

A Glitched 591

Chapter 591 Spirits Evolution

As we left his room, we suddenly heard the sound of a bed moving rapidly.

"Ooh! Ahh~ A-Allan, harder!"

"Ahh...! Faylen, I love you!"

"Oooh! I love you too! Nngh~!"

Ah... I guess they were at it, huh.

"What is that sound?" Nephi wondered.

"Err... my parents are just playing games, that's all..." I sighed.

"Can we play games too?" Nephi innocently asked.

"Eh?! No!" I said while blushing a bit. "I-It is something only those two can do, we can't do it ourselves."

"Oh..." Nephi was slightly disappointed, as she sat over the bed.

"Alright now, cover yourself on blankets and rest... Here." I imbued some more Mana into her body, as she felt more relaxed.

"Thank you, see you tomorrow." Nephi closed her eyes and slept soundly.

I smiled a bit.

It is almost unbelievable she's actually some sort of weapon.

She's such a sweet and innocent girl that wants to learn new things.

The gods are really awful for leaving her sealed like that...

Though, her powers are the real deal... I can see why they would be afraid; she disintegrated that giant spider I couldn't even touch.

Yet... she can also manipulate her strength and hold it enough that it didn't even hurt me.

She's still learning, so she probably just need some people to guide her through these things.

For now, however, I should go to sleep, I am also pretty tired.

When I got back to my room, I quickly undressed and got into my pajamas. Only for Curse and Beelzebub to annoy me.

"We want to evolve!" Beelzebub said.

"Enough waiting, please!" Curse asked.

"O-Oh, right. I almost forgot about it." I sighed. "Alright, let's see your status first."

<Status System>

[System Owner]: [Beelzebub]

[Race]: [Abyssal Fly Poison Spirit]

[Rank]: [E+]

[Level]: [0/10] -> [10/10]

[EXP]: [--/--]

[Class]: [Poisonous Larva]

[HP]: [120/120] -> [220/220]

[MP]: [150/150] -> [300/300]

[Strength]: [70] -> [170]

[Defense]: [50] -> [150]

[Magic]: [150] -> [300]

[Resistance]: [130] -> [230]

[Agility]: [180] -> [380]

[Luck]: [40] -> [140]

[Charm]: [20] -> [70]

[Skills]: [Aura of Pestilence: Lv2] [Poison Creation: Lv3] [Shadow Thread: Lv3] [Demon Lord Authority: Lv2]

For Beelzebub, his biggest stat is Agility, the rest is pretty mediocre to say the least. Though I wonder what those skills do. I know what some do but there's a few ambiguous ones, especially "Demon Lord Authority", but I'll check them later.

<Status System>

[System Owner]: [Curse]

[Race]: [Ancient Curse Spirit]

[Rank]: [E+]

[Level]: [0/10] -> [10/10]

[EXP]: [--/--]

[Class]: [Parasitic Curse]

[HP]: [70/70] -> [120/120]

[MP]: [200/200] -> [350/350]

[Strength]: [30] -> [80]

[Defense]: [40] -> [90]

[Magic]: [170] -> [370]

[Resistance]: [150] -> [300]

[Agility]: [160] -> [260]

[Luck]: [30] -> [80]

[Charm]: [20] -> [70]

[Skills]: [Devourer of Darkness: Lv3] [Ancient Curse: Lv3] [Demon King's Will: Lv2] [Black Chains: Lv3]

Meanwhile, Curse was more of an MP and Magic kind of guy. Oh, he also has a pretty good Resistance stat. I guess he's a magic nuke and tank, but he's not as fast as Beelzebub. His physical strength, defense, and health points are very little though.

"Alright, let's see... Beelzebub's evolution options for now." I said, quickly inspecting what I'll get.

Ding!

[Showcasing Beelzebub's Evolution Options]

[Armored Poisonous Larva]

[Rank]: [D+]

A small Poisonous Larva that has developed a thick coverture of exoskeleton, creating an armor covered on poisonous spikes. Predators will think it twice if they want to touch them whenever they see one of these brightly colored intrepid critters.

They move slowly as they're confident in their armor. But in this world, there are also those that fancy poisonous treats. Because of this, their shells have adapted to be able to camouflage with their surroundings whenever there is danger that they cannot easily scoff of with their spikes.

[Rolling Poisonous Cocoon]

[Rank]: [D-]

A Poisonous Larva that has covered itself with a thread produced from its saliva. It has covered itself in this temporary, yet slightly frail armor as its internal body undergoes extreme metamorphosis. They can move by rolling around, and their eyes are exposed within the threads covering their ever-changing bodies.

They can spit venom at long distances which burns the face of their victims, allowing them to escape rapidly. However, they're extremely frail, once their cocoon breaks, all of their internal body will flow off, dying miserably and painfully.

[Garbage Eating Slug]

[Rank]: [C-]

A strong evolution of the Poisonous Larva, fully covering their bodies with a poisonous ooze and multiplying their size by a hundredfold, these big and slow giants eat any carrion they find, or even poisonous plants and mushrooms other monsters cannot fancy. They especially like to devour the young poisonous larva and their relative evolutions, as they possess Poison Absorption.

They're slow yet strong, possessing great quantity of HP and MP, alongside high defenses and impressive self-regeneration and fast reproduction through laying hundreds of eggs asexually. A single one can create a big colony. However, they're often peaceful garbage eaters that don't get in the way of others.

Huh, interesting, Beelzebub got a C- Evolution! Isn't that pretty strong? But there's some sort of problem here... I think there might be additional info I have yet to see fully. So let's see the Additional Information first.

[Armored Poisonous Larva]

[Rank]: [D+]

Additional Information: They grow moderately fast and are good at a variety of things. A good standard evolution.

[Rolling Poisonous Cocoon]

[Rank]: [D-]

Additional Information: They grow slower and are weaker than normal but have a great evolution potential once they reach their max level.

[Garbage Eating Slug]

[Rank]: [C-]

Additional Information: Powerful from the start, these vicious slug critters can reproduce quickly and crush foes with their weight and deadly acidic venom. However, they grow too slowly, and cannot evolve anymore.

