

Master 61

Chapter 61 - 61. Catching Up

"Really! Does that mean she'll be crushing enemies from the sky!" Remey had grand visions of midnight swooping down and crushing skeletons before they could act. magic

"I would believe her wings would need time to develop. We should make sure we save skeletons' bones for her. Maybe they hold the right nutrients. My mother always told me my body is strong because I drank a lot of milk as a child." Su used her logic skills trying to decipher the reasoning and to also ground Remey's imagination.

"Hmm, this may have been a blessing in disguise that we chose this place to travel to. Not only will we level up but midnight is also finding nutritious foods. Well not that I'd call bones food." Walker laughed at his little joke.

"not to rain on everyone's parade but does anyone want to explain how my daily quest just gave me an agility point for dodging an undead enemy's attacks at the last minute fifteen times?" Gil was still amazed and skeptical of this daily quest. He'd heard only master systems could reward stat points for quests.

"Wait you got an agility point? I only got a passive skill. Pfft whatever I'll just have to hit you harder." Remey had a devilish grin " my hits ignore two defense stat points now." Remey cracked her knuckles for added effect.

"Hmm add on Su's quest to take hits and gain poison resistance and my magic attacks to gain a magic attack stat point." Walker was connecting the dots. "It seems the system's daily quests have us actions to help train us against these enemies. The hero title has really changed and even pushes us to grow. I would be willing to bet Midnight's quest was to beat that skeleton and eat the bones. I mean why else would she ignore what I said and immediately attack it?"

After Walker connected these dots faces of realization appeared on everyone. "I feel like we are cheating. The systems are basically pushing us in the right direction every time." Gil felt they would be invincible after not too long.

"You can't rely on it. That was just a test that you scouted out. If it was a huge swarm we would have been overwhelmed the way we all fought alone." Su saw the arrogance spawn in Gil's eyes and quickly brought him down to the earth again.

"Su is right, we had intended to test some things out and that's exactly what the system quests helped us with. Now we need to utilize what we just learned. Think of it this way, if Su has poison resistance doesn't that lead you to believe the zombies rotting flesh could poison us?" Walker's words began opening their eyes. "Gil your quest revolves around dodging so there may be traps of close encounters a scout needs to avoid. Remey you gained some piercing power passive is it not a long shot to say we may face some tough defense based opponents? What about my magic? Does that mean my new spell needed more strength to defeat what we will encounter? Even Midnight's growth shows us that she needed to get stronger before we went forward."

The weight of Walker's deductions fell on everyone. This the planning had truly begun. This young inexperienced party had just taken its first step in to the realm of true adventurers. So far they had a lot of luck but properly collecting Information and using it critically was a skill often learned over time. Veteran adventurers of weaker tiers often outlived those who Shot up the rankings early due to this exact reason.

After an hour or so of deliberation, the party had caught up to an adequate understanding of what dangers they may face entering the ruins.

"We should set out base camp and prepare for tomorrow. We'll be heading in to the real ruins right?" Gil chimed in after they'd all reached understanding.

"Sounds like a plan to me" Walker got up. He's pulled out the egg while they rested and it glowing softly. Walker could feel a warmth through his connection with it. "Hey midnight can you guard your sibling while we set up?" Midnight was delighted to be given such a job and quickly curled her self around the egg while still allowing it to bathe in the light.

The remainder of the day passed quickly and soon they were all left in the quiet of the night. Walker had stored the egg away after they had all eaten. This would be their last real test before starting their plans to gain massive amounts of exp.

Walker had taken the first night's watch and was trying to be as vigilant as possible. Now that things were silent through their little camp he noticed distant moans or sudden clattering sounds. These

sounds would echo off the ancient stone buildings and rubble. One thing was sure, he would not rest peacefully thinking of the grotesque undead in the dark.

Soon walker had switched with Gil and later Gil with Su and so forth. When morning came walker made sure to be the first awake so the egg could see the first light of the day. He could feel the warmth of the sun washing away the terrifying sounds of the night. It was time to start their test for real!

Once everyone had risen they ate light so they could stay focused. The camp was easily broken down. The seat before when Gil had gone to scout and lure back some enemies he'd glimpsed a town square. The plan was to lure as many undead as possible there and release Walker's evil consuming flames. Then after those wore off everyone would finish off the remaining undead in the area and start again.

They would divide in to pairs leaving Su in the square. Her job would be to taunt the ones the others lured there. Su would then move in circles using some crumbled buildings to ensure the distance between her and their man made swarm.

Walker pulled his staff from his inventory, "let's go to that square and start luring in our prey." His serious aura radiated to the others. They were ready!

Chapter 62 - 62. Swarm

"Gil grab those five zombies over there! Meet us in the square when you can. Midnight back him up in case things get too close!" Halfway to their location they'd spotted five zombies following a stray cat and decided these would be the first lured over.

Once Gil had run over the zombies focused on him, the cat glanced back and almost seemed thankful for its pursuit to end.

Meanwhile, Walker, Remey, and Su made their way to the square as fast as possible. They took note of some collapsed arches that would slow the undead as they followed Su. "We'll be leaving now, we'll be back make sure you yell for us if anything happens." Walker and Remey took off in the opposite direction they had come.

Remey and walker ran down another overgrown road. The two noticed a caved In Home larger than the others and decided to head towards it. As they approached three skeletons were idling nearby. Two had damaged axes the other had nothing. Remey ran towards them leaving a wide area between them.

The two skeletons raised their skulls and teeth clattered. With her key movements, they began following after Remey. Walker followed slightly behind the group eyes watching the surroundings. He felt there would be more around a bigger area like this.

Walker glanced down an alley way and noticed that there were doors boarded up on the sides. This was the outer area of the ruins it would make sense that previous adventurers would have boarded off places that had access to the underground. Dangerous ideas entered Walker's mind.

