

Master 931

Chapter 931 Continuing On

The guards were astounded by the fact that Walker had created flame dolls of Midnight. They were seemingly field by the bonfires but had made a large difference in the battle. The glacial wolves had feared them and avoided their pouncing attacks. They managed to keep the glacial wolves occupied and even light the area better for the adventurers to attack.

The blinding effect from Gil's arrow was also a huge boon for their fight. The adventurers had been able to further surprise the glacial wolves and land attacks on their legs that stopped their movements. The guardian barely had to react since the adventures jumped for the killing blow.

The only ones that had been injured were due to the wild swings of claws and bites from blinded glacial wolves. However, this only left very shallow cuts on them along with damaged armors. Beating an opponent with sense weakened was easy for the higher ranking adventurers who had years of battle experience.

The captive was surrounded by some guards so that it could be watched. Through the night the werewolf began to visibly change. Walker had dread that the wild traits of a werewolf demi-human would change with the strength of the mood. But it was still a shock to see the heavily scarred and almost completely human face. The muscles were overall more than an average man but the damage and chains on the werewolf kept him in control.

"Humans aren't meant to work with us! We are more powerful! The king has grown insane and does not know what should be done. This alliance is worthless. I will put my kingdom on the proper path! I will rise-" Walker manipulated some earth to cover the mouth of the screeching werewolf.

"He might have some issues... But we will be able to give him over to the demi-human kingdom when we get to Genesis. Hopefully, he gets a trial and owns up for anyone he's harmed." Remey and Su had checked the wounds from Walker's attack on the werewolf. The fire attack had closed the wounds and permanently removed the chance of adding the werewolves' claws back to his body.

Walker felt a pain that he had permanently harmed someone. But from what the king had told him, this werewolf had not only gone against the king's wish for peace and cooperation. He had also attacked and fought many with the wolves he had gathered. Walker could not imagine how many such a dangerous person had harmed. This werewolf deserved punishment and a fair trial to put all his evil deeds to rest.

"It all came together in the end. We are back on the move and this villain will face trial. Just focus on the good." Clara came up for a moment and spoke before she kept on her way. She knew that she should say something to the party but didn't see the point in a long lecture. This was a lesson they would encounter more in the future as Genesis was figured out. There was no guarantee that everything would come together without a few bumps.

The guards had split off and set the bound werewolf on a small wheeled platform. They hooked it to the back of the carriages and allowed it to be pulled. That was where it would stay until the city. Soon the shouts from Clara came again about their timing and everyone pushed themselves back in to action.

The rest of the day was fairly silent as they traveled. Most of the guards were still on edge from the nights' attack while the adventurers had barely slept. The party took the lead and defeated any ice slimes and beat one ice wraith that stopped them in their path. To keep themselves on track the decision was made to travel right up until the sunset started to sink down. That turned out to be a very good thing for Remey.

"Walker! Do you see that?" The two had been walking next to each other for some time and as Remey looked ahead she had spotted something.

"What? The ice shining in the sunset?" All Walker could notice was some glimmering ice crystals in the distance.

"Oh, right. Must be ice crystals. I would make a big deal about some ice crystals because i'm some sunset, obsessed girl." Sarcasm was strong in Remey's voice as she gave Walker a squinty eyed look. "These aren't ice crystals. Come on!"

As they neared what Remey was looking at, Walker made out a shape that perfectly blended in to the snow.

'Frozen Rose

This rare herb grows and blossoms when the seed is exposed to snow. The rose will grow over the course of three days completely mimicking the shape and appearance of ice and snow. This rose produces a single seed per flower. The leaves and stems of the frozen rose are cure alls for the common

cold. The fever reducing potion made from the frozen rose is one of the best overall fever reducing potions ever created.'

"We should be harvesting these." Walker was impressed that Remey had been able to spot them. It was really a testament to her alchemical skills.

"Exactly, now what how I pull up the roots. I want to get all five of these plants so we can plant the seeds at the alchemy guild." Remey quickly showed the process up carefully separating the roots from the snow and ice. The flowers immediately drooped but not before Remey cut them off. "I will dry these flowers out and get the seed inside. The rest can be stored for potions."

When they mentioned what they had found to Su a few moments later she was exceptionally happy. She had heard about the ice rose from her healer friends. It promoted everyone to keep a sharp eye for crystals sparkling in the distance before the carriage train set up camps for the night.

Chapter 932 Train The Moonlight

The moment the moon began to rise, the werewolf began to gain more power similar to the power he had the previous night. It was not an unknown fact that the shifting of a werewolf was more powerful when it came to a full moon. That was why this was the perfect time to lure it out and capture it. They would be arrogant and easily fall in to a trap. Walker again was impressed by the king before he rushed to fortify the earth shackles that adorned the werewolf.

There wasn't even room for the werewolf to struggle which put many of the guards at ease. They knew that without the previous plans from the party that they would have been seriously injured. "Sir hero, my squad will watch over the prisoner for the night. Please rest." The guards were from the inner castle and did not know Walker's father as the outer wall guards did. Therefore they showed a less friendly and more business like attitude towards him.