I see, I guess that settles it! The first evolution is pretty good, the third is not what I want, and the second... is the ideal one. Slower growth, but greater possibilities in the future. Isn't that what life's all about?

Ding!

[You've selected the [Rolling Poisonous Cocoon] [Rank]: [D-] Evolution Option for [Beelzebub]!]

FLAAASH!

Right after selecting the evolution option, Beelzebub began to glow.

Chapter 592 Beelzebub's Evolution

This...

[Rolling Poisonous Cocoon]

[Rank]: [D-]

A Poisonous Larva that has covered itself with a thread produced from its saliva. It has covered itself in this temporary, yet slightly frail armor as its internal body undergoes extreme metamorphosis. They can move by rolling around, and their eyes are exposed within the threads covering their ever-changing bodies.

They can spit venom at long distances which burns the face of their victims, allowing them to escape rapidly. However, they're extremely frail, once their cocoon breaks, all of their internal body will flow off, dying miserably and painfully.

Additional Information: They grow slower and are weaker than normal but have a great evolution potential once they reach their max level.

This was the ideal evolution for Beelzebub! We'll make him grow slower, but then he'll get even cooler evolution options later than just a giant and boring slug thing!

"Oh, Sylphy, is there a good evolution? Tell me! Tell me!"

Beelzebub wanted to know, but I selected the evolution option before I could show him what it was.

Ding!

[You've selected the [Rolling Poisonous Cocoon] [Rank]: [D-] Evolution Option for [Beelzebub]!]

F L A A S H!

Right after selecting the evolution option, Beelzebub began to glow.

"UOOOHHH! Is this strong?! I can feel my body growing bigger and starting to be... covered on something! Wait, is this exoskeleton?! Am I become a giant fly once more?! Alright! With this I can finally regain my former strength as the Lord of the Flies! Gahahahaha!"

As Beelzebub celebrated, his entire body changed, becoming twice as big as a house cat, and round, oval shaped. The cocoon covering his body was purple-colored thread, harder than stones. And the only thing I could see from his real body were his two red eyes gazing from within the interior of the cocoon.

"Ah! Here it is, my ultimate evolution! It feels so good to evolve! I am so strong now! I... Huh?"

Beelzebub quickly cut it out as he realized he wasn't as awesome as he wanted to look like. He started analyzing his own body in detail in silence.

"S-Sylphy... What is this?! Why am I a cocoon?! I never became one in my previous life! Flies don't use cocoons, we simply molt and become flies from our larval stages! W-What the heck is this?!"

It seems that Beelzeflies, the race of Beelzebub, didn't turn into cocoons. They simply transform into flies slowly. From stages, they slowly molt into more fly-like shapes. I guess that's the norm for normal flies as well?

I guess... I might had fucked it up if we wanted him to become a fly then. But let's not worry about it. He can still evolve into one eventually! In fact, I'll use that as an excuse to calm him down.

"Don't worry! You will evolve into one later, definitely!" I said. "This evolution has tons of strong options later, so I choose it! You'll become the strongest and grossest fly ever."

"Ugh... fine." He sighed. "Agh, I don't even have jaws and legs now, how do I eat?!"

I quickly grabbed a piece of cake from my dimensional bag and gave it to him.

"Try eating it."

"Hmm..."

Suddenly, some insect-like jaws popped from his cocoon, as he ate the delicious cake happily.

"Hmmm... Nom nom... It works like this I guess." He said, relaxing a bit.

This fly really loves sweet things, especially cheesecakes, they're his favorites. So I brought a slice just in case he gets a bad evolution or something.

Now let's see his Status...

<Status System>

[System Owner]: [Beelzebub]

[Race]: [Abyssal Fly Poison Spirit]

[Rank]: [D-]

[Level]: [0/25]

[EXP]: [0/5000]

[Class]: [Rolling Poisonous Cocoon]

[HP]: [280/280]

[MP]: [350/350]

[Strength]: [180]

[Defense]: [250]

[Magic]: [350]

[Resistance]: [280]

[Agility]: [380]

[Luck]: [160]

[Charm]: [90]

[Skills]: [Aura of Pestilence: Lv3] [Poison Creation: Lv3] [Shadow Thread: Lv3] [Demon Lord Authority: Lv3] [Roll: Lv1] [Venomous Cocoon Armor: Lv1] [Poison Bullet: Lv1] [Destructive Jaws: Lv1]

Yeah, I guess that really works for now. Though I want to check his Skills and what they do. I know what Roll do, Ignatius got it as well, but the rest are interesting and intriguing. Let's see for a tiny bit...

[Aura of Pestilence: Lv3]

A powerful Skill that only special beings that are on par with Demon Lords that possess the ability to manipulate venom, disease, and pestilence can attain. It generates an Aura of Pestilence around the user, which weakens nearby foes by reducing their stats by -5% with each Skill Level. There's a 5% chance to inflict Poison, Fatigue, or Confusion on foes that stand within this Aura.

Oh, I see. So it is because of this Skill that monsters nearby feel so weak out of the sudden! It was all thanks to Beelzebub's aid! Although it seems they don't affect me nor my friends, so it is pretty good. Probably thanks to this, some monsters were more realistically beatable than before. Beelzebub has really helped more than he could imagine.

[Poison Creation: Lv3]

The ability that only beings that have an incredible power over the Poison Element to the point they can create it with their very bodies and mix, manipulate it, and create new one can attain.

As it was implied, this Skill allows for the usage of Mana or Spiritual Energy for the creation of chemicals and all types of poisons. Their power and effectiveness increase by +10% with each Skill Level.

And this is Beelzebub's second Skill, it is one of the most used by him as well. This skill allows him to create powerful poison or acid, which causes damage and inflicts poisons of various effects on foes.

I remember he could create acid that melts over flesh and skin, a poison that can paralyze muscles if injected, another that hastens bleed, other that makes small wounds slowly get worse, and even some poison that wasn't even poison at all, which was a chemical mixture that stopped bleeding and helped at healing wounds.