"Remey you go ahead I have an idea!" Walker made his way to the alley way and used his staff end to pry the boards from the door. He could hear scratching from the Inside and prepared himself to run out as soon as the door was free to open.

The board fell to the ground and Walker felt the door pushing back towards him. He quickly jumped back and ran to the opening of the alleyway. He didn't know how long this place was sealed but it was long enough for many undead to become trapped as they tried to escape the underground. Seeing them begin to follow him walker lured them towards the square he wasn't able to count how many were behind him but there were over twenty in view.

Walker quickly used his party chat function "I found a bunch trapped behind a boarded up door I'm not sure how many but I'm coming to the square. We need to get them there and prepare to wipe them out!" After notifying the other members he continued to let the zombies get close then ran forward away from them. He repeated this over and over for almost half an hour. These zombies were just so damn slow.

Over the groans and sliding of feet, Walker could swear he heard a loud thump here and there. But over the vibrations of the zombies following him, he thought it may just be nerves.

Once he approached the square he was impressed to see 13 skeletons with various or no broken weapons following Su. Behind them were 9 zombies some of which didn't have arms or broken limbs. It seemed Remey was trying to mitigate their attack ability so Su could easily keep them contained. Gil and midnight were waiting on top of a roof of a nearby building that seemed stable. It was a perfect vantage point of him to use his arrows and also for the party to meet up and take potions.

Remey had appeared next to Su pointing towards Walker. This was her signal to go meet up with Gil and midnight on the roof. Walker proceeded to run faster still allowing the zombies to flow in to the square while he caught up and found Su and Remey climbing a rusty ladder.

Upon getting to the roof himself walker was able to see the square now almost full of rotting zombies and grey bones skeletons. They were slowly approaching the building the party stood on. Walker had unleashed much more than just twenty zombies. They seemed to filter in to the square without end. He was not beginning to believe he had made the wrong choice in opening that door.

"Here we'll all drink half a potion that's twelve hours we have to maximize our hunting. We may take longer than that to deal with all of them. We'll need a few days to rest after this so don't worry about going all out but let's be smart about it." Walker had accepted that they would need time to recover from this battle, but the rewards will be well worth the soreness of a few days.

Pulling the potions from inventory they all drank half a potion, Su had helped midnight with this. Leaving just one growth potion remaining. Walker thought this would be held on until midnight needed it to get her heroic leveling function. That seemed the best use, however there was not any time to dwell on it now. Ignoring the system message saying they had consumed the growth potion they continued.

"Su can you taunt from up here? We need them to group up for the first hit." Walker was ready to use his spell but if the undead were to spread out it was pointless.

Stepping to the edge of the roof Su took a deep breath. "Get your asses over here you rotting pieces of garbage!" She banged in her shield after letting out the uncharacteristic shout which still stunned the party. They did understand she needed to yell insults to properly activate her taunting skill but it was too shocking.

Su's body gave off an aura and the undead seemed to all focus on her. The echoes of her voice seemed to still reverberate through the outer area of the ruins. The barren walls and broken buildings allowed sounds to travel much farther. magic

Chapter 63 - 63. Problems

Walker realized that having Su shout a taunt skill so loud was not the best move. The echos carried the skill much farther than intended.

"We need to move fast that skill traveled more than I expected. Be ready for a longer fight!" Walker gave his warning and watched the undead begin to push forward closer to each other.

"Wait...waiiitttt....EVIL CONSUMING FLAME!!!!" Walker saw the perfect moment and released a white fireball to the middle of the swarm.

The flame seemed small at first just a white dot among the rotting undead. But as the seconds passed the flames spread. Soon the party was witness to a bright white blaze consuming the whole square. However, the flame didn't dare spread to the stone buildings or burn the over grown plants. This was a testament to the light magic element. This spell only consumed evil and the thoughtless undead that only wished to kill were evil.

Witnessing this walker felt enlightened. This was a lesson of what magic would affect other elemental magic. What could harm and what could help.

'The user has reached partial enlightenment in the world's elemental magic. The skill elemental fusion Has been taken from the world bringers system.

Elemental fusion- ???

The ways of the world are mysterious, not many achieve an understanding of the systems in which existence flow. Using the knowledge gained through this understanding elemental magic can be fused in to stronger attacks'

Walker almost became enthralled by this system message but before he could start thinking he noticed something. The white flames were dying down in the square. A small line of flame traveled down the streets Walker had come from.

But what truly brought them the entire party to halt was not the white flames, not the countless system notifications, but the creature stomping through the ashes towards them.magic

Walker used his skill to discern its identity,

'Undead golem

Created through long term rot. Many undead forced in to one place over many years will eventually conform in to one body as their bodies break down.'

This undead golem looked slow but it was tough. Every time it touched the white flames a layer of rotting skin would burn to ashes only to reveal the golem to still be walking forwards.

This golem was terrifying. The legs and arms were like tree trunks. Its body was made of multiple fused rib cages. The head was sunken in to the body, barely even noticeable. The hands had melted together in to honey rotting cudgels. One hit could end all of their lives.

The flames had begun to die down revealing bones, partially burned zombie arms or legs, and ashes plenty of ashes. If the wind had decided to blow the whole area would disappear in to a grey haze.

The ever approaching thuds of the golems steps rang in Walker's ears. "We may have messed up a bit here." Walker had realized this fight would be much tougher than he had expected. "Alright here's the plan. Su be ready to block at a second notice. Gil when we back off you shoot every chance you get. Remy time your attacks for when Gils' arrows hit so it's distracted. Midnight stay away from its feet they could crush you. I'll buff everyone and try to heal and attack when possible."

Walker had devised a roll for everyone as quick as possible. Looking around he could see a few zombies or skeletons still moving some lost arms others couldn't even properly move.