"Thank you. I want to take advantage of the mana and meditate more." The real reason he decided this was because Fleur was still pulling for his attention to do so. The more natural mana she got ahold of the more she would grow. It was very clear to her that the party was always trying to get stronger. Since she was still learning things she took the chance to copy this mentality and absorb more natural mana at all times.

"Brother. The moonlight might not be as strong, but I think I can use that to train. I will go a little way from camp just in case." It was not expected that Onyx would be leaving alone for a short time but Walker knew he would be safe. Onyx could always hide away in the shadows of the night if something dangerous happened.

"Good luck. I think training now will make it harder but you will grasp the light elemental nature better." Onyx wanted to train his skills with light elemental mana. He had the darkness elemental affinity and this let him consume light elemental mana. But since he consumed it, Onyx had the ability to use and manipulate the light elemental mana as well. He had just avoided it.

Onyx slithered through the ice realizing that he was much too cold and would be unable to stop his movements or else he would become too cold and fall in to a slumber. This was one big downside of being a serpent type monster. Luckily, he had been consuming the light elemental mana all day while traveling and he could absorb enough from the moonlight to be able to function safely.

His short travel gave him the discovery of a small clearing in the grasses and small trees along the main road. The area was at one point a small pool of water that froze over as the ice and snow came with the season. This was good for him since he needed the space.

Some time ago, Onyx had learned to make a spike from his dark elemental mana. But he had not used it too much since he needed to be in contact with the shadow of the opponent. This attack was only good if he was able to take the enemy by surprise. However, it raised the question, can he use this attack with light elemental mana instead? Can he create a spike of light elemental mana?

With this goal in mind, Onyx began to pull the light elemental mana toward himself. His goal was to use the natural pull of light elemental mana from feeding to condense the mana in to a form he could use as a spike or blade. The process was much slower than in the heat of the sun but it was good. The smaller amount of light elemental mana forced Onyx to have more control over it.

His body constantly moved in circles while gathering the mana. The fact that it was better for him to keep moving in the cold was an added challenge. He would need to keep moving in combat so training while moving just made sense.

Light elemental mana began to get more and more dense around him causing the look of his body to glow. His black scales had light around them and he could feel that if he didn't consume the light elemental mana he would lose the control he had been working with. Onyx imagined the darkness elemental spike that would form from shadows. But instead, he imagined it made from a piercing light that could force the darkness away.

This process began to form in the air around him. Unlike the dark spikes, the light was coming from the sky and that was where they formed. The light naturally came down from the sun and moon so it made sense as Onyx felt the light changing shape to form his will. The shadows normally rested on the ground so it also made sense that the dark spikes would come from below.

The process clicked in Onyx's mind and he felt everything begin to form faster. His eyes took sight of five floating white spikes of light that he could cause to fall at will. The skill was already on his system. "Falling light...if I use this I can help everyone better." The night training was a success in his mind. But the draw of light elemental mana was very high for him to deal with and only after a few hours he was forced back to the camp to curl up by the fire with Midnight and rest for some time.

Onyx would have never known it, but a familiar face had crept nearby to watch over his training. "I told you that little cutie was going to train. I told you he would learn something amazing!" Zephyr had dragged Gil from his arrow carving to watch over Onyx. The things she said were indeed true. He was glad to see that Onyx might be able to be a long ranged attacker with him on the battle field.

Chapter 933 Make Haste

While Walker meditated under the moonlight, he suddenly felt a pressure on his back. His quick glance made him even more shocked. "Alice, you are supposed to be in one of the carriages with the high priest! Are all of you in there crazy enough to keep coming out?" Alice didn't know that the king had come out but she did know that Walker was just worried that she would be in a dangerous position.

In response to him, she pushed her back against his again and used him as a back rest to sit up. "I will walk tomorrow." This was even more of a shock to Walker. He knew that she had trained herself so that she would be able to defend herself if worst came to worst during the journey. But he had believed that she would remain safely in the carriages without any risk to herself.

"I-" He was going to argue with her but found that she was completely stopped by her glaring at him and turning her head. There was nothing he could do to change her mind. "Then, at the very least stay close to me or Su. I don't want you to get hurt if we run in to any more of those ice slimes. I think they are everywhere in the plains."

There was the bonus of having another healer to be able to keep everyone positive and safe from injuries. However, it came at the risk of having to defend against enemies. Alice might not be able to beat a monster at her level or stronger. This was because she had a weaker body than most others did. It was all too common for healers to be weaker, thus the reason for them staying with the church unless they were a battle healer.

What really convinced Walker in the end was the fact that he had not been able to experience the songs she had written just yet. Alice had been adamant about training alone so that she could better focus herself on what the songs would do with the light. Her skills made the light elemental mana react to her voice but getting control over that was very hard. Therefore, focused training was key.

When Walker started to meditate again he was painfully aware of Alice drifting off to sleep while leaning against him. Fleur seemed to not mind and spread out on Walker's shoulder and Alices' shoulder. "You really are starting to learn from Onyx and Midnight too much. Next thing I know you will make the top of my head a pillow." His teasing was ignored by Fleur but still met with her rolling around a little while still trying to absorb more natural mana.