Chapter 593 Beelzebub New Skills And Curse's Evolution

Poison magic can not only be used to damage or make foes suffer, but it can also help as it is not just deadly substances, but the very manipulation of chemical compounds.

In a way, it's kind of like Alchemy... I think I remember one of the Demon Dukes back then being able to do something similar, using alchemy to manipulate the internal chemical compounds of their foes.

I wonder if Beelzebub could ever accomplish such a feat... the principle of Poison Creation and Poison Magic is all about creating and manipulating such compounds. Well, my Alchemy Skill might also allow me such a thing one day.

But anyways, moving on the other Skills...

[Shadow Thread: Lv3]

The ability that only those proficient at manipulate shadows can obtain and master. Grants the ability to shape shadows as hard, sturdy threads that can even be given properties such as tough, bouncy, or sticky. Their strength and endurance is increased by +10% with each Skill Level.

This one is the Skill he had been using for a while now. With this he can grasp foes and restrain them. If he combines this skill with Curse's chains, it becomes a pretty good way to restrain foes and also weaken them. He can also imbue poison into the threads, and it can become sticky, which is pretty useful.

[Demon Lord Authority: Lv3]

A Skill that only those that were Demon Lords can acquire. It naturally generates a powerful black aura of authority over foes. Weaker beings have their stats reduced by -25%, while stronger beings have their HP and MP regeneration speed halved. With each Level, the effects of this Skill increase. Can stack with other Aura-type Skills. Additionally, certain compatible monsters or demons might submit to the user or their master more easily.

Oh, so this is what he combined his other Aura with! I can tell why weaker monsters seemed to run away when they saw us in the middle of the forest. Aside from the big strong ones such as the Tyrant Tiger, small critters simply ran away as fast as possible. This fly really is a scary one... Well, cocoon now.

[Venomous Cocoon Armor: Lv1]

A cocoon armor made from hard as metal threads covering the body of the user, which protect the body from the outside world while undergoing metamorphosis. Increases Physical and Magical Defenses by +10% with each Skill Level. Reduces Physical and Magical Damage by -15%. The Armor can regenerate through using Mana.

And now we're finally on the batch of new Skills. This one grants him an impressive defensive boost. And Skills don't disappear even when they evolve into not having that skill's characteristics, like Ignatius still has his egg skill boosting his EXP gained and stuff. So this is a permanent defensive boost. It is overall amazing, maybe I can now use him like a ball and throw him at my foes, then Beelzebub sprays them with deadly poison! That's a good strategy, I like it.

[Poison Bullet: Lv1]

A Skill that those adept at controlling and creating poison can use. Concentrates a ball of deadly poison with several, customizable effects on it, and launches it at bullet speed against a foe. Damage Dealt and Accuracy increases by +20% with each Skill Level.

This is his first direct attack Skill, pretty much works in tandem with Poison Creation. It increases damage and accuracy by leveling up, but not speed? Well, whatever. Sounds pretty cool. Seeing so many amazing skills makes me want to have them, to be honest!

[Destructive Jaws: Lv1]

Powerful Jaws that strong monsters can develop. These jaws can easily bite through the hardest of prey or even chew on metal. Increases Damage Dealt using the jaws by +25% with each Skill Level. Jaws can also be given poison for extra and deadlier effects.

And the last of the batch, this is the Skill that seemingly allowed Beelzebub to bite through stuff easily, I think. Anyways, with this and the other Skills, we've got ourselves the new and improved fly- I mean, cocoon.

"You've gotten pretty strong buddy, now just relax and sleep for a while. We can go level up again later."
I told him, trying to calm him down.

"Ughh... fine." He sighed.

"Hey! When are you evolving me?" Curse asked. He had grown more and more bold with his attitude lately. Maybe I should give him some good correction! ...Or not.

"Alright, let me see your status and then, through it, we can see the new Evolution Options..."

I checked his status again and then the Evolution Options popped up right below the light-made image which Alice often called "Holographic Window" of the System, which will be the new term I'll be using on my mind from now on.

Ding!

[Showcasing Evolution Options for [Curse]

[Shadow Curse]

[Rank]: [D+]

A living Curse that meddles with shadows and combines itself with the darkness in the hearts of people. These Living Curses desire the sweet and flavorful hopes and dreams of those that dwell in the darkness, as they're more likely to lose them, feeding them greatly. Yet, at the same time, it also desires hope and light, as what it lacks is what it desires the most, yet it also hurts it greatly. A powerful Curse in the hands of those that can wield it correctly. The ability to manipulate shadows more proficiently is given.

[Agony Curse]

[Rank]: [C-]

A Living Curse that parasitizes those that dwell into agony. It devours their suffering which tastes the best. And it often grants them the ability to bring more agony to their hosts, at the same time as bringing agony to others, which it can later feed on as well. It spreads agony and despair the most, and it thrives the more there is. It can manipulate minds and create illusions to deceive their hosts or the enemies of their hosts into bringing more agony.

These evolution options sound quite frightening...

Chapter 594 A Stronger Curse

Aside from the previous two evolution options, there was the last of them, the third.

[Abyss Curse]

[Rank]: [D-]

A Living Curse born from the Abyss. It is similar to the Shadow Curse, but weaker as its powers cannot be easily contained. It often goes out of control and tries to devour things into its endless Abyssal Maws. It is uncontrollable, and it is quite unclear what it truly desires as a Living Curse... However, its Abyssal Powers connect to a place very little known by many, usually called by ancient wizards as "The Abyssal Voidspace". It has great potential, but it is weak and uncontrollable.

I never thought the evolution options would be like this... Well, he's literally a Living Curse, so I suppose it was bound to happen. For the moment, I should also check their additional information, although I can tell the more risky one is the most convenient once more. I can begin to see a pattern in monster evolutions by now.

[Showcasing Evolution Options for [Curse]

[Shadow Curse]

[Rank]: [D+]

Additional Information: Strong and capable of sustaining itself quite easily. Needs little energy to function and is quite useful in many situations. Average growth speed and evolution options.

