Reincarnated as a Castle - (LitRPG, Kingdom Building, Progression)

Chapter 6: Daily Equipment Shop

I can’t believe it. A wooden club costs ten Points?
The math doesn’t add up at all!
If a wooden club costs 10 Points, that’s equivalent to 30 Wood. Then how come the wooden bench in the Furniture Shop only costs 10 Wood?
A bench is clearly much bigger than a simple club. Material-wise, this makes zero sense. Bigger, more substantial things should cost more resources, right? So why is the pricing completely backwards like this?
But as I examined the equipment in greater detail, I finally understood why.

"Aha! Sorry, my friend System. I may have been too harsh on you after all!"

[Wooden Club]
Type: Weapon
Rarity: F
Effect: +1 ATK
Special Effect: Holder gains Skill: [Bonk Level 1]
[Bonk Level 1]: Deal 20% extra damage when hitting an enemy in the head!

[Wooden Hammer]
Type: Weapon
Rarity: F
Effect: +1 ATK
Special Effect: Holder gains Skill: [Hammer Throw Level 1]
[Hammer Throw Level 1]: A mighty swing sends the hammer flying straight toward an enemy with crushing force!

[Wooden Shield]
Type: Armor
Rarity: F
Effect: +1 DEF
Special Effect: Holder gains Skill: [Piercing Block Level 1]
[Piercing Block Level 1]: Reduce damage taken from piercing-type attacks by an additional 10%.

[Bone Dagger]
Type: Weapon
Rarity: F
Effect: +1 ATK
Special Effect: Holder gains Skill: [Backstab (F)]
[Backstab (F)]: Attacks from behind deal 20% extra damage.

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Obviously, these weren't ordinary items. The rarity might have been total trash at F-tier, but every single one provided additional stat boosts and useful skills.

Turns out, the System wasn't charging me for the materials. It was charging me for all that hidden value!

But aside from the pricing, the idea that I could potentially gain entirely new skills simply by equipping different items was fascinating.

Wait... how exactly does that work?
For example, if I somehow acquired a sword with a ridiculous skill like "Dragon God of Destruction Sword Art" or something equally overpowered, can I instantly use that Dragon God of Destruction Sword Art without ever needing to train, practice, or learn it beforehand?

As I thought about it, my gamer instincts began tingling.

Right... I'm not in my previous world anymore.
This is a different world, with fantasy items and fantasy logic.
My existence alone as a sentient castle has already proved the impossible.
So... maybe something like that, making people learn skills just by holding items, really is possible here?
Anyway, I scrolled further down, and more information appeared.

[Shop Info]

The Daily Equipment Shop refreshes daily at midnight, providing new randomized options based on rates determined by Shop Level.

Upgrading the shop will increase the number of available options and improve the rates for better equipment.

[Current Rates:]

F Tier: 100%

E Tier: 0%

D Tier: 0%

C Tier: 0%

B Tier: 0%

A Tier: 0%

S Tier: 0%

SS Tier: 0&

SSS Tier: 0%

EX Tier: 0%

"Damn, there are this many tiers?"

"And the shop doesn’t stay fixed? It refreshes daily with completely random options?"

But then, for some reason, I felt like I had seen this kind of weapon-gacha design somewhere before...

Which gave me a bad feeling...

"GASP! Don’t tell me!"

I scrolled a little farther down the panel.

And there it was.

"OF COURSE! I KNEW IT!"

[Refresh Shop Now: 5 Points]

[Free Daily Refresh Available: 1 Refresh]

Yeah, I know this design all too well!
In fact, any gacha gamer knew this evil system!

It would lock all the potentially good options behind heavy RNG, turning the whole thing into a goddamn resource sink for anyone desperate enough to chase the best items.

And, in truth, I was one of its millions of past victims.

I still remembered those days clearly, when I had been trapped in the endless hell of artifact grinding in a game called Fantasy Impact, where you had to grind for randomized artifact rarities and stat bonuses to power your characters up.

It was such an evil, predatory system, and yet somehow, it was strangely addictive. You just kept rolling and rolling for random shit until you burned through a small fortune, desperately trying to min-max your characters and hunt down that perfect golden crit-value item, or that elusive extra 1% increase in power...

Yet most of the time, you just ended up equipping your best DPS character with a sad, useless artifact covered in HP and DEF stats that did absolutely nothing for your damage.

Still, good thing the shop at least offers one free refresh per day!
I used it immediately, as I wanted to see exactly what kind of things could be randomized.

And when the new items appeared...

"Well, I'll be damned..."

I felt my soul leave my body.

Not only could the primary effects and stats be randomized, but the skills they came with could change as well!

That meant that if I got a shitty skill or terrible stats on a roll, the entire item could basically become trash!

For example, this weapon!

[Wooden Hammer]

Type: Tool
Rarity: F
Effect: +0.5 HP Regen
Special Effect: Holder gains Skill: [Lumberjack Level 1]
[Lumberjack Level 1]: Chopping wood consumes 10% less stamina and increases efficiency by 20%.