It was good to see Onyx return and rest near Midnight. Walker had a slight worry that Onyx would exhaust himself with training to get stronger. He was very proud that Onyx had a goal to meet but it didn't mean that he wanted Onyx to burn himself out to accomplish it.

"Leader, it's time to get moving." Su was shaking Walker's shoulder to wake him up. He had drifted asleep while meditating only to find that he was the last to get up and finish up the camp breakdown. Alice was standing next to Su with a smirk before handing him breakfast. "You should have told me that Alice would be walking with us. She can help boost our speed with her song of haste."

"She showed you her songs?" Walker was surprised that this had somehow come up while he was still sleeping.

"Yes, she showed me one. Clara was very glad to hear it this morning. It can cut two whole days from our journey with Alice singing her songs. Remey already prepared mana potions for her and even a honey tea for her voice when we stop for a break. Everyone else will need to toughen up and be ready for a hard few days." So much had happened so early in the morning. The sun had barely risen and they had already made plans for the next few days.

After looking up, Walker found that Gil had taken Onyx on top of a carriage and was instructing him on how to look out for distant enemies. It was interesting seeing that Gil was taking a teaching role for Onyx. Although, it was clear that this was a good thing for Onyx to learn. Onyx was mainly a supporter for the party and being able to better spot an enemy and evaluate the situation would only make him and them better.

"Midnight, how are you feeling about guarding Alice for me? It looks like she is going to sit with Clara but I want to be safe than sorry." Midnight knew how Walker felt and nodded her head seriously. She

also cared for Alice since she had seen the effort put in to healing others. Out of everything Midnight had learned during the visits to the cathedral, the caring attitude was one she took more seriously. Alice had this therefore Midnight would do her best to support and protect it. All other feelings aside, Midnight was ready for the day and her new task.

"Walker, I need more of the stored health potions. The faster speed will be harder on everyone's feet. We need to make sure that they are healed properly." Remey had taken full control over how everyone would be maintaining pace and health. He also noticed that the old master alchemist had left whatever carriage he was from and was also distributing potions. He didn't know why everyone was ignoring the safety of a carriage but he decided to just accept it at this point.

The moment that Alice opened her mouth and began to sing a slow song, a calming light reflected around them. This brought energy throughout everyone's body causing their legs to feel lighter than usual. Alice's song of haste was more than what they had expected. "Alight, we are cutting two days from our journey today. Let's push through!" Clara shouted and the carriage set off at a much greater pace.

Chapter 934 Long Range Duo

"Another slime!" One of the adventurers encountered a slime that seemed to be resting in a small frozen stream. It was just hidden enough that Gil and Onyx did not pick it up from the top of the carriage.

The call prompted Gil and two other archers to fire arrows at the same time to break away some of the ice slime's body. The follow up from a swordsman was enough to slash the core in half. The speed boost from Alice's song of haste was proving to be better than any had known.

The guards and adventurers were not only traveling faster. They were able to out speed the five ice slimes they had encountered along the road and better defeat them. There was even one adventurer that had slashed down with his ax and managed to free the ice slime core from the body. He was the first to manage this even though it was an accident. Naturally, Remey had jumped at the chance and traded a mid tier mana potion for the core. She had a feeling that the ice slime core might be a key ingredient to a high water affinity potion.

Seeing that she had been willing to hand over such a useful potion for their journey, the other adventurers made it their goal to get ice slime cores as well. The higher morale from this caused the overall attitude of the carriage train to rise.

"Brother, we have three ice wraiths ahead. They are just floating around trying to battle each other to get larger. Gil and I will take care of them so we can pass by before they form bodies again." Gil had taken care of some enemies before the group got near them, but Onyx suggesting that they do so was a new occurrence.

"Just be careful and make sure you work together." He could only encourage the actions they took while keeping a sharp eye on them. The sky was clear and the day was warmer which caused a lot of the powdery snow to begin to melt around the road. This was only a benefit to Onyx.

The change in the light element mana did not go unnoticed by Walker. He immediately knew that it was Onyx doing this and put the pieces together. "He's testing a new skill!" Walker was so happy that he said it out loud. Su and Remey heard him and focused on what Onyx was doing as well.

"Focus on the targets you want. They are farther away now but will get closer as the carriage moves. Take that in to account for your attack. When you release it make sure that you do so on a breath out. This will keep your aim calm and true." The archer tips were not usually the same for a skill but when it came to aiming, they were extremely useful.

"Understood. Thank you." Onyx was very thankful for Gil's exceptional help. He had not noticed that Gil had been watching his training the night before but when Gil began to seamlessly help him he had the feeling that Gil knew more than he said.

The light spikes started to form in the air and as Gil had instructed, Onyx took careful aim and adjusted his vision of the three light spikes flying through the air. Onyx found that imagining them similar to Gil's arrows was the best method for this and pushed them to flow through the air and down with more speed.

The guards and adventurers watched impressed at the sudden attack heading out. The light spikes may have headed out of range for them to see but they heard the impact they made. The shattering of ice crystals was the damage done to the ice wraiths that were battling for a stringer body. Because they were weaker ice monsters in the first place the single attack from onyx had destroyed all but one of them. The remaining one was left with a half solid body which was soon struck down by Gil's arrow.