[Agony Curse]

[Rank]: [C-]

Additional Information: Very powerful, capable of creating mirages and illusions. However, it drives those that utilize their power insane. Dangerous if overused. If the mind of the wielder is weak, they might fall into eternal despair.

[Abyss Curse]

[Rank]: [D-]

Additionally Information: Hard to raise, unexpected developments. Powerful, yet incapable of controlling itself well enough. Might evolve into something very amazing.

Huh, the safest option is Shadow Curse I guess. Also, I can tell that Curse is directly connected to the Curse I have, of course. This means that depending on his status and evolutions, my Curse will grow stronger and gain new abilities. But Curses are Curses for a reason as well, with benefits come drawbacks as well.

However, I feel like something is dragging me to choose Abyssal Curse anyways! Will Curse handle its evil powers? Well, if he can't, I think I can do something about it.

Ding!

[You selected the [Abyss Curse] [Rank]: [D-] Evolution Option!]

"Ah, finally!"

Curse didn't glow like Beelzebub though, the guy began expanding like a mass of darkness until several tentacles grew over his body, like a small, ball-shaped octopus. His eye became larger, and that's about it.

He was pretty big now, almost the same size as me... A bit smaller though. However, he gained a lot of power from it, his dark aura was strong. Thankfully I set some barriers in advance so it wouldn't be easily sensed and cause panic.

It's a good thing that mom and dad are busy having their night activities, so they won't be as sensitive about this energy. They're pretty busy, I can tell. Maybe I'll get a second sibling in the future if they keep going at it for a while...

"Nnngh... This darkness! Ahhh! T-Too much! It's... AAAGGH!"

Curse suddenly began overflowing with darkness, abyssal darkness.

Ah, maybe I should have let him evolve into this?!

"Curse! Are you alright?!"

"UUGGH...! THIS IS... THIS IS...!"

He continued struggling but then, his eye seemed filled with... bliss?

"Amazing! I love it! I've never felt this better before! All of this uncontrollable Abyssal Energy is so delicious!" Curse celebrated.

Wait, what? He's alright?

"I guess that happened." Alice said at my side.

"That?" I asked.

"You see, your own curse and Curse here are connected, right? So the effects of the Curse of the Devourer of Darkness activated alongside the effects of his new evolution. The Curse within your soul absorbed the Abyssal Energies within the Abyss Curse, so it negated the overflowing power that might have sent him berserk. And instead, it made it into pure power and energy for you. Don't you feel any stronger or more energetic now?"

The moment Alice said that I quickly realized she was right. As I closed my eyes, I felt there was a brand-new energy flowing across my body. It was black, yet harmless to me. It was simply being absorbed and allowing me to manipulate it.

The evolution of my familiars not only makes them stronger, but it also powers me up too! I could use this Abyssal Energy to conjure stronger Darkness Magic, but I can also detect that other Dark Spectrum Magics resonate with it, such as Death and Poison! And obviously, Curse Magic as well.

Ding!

[Your body is overflowing with Abyssal Energy.]

[The Effects of [Curse of the Devourer of Darkness] has been activated, Abyssal Energy is being absorbed!]

[Curse]: [Curse of the Devourer of Darkness]

A curse that originally was meant to carry the hatred and resentment of an Ancient Demon King and slowly accumulate into a deadly disease that would kill his enemies, one way or another. However, it has been modified to instead, be able to absorb such Negative Energy and devour it, completely destroying it and, at the same time, absorbing its power to grow stronger, enhancing the carrier in the process. The carrier of this curse, however, suffers every time it absorbs this darkness.

Seeing the description again, it really complements it. I guess I didn't even had to worry about it, hehehe-

Ding!

[The power of the Abyssal Energy flowing across your body is reacting to the power of the Curse!]

[Your body is absorbing the power; your Physique and Magic Circle are growing stronger!]

[You gained +10000 Abyss Runes inside your Magic Circle!]

[Your Physique has managed to absorb the Abyssal Energy, and it has grown stronger, Darkness resonates within your body!]

[Your [Magic Circle]: [Tier 3: Rank 7: Elemental Magic Circle] has increased to Rank 9!]

[Your [Physique]: [Tier 3: Rank 7: Yggdrasil's Eden Physique] has increased to Rank 9!]

[The [Curse of the Devourer of Darkness] has evolved into [Great Curse of the Devourer of the Abyss]!]

Wait, what? It evolved too?!

Chapter 595 [Great Curse Of The Devourer Of The Abyss]

Right in front of my eyes, I ended absorbing the Abyssal Energy, growing way stronger than I expected!
In fact, I never thought evolving Curse could give me this much of a powerup!

Ding!

[The power of the Abyssal Energy flowing across your body is reacting to the power of the Curse!]

[Your body is absorbing the power; your Physique and Magic Circle are growing stronger!]

[You gained +10000 Abyss Runes inside your Magic Circle!]

[Your Physique has managed to absorb the Abyssal Energy, and it has grown stronger, Darkness resonates within your body!]

[Your [Magic Circle]: [Tier 3: Rank 7: Elemental Magic Circle] has increased to Rank 9!]

[Your [Physique]: [Tier 3: Rank 7: Yggdrasil's Eden Physique] has increased to Rank 9!]

Woah, my Magic Circle, and my Physique got stronger out of the sudden, this is surprising, to say the least!

They're almost about to reach Tier 4 as well! That would be super amazing... I could get so stronger then and beat even stronger monsters. Also Tier 4 are already considered powerful, often seasoned warriors/magicians in the human continent.

...Although in this one, adult elves are average between Tier 3 to 4 in Magic Circle most of the time, so it is not so surprising. Their Physique Tiers average between Tier 2 to 3 as well, despite looking so slender and graceful as a race, they're usually stronger than a grown human man, who averages at Tier 1 in Physique.

I've heard this is because Elves naturally have the talent to control Mana from their birth, just like I did with those amazing Skills I have. So as they grow, they innately let their Mana flow constantly around their bodies, making them stronger and reinforcing their magic circles.