Midnight had already jumped from the roof and begun finishing off the injured undead. Gil was letting fly arrow after arrow clearing an area for the others to fight.

"Multi buff!" Walker buffed everyone up. The undead golem had arrived in the square. It had definitely lost some mass from the remaining flames it carelessly stepped on. However, the aura of dread around it was strong.

The golem noticed Su who had just gotten in to position and began to move. Remy was to the side unnoticed.

An arrow flew and hit the golem in its center. The golem barely flinched at the damage. Remy circled around its back and released a punch. The golem barely registered the hit. It didn't even take its focus from Su.

"Su it's still affected by your taunt keep it at a distance. We will wear it down." Walker

Midnight had finished attacking the injured undead and came to the right side of the golem. She unleashed her claws rending a piece of the golems tough skin off. Noticing the golem didn't even react Walker could feel the anger in Midnight. She did not like being ignored. Midnight let herself go in to a small frenzy cleaving flesh from bones on the golem.

After six swipes of her claws midnight had made significant cuts to the golems side and back showing the underlying muscles and bones fused together. Midnight had become a bit short of breath from her attacks.

"Midnight move back let me at em!" Remey jumped forward throwing punches at the same areas midnight already damaged, the sounds of bones cracking were disgusting.

The golem finally took its notice from Su and began to turn. But as it raised its arm to swing at Remey three arrows in quick succession pierced its shoulder. The golem dropped its arm and turned towards the roof Gil was still standing on.

The golem was moving a bit farther now the sounds it made echoing through the buildings. Each step cracked the old stones on the square. Su had made her way near Walker with an idea. "leader use your flames on the cuts midnight and Remey made, you may get under its defenses." Her plan was solid. Walker lacked piercing power but Remey and midnight didn't so he could use their efforts to do real damage.

Su and walker separated "get over here you fat brute!" Su used a taunt to draw its attention. The golem had begun to collect arrows on its outside like porcupine needles. Gil refused to stop firing.

Walker approached the golems back seeing the deepened cut. He slammed his staff in to it as deep as he could. "Evil consuming flames!" White fire burst from the injury. Walker retreated as the golem came to a halt yet again.

Chapter 64 - 64. Round Two

magic

Soon a disturbing scene of movement under the golems skin was seen. It was as if something was pushing out for an opening. Smoke billowed from the wounds it had received. The flames began to

penetrate its skin parts falling off here and there. The smoke was room much to see through as the golem was consumed.

The sounds of rotten flesh hitting the grounds sickened the party but they knew this wasn't over yet. There's hadn't been a system notification.

The smoke began to clear. Ashes were falling around the golem. It had lost most of its mass. No tough skin remained. There was mostly bone and muscle. Small bits of skin burned in the ground. It's head had become much more visible. It was a grotesque half skeletal half rotten skull. A small bit of red resided within its eyes.

The now smaller golem stepped forward without any thuds or stones cracking. It had lost most of its weight and strength. Its speed had increased however, it flung its arms out towards Su. "Guard!" Su prepared to take the hit.

Shiiinnngfff

A metal vibrating sound was made as she had blocked the hit. The sounds of the golems bones breaking in its mess of a hand. The golem had been pushed back unsteady. This allowed Remey and midnight to jump forward landing their blows to both sides simultaneously.

Midnight let out a small roar as she tore off one of its arms. Remey's hit was heavy, the sound of multiple bones breaking caused the golem to stumble dramatically. This allowed Su to jump forward having recovered from her defense. "Shield bash!" Su slammed her shield in to the golem, it fell to its back.

"This is our chance! Everyone let's finish this!" Walker's war cry sparked a fire in their eyes. They may not have finished it after the first strategy but this second round the golem was weak and they were about to come out on top.

Midnight and Remey targeted its body. Remey jumped and smashed her fists down breaking its remaining arm. Midnight tore out bones from its very core. Gil targeted its head firing arrows in to it with precision and speed. Walker stepped forward. "Evil consuming flame!" The white fireball hit the golem which was still stunned in its back. This time the flames didn't have a chance to fall from it. They fervently consumed the golem leaving ashes and smoking bones behind.

'Undead golem defeated.

100exp gained multiplied to 200exp multiplied to 2000exp'

The party collectively breathed a sigh of relief. " whoooooooooooooooooo" Gil let out a shout of victory before jumping down from the roof.

They were all sweating from the exertion and heat of the previous flames. " I think we've earned an hour to rest." Remey fell to her butt with an exasperated sigh.

"Agreed" Walker knew they wouldn't be able to do this indefinitely so they would have to rest between. "We also need to pick up some of the broken weapons, bones, and other things they may have had on them. The flame only burned the undead not their items." Walker didn't want to do this immediately but knew the faster they collected these things the better. Storing them away for proof and various other reasons was a smart move.

"I really would hate to run in to another one of those things" Su spoke for everyone. The undead golem was an annoyingly tough opponent. Walker made a note not to open anymore sealed doors, the danger was too great.

"So how many undead did we actually get?" Gil asked the question they were wondering about.

Walker glanced at his system. "Hold on to your seat cause this might knock you on the ground....thirty six skeletons, twenty four zombies, and one undead golem..." Walker knew this was insane all at once but he didn't realize just how insane it was.

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Clara burst through the guild masters' doors. "You need to look at this now! Can a system be wrong!? This can't be right nothing I'm seeing can be right!" She was in a panicked state which truly threw Ibis off who was used to the professional Clara.

"I mean I can see their progress as their manager so I can see where they are and what's happening. But the system just sent a crazy amount of notifications on the party's actions. It's just not possible." Clara used her system to send a string of notifications to Ibis. As she was an employee and him the guild master they could share system information.