"That was very good for a first try. Next time focus on one light spike. They have a good arch to them so it is better to slowly learn to aim them. If you want to use multiple then you need to have even finer control of the mana." Gil had learned this partially from Walker and also from Zephyr. He also needed finer control of wind elemental mana to make the arrows bend to his will.

"Onyx, you didn't tell me you had learned a new skill!" The excitement in Walker's voice was not hidden at all. He was very happy to see the new use of light elemental mana in Onyx's attacks.

"Brother, I told you I would get stronger. I tried to change one of my skills to use the light elemental mana and this was the result. It's called falling light. It can make up to five light spikes that fall on to an enemy. They are hard to control but I will master the skill all the way to five falling light spikes soon." There was no argument in what Onyx was saying. He would master the skill and there was nothing that would stop him. Everyone around could feel the determination he had and felt themselves spurred to push on harder themselves.

Alice may have still been singing to boost the agility of everyone but her eyes had still seen the attack that Onyx had used. She felt that she could also use such an attack by putting her feelings about it in to a song. She didn't have the time now but she would be speaking with Onyx about it later. She was inspired and would make the best of it.

"If Onyx uses that skill with Gil, then we might not see another monster the entire journey." It was a small joke from Remey but they all felt it might be true. Onyx and Gil working together made a very impressive combination for long ranged attacks.

Chapter 935 Over The Hill

Onyx's attacks were the most captivating events of the next two days of travel. Alice and her song had also taken a bright spot in conversation. The small interruptions the carriages faced like ice slimes and the odd ice wraith were nothing in comparison. There was one instance of the adventurers facing a sneaky imp hiding under the snow but it was defeated faster than it could attack.

"With how fast we have been moving we should be there by tomorrow night. It is well ahead of schedule due to the song of haste. Clara said she wildly underestimated the speed we would have." This had come to surprise everyone when Clara notified them of their location. They had not only shaved off two days from their travel but five. The morale had been so high from the safety and agility buff.

"You know, if Alice keeps singing she will end up being some kind of idol. She might have to perform in a theater instead of the cathedral." Gil firmly believed that someone would have the brains to chase Alice and invite her to a stage. It was already in the plans for an Oprah house to be built in the city.

"I doubt anything will ever take her away from the cathedral. Well, other than an adventure or two." Walker had wanted to say that Alice wouldn't give up the cathedral for anything without question. But

he remembered her desire to go on adventures with him. She had wanted to walk alongside him during this journey but had found that she was better sitting on the carriage to sing her song.

"You two should sleep while you can. We are waking up earlier than usual to make it to the city as the sun sets." After Su scolded them they two gave in and fell asleep as soon as possible.

The morning wake up call was loud enough to wake Walker sooner than later which was a good thing since it was usually hard to get him to wake up in general. He was surprised to find he had become a pillow for Midnight who had her head on his chest. "You know you could have slept next to the fire." She growled softly in protest as he began to stand up.

"Listen up, the Omnipotent party will be scouting head to clear the path the rest of the way. They are also going to meet the patrolling guards to send a letter ahead of us to prepare for our arrival!" This was a surprise but Clara had nominated Walker's party to head forward to clear the final bit of the road. Meeting with the patrolling guards was very important so that the city would be ready for the large carriage train's approach.

"You heard her. Let's push forward faster than we have before." The push from Gil was due to his excitement to make it to the city faster than the others. He practically started to drag everyone away. Alice attempted to follow but she was held back because her song of haste would benefit the entire carriage train more than just the party. Not to mention the fact that she would not be able to keep up with the near constant jogging pace of the party.

"Let's get there before the sunset. I want to see it from the top of the hill." The map that Remey had seen marked a small hill that they would climb to see the city. It would be an impressive view before they entered. "Gil, on your left!" Gil saw what Walker had spotted and shot the small patch of blue exposed by the rising sun. The piercing screech of an imp quickly ended as Midnight followed up Gil's arrow with a slash of her claws.

"These things are despicable. They always try to ambush people. They should know that we are on the look out for them. This is a new road." Su was unhappy that they had found seven of the imps in the last hour.

"We should be entering the patrol range at any moment. Once we are there we might be able to wait for the carriages." Walker had no sooner said this when he noticed a group of two men in armor with a single dwarven golem. "I guess I spoke too soon. Hello there!" The men in armor became ready for a fight before they noticed it was a party standing on the newly cut road.

The two men recognized the plaques and metals on their armor and clothing immediately. "Welcome to the outskirts of Genesis. We will send notice of the approach immediately." The dwarven golem took these orders and began a brisk pace over the nearby hill. The two men in armor were staying with the party to properly greet the carriages.

After just a short time, the rumble of wooden wheels came to their ears. The sound of Alice's singing followed. There had been no breaks today and none of the guards or adventurers needed them. They were too excited to make it to their goal and check out the city. For the adventurers, this meant the first walk of the town to check out the pubs. For the guards, it meant they would have real beds in the guard quarters of the city. Both were happier than could be seeing the two armored guards.

