it want the light so it could finally hatch after years in the dark waiting?

He was about to fall deep in to thought when he smelled some bread warming by the fire. His hunger overcame him and he rushed to join the others eating. " you know we had to drag you to a tent right?" Remey was a bit annoyed Walker had left himself out in the open last night. Not to mention the egg which any number of night predators could have stolen from them.magic

"Sorry sorry that was my fault I let my excitement cloud my judgement. By the way where's the egg?" Walker didn't see it nearby and became worried.

"I have it!" Su gave a slight shout from a rock she was sitting on while watching the sunset. "I thought it would like to watch the sunset with me since you said it needs light to hatch." Su's kindness was really unmatched.

"It's strange after I made the contract and fell asleep The dreams I had were all about darkness and chasing light. It might be how the serpents felt after years of sleeping." Remey became slightly teary-eyed after hearing this.

"Don't worry little fella we'll get you to hatch and keep you up on endless adventure!!!" He dramatic jump up with her fist in the air cause everyone to laugh. Midnight was keeping an eye on Su who was holding the egg.



"When that egg hatches it will be your younger sibling you'll need to teach it well," Walker said this when midnight came over to him patting her in the head. Unknown to him midnight had shared the same dreams as he did last night. It would seem the blood contract was more connected than he believed.

The party quickly began on its way once again. After a few hours of travel, Walker could make out a broken spire. This lead down to stone buildings with broken roofs, partial doorways. And even some random pits where houses seemed to fall in to the depths.

Weeds covered what seemed to be an old street. Some archways were still standing, the intricate carvings faded away leaving but a shadow of true artwork. This was once a massive city but overnight had lost its whole population. Nobody had managed to find the true reason behind its downfall its name had been lost to time. Adventurers had discovered that atop the earth the buildings would often hold skeletons and the odd zombie or so that came up from the mass of underground tunnels.

Making it to the center of the ancient ruins was near impossible due to the swarms of undead monsters. Undead had come from underground almost drawn to the outside. Many adventurers would set up camp on the outskirts and attempt venturing inside to find treasures but never return. It was not uncommon to find empty tents or forgotten notes of farewell.

"So that big tower thing is in the center right? Think we could see the whole world from up there? Let's go there first!" Remey wanted to rush right in like usual but Su grabbed her shoulder.

"Haven't you heard how dangerous the ruins are? No one ever makes it to the center and back. The undead monsters are too thick. Making it to the inner walls is already considered a gold tier adventurer party challenge as it is." Su being the voice of reason was able to tame Remey's excitement for a few moments.

Gil and Remey looked at each other for a few minutes then smiled devilishly "then we can't leave until one of us touches that outer wall!" The two said in unison.

"You know I'd almost be convinced you two had telepathy systems." Walker gave them a strange look. If they were able to get as far as the inner walls of the ancient ruins and bring back evidence of a monster from there would they be promoted right to gold tier party?

"I don't think we should head in today, it's better to have a full day to use." Su was logical as always. She was right it would be better to scout and maybe attract a single enemy out to test things on for a full exploration the next morning.

"Gil, do you want to scout and lure a skeleton or zombie out here. I'm going to try and learn some holy light magic. If I can pull that off maybe we can be faster tomorrow." Walker knew sending Gil would be safe due to his soft footsteps.

Gil headed off while Remey and Su set up a small camp. Midnight seemed distracted and kept sniffing the air almost looking for food.

'Daily quest: the jack of all trades system

Your party is in need of a light magic user to make their current objective safer. As the all around magic user, it's your duty to step up.

Requirements:

Learn one light magic skill.

Rewards:

+1matk stat '

"What!!!! I can get stat points from heroic daily quests!!!???" Walker's outburst was ignored as Remey, Su, and midnight had all also frozen while staring at their systems.

"Leader! If I do this daily quest I can get a poison resistance passive skill!" Su rushed over to Walker not able to control herself. " I just need to test a zombies hits against my shield ten times!" Walker was incredibly surprised but turning his head to Remey he knew more was to come.

Chapter 60 - 60. Testing

"I need to incapacitate a zombie by breaking its arms and legs without damaging its head. I'll get a piercing passive skill." Remey saw Su and her excitement so she tried looking indifferent.