Ibis was intrigued at first seeing the list of skeletons and zombies but realized the list wasn't getting smaller. There were too many that were killed all at once. The most shocking though? An undead golem at the very end. "How could they kill all of these at once! An undead golem is a challenge of a late bronze early silver tier adventurer party!"

"That's what I'm saying they somehow did all this at once it's insane! They are taking a test so I knew they would try hard but this is too much." Clara had fallen speechless as she sat there. "I don't know what tier they will be awarded but I know it will cause waves in the guild."

"We'll have to heavily place these acts on their title. It's the only way to keep unrest from skyrocketing. I need you to start mentioning to the others about the hero party omnipotent. This is an order spread this rumor of their title as much as possible before they return." Ibis could see no other way than to make it seem that this huge jump was only due to the title they received. If someone tried to replicate whatever they were doing in the ruins many may die.

Unknown to Ibis and Clara they were due for another shock and sooner than they expected.

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"Alright we'll that's everything we could find laying around" Remey wiped her brow and smiled at the pile of bones, ancient coins, broken armor, and weapons. Other various things as well but Walker would store them all and let his inventory organize them.

"Then I guess it's time to gather more for round two." Walker smiled they still had a lot of hunting to do.

Chapter 65 - 65. Results

"Again!! It's happening again!!!" Clara was about to exit the office when a slew of notifications showed up, this was the third time.

Ibis and Clara had taken to sitting in wait for developments. The second time twenty three zombies and seven skeletons were defeated. This was still too many all at once for a party of their tier.

Even more shocking was two hours later it was now happening again. "Thirty three zombies and twenty seven skeletons. What are they doing putting them all in a hole and blowing it up?" Clara felt defeated. She couldn't think of any logical reason or practice that would cause these sudden jumps.

"I'm glad we started writing this down, we are witnessing a record." Ibis had seen much in his life but this was the most monsters he had ever seen defeated by a party of this tier. If this was a gold tier entering the area for two months it would make sense.

"It's been almost ten full hours and these five have done something no one would have expected. I'm not sure even a seer would have seen this." Clara had let loose so many sighs during the past few hours since this had all started. " we'll need to prepare to receive whatever they bring back. I assume we will have to process a large amount." Clara looked at ibis knowing that their work hadn't even started yet.

"Spatial magic" these two words brought a whole other round of shock to the guild master. The party would most likely sell or have the guild sell the items and monster parts they acquired. This meant that they would need plenty of manpower to do it efficiently. This basically meant they needed to be prepared the same as when a raid party of over a hundred would return. Ibis shook his head and started pulling out paperwork.

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Their potion was almost up but between their weak muscles and sweaty clothing, the party was done. They couldn't possibly muster any more energy to try and hunt last minute undead. The square was left full of ashes. If an unknowing person happened upon this sight they would believe that a massive bonfire had taken place.

During their first break, Walker had decided to leave the egg in the sun on the roof with Gil who could easily guard it while firing. This decision had proved to be the right one as Walker could feel additional warmth in the egg. Walker had decided to carry it on their walk back to bond a bit more and allow it the last of the day's light.

"I want to sssllleeepppp" Remey groaned as she forced herself to stand yet again. She had pushed herself to collect as much as fast as possible this last round so she could rest longer.

"I second that, I would also like to eat and bathe." Su had begun struggling to hold her shield after the last round. She was not used to running around holding her shield and wearing her armor for hours while the others lured over the undead.

"Yup let's go back, if I have to draw my bow again my arm may fly with the arrow." Gil had realized just how important it was to train both arms to properly fire his bow. In the final round, he had begun using his non dominant hand to fire and realized his aim suffered. This was an important realization for him.

"Honestly I'm very happy we didn't see another of those undead golems. I can't believe I messed that up so bad. I'll be much more careful as we go the rest of this journey." Walker had wanted to apologize to everyone for a while but didn't want to throw off their momentum.

" don't beat yourself up, if I'd noticed a closed door I'd want to check it out too. We're literally exploring ruins it's part of the deal." Gil didn't hold any ill will. Not that any of them had the energy.

Once they had returned to their camping spot they'd made a warm fire. The night passed quickly however waking each other up for the night watch was definitely a challenge. Strangely the distant clattering of bones or zombie moans were rare after their hunting.

Upon morning walker noticed this to be the first time Remey slept in. She must have run herself a bit too hard yesterday. She was luring more than any of us and as the attacker moves much more. Walker was thinking an agility based item may help Remey with this problem in the future.

"I know we are supposed to rest but I think I'll practice firing my bow with my left hand today. I really wasn't happy with it yesterday." The thought of missing his target had haunted Gils dreams.

"That's a good idea, i think I'll follow your lead and work on some endurance wearing my armor and moving some rocks." Su also had some things she didn't feel like while they battled the largest being the fact that in the end holding her shield was hard. This was not acceptable to a defender whose shield could save a life.

Walker was thinking of what he should work on today " I should probably look in to all the items we picked up yesterday. We need to start planning on what to keep and what to try to sell." This was his job as party leader and could not slack off since the others were determined to improve.

Walker pulled up his inventory in his system and felt the pressure. "We really did pick up everything huh?" He looked to Gil and Su showed that they had many additional items for him to inspect. " I might as well jump in to it" with that walker had begun.

The current list held many things, some important and others were completely useless. Knowing that some things may have hidden uses walker would have to use his all around appraisal skill often.

Chapter 66 - 66. Strange Items

Seeing Gil and Su head off on their own to train walker realized just how excited they were to be making progress. Each one of them had become much more driven than when they started this journey. In the short time they'd been out they managed to adopt a mental attitude only high tier hunters had. This perseverance and way of thinking was beyond their years.

Walker wondered if this was also due to the hero title but decided it most likely was just something they were picking up due to the fast paced lifestyle. Since Remey and midnight were still asleep Walker sat by the fire with the egg. He wouldn't walk off without someone awake being here to keep watch.

