

Reincarnated With The Strongest System

Chapter 21: Stormcaller

"Will, are you sure about your decision?" James asked.

He returned to the living room after their guests had left their residence. Although he was still feeling angry because of the cancellation of the marriage agreement, he had a feeling that his grandson was up to something.

"Grandpa, do you think someone as handsome as me will have trouble finding a wife in the future?" William replied with a smile. "Besides, someone as great as me is destined to have many wives!"

"Spoken like a true Ainsworth." James chuckled as he brushed the boy's head. "Indeed. I have no doubt in my mind that the ladies will line up to have a chance to become your wives. After all, when I was your age, every girl in the village wanted me to be their future husband."

Anna did her best not to roll her eyes on the grandson and grandpa pair. She then turned her head to her husband and whispered in his ears.

"I've always known that father was a narcissist. However, I didn't expect that William would also grow up to be one."

Mordred sighed and sipped his tea. He had long known about this bad habit of his father's and had gotten used to it while growing up. It seemed that being a narcissist was embedded in their genes.

"Hmp! That sl*t and her bastard husband will regret this in the future." James snorted. "I bet that old fool will have a heart attack once he hears that it was his family who broke the agreement."

James glanced at William who was happily eating a slice of apple pie. He still didn't understand why his grandson asked Agatha and Eleanor to show him rare weapons. Those weapons would usually cost over a thousand gold coins if they were sold in a weapon shop.

"Um, Will, what were you thinking when you asked them to show you those rare weapons?" James asked.

Anna and Mordred's ears perked up when they heard this question. Just like James, both of them were very curious as well.

William smiled and opened his hand. A few seconds later, a small ice cube floated mere inches above his palm. Then, the ice-cube disappeared and was replaced by a small flame. William's demonstration didn't end there.

The fire disappeared and a small orb of water floated in its place. When the orb of water disappeared, a gentle breeze was felt inside the room. Lastly, a piece of rock hovered above William's palm and stayed there for a few seconds before vanishing without a trace.

James, Mordred, and Anna gasped in shock. All of them couldn't believe what they saw. Their eyes landed on the boy who had a smug look on his face as if what he showed them was not a big deal.

"I have the ability to learn the powers of other professions as long as I am able to hold something that belongs to that profession," William explained. "Of course, that doesn't mean that I can instantly become proficient in them. Just like any apprentice, I need to start from scratch in order to make use of these powers and make them my own."

William wasn't lying. Although he had acquired several job classes, all of them were level zero. If he wanted to use them to their maximum potential, he needed to raise the corresponding job levels in order to unlock the specialized skills under his skill tree.

"D-do you have an affinity with lightning?" James stuttered.

"Affinity? No. I don't have any affinity with any element," William explained. "However, if I hold an artifact or weapon that is related to a particular profession, it is very possible for me to learn that profession."

James and Mordred glanced at each other before the older one left the room in a hurry.

"William, you shouldn't tell this to anyone," Mordred advised. "You must keep this as a secret."

"Uncle, the only reason why I told everyone my ability is because everyone present here is a family member." William smiled. "If I can't even trust my own family then whom should I trust?"

William took a risk when he showed everyone his ability. However, he believed that all of them would keep it as a secret. He never had a family in his past life. As an orphan, he never understood what it was like to have a family.

This was also why he decided to divulge his ability. He was willing to put his trust to the Ainsworth Family. Although it was a reckless move on his part, he had a feeling that this was the right thing to do.

"Will, thank you for your trust." Mordred felt touched by his nephew's sincerity.

Anna felt the same as her husband and looked at William with affection. She didn't say anything because she felt that there was no need to say anything. Trust was something that couldn't be expressed by words. Feelings alone should be enough.

Five minutes later, James returned to the room carrying a wooden box. The box had a very intricate design. There were symbols written on it in a language that William couldn't decipher. It was over two-meters long and a foot-wide.

William assumed that the thing that was inside the box was a weapon. Seeing that his grandson's attention was focused on the box, James slowly opened its lid.

A flash of purple light appeared as soon as the box was opened, and tendrils of purple lightning writhed in the air like little snakes.

"... this is?" William's eyes sparkled as he saw the weapon inside the box.

"Its name is, Stormcaller," James said with reverence. "It is the weapon of our great ancestor, Claude Von Ainsworth."

