

## WILL OF CHAOS

### Chapter 20 Cap 20: Dangerous World And Identifying Skills(Chapter Preview)



Now it's dark and I stop all my training, finally, all that's left is to use [Identify: 1] to see my passive abilities and leave it until tomorrow morning to see my Active abilities.

<[ Skills identification result:

[ Leech: 5 ]--> racial bloodsucking ability, increase bloodsucking speed, an ability that all races that feed mainly on blood have. Recovers HP and STM with ingested blood.

[ Leech Belly: 7 ]--> racial skill that allows you to store 2 times the weight of the owner of the food skill in the stomach.

[Weak Hunger Resistance: 1 ]--> Ability that gives a little help to the owner to last longer without food without weakening.

[ Weak resistance to paralysis: 6 ]--> small increase for resistance to any type of paralysis.

[ Weak Resistance to Poison: 4 ]--> small increase for resistance to all poisons.

[ Weak Resistance to physical damage: 3 ]--> small increase for resistance to physical attacks.

(+2) in defense for each skill level.

[ Weak Blood Elemental Affinity: 1 ]--> Small increase in power, control and decreases element cost.

[ Weak mana sense: 5 ]--> ability to sense mana.

[ Weak Affinity with Curse: 1 ]--> Small increase in power, control and decreases curse cost.

[ Meditation: 4 ]--> helps to get into meditation state faster. During meditation, the MP and STM recover faster.

[ Low Fire Resistance: 1 ]--> Small increases resistance to fire element.

[ Reinforce weak subordinates: 1 ]--> small increase in subordinates' stats. (+1) for all subordinate stats by skill level.

[ Improved sexual stamina: 1 ]--> increases libido, increases stamina during sex.

[ Weak body reinforcement (legs): 1 ]--> small reinforcement in leg power.

[ Enhanced Hearing: 1 ]--> Increases the skill owner's hearing ability allowing them to join things farther apart and more clearly.

[ Weak body reinforcement (exoskeleton): 1 ]--> small increase in exoskeleton hardness.

[ Enhanced Nose: 1 ]--> Increases the ability to smell more detailed and farther away.

[ Mana Control: 3 ]--> Increases the ability to control Mana.

[ Group Coordination: 1 ]--> Increases ability to coordinate together with a group more efficiently.

[ Low Wind Elemental Affinity: 1 ]--> Small increase in power, control and decreases element cost.

[ Trap Construction: 1 ]--> Increases the speed of building and setting traps.

[ Improved Strength: 1 ]--> Increases strength stat.

Strength (+2) for each skill level

[ Weak Dark Elemental Affinity: 1 ]--> Small increase in power, control and decreases element cost.

[ Martial Art Fist of Chaos: 1 ]--> martial art created by Zenos, a martial art that can be used with or without any type of energy.

(+5) increase in strength, dexterity, and agility per skill level.

I didn't want to see the Language type skills because the names are already self-explanatory, I forgot that I had already finished checking my martial art skill and checked it again.

I seem to be able to identify all of my passive abilities, but I have a headache from too much information.

Looking at my abilities I can see how each one of them works for me, their explanations are simple but their effects are evident.

In all the games I created in my old life, passive abilities always had simple powers but they built up to an incredible level, and I can see that it's the same in this world.

Now that I've just checked my passive skills I'm going back to my magic training, to level up [ Weak Mana Sense: 5 ] and [ Mana Control: 3 ].

First I sit cross-legged on my bed and put my hands on my knees, then clear my mind, synchronize my breathing with my heartbeat, and calm my emotions.

Soon I fell into deep meditation and started focusing my mind on the mana inside me, and I started moving it through my body changing speed and direction continuously, I did this for three hours before I started to lose focus and then I stopped the training.

Ding! Ding! Ding!