"Let's get over that hill! The sun is setting and I want to be in my new guild building before it sets!" Clara yelled her encouragement which made the carriage drivers spur the horses even faster. Alice sang until they crested the hill. Her voice suddenly stopped as did any other talking. The tall shining buildings of the city were accompanied by the flurry of snow beginning to fall. They had made it in record time before a snowstorm had begun to dust the city in fresh snow.

Chapter 936 Too Much To See

The city was silent. The only sound was an occasional snore from a tent nearby an unfinished building or home. The snow falling on to ice was also adding to the peaceful setting sun. It was almost sad to be breaking the silence with the sound of the carriages. However, the roads were already covered in stone and some of the dwarven golems were removing the fallen snow. It was a genius idea for them to work in such a way.

As the carriage approached the center everyone fell silent yet again. There were three large buildings that made up the center of the city so far. In the middle was a grand building in the image of the main adventurers' guild. There were plenty of rooms and a massive training field stretched out behind it. To the right was a building set up perfectly for forging and displaying multiple blacksmiths' creations. The road of shops along it also were set to display forged goods.

The left building was the one that Remey had been waiting to see for months. The space was not inferior to the adventurers guild building and training field. There were also an extra set of buildings all prepared to be converted in to greenhouses. They just needed the finishing materials. "It's perfect!" Remey shouted and the old master alchemist burst from a carriage as well.

The guards nearby rushed toward them recognizing who they were after being told by their captain. They had been told to report to the area with keys for everyone as soon as they received the notification

of their arrival. Remey and the old master alchemist nearly fight to the death to see who got to open the door first. Walker could only catch a glimpse of the large sales floor and reception area before the door swung closed again.

The adventurers were allied inside the adventurers' guild by one of the builders that had been woken up at their arrival. Clara stayed with one carriage that had the king and other nobles on it. Walker was surprised that she had known which was which the entire time. But the more he thought about it the more it made sense. She would need to know in case the worst was to happen.

Walker tried his best to follow along but he caught sight of another building almost completely finished. Alice had separated from the carriage Clara was. She drank a mana potion quickly before following another carriage that opened a door. The high priest let a hand out to wave to Walker and the rest of the party for now since they were going to be staying in the cathedral which had their rooms completed already.

The larger building behind this central strip was similar to a castle. However, the impressive part was that it had aspects of architectural design from the elves, dwarves, and the human buildings. This made for a very large domes structure with carved pillars similar to trees. The stone wall that surrounded it was constantly engraved with the city name, Genesis. It was clear that this was the very first building to begin construction since it was made as the central governing building for the entire city and the alliance.

"I can't believe they were able to build that..." The only feeling Walker could come up with was stunned. He had no idea how hard people had worked to make this all happen. Not to mention the fact that the materials had been evenly provided by the dwarves, humans, and elves. This was a monumental undertaking that none of them had grasped to this degree.

"Sir hero. Please follow us. We will take you to the Genesis castle. Rooms have been prepared for you and the other nobles." The guards were able to shake the rest of the party from their shock and get them moving again. The view of all the buildings could wait until the morning when they would be able to see everything properly. Although this didn't calm their racing hearts.

The large gate that led them inside the Genesis building was made to depict the symbols that each kingdom used to represent its citizens. It had an empty space for other kingdoms symbols to be added after bars were removed. It was a very creative way to show off the alliances that would be formed.

The gardens were clearly lacking due to the current season but some portions were already dug out in preparation. Seeing the intricate carved wooden door that depicted the meeting that had brought the three kingdoms together made Walker want to shout out. He felt that it was the perfect representation for those that entered. It set the precedent that all races could come together here. It was also clear that the wood had come from the elves due to the massive size of the trees needed to make such a door.

The entrance was much calmer than they all expected. There was room for paintings and some furnishings later but overall it was more of a reception area with counters and other such designs. The stairway they were brought up led to the higher floors where there were available rooms for guests and the officials that would be working there once elected by the governing bodies of each kingdom. It was clear that there would be those to represent each kingdom at all times to make sure any alliance decisions could be made.

The room that Walker found himself in was only furnished with a bed and a few tables so far but he was still stunned. Taking all of this in was more than he had been expecting to handle. The saving grace was the fact that he, Onyx, and Midnight were too tired from the hard days of traveling and pushing themselves to move faster. They had gotten to Genesis faster than expected due to their perseverance and now they could rest.

Chapter 937 Dragged Along

Walker woke up to being pulled out of bed by Midnight and Onyx working together. "I'm awake! I'm awake! Let me get cleaned up and we will go to explore!" Walker fell out of bed laughing like a fool while Onyx and Midnight tried to keep themselves still to wait. Onyx couldn't even find the words to reply due to how excited he was. Now that the two of them had energy to spare it was time to find and explore every little thing in the city.

Walker hadn't even left the Genesis building before he heard the symphony of hammers and moving golems. Midnight and Onyx both grew even more restless as they rushed toward the large wooden door. It was a wonder how they were able to push it open with their smaller stature.

Once they had made it out back to the streets, they were greeted with the brisk morning air and a bustling city. There were carpenters making measurements, golems moving materials, and many other forms of builders rushing around. The sight of the night was completely different than now. It was silent and peaceful in the night but now the noise could raise the dead.