"Stormcaller..." William looked at the spear in wonder.

The spear was at least, six feet long. The black handle was laced with a streak of gold like a lightning bolt. The blade of the spear was of a purple color, and one look was enough to tell William that this was not an ordinary weapon.

"Go on," James urged. "Hold it."

James wanted to see if William would be able to harness the spear's power. He wanted to know if the prophecy of the Ainsworth Family would come to pass in his generation.

William gulped as he reached out his hand to hold the handle of the spear. Tendrils of lightning crawled into his hands, but it didn't hurt him. Instead, it gave William a ticklish feeling.

< Ding! >

< System has detected a weapon that can unlock a Prestige Class. >

< Host hasn't met the necessary requirement to unlock this Prestige Class. >

< In order to unlock this Prestige Class, host must first reach Job Level 40 in two job classes. >

< Host is unable to acquire the Prestige Class: Disciple of Thunder. >

Chapter 22: The Power Of The Elements

"Disciple of Thunder..." William muttered. 'A Prestige Class? Is it different from the other job classes? I need to reach Job level 40 on two separate job classes to unlock this job class...'

At first, William was confused, but it only lasted for a brief moment. His confusion was replaced with excitement as the hands that held Stormcaller trembled in excitement.

When James heard William mutter the words "Disciple of Thunder", his heart skipped a beat. This was a secret that was passed down through their family lineage, and only those who held the bloodline of the Ainsworth Family knew of Stormcaller's importance.

"H-how is it?" James asked. His voice was shaking in fear and excitement.

William took a few deep breaths in order to calm himself. He then looked at his grandfather with sparkling eyes as if he found a wonderful toy.

"Those who are able to wield this spear will be able to gain a profession called 'Disciple of Thunder'," William answered honestly. "However, I am unable to learn this profession for the time being."

"For the time being?" Mordred inquired. "Meaning, you can learn it in the future?"

"Yes." William admitted. "At most, I need two to three years in order to reach the minimum requirements."

"Only two to three years? That's good." James clenched his fist as a big grin appeared on his face. "Then, from now on, this spear is yours!"

"Really?!" William gasped. "Thank you, Grandpa!"

"Hahaha!" James patted William's shoulder. "There's no need to thank me. However, there is something important that I must tell you. Please, sit down."

William obeyed and sat on the couch. James sat beside him and looked at his grandson with a complicated gaze.

"Let me tell you something about the power of elements," James said after organizing his thoughts.

"Power of elements?" William asked.

"Yes." James nodded his head. "You can ask me questions later. Let me finish my explanation first."

William sat properly and stared at his grandpa with a serious expression. Seeing his grandson's countenance, James wasn't able to nod his head in approval. He then cleared his throat to begin his explanation.

"Among the power of the elements, the most common one is fire," James explained. "Almost all magicians are able to wield this element. Even those who didn't have an affinity to the fire element can wield it to a certain extent. Of course, there are also magicians who can only use the element that they have an affinity with."

"Long story short, the most common element that a magician can use is fire. The second one is Earth. Those who are able to use the Earth Element are sought after by many people. Why? Because it allows them to build things."

James paused to allow William to understand his lecture. "Castle walls, bridges, houses, and other structures can be made using the power of the Earth. It is also a very stable Element that is mostly used for defense. Among all the elements, Earth is the sturdiest of them all."

"Then we have Wind. This element is mostly used by the elves. You can even say that every elf was born with an affinity for the Wind Element. Of course, some of them were also blessed with Life and Light magic, but we will talk about that at a later time."

"Wind can be gentle as a breeze and be sharp as a blade. It allows those who wield it the power of flight. Of course, if you reach a certain level of expertise, you will also be able to fly freely in the sky."

"The next is water. Water is the element of life. Just like the air we breathe, we need it in order to live. This element can be as peaceful as a still lake, or as violent as a tsunami. If you meet anyone with an affinity to water magic, you'd better treat them kindly."

"They are the most supportive friends, and the most viscous of enemies. If you can't befriend them, make sure that you don't offend them." James chuckled. "Your grandma is a sage that specializes in Water Magic. She's the most wonderful woman I have met in my life."

James' lips trembled when he remembered his late wife. William could see the change in his grandpa's expression, so he held the old man's hands to give him his support.