When pulling up his inventory he only looked at the new items:

Undead bone pieces- 142

Undead skull -8

Rotten leather armor- 18 sets

Rusty heavy armor- 7 sets

Broken sword-38

Broken spear- 21

Aged magic staff- 4

Ancient gold coins- 402

Enchanted boots-1

Ancient talisman-1

Rusty axe-8

Zombie flesh- 89

Undead ashes- 306

Undead golem core-1

Ancient religious amulet-22

Damaged books-3

Pristine butter knife-1

Walker looked at the list holding his breath, this was a lot. He knew he could ignore the rotten leather and rusty items. The bones and zombie flesh could be sold mostly for materials in weapons. However, there were a few things that stood out over the others. Walker pulled them out to use his skill on them one by one.

' undead golem core.

A bloody orb that is formed under the pressure of many rotting bodies taken from an undead golem. This is an amazing item for crafting if the user has undead specialized skills.'

Hmm, this should be valuable to the right person. Walker didn't plan on following the route of a necromancer. But knowing they found a useful material he'd keep it in the back of his mind.

' enchanted boots

+1 agi, +1def

Made by an enchanter to withstand the test of time. These boots have an added bonus to prevent slipping.'

Walker saw this and was a bit surprised. He wondered if there were many enchanters in the ancient ruins before they'd fallen. These boots may not look amazing but some stat boosts and the fact that the enchantments kept them from wearing away was a nice boon. "I'll have to ask who wants to wear them after we wash them." Walker started mumbling to himself. The boots definitely needed a wash as they smelled like zombies.

' pristine butter knife

The first creation of the master blacksmith Aaron. This may seem small but was blessed never to rust. Part of a dining set for two.'

"Oh!" Walker let out a surprised sound. It may only be a butter knife but seeing it was crafted by a master blacksmith really explained why it hadn't rusted or dulled. Walker giggled to himself wondering if they would somehow find the whole dining set for two of silver wear while they hunted zombies.

'Undead skull

Used for unique crafting formulas. It is rare that an undead monster is defeated leaving an undamaged skull behind. Some necromancers have been known to use them to house magical orbs.'

Ah, another item like the undead golem core. Unique to a specific type of system or magic. Walker was slightly unhappy seeing this but continued in.

' ancient religions amulet.

The meaning behind these twisted rings have been lost. An ancient civilization used these to identify those following a certain faith.'

Walker found this to be disappointing as well. These amulets were hung in a thin chain. The amulet itself was twisted rings in the form of a sideways eight. Walker had hoped he would gain insight to the religion this ruins' inhabitants used to follow. He would need to keep an eye out for this symbol. The party may be able to find a temple with intact scriptures. They would be worthy a great deal to scholars who researches the history of the ruins.

'Ancient talisman

This talisman has been Inscribed with a formation to unlock a seal. This can only be used with the specific seal it was made for.'

This may have been the most interesting of all. The paper was dingy from age but faint red lines in strange patterns completely covered it.

Walker thought that exploring to find a sealed door might be a good idea. If the door was sealed it may be a treasure vault or room full of ancient knowledge. The fact that it was sealed means it was important. If it was just a key or magic lock it could have been an average door for someone's home.

Before he could delve in to it any farther walker could hear Remey getting up and subsequently midnight stretching as well.

Remey had a bad case of bed head but looked well rested. Midnight however had lost more scales giving way to more solid looking adult scales. Her back looked slightly swollen making Walker worry before he remembered this was a natural part of a dragon's growth as the wings will grow under the baby scales.magic

"Gil and Su ran off to train, I'm going through what we collected and I think we'll be going on a treasure hunt later." Walker's mischievous smile made Remey believe this treasure hunt would be well worth it.

Midnight came over sniffing the egg in front of Walker greeting her little sibling. Then proceeded to plop her head in Walkers' lap for attention.

"Once Su and Gil get back for lunch we can head out to look for our treasure. I have a hunch for where this talisman may have come from." Walker showed Remey the talisman which confused her since she had never seen one before. "This unlocks a sealed door it's not like a key or magic lock. If you seal something it's gotta be super important. So if we find the right door we can see what's been sealed away for who so owns how long!" At this Remey gave an excited smile.

Remey jumped in excitement and quickly grimaced "I AM SOOO SOORREEE" Remey was not happy after all the running the day before. Walker couldn't help but laugh and start to look for something to cook up for lunch.

Chapter 67 - 67. Treasure Hunt

Walker had made some sandwiches from dried meats and no stale bread for everyone. While they munched walker shared the news of the ancient talisman.

"Wait so you're telling me we might have the key to some treasure trove?" Gil was still skeptical having never heard of this kind of way to lock a door.

"Yes, and I have a feeling of where to go look." Walker was even thinking of where the talisman may have originated. Since the majority of the undead came from one place it made sense where it came from. "The door I opened released that golem and a bunch of undead, statistically that's where the talisman came from. Plus the other undead have been wandering around the area for who knows how long. We can take this gamble and maybe find something big." This was not a terrible idea. They had a lot of time to continue their hunting but if they discovered something historical there could boost their test results higher.

" We also may not return here again or in a very long time so if we don't take a chance at this we may forever miss out." Su wanted to take advantage of this treasure hunt. As a child, she had always dreamed of finding riches so she could buy the best medicine for her mother and help her father retire. Even with the hero title assisting in solving these problems she still had this desire.

"Well I want to do it, I think we'll at least find an Interesting souvenir to bring back." Remey made her decision since she was enticed by showing off the things she found to her siblings at the orphanage.

Midnight naturally was ignoring all of them devouring a leg of the jade locust the party had defeated some time ago.

The party laughed and chatted while they finished their lunch. They put out the fire and cleaned up their camp. It was time to go exploring!