Meanwhile, Humans are not born with this innate talent, so they need to learn the techniques from a teacher when they grow enough to be able to understand words and memorize techniques, and not many can do all of that as easily.

Anyways, what the heck is Abyssal Runes though?

"Abyssal Runes are special Compound Runes, much like Spirit Runes, they encompasses the Dark Spectrum of Elements. Darkness, Shadows, Death, Poison, Curse, Illusions, and Nightmares." Alice said. "One Abyssal Rune is one of each of these Runes, so you got 10k of each element!"

"A-Amazing... I guess that's why I ended Ranking Up two times, huh?" I sighed. "Now maybe I should try to-"

Ding!

[The [Curse of the Devourer of Darkness] has evolved into [Great Curse of the Devourer of the Abyss]!]

"What the...? The curse evolved too!"

I felt surprised. Within the interior of my soul. The powerful curse latching on my soul, which had given me even the ability to scare off Evil Gods for a bit, evolved!

The Curse I took from Furoh which I then modified into something that could help me absorb the darkness and malice of my foes, ended evolving into an even stronger curse! This curse is like a Skill by itself too, so it is as if my Skill became stronger.

"Well, let's check it right away... let's see..."

[Curse]: [Great Curse of the Devourer of The Abyss]

A curse that originally was meant to carry the hatred and resentment of an Ancient Demon King and slowly accumulate into a deadly disease that would kill his enemies, one way or another. However, it has been modified to instead, be able to absorb such Negative Energy and devour it, completely destroying

it and, at the same time, absorbing its power to grow stronger, enhancing the carrier in the process. The carrier of this curse, however, suffers every time it absorbs this darkness.

Now that it has evolved into the [Great Curse of the Devourer of The Abyss], its effects have been multiplied by +200% and it can now absorb even more Darkness and Abyssal Power than before, while also making the backlash less strong, as the user takes ahold of this power.

Additionally, it allows for the manipulation of Abyssal Energy, which can enhance the user's body capabilities and their magic power by up to +100% temporarily whenever it is used to its limits. However, a backlash that might hurt the soul could occur if such power is foolishly overused.

Woah the description got insanely big out of the sudden... but I can tell why, it gained so many new effects it is a bit insane. But yeah, literally everything Alice explained to me or that I realized on my own was in here, except a few little details, such as that my stats and magic power of my spells of dark spectrum can go as high as 100% in power if I go all out! That's pretty insane for not being a Class-related Ability.

And above all, the curse's effects are boosted by +200% and... it even lessens the backlash I get by overusing it to absorb darkness and stuff?! That's just as great...

"Curse you bastard, you've given me one hell of a powerup!"

"Huh? What?"

He seemed confused.

"Ah, never mind. Let me see your status now..."

<Status System>

[System Owner]: [Curse]

[Race]: [Ancient Curse Spirit]

[Rank]: [D-]

[Level]: [0/25]

[EXP]: [0/5000]

[Class]: [Abyss Curse]

[HP]: [220/220]

[MP]: [550/550]

[Strength]: [100]

[Defense]: [110]

[Magic]: [470]

[Resistance]: [350]

[Agility]: [280]

[Luck]: [100]

[Charm]: [80]

[Skills]: [Devourer of Darkness: Lv4] [Ancient Curse: Lv3] [Demon King's Will: Lv3] [Black Chains: Lv3]
[Abyssal Energy Manipulation: Lv1] [Abyssal Cursed Tentacles: Lv1] [Shadow Beam: Lv1]

Ah, his stats increased more than I imagined! Now its time to overly analyze his Skills before it is too late, of course! How else can I comprehend them better when we are fighting together? Let's begin right away.

[Devourer of Darkness: Lv4]

A Skill that only an abyssal being that is made of pure malice and obscurity, such as a Living Curse, can acquire. It grants the ability to devour Dark Spectrum Energies such as Shadows, Darkness, Death, Malice, and more, and enhance the user by devouring them. HP and MP can easily be restored through this, and a momentary stat boost to all stats will be granted depending in how much is devoured. With each Skill Level this power increases its effects greatly.

Ooh, I guess he really uses this one a lot, isn't he?

Chapter 596 New Curse Skills And The Power Of Abyssal Energy

This Skill...

[Devourer of Darkness: Lv4]

A Skill that only an abyssal being that is made of pure malice and obscurity, such as a Living Curse, can acquire. It grants the ability to devour Dark Spectrum Energies such as Shadows, Darkness, Death, Malice, and more, and enhance the user by devouring them. HP and MP can easily be restored through this, and a momentary stat boost to all stats will be granted depending in how much is devoured. With each Skill Level this power increases its effects greatly.

Curse is probably using it right now to reabsorb the very Abyssal Energies that are flowing all over his body. Maybe the Skill will begin to level up very quickly now that he got a constant amount of Abyssal Energy flowing through him, like an endless cycle where he benefits the most... and well, me too, heh. This can even heal his HP and MP though, that's something I don't have.

[Ancient Curse: Lv3]

A Deadly Ancient Curse conjured by someone filled with resentment. It can do several things depending on its customization, from temporary paralysis to slowness of movements, to numbness, confusion, constant bleeding of wounds, and more. However, it can only be conjured at 2 effects at a time. And the curse dispels within 30 seconds of hitting a target unless the user constantly focuses their eye into it and spends MP. These powerful curses increase in power by +25% with each Skill Level.

This one's very strong and amazing! I remember using it against the Crystal Wolves, though curses didn't seem to work against those Golems we fought before. It seems Curses just bounced off their bodies. Even other elements were not good either. They could only be destroyed with immense quantities of firepower.

[Demon King's Will: Lv3]

The Will of the Demon King lives within the user's soul and body, granting them an immense power over Dark Magic and Curse Magic, which receive a boost to their Manipulation and Power by +30%, with an additional +5% with each Skill Level. The Will of the Demon King becomes an Ego within the Curse.