<[ Your skill leveled up [ Weak mana sense: 5 > 6 ] ]>

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<[ Your skill leveled up [ Mana Control: 3 > 4 ] ]>

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<[ Your skill leveled up [ Meditation: 4 >5 ] ]>

"(I managed to regain my energy during meditation but my mind is throbbing.)" (me)

After stopping my meditation I lie on my bed and stare at the hole in the ceiling to see the starry sky, this has become a habit for me.

As I looked at the sky I thought about what to do now, then it came to my mind that I don't have a knife but I do have two swords, I think I'll train with the sword tomorrow.

Since I've decided what I'm going to do tomorrow, I decide to go to sleep, I look to the side and see that my subordinate has already gone to bed early today.

If I remember correctly, in the description of the title of [Named Monster] it said that the name gives power to the one who receives the name and also increases the link that exists between the one who nominates and the one who is named, I think I'll try to name my subordinate tomorrow, but I have to think of a name that suits her.

I'm already very tired, I'll leave it to think of a name for her tomorrow, I'm going to sleep since I have a lot of things to do tomorrow.

Zzzzz...

zzzzzzzz...

Zzzzzzzzzzzzz...

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"Master gi wake up, wake up master gi" (Subordinate Goblin)

"Hmmm..." (me)

"But three...minutes." (me)

"Train master giig" (Subordinate Goblin)

"Already got up." (me)

"Good Morning." (me)

"Good giig master." (Subordinate Goblin)

I wake up the next day with my subordinate calling me to train, she realizes that we have to train every day to make ourselves stronger.

I get up and go rinse my mouth and eat some meat, then go to my Minor and spend two hours talking to her about the cave and she tells me something shocking I haven't had the heart to ask until now.

"Why doesn't any...Goblin lie....with...you?" (me)

"They gii like adventurous girls, gii tied up in gii cave." (Subordinate Goblin)

What she told me makes sense, goblins are known in the games and romances of my world as a race with a strong libido and strong reproductive capacity, female Goblins are rare so Goblins kidnap females of other races and \*\*\*\* them to breed.

"How many girls...have there?" (me)

"Having three gii girls when ig gii meet master" (Subordinate Goblin)

She says there were three girls a few days ago, they must still be alive but their mental state will surely be destroyed.

Hmmmm

This is another reminder to me that this is not a game or fantasy story of a hero versus a demon king, this is a real-world, and a very dangerous world where if you are not strong enough you have no one with whoever tells you is at the mercy of those who are stronger than you.

It's a shame what happened to them, but this is an opportunity for me, their minds must already be damaged and they must only want to die now, with this state I can try to use my ability to make them become my servants as I did with my current subordinate.

This world is dangerous, and alone I will only be in more danger, I must get some allies and I cannot afford to miss any opportunity just because it might be considered wrong by others.

All I can do if I can bring them to my side is treat them well and help them get stronger.

With that decided, I go with my subordinate to the morning physical training of a hundred push-ups, a hundred sit-ups, and a hundred squats.

After the training while she and I catch our breath we start talking and I tell her to give me more information on the location of the Goblin Cave and how big this cave is.

She tells me that the cave is at the foot of a stone wall, it also has two other branches inside the cave and one of those branches is where they leave the women they kidnap.

The cave from what she said is not far from here, it must be about an hour or two walking from here.

I spent a few hours talking to her and got another important piece of information, most goblins leave the cave every morning to go hunting and only start coming back in the middle of the day, if they catch something if they don't just come back in the middle of the afternoon.

The Goblins that stay in the cave during the day are just the old men and the children, the old men stay to teach the children and feed the prisoners.

It looks like there's a river near the cave too and because of that they just have to worry about the food.

Knowing all this, I start to come up with a plan for how to finish them all in one day.

All I have to do is wait for most of them to come out hunting, so I'm going to invade and kill those who stay in the cave, then I just have to set traps and wait for them to come back tired of the hunt and ambush everyone and kill them, that would be a good plan, but first I need more detailed information on the terrain and its numbers so as not to leave any loose ends.