"Don't worry. She's now in a better place and watching over us," James smiled then continued his explanation. "All the other existing elements in the world, branch out from the four basic elements of Fire, Earth, Wind, and Water."

"Naturally there are exceptions to this rule which include Space, Time, Light, and Darkness magic. Ice magic is a branch of water magic. Some powers are made from the combination of two or more elements. However, among these, there is one special element that stands above all and that is... Lightning Magic."

"A magic that stands above all?" William asked. "Don't tell me..."

James smirked. "Lightning magic was said to be the power wielded by heroes. Anyone who was able to learn this magic would be sought out by the powers

in the continent and raised with the utmost care. Naturally, there are also factions who hate these so-called heroes and among them is the Demon Race."

"After all, the first heroes were summoned in order to defeat the Demon Lords who terrorized the land, more than a few thousand years ago. Of course, the most famous of them all was none other than our ancestor, Claude Von Ainsworth.

With Stormcaller in his hand, he called out the Heavenly Lightning to purify the land from the corruption of the Demon Race."

"Since then, the demons had gone above and beyond to assassinate anyone who wields the lightning element. So, you little brat, make sure to not use this power lightly. The moment this power was brought to light, will be the same moment that your life will change forever. Remember this and remember it well!"

"I understand." William nodded his head. "Grandpa, I will not use this power lightly."

"As long as you understand then it's good." James patted the boy's head. "The ring on your necklace is also a storage ring. You can store our family's heirloom inside it, but you have to promise me that you will keep it safe."

"I promise, Grandpa," William patted his chest. "As long as I'm alive, no one will be able to touch our family's priceless treasure."

Chapter 23: Troll Warrior With Steroids

"Ice Bullet!"

A concentrated ball of ice the size of a baseball ball flew towards the goblin warrior's head. The impact made it shriek in pain, but it was not enough to kill it. Two more Ice Bullets collided with the goblin's body before it died, turning into particles of light.

< Gained Exp Points: 240 >

Current Exp: 4320 / 91,207

< Shepherd Lvl 28 >

Current Job Exp: 2400 / 91,207

'So this is what casting magic is like,' William mused. 'Amazing!'

William was so excited to test out his newly acquired Job Classes that he went straight to his room along with his Mama Ella to challenge the Goblin Crypt. After doing a few rounds of casting his Ice Bullet, the young boy finally got the hang of using his new ability.

However, after the excitement faded, he discovered something problematic.

"How come my experience points in my Ice Mage class aren't increasing? What gives?" William muttered. "System, hello, can you help?"

< What would the host like to know? >

"Ah, it's about my Ice Mage Subclass. It's not getting any experience points. Can you tell me why this is happening?"

After William increased his job level to ten, the requirement to activate the other functions of the CPU Core became accessible to him. The AI was unlocked and was able to answer most of William's questions.

Although the communication wasn't as lively as that of a living person, William was still happy because the system had done a good job in answering some of his questions for the past nine years.

< Host, you will need to set how the experience points are distributed. Right now, the experience points setting is set to default. This means that all the job experience goes straight to your main class which is Shepherd Job Class.>

"I see." William nodded in understanding. "How can I change the settings?"

< You just need to tell me what kind of distribution you wanted for the two job classes. You have two options. The first option is to split the experience points equally (50/50) to both Shepherd and Ice Mage Job Classes. >

< The second option is to pool all your experience points in your Subclass Ice Mage in order to increase its level at a faster rate. >

"I understand. For now, pool all the experience points in my Ice Mage Job Class," William ordered.

< Order Received. >

< Experience Points Settings has been successfully changed. >

"Thank you, System," William said with a smile.

Although William thanked the system, he didn't get any reply from it. The system only responded to inquiries and commands, and William had already gotten used to its character.

William was currently on the Seventh Floor of the Goblin Crypt. On this floor, Goblin Warriors, Goblin Marksman, and Goblin Vanguard thrived. These three types of goblins were the stronger versions of the goblins that roamed the first five levels of the Goblin Crypt.

A few years ago, William thought that he would be able to increase his level exponentially by going deeper into the dungeon. This was a mistake on his part because the deeper he explored, the fiercer the monsters became.

Not only that, most of the goblins formed a pack of five to six individuals which made hunting them harder. William was forced to return to the upper floors because it was too dangerous for him and Ella to fight at that level of difficulty.