Walker easily lead them past the square and to the alley way he had found the door. Due to their previous hunting, they didn't encounter a single undead in the immediate area.

Before entering Walker threw a rock inside to lure anything out that may still be there. " no response, I guess we head inside. Be ready we don't know what's inside." Walker fell behind Su who was holding her shield at the ready.

They crept inside step by step revealing a dingy room. There was rotten wood covering the stone floor. This must have been the old furniture crushed by the zombies. There seemed to be stairs heading to a basement and once upon a time stairs heading to a second floor. However, the second floor had collapsed in on itself without having the stone base like the first floor.

"This first part looks clear let's spread out and give a check quick, then we'll head to the basement. Watch those stairs over there some thing may be down there." Walker's quick order snapped everyone in to scouting mode.

Gil quickly found some ancient gold coins, while Remey found some rusted silver wear.

"Nothing too amazing unless you're collecting rust." Remey was building her hopes up too early for treasure.

"If you're that impatient we can head to the basement already." Walker teased Remey a bit but knew there really wasn't much more than a bad smell on the first floor.magic

Su lead the way once again as they followed down the stairs. Walker noticed some cracked steps and that the entrance was a bit broken. This was definitely where the undead golem had come from.

The basement was much larger. Water dripped from cracks in the walls adding to the mildew smell. The first floor was also damp but seemed to be so with a slimy black liquid. "Nasty! You said that thing was from zombies rotting close together right? Well we found its birth place." Gil was shaking its head. Out of all the ways monsters can be born this was one of the grossest he'd learned.

A scratching sound caught their attention from the corner. They all fell in to battle stances. There was a zombie stuck to the wall. Well what was left of one that is. It had rotted away leaving only a torso and head stuck to the mucky floor. Gil quickly dispatched it with an arrow. "Well I'm glad I've witnessed that zombie turn in to a pile of goop." Gil's sarcasm was boundless.

Su was investigating the other side of the wall "leader can you please use your skill to investigate these bottles?" Su had found a rusting metal rack with ten bottles on it. They were dusty and had faded labels however nothing written was left after years.

'Aged berry wine

This is a specialty wine produced once a year. The longer it is aged the higher quality it becomes. In some cases, a bottle can cause an army to become drunk. Age:489 years quality: top grade estimated price: 800G'

Walker read what his system gave him as an answer and they were all floored. A wine that could make an army drunk? "Wait did you just say eight hundred gold for a bottle!" Remey was stuck in the extravagant price.

"I knew this was something good. I heard that some wines when aged become much higher quality. This is the exact case." Su had remembered meeting a friend of her parents who had a wine tasting system. This person had spoken of the intricacy of wine however Su being young and never having any made his words gibberish at the time.

"Well this could be a really nice gift, or to celebrate our promotion if we pass the test." Walker was happy to find something so interesting. Who would have thought this aged wine would persevere hundreds of years.

Midnight let out a slight huff drawing everyone's attention. She had reached the end of the basement which seemed darker. Walker went to meet her finding the basement didn't end. Instead there were intricate stone carvings of angels and skeletons on the wall. A stone archway with an opening leading down even more stairs. Sadly Walker realized he couldn't read the symbols written in stone.

'Passive skill universal translation has been taken from the embassy system.

Universal translation- passive

Translate written and spoken language in to the tongue of the user. The user can not write any languages unless learned however will learn them faster. The user can understand any language spoken or written by bipedal intelligent species. This does not include animals and monsters.'

Walker smiled as the words in stone became clear to him.

Chapter 68 - 68. In To The Depths

"Lucky me I have a translation passive skill now." Walker was happy as can be, however the party was looking at him like he was crazy. "Guys I can read what this says now! We can see just how important any literature or ancient scripts we find will be!"

This realization hit Su making her excited as well "the value of their language is on its own a massive step in learning about their civilization. Leader what do those symbols say!?" She couldn't wait and wanted Walker to translate. They all became curious now.

Reading from the stone archway " Rest easy those who have left the path of life". Walker wasn't sure the exact meanings these words had. "So does this reference the dead?" The only thought walker had was those who left the path of life would be the dead.

"Hmm so is this like the church? They usually have mausoleum under the graveyards." Living in the orphanage Remey had gained knowledge of the church and burial rights.

"This seems bigger though, isn't it known that there are various underground caves and tunnel systems?" Gil remembered walker mentioning this to them as they had traveled.

"Catacombs" Su said this one word which they all knew to be true.

"That explains the amount of undead, the entire underground is catacombs! Why didn't we figure that out earlier. We totally dropped the ball on that." Walker laughed at his blindness.

After a moment he had calmed down, "so shall we head in?" With this everyone nodded ready to delve in to the catacombs.

The stairs and stone path was dust from years of sitting. The occasional scuff marks could be seen from the wandering undead. However it seemed that when walker had opened that door the majority of undead stuck in this area had vacated the underground area. This made their exploration easier.

Their steps echoed over so slightly off the stone walls. Every once in a while they would pass indents in the wall. It appeared enough space for a body to lay. Some indents even had small pieces of bones remaining. It was surprising how the party was able to see down in the catacombs but walker had noticed small crystals embedded in the walls. He had seen things in the city before which would be connected by magic to filter in sunlight. magic

Su was taking the lead to block any undead enemies they may encounter but suddenly a clicking sound was heard.

Wooosh shikkk

An arrow shot out of a small hole in the wall grazing su's shoulder. "Ugh" Su felt the pain and quickly her eyes widened. "There's poison on the arrow! My system just said I resisted poison"

Walker was shocked they hadn't noticed any traps yet but Su had just triggered one. "That explains why you had received poison resistance. Since you lead the way you could run in to traps...I'm glad you had the skill if it was anyone else we would be running out of here immediately." The entire party was now on edge. The graze wasn't enough to truly harm Su but it was enough to wake them all up.