"I have a map that was left in my room. Let's go and check out the spots that are marked." Walker knew that the larger plot of land marked on the map was for their dwelling. He was sure that it was still left empty so that the party could build as they see fit. But no one would expect them to teleport their mansion here. It would greatly shock the workers but would make the party at home.

The part that caught Walker's eyes were the other spots nearby marked out. It made sense that the mansion had a large plot of land nearby the guilds and forge buildings. This was mainly because the party would often have to go to these buildings along with the market area. But as Walker moved down the street admiring the shops being built he found that the finished shops matched the marking on the map.

"Are these-"

"Yes. These were apparently made after a certain king of ours gathered the information that our family members wanted to open shops." Su had been too eager to look at everything herself and just barely got there ahead of Walker. Her relaxed and bright face showed how happy she was that the information had traveled around.

"That is Lisa's showroom and production area. That will be the private forge for the wandering blacksmith. And that will be the kitchen that your mother can design and change in any way. Plus two small shops on both sides for us to sell general items as we desire. We even have the certificates of approval already signed by the king and waiting for the elf and dwarf representatives." Su was still having trouble believing this as she said it. But she had found the letter taped to their doors explaining all of this and handed them to Walker to check as well.

"So we all talked about it and it made its way right up to the king who made this happen. I guess we will need to thank him and think about how much we all talk outside of us about things." It was pretty amazing how this had happened but also made Walker realize he was a little more indebted to the king.

"Brother, sister and I will explore around here." Onyx and Midnight were gone in a flash leaving Su and Walker standing in front of the shop that was supposed to be Lisa's when she arrived.

"I guess that leaves us to mark out the land where we will move the mansion to." Walker had carefully studied the scroll so that he had the runes necessary memorized. He was a little sad that the runes were only used with this scroll and would be useless afterward. But this wasn't an issue. It was just how things worked and he was blessed to be able to use them once in his life.

"They gave us a little too much. Don't you think?" Su found that the space that the mansion took up would still be considered small compared to what they had been given. There was enough room to build two more mansions here if they desired.

"I think that is even a little stream frozen there. I think Gil's mother will jump at that to use as water for the plants." Both of them laughed at the future work they would be doing to change the garden to have a free flowing water system.

"Alright, now to use this communication crystal ball thing that Scylla gave us. She said I needed to channel mana inside of it and make sure it's focused on who I want to talk to holding another one of these." The pair huddled around the crystal ball and saw it begin to glow. "We will be teleporting the mansion in six hours. Be ready then." The crystal ball shattered and the dust blew away. The message had been sent and now they would set up their space.

The pair was quick to mark out the best way for the mansion to be placed and still be able to access the road easily. They also took in to account the walls which would need to be expanded and the fact that the training field would more than double in size. If they really wanted they could also add an extra green house for odds and ends herbs that Remey might grow. Overall, it took them a total of two hours to just lace markers.

Walker spent the next three hours drawing the rune designs on parchment so that they could be posted at the four corners of where they would be teleporting the mansion. His hands were steady and his format successful. Once all four were in place, he and Su took their time to relax and prepare. They wanted to explore the city for the first time with their families, even though the city still had a lot of buildings left to do.

Chapter 938 Rush To Explore

The hour was up before they knew it and Walker followed the scroll instructions perfectly. He stood by the space that would be teleported and channeled his mana in to the scroll. Su held part of it as well to add her mana. She knew that the spell was sealed within the scroll but she feared that the mana draw might cause Walker to pass out. It was a big spell and it might need a little extra mana to activate fully.

When the scroll activated it burst in to cool blue flames before falling to ashes in the wind. Walker felt that he had been tricked before he felt the massive shift in elemental mana around him. The feeling made his stomach churn and he was forced to sit down. Su was the same and Fleur looked unhappy as well. The three of them were all messed up by the sudden change in mana. However, when they looked u they noticed a strange fog fading away and revealing a mansion where the flat land had just been.

"It worked!" The relief in Walker's tone was enough to cause Su to force herself to stand as well and rush toward the door. Their momentary feeling of weakness was all but forgotten.

The mansion seemed to be out of place in the comparing buildings. It was much older with newer additions on it. But overall, the wonderful garden was what truly stood out. There were many things still green and growing even though it was cold. There was also the fact that there were a decent number of elemental spirits flitting about here and there. Of course, they rushed away from the mansion to explore as soon as it showed up. Fleur found this very amusing.

"Walker! Do you know how weird that was!? As my son, I expected a warning!" Walker barely looked up before he was crushed in an embrace. Su's parents equally rushed out of the mansion towards her. The experience of being teleported was very strange and odd. Most of the others were still putting their thoughts in order.

"Brroooooother!" Lisa and their mother followed out of the mansion along with the wandering blacksmith. They were also very excited and a little foggy at the moment but wanted to see Walker and Su.

"Now where is my son? Don't tell me he rushed off to go and build something already. The hunting grounds can wait too." Walker looked around finding that Gil's mother and father were resting on the bench in the garden. They were the two that appeared less unsettled by the sudden teleportation.