As the years went by, the two became better at fighting side by side. They were also able to memorize the "fight patterns" of the goblins, which made their hunt easier. It was only when William reached the age of eight years old that they managed to reach the Ninth Floor of the dungeon.

When he turned nine years old, he managed to step on the tenth floor. However, William didn't dare to enter the gates of the Boss Room. He didn't know if he would be able to activate the ring inside the Boss' Domain to escape if they discovered that the Boss was too powerful for the two of them.

William had the mindset that it was better to be overleveled than underleveled when fighting a boss monster. This was why he spent his days fighting on the seventh up to the tenth floor every time he dove into the dungeon.

He also made a surprising discovery in regards to the passage of time inside the dungeon. A day inside the Goblin Crypt is equivalent to an hour in the

outside world. Each day, William was only able to stay for three days inside the dungeon before he was forcefully thrown out by an unknown power.

Because of this, William made it a point to maximize his exploration time and stayed in the dungeon for three days each time he activated the Ring of Conquest.

After a day of exploration, William was able to raise his Ice Mage Class to level 7. He also gained additional status points which made him very happy.

Current Exp: 10,535 / 91,207

< Ice Mage Lvl 7 >

Current Job Exp: 185 / 6,197

Among the skills that appeared in the Ice Mage Skill Tree, William chose two skills to prioritize first. One of them was Mana Regeneration, which increased the speed of mana recovery. William didn't bat an eye and raised the skill to its max level, which was level ten.

< Mana Regeneration 10 / 10 >

(Passive)

-- Increases Mana Regeneration by 100%

The other skill William chose was Ice Armor.

< Ice Armor 10 / 10 >

(5 Mana Points)

-- Surround yourself in a barrier of ice that reduces damage from melee and projectile attacks by 30%.

-- Enemies within a one meter radius of the Ice Armor are applied with the chilled status.

-- Chilled Status decreases their movement and action speed by 30%

-- If Ice Armor gets in contact with enemies with the Hydro Status there is a 60% chance for the inflicted part to become frozen.

-- Increase Resistance against Cold by 50%

-- Skill Duration: 30 Minutes

For William, safety was his primary goal. If there is a skill that would increase his chances of survival, he would prioritize it instead of a powerful offensive skill.

With the Ice Armor, Ella became a force to reckon with. As the years went by, Ella also grew stronger alongside her baby William.

Ella had reached level 28 as an Angorian Goat. As a common goat, her base stats were quite low, and was only a match for a single Goblin Warrior.

< Strength: 20 >

< Agility: 48 >

< Vitality: 12 >

< Intelligence: 12 >

< Dexterity: 7 >

However, her pitiful stats had received an unprecedented powerup due to William's four skills namely, Bestow, Wolf in Sheep's Clothing, Leader of the Herd, and Way of the Shepherd.

The Bestow skill gives Ella +10 to all stats.

The Wolf in Sheep's Clothing gives the herd under William's control an additional +10 to all stats.

Leader of the Herd is similar to the Bestow Skill. Once William appointed someone as the leader of his herd, the target gains an additional +10 to all stats.

But, that is not all. The Way of the Shepherd gives another twenty percent increase to the stats of all the herd under William's control, which made Ella a beast that could trample a dozen goblins with ease.

Her final stats with all of William's skills applied to her were...

< Strength: 20 (+40) >

< Agility: 48 (+46) >

< Vitality: 12 (+38) >

< Intelligence: 12 (+38) >

< Dexterity: 7 (+37) >

Ella's boosted stats made her as powerful as a Troll Warrior with steroids. Simply put, she was a goat that could hit as hard as a wrecking ball.

She was a CHEAT born from William's desire to get stronger.

You can even say that William had done everything in his power to ensure that his Mama Ella wouldn't get hurt during their battles. With the addition of the Ice Armor, William could simply drink tea and eat apple pies, while his Mama Ella cleared floor seven up to floor ten with ease.

Chapter 24: First Boss Fight

"We've come a long way, Mama," William said as he stared at the Bronze Gate in front of him.

"Meeeeeh."

"We have done everything in our power to prepare for this day. It's time to take that final step to the unknown!"

"Meeeeeh!"

William and Ella were currently standing at the gates of the Boss Room located on the Tenth Floor. After increasing his job level to level eight, he decided that it was finally time to experience his First Boss Fight.