Huh, aside from the passive boost... Is this skill the reason why Curse has a personality and all, despite not being an actual living being... like not a soul either? So he did inherit his memories and part of his personality, yet he is not him at the end, how interesting.

[Black Chains: Lv3]

Conjure deadly black chains made of up to two Curses that can trap foes and constantly affect them with these specific curses as long as they're being touched by the chains. Their power and durability is enhanced by +20% with each Skill Level.

Very useful, we used it a lot to be honest, especially good to weaken monsters and restrain them from wreaking havoc and controlling the situation more dexterously.

[Abyssal Energy Manipulation: Lv1]

A powerful Ability of incredible power, grants the user the ability to manipulate Abyssal Energies, which can enhance the user's body capabilities and their magic power by up to +50% temporarily whenever it is used to its limits. However, there's a backlash if overused. It can be combined with magic and other skills for greater effects. Backlash decreases and power increases with each Skill Level.

Oh, this has some of the effects of my newly evolved Curse... I see how it is. I can tell that this is how it works for Curse then. Pretty interesting, can't wait to see him in action.

[Abyssal Cursed Tentacles: Lv1]

Abyssal Tentacles made from Curses and Abyssal Energy. Powerful and dexterous, they can easily wrap around foes, crush them, attack, and defend. They can be produced as long as there's Mana. Whenever a tentacle touches a living being, they're randomly cursed with three Curses, and their HP and MP is drained slowly. All effects increase with Skill Level.

Oh, this is useful as hell! He was pretty weak physically before, and his body was so tiny too! So this is the wonderful power of evolution, huh? Amazing.

[Shadow Beam: Lv1]

A concentration of shadows, darkness, and abyssal energy shot at a foe from a distance. Once it impacts its target, a powerful explosion shakes the surroundings. The beam alone can inflict up to three random Curses, and deals up to +50% Damage, with an additional +5% with each Skill Level.

And lastly, this good long ranged attack Skill.

With all of this, Curse is more than set for battle now, no more hiding behind me and cursing from afar, or just using his chains, he can smack someone with a giant tentacle.

"You've grown pretty strong, how about you go to sleep for now?" I wondered. "Let's absorb more abyssal energy while I sleep."

"Sure then, I also feel like resting for a bit." Curse flew inside my Soul Scape, as I quickly got into bed at long last, and slept soundly.

...

Through the night, I felt the Abyssal Energy trying to infect my mind and my dreams. But Alice and her light quickly purified it, while Curse absorbed it back for me. Eventually, when I woke up, I felt slightly stronger than before once more. Maybe Abyssal Energy is deadly or something, but it isn't even that hard to get used to it coursing around my body.

Ding!

[You have absorbed some more Abyssal Energy.]

[Your Magic Circle gained +256 Abyss Runes.]

There might be a few more before I fully exhaust this reserve of Abyssal Energy, but for now, I should absorb a tiny bit each night to grow stronger and use this evil dark power to my advantage.

How? I have no idea, but more power is never a bad thing, to be honest.

Alright, now that the sun is shining in the morning and I feel renewed after sleeping, it is time for some alchemy!

"Saphaley, I'll heal your scar no matter what!"

Knock, knock!

Someone knocked the door, as I was stretching my arms with energy. I looked at the door, as I gave the permission of entering. I could tell it wasn't Aquarina, Zack, Mist, or Celeste, those four would had entered without knocking.

Chapter 597 Nephilim Becomes A House Servant?!

Knock, knock!

Someone knocked the door, as I was stretching my arms with energy. I looked at the door, as I gave the permission of entering. I could tell it wasn't Aquarina, Zack, Mist, or Celeste, those four would had entered without knocking.

"You may pass."

Creaaak!

The door opened, as a beautiful girl with blonde and purple hair appeared. Half of her hair was blonde and half purple. One of her eyes was gold, and the other red. She had longer hair than I remember, and it was made into two adorable pig tails.

"Master Sylph, it is time for your breakfast, shall I bring it now?"

"Huh?! Nephi?!"

She was totally changed! She was even wearing an adorable, traditional maidservant dress, with a cute and long dress reaching her ankles, and the whole set. She looked amazing on it as well.

"Ah... This morning they helped me get this on. I was also taught several things I must do as your maidservant, and also some words. I will call you Master Sylph for now, is it okay?" Nephi wondered.

"Please just call me Sylphy, you don't have to be formal with friends..." I sighed. "My mother was really going hard on the cover for your identity, I can't believe she did all of this in just this morning."

"O-Oh, okay. She also told me to clean your bed and bring you to your bath, so please stand still!" Nephi quickly grabbed me with her arms and then carried me all the way to my bathroom.

"W-Wait! I can wash myself, don't worry." I told her.

"Is that so? But... my function as a maidservant... If I don't do a good job, I won't be given a salary." Sighed Nephi. "Without Salary, I cannot eat yummy food."

"Ah... So that's how you're so willing now, huh?" I laughed. "Leave me be, you can clean the room in the meantime if you're so willing. I'll be right back."

"Very well." Nephi smiled as she nodded, quickly rushing back to my room as I saw her suddenly shapeshifting one of her arms into a giant vacuum-shaped thing and absorbing everything in the room.

FFLUOOOOSSSH!

"W-Wait a second! You can do that?! No! Stop! Don't vacuum everything!"

I quickly stopped her, as Nephi tilted her head in confusion.

"Must I not clean it then?" She wondered.

"Agh... For you cleaning is just taking away everything? Come on, here. I'll teach you what cleaning is." I told her, as I showed her how to clean dust, move around clothes in the floor or above furniture, and so on and so forth. Even more, I taught her how to gently open the windows.

We ended spending a good twenty minutes of our lives doing this, until Nephi nodded, her eyes shining brightly.

"I get it now, thanks a lot, Sylphy." She smiled sweetly. "Now, I shall clean! ...But there's nothing to clean?"

"How about you just do it tomorrow then?" I asked her. "For now, bring me breakfast while I take a bath. Also, tell me whenever my friends are back."

"Very well." Nephi quickly walked downstairs.