'Daily quest: party quest- long term chain quest.

Requirements:

Escape the catacombs

Optional- find the sealed door

Optional- learn the history of the ancient ruins

Optional: ???

Optional: ???

Rewards:

200exp

Optional- 300exp

Optional- 400exp

Optional:???

Optional:???'

"Wait what's with this quest we can just turn around and leave." Remeys words made everyone's jaw drop. This was a jinx!

As if responding to her words the party heard a few more clicks from behind them. A rumble was felt in the walls and ground. Soon the sounds of stones hitting the floor filled their ears. Walker immediately ran towards the entrance only to be stopped by the dust and the view of a blocked path.

Walker could see where a beam in the ceiling was holding up the stones. This had fallen as a result of the hidden mechanism Su activated. A two stage trap to poison and trap the intruder.

"We need to move forward. We can't make it back if we try to dig ourselves out it could collapse more." Walker's words echoed to his party and he soon walked to join them again. This was not part of his grand treasure hunt idea.

Gil stepped forward "look the quest had multiple parts, these look optional but if we need to escape here I think we will require some of these parts. It's all connected in some way. Why else would it be a chain quest?" Gil's idea was sound. This quest said optional but was most likely all connected.

"It's also long term so it's more than just daily. Who knows how long it could take us. I'm just glad we have a bit of food and water but the sooner we make it out the better. Unfortunately, now that we are down here we can't tell the time. We need to make sure we rest properly or else we could exhaust ourselves." Su and her logic was a welcome sound. She had a knack for saying the right things to calm one's mind.

"So we push forward, no point in sitting here for now." Remey knew staying still would not help the situation so instead pushed for them to move.

Midnight looked toward where they had come from unhappy to be moving downward. It would seem she didn't like the stagnant air in these catacombs very much.

The party moved slowly keeping an eye out. This careful travel was paying off because as they seemed to descend more they had noticed three spots of loose stones that were attached to a wire or hidden mechanisms. There were more traps awaiting them as they traveled but having a watchful eye was going to be a necessity the entire time they were in the catacombs.

Once their path had flattened out they noticed they had more space. They were coming to an opening of some sort. The closer they came the more they noticed some scratching sounds. Walker brought a

finger to his mouth to be quiet. They weren't alone down here and whatever was ahead was going to hear them if they weren't careful.

Chapter 69 - 69. (Nice) Really? Again?

Walker crept to take a peak at the room. It was a medium sized room there were stone tables against the two walls along with many indents that used to house bodies. However this was not the thing that drew the eye. There was masses of greenish threads all over one corner of the room. Creatures that appeared to be stitched together with this greenish thread. They had spider like bodies but the ghastly part was their bodies were stitched with rotting flesh. White bone like fangs protruded from their mouth. Walker had not seen this kind of creature before and used his skill.

'Corpse spider

A creature that preys on undead mainly zombies. Its body is extremely weak so it traps zombies to use as material to create its own armor. The house and use rotting fluids as poison and also as a main ingredient in their threads. Females can not produce thread and often used skeletons to create tougher armor nicknames as skeletal spiders even though they are the same species'

This was a tough position to be in. Walker could see an exit on the other side of the room however if they crossed the room they would step on threads alerting the corpse spiders. Walker could only spot three but noticed something moving under the mass of threads in the corner.

With a whisper "they are corpse spiders, I see three but I think there's another under the threads in the corner. We need to fight. They aren't undead they just use zombie flesh as armor. In theory, I can burn away their defense and then you guys kill them. They use poison though so we'll need to rely upon Su so stay behind her."

Su softly stepped to the front while Gil drew an arrow in advance. Midnight and Remey stood slightly behind Su to the sides. Walker readied his staff.

The second Su entered the room stepping in a thread the closest corpse spider turned and let out a blood curdling squeal. The other two turned and started to move towards the party. The mass of threads in the corner showed significant movement.

The spider that had alerted the others was the first to get close to them "evil consuming flame!" Walker sent a white flame at it which cause it to engulf and begun to flail around throwing thread outwards.

However, this caused a great deal of fire to spread. Due to the threads being produced by the spiders using the rotting fluids of the flesh they cover their bodies in the whole room was soon caught in a white blaze.

Everyone was in a panic, the fire may not be burning them but they couldn't see and the heat was unbearable. Walker couldn't see Su in front of him but could hear the squealing of the spiders near him. An arrow flew past him and he realized Gil had nearly ran in to him. Walker grasped in his direction finding his bow and grabbing his hand. This calmed Gil enough to he didn't run away realizing it was a human hand.

The pair moved around finding a wall and leaning against it. The flames in the side of the room died down slightly causing them to see shadowed figures in the flames. The corpse spiders had become enraged as their rotting armor and nest had been burned. Gil released walkers hand " to the right!" He'd seen an angry spider rushing a taller shadow. Aiming his arrow he fired at the spider like shadow which produced another squeal.

The taller shadow noticed the direction of the arrow and the squeal and ran towards the wall. It was Remy! "I lost Su and Midnight I don't know which direction they went." She was breathing hard her eyes panicked.

"We need to stay away from that corner the flames are concentrated there that must be the nest. Let's move to the opposite side. Some flames are dying down." Walker saw that the blaze in one corner was strong but the farther away from it the flames had already started to fall to waist hight.

CLANGGG!

Vibrating metal sounds came from in front of them as they saw Su blocking a pale white spider. It looked soft and easily damaged except for its sharp white fangs which clashed with her shield.

"Gil shoot the spider, I'll get Su!" Walker rushed forward "Su!" He grabbed her arm pulling her back with all his strength. She almost resisted but she heard Walker's voice and allowed it. The spider missed her by a hair allowing Gil's arrow to catch it off guard. Without its stitched together armor the spider couldn't protect itself. The arrow shot through it completely.