"I'm sorry. I have no idea where Gil or anyone else went. Even Onyx and Midnight ran off this morning. I was lucky that Su came this way to explore the place we would build. Actually Lisa, mother, I have something to show you two." Walker also made a wink and nudging motion toward a building next door to the wandering blacksmith. The smile on his face mirrored Walker as he realized it was a forge.

Walker handed each of them the letters that Su had found on the doors. Next door we have Lisa's work shop. And right next to that we have a kitchen just waiting to be changed and built to any specification." Walker stood proudly while his mother and sister read the letters and then looked at the two buildings.

"They are so close to home! We have a front row seat to everything on the market strip! Are those the guilds up there? Where's Remey? Is she living in the big guild building? Wait where's Midnight, does she have a spot by the fire at the guild buildings? Or wait, should I- no I need- how many things can I bring over-"

"Lisa! You have months to figure it all out. You don't need to even open the shop to the public right away." Walker was quick to cut her short. Lisa was talking herself in circles due to her excitement.

"While you take your sister for a tour, your father and I will go look at my new kitchen. I will cook up something special once I commission for a new set of tools from your uncle." Walker and Lisa's mother headed toward the bakery that had been prepared while they put the pieces together. Their parents had started to refer to the wandering blacksmith as their uncle. All the adults had decided this because of how close they were and the fact that he always helped the party. The adventure they had been on was the final piece in making their decision.

"Come on!" Lisa dragged Walker inside and immediately stopped in amazement. There were already wooden mannequins so that Lisa could display dresses and other clothing. The counter on the back set apart the employee and the main show room. There was also a set of stairs leading up to an office and storage space. Overall, it was an ideal shop for Lisa to begin to turn in to her dream of being the best seamstress there ever was.

"I can help you bring things over if you want?" As Lisa's brother, Walker felt it was his duty to help her get everything settled.

"No! I will do it myself. I have to be able to run this entire place by myself and you have to go and do other things. I need to talk to the treasury to set up an accountant for myself. Mother needs to teach me how to fill out all the forms since she has done them for the bakery. Alright! I can do this!" Walker found his sister to be more adorable than ever. He couldn't help himself from grabbing her in a big hug to congratulate her on starting her own journey. Before he could do anything else, Lisa was already sprinting to the mansion to get her first materials.

Chapter 939 Example

It was odd that Walker found himself standing alone. He knew that his parents were exploring the new kitchen and that his mother would be telling his father every small detail of what she would do. There was also the fact that his father seemed to want to go right to where he had applied to work for the guards immediately to take on his job and learn about the new city.

Lisa was also caught up and he was sure not to see his sister until dinner that day. Unsurprisingly, the wandering blacksmith had already started work on adding runes to the forge furnace. From the sound of things, Walker could tell that very tough metals were used. The hammering sound on a chisel was rare due to the high quality tools the wandering blacksmith used.

The staff members had started to wander about and leave the mansion as well. Walker took extra care in placing the map he had already memorized by the front gate for others. There were so many people that would be coming and going through the days.

"Oh" Clara sent Walker a message to report to the guild building when he was prepared. This was surprising but not unexpected. She would be needing his help to get things set up since the employees that were there ahead of her were not able to fully set things up without her and others' help.

The walk was slow toward the guild. Now that the light had come to show off all the shops and small stalls already built, Walker couldn't help but admire the high quality craftsmanship. There were elves, dwarves, and humans all working together on the partial buildings. Along with this, there was another group going around and preparing furnishings. The merchants that would move in to these shops or homes would be paying for nearly fully furnished shops and homes. Something that was nearly unheard of anywhere else. But for the Genesis city, the kingdoms did not spare a single thing. The money they invested would be more than paid back and funneled in to the future growth of the city.

The hustle and bustle by the guild buildings were even more so than the streets around it. The adventurers that had joined the carriage train were all clamoring for jobs around the city to help with. There were even a few off duty guards trying to find an odd job for the morning. All in all, it was a refreshing sight to see.

Just before Walker went toward the adventurers' guild, he saw all of Remey's siblings exploring the spaces around the alchemy guild building. They seemed to have some small tools that Remey distributed to begin marking out parts of different plots or greenhouses. They also threw the odd snowball at each other as children should do when out in the snow.

As soon as Walker came in to the adventurers' guild he was graced by the warm atmosphere. The floors were made of easy to clean stone and there were signs posted around for directions. The desks were all divided for multiple uses such as, dissection desk which was near the basement stairs, the registration desk, and the quest desk. The bulletin boards were three times the size of what they were back at the previous guild branch. There were many tables for party members to sit and wait for their chance to meet with someone or to gather with their party. One sign said that the second floor meeting rooms were rentable via the quest desk.

"Ah, Guild master Clara told us you would be arriving. Please follow me to the third floor. She is waiting in the new office." The woman that noticed Walker was a familiar face from the other guild branch. She was working behind the desk to organize paperwork along with ten or so other employees.

The stairs were much wider than the other guild building. Walker could see that many parts of the building were made larger and taller to accommodate different races and larger groups. He could only imagine how large the basement was that would be used for dissection. It wasn't hard to imagine how large the rear entrance would be for the larger monsters that would be brought in from time to time.