I could tell she was having fun even if her face never changed.

"Sylphy, have you thought about making a Familiar Contract with her?"

While I took a warm bath, suddenly, Alice spoke to me.

"Eh?!"

SPLASH!

The water splashed all over.

"Think about it. If you make her your Familiar, you can provide her with Mana directly, whenever she is." Said Alice. "And you can also give her more orders and teach her better through telepathy."

"Huh... But is it even possible? And isn't she like... a person? Ah... well, every familiar with me is a person but still..." I sighed.

"Familiars can be anything. I've heard from some places that demons had other demons as familiars." Said Beelzebub. "Well, my familiars were also other demons that obeyed me. My gang of Beelzefly Warlocks, Warriors, and Curse Masters... Ah, they're all dead now though."

"I'm sorry about that..." I said.

"Don't worry, it's not your fault." Beelzebub was strangely carefree today.

"Anyways, I think it sounds good." Said Furoh. "She's also quite not human, right? So it should be fine for you. She's some sort of weapon, right?"

"Hey Furoh, don't call her a weapon..." I sighed. "That's supposed to be the whole thing about her, that we shouldn't call her one!"

"A-Ah, right, I apologize... My bad." Furoh apologized.

"Nonetheless, she seems that she could benefit a lot from your power, not only you." Said Alice.

"Well, maybe... I'll think about it. I don't want to force her or something anyways." I sighed.

Knock, knock.

Suddenly, someone knocked the door of the bathroom.

"Master, I brought you your breakfast. Do you want to eat it in the bathroom?"

"Eh?! Ah... No, wait a bit please!"

"Okay. But the food is going to get colder... Nom."

Did I just heard her nom something?

I hope she's not eating my breakfast now...

I quickly washed the rest of my body and quickly washed my hair, using magic to dry my body with a warm breeze and then getting into some easy-to-use clothes, I walked outside the bathroom, finding her sitting over the bed while enjoying my breakfast.

"Nom... Master, you're finally back. Here's your breakfast." She said.

She had eaten half of the eggs and all the bacon! And the bread, jam, and even the cheese was gone too!

"You ate almost all of it!" I complained.

"I... should not?" She tilted her head.

"Geez... You really lack a lot of common sense, Nephi... Of course not, you can't eat someone's else food." I told her, reprimanding her. "Were you hungry? Did you eat breakfast?"

"I did... three hours ago." She sighed.

"Three hours ago?! Ah, you had it quite early..." I sighed. "Okay, you can have it, but next time don't eat my breakfast, okay?"

She nodded obediently.

"I am sorry..." She suddenly started to cry. "Please don't get angry with me..."

"Aw... I won't. Don't worry, it's okay." I gave her a head pat. "Eat it all for now."

"Thanks..." Nephi continued eating it all happily.

This girl's really a handful...

Chapter 598 Synthetizing The Elixir 1

After having breakfast downstairs, I finally was able to start my creation of an Elixir, and what better than with my friends? Celeste and Aquarina are very good at Alchemy themselves, so I was rather confident they could help me out in making some amazing Elixir. We've had all the ingredients sorted out now, and Nephi was right behind us supervising things... for some reason. Zack and Mist were playing in the backyard while we were in my workshop, a small hut behind the manor where I left my cauldron and every little thing I used for Alchemy or Crafting.

Aquarina and Celeste were there as I took out all the ingredients we were using. I had already butchered the meat and bones alongside the magic crystal of the Tyrant Lions, and we were also going to use the Life Attribute Spirit Stones I farmed from the Ancient God Ruins. The room where Nephi's egg was located was filled with these crystals. She explained to me that her life force ended creating them over thousands of years since she was sealed there.

...Which is sad to think about, but we moved on from that thought as well.

"Is she going to stick with us all the time now?" Wondered Aquarina.

"Come on Aquarina, don't be unfriendly now!" I reprimanded her. "I thought you had changed from that personality trait you had..." I sighed, crossing my arms

Her eyes quickly panicked a bit.

"N-No! I changed! Really! Don't get mad with me..." She held my hand while looking at me with puppy eyes. "I've changed! S-So it's okay... I guess."

I could tell she was forcing herself to be nice, but honestly, it is way better than just not being nice at all. She's just slightly jealous of others and has a hard time getting used to people, but she has grown too and eventually accepted Zack back then, and now Celeste and Mist as well.

"Nephi, come here." I called her here.

"Yes?" She wondered.

"I know we just meet you yesterday but from now on I think you'll be sticking with us forever so... I hope you can get along with Aquarina." I smiled back at her.

"Sure..." Nephi seemed confused, looking at Aquarina. "I hope we can get along, Aquarina."

"Y-Yeah, likewise..." Aquarina shook Nephi's hand.

Yeah, that's what I wanted to see!

Everyone's a friend here, no fights.

"Heh, you really got a grip on her." Laughed Celeste in the back.

"A-Anyways, let's check the materials before starting!" I said, quickly changing the topic.

Aquarina composed herself rather quickly after what she... experienced, as she and Celeste glanced at the several material I brought out of my Dimensional Bag.

"Tyrant Tiger King's Magic Crystal, Bones, and Pelt. Especially this one big fang, it has a lot of life essence. And then the Life Spirit Stones, this much is fine. Afterwards, the Emerald Crystal Wood for good measure, and then the Delphiro Herbs, tons of it... Lastly, the bottle of Spring Water, aaaand, Naturia's Healing Leaves."

I slowly began merging all the ingredients inside the Cauldron. Aquarina and Celeste helped me as well, as they administrated the ingredients after my commands, while all three of us used [Synthesis] so we could get the strongest and best result.

The process of Alchemy was one of constantly extracting, mixing, and fusing the very essence of materials. Slowly, like cooking, it was a gradual process with several steps. And of course, thanks to my amazing Alchemy Skill and my Alchemist Subclass, things were even easier, as long as I proposed myself to do them!

[Alchemy: Lv4]

Skill Proficiency: 6603/8000

A Signature Skill of the Alchemist Subclass.