After careful consideration, he chose to put his remaining skill point to the skill Ice Wall.

< Ice Wall 1 / 5 >

-- Creates a Wall of Ice at a target location.

-- Ice Wall is two-meters tall and three meters wide.

-- Ice Wall has a thickness of one meter.

-- Skill Duration: 25 Seconds.

Current Exp: 4320 / 91,207

< Ice Mage Lvl 7 >

Current Job Exp: 185 / 6,197

"Yosh, let's do this!" William gripped his staff tightly and used his other hand to push the Bronze Gate open.

The first thing that William saw when he opened the gates was a spacious area. It was similar to the coliseum in Rome, where the gladiators fought against each other. Flaming torches lined up the side of the boss room casting an eerie glow around the battlefield.

After William and Ella took a few steps inside the room, the gate shut close behind them. William had already anticipated this scenario so he wasn't too bothered. Immediately, he buffed up his Mama Ella to ensure that she would be able to handle anything that was thrown at her.

"Bestow!"

"Leader of the Herd!"

"Ice Armor!"

"Steel Armament!"

"Meeeeh!"

Ella pawed the ground and prepared herself to battle. She stood a meter and a half tall and her horns glowed bloody red. William stood at the edge of the arena, he also readied himself for the appearance of the boss.

A ferocious growl reverberated inside the room as a two-meter tall goblin jumped off a platform at the back of the Coliseum. It was covered in leather armor, and equipped with a sword and shield.

William used his Appraisal Skill to identify their foe.

Hobgoblin Leader

-- After countless evolutions, the goblin race has finally given birth to a leader. The Hobgoblin is born from the goblin race's desire to grow stronger. A Hobgoblin Leader is born to lead the Hobgoblins to battle.

William had often wondered why his appraisal skill doesn't work the same way as those in the novels. Usually, when one used the Appraisal skill, they would be able to see the complete stats of the people and the monsters around them.

He had tested his Appraisal skill numerous times in the past, but there had been no improvement since then. The only stats he could see were his own and Ella's.

After reading the description of the Hobgoblin Leader, William narrowed his eyes and focused his attention on the Hobgoblin in front of him.

After the Hobgoblin let loose another mighty roar, four Goblin Warriors and two Goblin Marksmen appeared on the battlefield.

"Mama, take care of the Hobgoblin Leader, I'll handle the rest!" William ordered.

"Meeeeh!"

Ella, stomped her foot and charged forward. She used her Rush Attack Skill and rammed herself at the Hobgoblin.

As if expecting her assault, the Hobgoblin raised its shield and blocked her attack. However, Ella's attack was strong enough to push it back a few meters from where it stood.

The Hobgoblin roared and gave its order to its subordinates. Instead of ganging up on Ella, the subordinates charged at William.

The two goblin marksmen released their arrows, while the four goblin warriors closed the gap between them and their target.

"Ice Wall!"

A pillar of ice appeared in front of William, which immediately neutralized the two arrows. During that brief exchange, the goblin warriors managed to close the distance by ten meters. William was currently multi tasking, he was looking at his map, while observing his surroundings.

The goblin warriors split up and attacked William on his left and right sides. Their swords were poised to strike, but William had long been ready to intercept them.

"Ice Wall!"

"Magnum Burst!"

William placed an Ice Wall at his left and slammed his staff at his right.

The two goblin warriors got knocked back due to the impact and suffered minor injuries.

The "L" shaped Ice Wall offered enough protection for William to defend on one side without worrying about getting a sneak attack from behind. Although he was not as strong as Ella, he had gained enough battle experience to face these lower-tiered goblins in melee combat.

As long as he wasn't facing a hobgoblin, William was confident that he could hold his ground until Ella had finished dealing with the Hobgoblin leader.

"Ice Bullet!"

"Ice Bullet!"

"Ice Bullet!"

"Ice Bullet!"

"Ice Bullet!"

"Ice Bullet!"

William's spittle flew in the air as he fired a barrage of Ice Bullets at his enemies.

'Damn, I better learn instant cast or chantless cast soon,' William thought. 'Saying the spell consecutively is harder than I thought it would be.'

Shrieks filled with pain and anger echoed inside the Boss Room as the Goblins became enraged. They made a wild charge towards William not caring whether they lived or died.

William gripped his staff and swung it forward.

"Magnum Burst!"