The sounds of midnight growling and flesh being torn apart came from behind them. Remey jumped towards the noise only to find midnight has circled behind a spider and torn it apart.

Most of the flames on the floor had burned the threads to ash all that was left was the nest still covered in white flames but almost completely burned. However, remembering the movement within walker held ready.

A bony leg tore through the flames revealing a corpse spider clad in burning bones. "That's a skeletal spider it's tougher than the others!" Walker gave a warning shout and switched his staff for the scythe in this inventory. "Crescent moon!" Walker sliced at the spider the wave arching towards it. The spider moved too fast but not fast enough. Four legs were sheared off. The spider fell to the side allowing Remey to jump in.

"Defense break!" Remey unleashed a palm strikes happening the bones on the spider abdomen.magic

Gil saw this opportunity and acted. "Remey back! " the second Remey was clear Gil release his arrow in the exact spot Remey had just broken. The spider flailed in agony before its remaining legs curled and it stopped moving.

'Three corpse spider defeated

21 exp gained multiples to 210exp

One skeletal spider defeated

10exp gained multiplied to 100exp'

With the system confirmation, Remey looked at Walker, "no more spiders ever again!!!!" She was sure to have nightmares now that she'd seen the worst spider imaginable.

Chapter 70 - 70. Kill Or Keep

The party formed up just in case any other corpse spider remained alive or came after the commotion. However, after waiting for a long time the remaining flames died out leaving only silence. They finally were able to catch their breath and relax slightly.

"I didn't expect the flames to consume the thread as well, I know they're made using the fluids of rotting zombies but it was unexpected. If we run in to more we will have to stay farther from them." Walker knew they were lucky to survive this unharmed and the only reason was the low number of enemies. If they had encountered a large nest they certainly would have died.

Su had regained her breath and looked at walker "it's definitely dangerous fighting these spiders. Every time their fangs hit my shield I felt it ring through my body. Their bodies were weak without that armor but their attack was almost too much." She was pale having used a lot of energy blocking the spider blindly in the flames.

"We will rest here a while so don't worry too much. If you can't sit still take a look around, but don't push yourself." Walker's face showed worry but knew Su was wise enough to take time to breathe.magic

Seeing as Gil had made his way to the remnants of the nest midnight and walker went to examine as well. "You don't suppose those white round things are important do you?" Gils' question was mirrored by him pointing at a cluster of ten softball sized white orbs. They were completely smooth and perfectly round.

"All around appraisal!" Walker knew he didn't have to say every skill out loud but knew this served as an answer or proper communication of what he was doing.

'Corpse spider egg.

Skeletal spiders often give birth to ten eggs at a time. In their lifespan, they can produce one hundred young. The eggs take up to one year to develop before hatching. The young spiders will immediately burrow in to bits of flesh their parents have provided to create small armors. Once they have done so they will hunt small insects to assist their growth until they properly developed poison and thread.'

Walker was puzzled, these eggs were spared from the flame like the corpse spiders true bodies were. But since they would need zombie flesh to make armors did that mean they would die if they hatched? "These are corpse spider eggs. They were probably wrapped in zombie flesh until I burned it away."

Gil pulled out an arrow and stood holding it like a dagger "we should probably kill them. I'm not sure what they can do but if they hatch it won't be good for us." Gil began to stab downward.

"Wait wait, let's keep them. I can store them away so they won't hatch I also have the zombie flesh for when they hatch." Walker had an idea.

"No no no no no no no!! You are not getting your own personal army of gross spiders as pets I don't care if they are the most powerful tamed beasts ever!!!" Remey overheard walker and Gil. She rushed over yelling at walker her face red but also showed hints of fear.

"Wait Remey listen I have an idea, we can't easily provide and keep all these spiders right?" Walker first talked Remey down. "But we got a coupon from that quest for the merchants' auction. If we take these eggs and the hard to sell zombie flesh wouldn't tamers pay plenty of gold? Not to mention these spiders can't be common to come across." Walker's idea was simple, sell one egg paired with some bones and some zombie flesh as a package. A tamer could purchase it from the auction and in turn gain a unique poison type tamed beast. This way they wouldn't kill a defenseless monster and they could get rid of bones and zombie flesh that they had too much of. They also could use their earnings to purchase something at the auction themselves.

Su had come over at the commotion Remey was making and studied the eggs carefully, "I agree I do not wish to be part of harming defenseless babies even if they are skin crawling monsters. Would you smash the abyssal serpent egg because you didn't like snakes?" Her question made Remey look down. She was moping because Su made a good point making her feel bad.

Crossing her arms she replied "fine store them away don't let them hatch! If I see one baby spider I'll beat you to a pulp!" She glared at walker making the point that he was not allowed to contract it very clear.

Walker took the time to store the eggs along with the remains of the four spiders. Walker noticed all the bones hadn't burned off of the skeletal spider and took a closer look. It seemed the bones had started to fuse with the spider itself. Walker wondered if this meant that these spiders could over time grow in to their armor and it wouldn't be effected by evil consuming flames.

The party knew that the longer they rested the longer they were trapped but they had no idea how much time was passing. They decided to rest until they had felt prepared. They rationed the food and water because they did it know how long it would take to find an exit. While they rested walker noticed

that even though the light wasn't bright it did still nourish the abyssal serpent egg which he'd taken from his inventory to check up on. He was slowly becoming a doting father.

After an unknown amount of time Su had gained more color to her face so she had decided it was time to leave the room. The route they traveled was much wider than the previous hallway. They could all stand side by side in this one, it also had supporting arches carved in worn stone. Gil noticed that there were paths up ahead branching off.

"I'm going to scout the left path first. I'll be back in a few minutes." He quietly started sneaking down the smaller left hallway.