The only one they couldn't understand was midnight who was hopping in the air as high as she could. For a moment the three were stuck staring at her in confusion. However they didn't get much time to relax as Gil ran up to them. "Two zombies one skeleton with a broken sword. Incoming about two minutes behind me. I need to dodge them so just distract the skeleton and one zombie for a few minutes I'll tell you more later." Gil was panting hard but a strong look of determination resided in his eyes.

"You've got it! Su you will take one zombie, Remey after Su blocks it and give you the signal start going after its limbs. You'll need to calculate and be precise. Midnight let Gil dodge the other zombie then help him do what you need to do. I'll be praying for light magic and trying to take down the skeleton." Walker's staff appeared in his hand

"Oh holy lord bless me with the gift of light" Walker began praying.

Religion may not have been a major driving force in the world however many did believe in something. Some believed in the power of monsters and others in specific elements. When humans referred to the holy lord they meant a god they worshipped often who controlled light or as they called it often holy magic.

"Skills have been taken from the holy priestess system, the holy lord system, and the master of seven flames system. Please choose one skill.

Turn undead

Holy smitemagic

Evil consuming flame'

Three skills? The system wants me to choose one? Do all of these serve my situation? I can't even see what they do. Walker was being consumed by his thoughts but the clattering of bones forced him in to a fighting stance.

"Ugh fine evil consuming flame sounds like the more versatile skill, I choose that!"

"The user has chosen evil consuming flame from the master of seven flames system.

Evil consuming flames- 3 mana cost

A ball of White flames blessed by light pursue a single target. Once hit the flame feeds off darkness within consuming undead creatures. If any other enemies touch the flames while they burn they will also become affected. The flames are purifying. '

Walker couldn't even look at the system notification. He saw Su and Remey moving to pull a zombie away. Gil had already begun his dodging. He looked as if he was dancing around the zombie's slow swings. Every movement Gil made always left him a hair of space from the rotting flesh encompassing the zombies. The skeleton was headed right for Walker. Just as planned but walker was still not happy to see yellowish grey bones pursuing him. Something that was once human still clung to life and now wished to kill him.

The hollow eyes seemed to stare in to Walker's soul as it opened its mouth making clattering noises. The skeleton raised a jagged broken sword. Walker jumped back narrowly avoiding the slash.

Before walker could start his spell Midnight pounced on to the skeleton crushing its skull. Looking over to where Gil was he saw him still dodging the zombie. "Gil tell me when you're done I'll help you!" Walker wasn't sure why midnight didn't help Gil but wasn't able to think on it.

Looking over to Su and Remey walker saw Su blocking a broken armed zombie's helpless attacks. Remey was attempting to get a good angle to hit a leg but it was a tough situation.

"Walker now!" Gil had just spun around the zombie leaving its front open to an attack.

"Evil consuming flames!" It was a longer attack to shout but the effect was amazing. A white ball of fire immediately sprang from walkers staff. The zombie had no chance to move out of the way. The fireball encompasses the zombie's front and began traveling to its limbs. This fire was ravenous! Gil and walker watched in awe as the zombie was failing to ashes in front of them.

"That's some spell you've got there!" Gil was the first to come back to reality. Walker smiled at this new skill.

Looking at Remey and Su the two saw the sad remains of a zombie helplessly squirming on the ground as Su used her shield to end the fight.

The two walked over a bit out of breath with a triumphant look on their faces.

'Zombie defeated 6exp multiplied to 60exp'

'Skeleton defeated 5exp multiplied to 50exp'

'Zombie defeated 6exp multiplied to 60exp'

The system was proving yet again how great the title was.

Noticing Remey giving a strange look walker turned around to see midnight crushing the skeletons bones in her teeth. "Midnight you know we have other monsters stored you don't need to eat that!" Walker was worried it would make her sick they were just bones!

However, as he started towards her to stop her Walker noticed a strange grayish white aura on her scales around her back. This caused walker to stop, this was like when she ate the darkness crystal. Was this somehow improving her scales? Why only on her back?

There were too many questions that were unanswered and walker reminded himself to find a book on specific species of dragons as soon as they returned from the test.

Once midnight had finished crunching on the bones she stood up and walked towards everyone else. With an irritated shake, Walker noticed she had some loose scales on her back. "Midnight! You're shedding your scales!!! You're starting to grow your adult scales!" Walker immediately remembered this from the book he had read smiling widely. This was an important part of her life cycle. After her new scales grew it they would grow with her. It also meant she would soon show her wings! Maybe they

would hint at what kind of dragon her father was. Walker was still skeptical of why she ate the bones but this new development overshadowed it.