The goblins flew in the air with blood spilling from their mouths. William fired another barrage of Ice bullets which turned the goblins into particles of light.

"Last two," William grinned as he removed the Ice Wall in front of him. The two goblin archers had chosen to support the Hobgoblin Leader after their failed attempt to snipe William.

Ella dodged their arrows with ease because she had already experienced it countless times before. She was used to fighting against a group of monsters, and her battle instincts had been polished to near perfection.

Since the two goblins' attention was focused on Ella, they didn't notice two Ice Bullets flying in their direction. Only when the spell had slammed into their faces did they realize that there was still one more enemy in the room.

Naturally, William didn't give them any chance to recover and fired four more ice bullets to end their lives.

After dealing with the small frys, William gazed at the two combatants that were duking it out at the corner of the coliseum.

The Hobgoblin Leader's shield had already been broken to pieces, and its body was already dyed in blood.

With one final charge, Ella used her Horn Assault and successfully pierced through the stomach of the Hobgoblin Leader. She didn't stop her charge and used her signature move "Wall Slam" to end the battle.

The Hobgoblin's lifeless hand fell to its side and turned into particles of light. The battle had ended and the Boss Room was bathed in white light.

Exp Gained: 12,000

Current Exp: 16320 / 91,207

< Ice Mage Lvl 8 >

Current Job Exp: 5,988 / 7,615

After the light receded, a bronze treasure chest appeared at the center of the arena. William ignored it and ran straight towards his Mama Ella to check if she was injured during the battle.

Both of them gained a level after their first boss fight, but for them, that wasn't too important. What was important was that both of them were safe.

"Meeeeh!" Ella bleated proudly as if to announce that it was an easy win for her.

William smiled and lovingly hugged his Mama Ella's neck.

"Thank God, you're safe, Mama."

"Meeeeh."

The goat closed its eyes and rested its chin on William's shoulder. William caressed Ella's back while casting first aid five times. Ella had received a few minor bruises during her clash with the Hobgoblin, and those same bruises disappeared after William used first aid on her.

Five minutes later, William and Ella stood in front of the bronze treasure chest.

"I wonder what's inside. I hope it's gold." William grinned as he opened the lid.

William and Ella peeked inside the chest to see what was inside. Lying at the bottom of the chest was a pair of boots.

"What a coincidence, I need a new pair of boots." William grinned as he picked up the boots from the chest. "This came at the right time. Now, let me use my appraisal skill..."

Windborne Boots

-- Wear light on your feet, go strong in your life.

-- Agility +3

"Very nice!" William was pleasantly surprised when he found out that the boots were enchanted. For him, every single stat matters. He had received similar equipment from the chests that littered the lower floors. However, a chest appearing in the lower floors was a very rare event.

In the past nine years, he had only found three chests and those three chests provided him with three accessories that he had worn to this day.

Ring of the Goblin Warrior - Str +2

Ring of the Goblin Vanguard - Vit +2

Amulet of the Wise - Int +2

Now, with the addition of the Windborne Boots, William had four enchanted items that increased his stats.

"Let's go back, Mama," William said after replacing his old boots with the Windborne Boots. The boy felt very happy and the anxiety in his heart finally disappeared. The Boss Fight went better than he expected. He also praised himself for not rushing to challenge the boss a year ago.

Although the possibility of winning against the boss existed, the chances of getting injured was greater.

Only two hours had passed in the real world when William and Ella re-appeared in the boy's bedroom. Instead of lying in his bed, William laid on the carpet and hugged his Mama Ella to sleep.

He had long gotten used to sleeping in her embrace. The Angorian Goat felt the same as him. She had long regarded William as her own child.

Soon, the two of them fell asleep. Unknown to William, James sat cross legged just outside his door. The moment the two of them disappeared from the bedroom, James had felt the fluctuations in the air.

He hurriedly went inside William's bedroom to check on him and found no one. With a look of understanding, James left the room and sat in vigil outside his grandson's door. He didn't stir even when he felt William's and Ella's presence return inside the room.

Only when the two were sound asleep did he go back to his own room to rest.

Chapter 25: Wolf Tide [Part 1]

William sat on Ella's back as he led the goats towards the pasture in the valley. He was currently pondering the path that he wanted to take in the future. After experiencing the power of having two job classes, the boy wanted to do an experiment and change his subclass.