The second floor was all rooms for meetings. Nothing different than what the other guild building had. The major difference was in the third floor. The rooms were open to the corridors showing that they were set up as living quarters for some staff members and also for guests. The final room was much larger.

"So, what do you think of the office? It's made to entertain large groups of guests when I need it and right through that door, is my own room. I can't say I will live here all the time but when I don't stay in my own home I can sleep here." Clara was very proud of herself. This was the crowning achievement of any guild master.

"So you called me all the way here to brag? And here I thought our guild master would want to ask me for help." The teasing tone that Walker took up almost made the staff member that was leaving burst out in laughter. The woman managed to close the door before a small giggle escaped her lips.

"I guess I should be serious then. There will be a flood of adventurers from multiple kingdoms coming here in the next few months. I want your party to act as the prime example for those that are looking for fame and money. I want your party to show off your heroic tendencies. I have just the quests to do it too. The second I set foot in the building I started seeing quests from the system that I can pass down to members." Clara was sure that she would be able to convince Walker of this. She knew that they needed the heroic points to level up along with the experience.

Chapter 940 Gil's Letter

"I think you already know this, but we all planned to work hard to make sure this city is ready by the time the rest of the guests get here. But if you are issuing quests, we could use some growth." Walker was very glad to hear that Clara was directing the adventurers toward the growth of the city first. It would go beyond what they could imagine when it came to the future of Genesis city.

"Good to hear it. The other adventurer parties have already agreed to this. I will be setting up the quest boards first. I have figured out the heroic points system and will set the precedent that the more the deeds benefit the people and city, the more the rewards will be. I expect it to bring great things. I also noticed that my system has begun to recognize these points even without interactions with your party. I think it's a good thing."

The two finished their business with that. Clara was glad to reach this understanding about the quests that she could set the guild up with. It would breed a whole new generation of dependable and hard working adventurers. The goal was to make the main guild branch the most reputable so that any adventurer that came there would leave a better person and not just an adventurer.

"When do you expect the guild to be fully running?" This was one thing Walker had wondered. He knew that the alchemy guild would take longer but the forge and the adventurer's guild were a mystery.

"I will have it started in one week. I have masters in most basic weapons systems and party positions. They will be given positions as teachers so that they can offer classes to any adventurer that needs experience. Like I said to Ibis, the guild is going to change for the better. We will have even better adventurers than ever before." Walker had nothing to respond to this with. It was even better than he had hoped. Instead, he gave Clara a wave as he left. The quests were already showing up in his system and he knew that his party would be privileged to have the first pick. However, he also knew that the more tasks that were done the better it would add up to. He looked forward to what the party would look like when all the representatives of kingdoms arrived.

"You're telling me that you were able to arrange for this building and archery range to be built just by speaking with the dwarven crossbowmen? They really built all this just because you asked?" Gil's father had headed out with Gil in the morning. Gil's mother had stayed behind to keep the garden up to healthy quality and plan the new paths she would build later.

"I did. I wrote a letter so that I could have everything set up. They didn't believe that the bows and arrows I had would match up to a crossbow. I showed them though. I was able to convince them in a single letter to build this when they sent people here to work on the city. It's the first ever training area for crossbowmen and archers alike." This was something Gil had kept hidden from everyone, even the party. The reason being, that he wanted to show off just like Remey.

"The other day Walker was mentioning to me that I shouldn't be thinking of just a club for hunters. He said I should think about an academy." Gil's father grew wide eyed hearing this.

"I always knew he was a smart kid. If this is an academy you can have every sort of hunter teaching. Do you know how amazing that would be? No one ever funds archery schools or even solo archery teachers. This could be the first real archery academy in forever!"

The idea was running through the pair's minds. It was a grand achievement for anyone, but for them, it was a shining dream.

"I have met a lot of archers in the forest elf city. I think they have things no one can learn by themselves from all their experience. Then we have the rarity that are crossbows from the dwarves. Add in the

random hunters who rarely leave the woods, and we have the best of the best. We don't even need to worry about space. We have the wilderness to take trips to right outside the walls." Gil glanced out at the walls which were nearly finished., he knew that they seemed far with a lot of empty space now, but that space would rapidly fill up as people moved to Genesis.

The two found that there were even targets of different strengths and a very tough wall behind the range. "This wall might be my fault. When I showed them my bows' strength I broke a wall and killed some soup, or was it stew? Eh, I ruined a wall. That's easier to say." Gil's father was looking at his son as if he was speaking another tongue. Never had he heard of someone firing an arrow through a wall unless it was a grand tale about a very high level master.

Zephyr left the bow and fluttered around the pair before leaving to examine the archery range. She was shouting here and there about how fun things would be there. Archers and crossbowmen would learn to love the wind and she was sure that more wind elemental spirits would come there to join the fun of archery with her.

"Ah, so you and that wind spirit were able to work together? I think that would make sense." Gil's father easily saw the connection. He had yet to see Gil's true strength but could feel that his son had become an outstanding archer. "I think you have learned more than I could ever teach you. I guess it's time for you to show me a trick or two." They pair hefted up their arrows and went to the far end of the range to test things out.