For some reason, he was unable to change his main job class. According to the system, the first job class that he learned would be his permanent main class till the end of time. Meaning, he couldn't swap the Shepherd Job Class for any other classes.

Although he was disappointed, William thought that having the Shepherd Job Class was also good. After all, if not for having acquired it at the crucial moment, he would be already on his way to his second reincarnation.

'Still, now I understand how hard it is to have multiple job classes,' William thought. 'It takes time to level up a job class to reach level forty.'

According to the system, the Prestige Classes would only be unlocked once William managed to reach level forty on two job classes.

What did this mean? It meant that for the Archer Class to change professions to a Hunter, Ranger, Scout, Tracker, or any of its advanced job classes, it first needed to reach job level 40.

It took William nine years to upgrade his Shepherd Job Class to level 28. Of course, the slow leveling process was due to him being cautious. Low-tiered monsters didn't give much experience points, so his level advancement was limited.

Even so, William didn't regret his decision to accumulate enough stats and skills before challenging his First Boss Fight. In most games, it was better to be over-leveled than under-leveled when fighting Boss Monsters.

William didn't want to regret anything. Because if ever that time came, it would be too late for regrets.

Currently, his Ice Mage's Job Level was 8.

The skills he currently had were Mana Regeneration, Ice Armor, and Ice Wall.

He had just fought the Hobgoblin Leader a few hours ago. The Eleventh Floor was uncharted territory for them and William didn't know what kind of goblins he would be facing when he stepped on that floor with his Mama Ella.

"I'll find out tonight," William muttered as he gazed at the Valley in front of him.

"Oi! William!" Theo shouted from a distance. "What took you so long?"

"I woke up a bit late," William shouted back. He then dismounted from Ella and hugged her neck. "Mama, I'll leave the herd in your care."

"Meeeeh."

Ella bleated and the rest of the goats behind her arranged themselves in three rows. She then led them to the area that was assigned to their herd.

William walked up to where the other Shepherds were resting and sat beside Theo. In the town of Lont, there were six senior shepherds and five apprentices.

Theo's father, Marcus, was the most senior among the shepherds. Theo and William were both apprentices and didn't have many duties aside from tending their own goats and sheep. Since both of them were almost of the same age, the two got along really well.

A screech echoed in the distance and one of the senior shepherds looked up with a smile. In the air, a hawk circled the valley as its eyes scanned its surroundings looking for any danger that could harm the herd.

The hawk had a wingspan of over three meters. It was the animal companion of John, one of the senior shepherds of Lont. Its name was Blitz.

"The coast is clear, I guess this will be another peaceful day in the valley," John said with a smile.

"Peace is always a good thing," Marcus replied as he gazed in the distance. A wild boar was lying beside him. This was Marcus' animal companion and its name was Thunder.

"True," John admitted. He then looked at the kids who were lazing around under the shade of trees. When his gaze landed on William, a look of surprise appeared on his face.

Marcus followed John's gaze. As his gaze fell upon the boy who was laughing with his son, a smile appeared on his face.

"Well, well, well." Marcus raised an eyebrow. "It seems that another troublemaker will be appearing after a few years."

"Indeed." John nodded. "The Ainsworth Family never fails to amaze me. I guess things are not going to be peaceful for long."

Both of them exchanged a knowing glance with each other before returning to their duties.

A few hours passed as the sun reached its zenith. All the shepherds gathered under the shade of the biggest tree in the valley to have their lunch. The apprentice shepherds sat together in their usual spot and shared stories of their recent adventures.

William listened to his friends with a smile on his face. Theo and the others were bragging about their recent shenanigans. Their stories were filled with exaggeration as if they were heroes battling against dragons in order to seize the treasures in their lairs.

William was half tempted to tell them of his own adventures inside the Goblin Crypt. However, the boy knew that if he actually did that, no one would believe him.

Suddenly, a shrill shriek broke the happy atmosphere in the valley.

John, Marcus, and the other senior shepherds, immediately stood up. Their expressions became very serious, which was a very rare thing to see.

Blitz let out another shriek and this time, it sounded very urgent.

"Dire Wolves! And there are hundreds of them," John reported. "We need to evacuate, now!"

Marcus did two things after John reported the current situation. The first thing he did, was to throw a black ball towards the sky. The black ball exploded and two black intersecting swords appeared in the sky above the valley.

The second thing he did, was to take out a small steel whistle. He blew on it which caused the grazing herds to raise their heads in attention.

"Thunder, round them up!" Marcus ordered.

The Wild Boar grunted and ran towards the sheep and goats in the distance. It gave a long and shrill squeal. As if hearing a royal decree, the sheep trotted towards their direction in haste.

"Ava, get the kids back to the village," Marcus ordered. "The rest will bring up the rear!"

Ava, the only lady among the senior shepherds, immediately issued her orders. "Theo, William, and the rest of you brats, come with me!"

"B-but, what about our herds?" Theo asked. "What's going on?"

"A wolf tide is upon us," Ava explained. "We need to hurry. We don't have much time!"

"Mama Ella!" William shouted. "We are going back to the town. Call the herd back!"

"Meeeeeh!"

Ella bleated and the herd under her command ran alongside her. Theo and the other apprentices looked at this scene with amazement. Even Ava was surprised at William's mastery over his herd.

William didn't stand idly and ran towards Ella. He immediately mounted her back and both of them stood at the rear of their wards.

Ava snapped out of her daze and ordered the kids to run as fast as they could. A sea of white goats and sheep started to retreat in an orderly manner.

The senior shepherds had grim faces as they listened to the shrieks of the Hawk that circled the sky.

"My God, to think that we would be in the way of a Beast Tide!" John. "There are even two Centennial Beasts and one Millennial Beast leading the wolf pack.

(A/N: Aside from levels, there will be instances where monsters will be labeled as Centennial, Millennial, and Myriad Beasts in the story. As the name suggests, these beasts are as strong as a hundred men, thousand men, and ten thousand men.)

"Don't worry, I've already sent the signal," Marcus replied. "Even if the herds are lost, we must ensure that the kids return safely to the town. Everyone, none of you are allowed to kick the bucket, do I make myself clear?"

"Old Marcus, the only one who will be kicking the bucket is you."

"It's been a while since something this exciting happened in Lont. Why don't we have a competition?"

"Same old rules?"

"Of course."

"You bastards better not step out of line," Marcus snapped. "I know those thousands of Dire Wolves and their Alphas doesn't mean sh*t. But, the Centennial and the Millennial Beasts are no pushovers! You can start your rampage when the kids have safely reached Lont. Until then, all of you will hold the rear!"

The other senior shepherds replied grumpily. Although they were confident that they could easily handle the small frys, the Centennial and Millennial Beasts were a pain in the butt.

In truth, none of them were confident that they would be able to survive this battle. They were merely boosting each other's morale so that they could buy enough time for the children to escape.

In order to deal with the wolf tide, they needed more people. If the others from the village would arrive on time then they would be able to survive this disaster.

William kept gazing behind him. Since he was safely mounted on Ella's back, he was sure that his safety was assured. However, Ava, Theo, and the other shepherds were running on foot. William decided to stay with them and help if the need arose.

A long shriek reverberated in the valley as Blitz dodged a lightning bolt that was shot in its direction. The Hawk uttered a shriek of defiance as its mighty figure hovered in the air.

William shifted his attention back to the valley. With the Eagle Eye's Skill, his vision was able to see farther than the average person. It was then when he saw a black tide appear at the East end of the Valley.

The speed of the raging tide was quite fast, and William knew that it was only a matter of time before it overtook them.

William saw thousands of two-meter tall dire wolves, with black fur, and bloodshot eyes running towards their direction.

Theo and the other kids' faces went pale at the sight of the approaching tide of death. Their legs suddenly sprang to life as they ran for their lives.

"Hold the rear!" Marcus ordered. He was mounted on top of the Wild Boar, Thunder, as he issued orders one after the other. "Our priority is to reach the town. None of you bastards are allowed to die before then!"

John summoned a black bow from his storage ring and jumped high up to the air. The Hawk grew in size until its wingspan reached six meters. John pulled the string and fired a barrage of arrows at the incoming wolf tide.

Blood blossomed in the air as John hit his targets. It was then that another lightning bolt was shot in his direction. Blitz immediately did a nosedive in order to avoid the long-distance magic fired by the Thousand-Men Beast.

The other senior Shepherds summoned their weapons as they prepared to protect the herd. All of them were trying to buy as much time as possible until their reinforcements arrived.