Grants the ability to inspect items traits and effects and merge materials together through [Synthesis], extract components from materials with [Extraction] and morph them, shape them, and transform them through [Metamorphosis]. Special tools can be used to facilitate this process and make higher quality items.

[Synthesis (4)]: Allows the combination of materials to create new items following certain recipes. Quality of created products is enhanced by 1 Grade, and their effects by +40%.

[Extraction (4)]: Allows for the extraction of components from Materials. Extraction Speed and Quality of Extracted Materials increases by +40%.

[Metamorphosis (4)]: Allows for the transformation of Extracted Materials into different shapes. Quality of created products is enhanced by 1 Grade, and their effects by +20%.

Level Bonus (4): Enhances All Skill Effects by +40%.

The three abilities within the Alchemy Skill were also Alchemy Magic Spells. When I merged their activation with the spells, and then the spells of Celeste and Aquarina, the result was an even stronger effect.

First the Tyrant Tiger's materials were added with their blood as well. I used Extraction to extract their primary life element, while using Metamorphosis to transform the extracted materials into a liquid form. Bones, the fang, and even the crystal were all turned into a liquid.

After that, we used Mixing and Brewing to combine them with Delphiro Herbs and Naturia's leaves. Doing the same Extracting and Metamorphosis process, and finishing it off by Synthesizing everything together into a beautiful red-colored liquid.

However, this was merely the [Elixir Base] that my mother taught to me, which was only the first step before making the actual Elixir...

FLAAASH!

Yet, even if it was just the Elixir Base, its beauty and shiny splendor were awe-inspiring to the three of us. Even Nephi in the background was surprised as she saw the mystical liquid being made. However, it wasn't done yet.

"An Elixir Base! We actually made it..." Celeste was surprised.

"Hahh... The whole process was so delicate, I was so nervous the materials would end up breaking apart or their synthesizing process would fail midway through..." Aquarina sighed in relief.

"Here, eat some of Naturia's leaves to restore your stamina and mental exhaustion, we'll need them for the rest of the Elixir's creation..." I smiled, eating a leaf as I grabbed the shiny, golden-colored Life Spirit Stones.

Chapter 599 Synthetizing The Elixir 2

Once the Elixir Base was done with, the next process was the "Purification" of the Elixir Base. For that, we needed as many life attribute mana-rich materials as possible, and the ones most rich in such an element were the Emerald Crystal Wood and the Life Spirit Stones, alongside the Spirit Spring Water which would add more consistence to it all.

When the two ate the leaves and recovered their mental fortitude, we resumed the process. I crushed the Emerald Crystal Wood into dust, combining it with the Life Spirit Stones also turned into dust. The result? A golden and green dust of a beautiful appearance. However, inhaling it would fuck up our lungs, so we had our faces covered with cloths.

"Now, let's add sprinkles of this dust alongside Spirit Spring Water. You two, let's do continuous rounds of Brewing and Mixing, alongside Metamorphosis and Extraction." I told them.

"O-Okay, how many?" Asked Aquarina.

"Yeah?" Celeste wondered.

"Around... thirty times." I said while calculating it using the Alchemy Skill and my Alchemist Subclass abilities.

"T-Thirty?!" The two reacted in the way I expected them to react.

"I'll reward you two for helping me a lot later, so please, help me out." I asked them.

I had my abilities to help me of course. But there was no way I could do this alone; I required their support to do this and not fuck it up. Aside from just healing Saphaley, I was doing this to prove myself as a competent Alchemist. I wanted to prove mother that I was good at this as well!

"Alright... Sylphy, for you anything!" Aquarina nodded.

"I owe you a lot, so I'll do it." Celeste sighed. "That reward better be worth it though~"

"Sure, sure, let's do this!"

Like that, we began doing the same process over and over and over again... we had to be precise with each infusion and usage of consecutive spells. The combined efforts of and our magic power quickly converged together. Seconds went by, minutes, and then a whole hour... and then another half an hour.

"[Synthesis]!"

The last step was done for, as we shouted together the spell's power. Not only the magic circles appeared, but my Skills powers converged with them, reinforcing them even more.

The magic fused with the materials, everything coming together. The blood red liquid began shining more and more, finally reaching the state of 100% purification...

FLAAAASH!

A bright light emerged from within the cauldron, the liquid inside suddenly changed, from its red color to a beautiful golden amber color. It was shining with a rainbow aura, emanating a beautiful and powerful essence of life.

"It's done... We did it..." I sighed in relief, falling to my knees. "I made... No, we made... We made an ELIXIR!"

"Uuuggghhhh..." Celeste fell to the floor half dead.

"Aaaggh... I am so exhausted...!" Aquarina cried, falling to her knees as well.

"Ah! Are you three alright?" Nephi ran towards us.

"Yeah, we are just very exhausted." I sighed.

"This took us so long..." Aquarina said.

"But we did it!" Celeste said.

Nephi smiled back at us, as she nodded, her hands extended, generating beautiful and small, white-colored magic circles using runes I never saw before in my life.

"[Sanctuary]"

FLAAASH!

She conjured a spell we never saw before, as she imbued light into our bodies. Our exhaustion quickly faded away, as we felt better than ever before.

"W-Woah..." Aquarina said.

"This magic..." Celeste muttered.

"Nephi? Did you just use a super high-level magic out of the blue?" I wondered.

"It is called [Sanctuary], it is a basic healing spell, isn't it?" Nephi wondered.

"T-There's no way something named Sanctuary is a basic healing spell!" Celeste said, standing up.

We all stood up, quickly stretching out to get ready to bottle up the Elixir. We made so much we'll get tons of bottles out of it.

"What tier is it?" I asked her.

"Tier?" Nephi had no idea. "I only know the spells engraved into my Nephilim's Core... There is Oblivion, Sanctuary, and so on..."

"And they're basic?" I asked her.

"Hm." She nodded. "There are stronger ones, but I lack Mana to use them..."

"T-That spell that disintegrated that spider... is a basic attack spell?" I wondered.

"Kind of." She said. "I can also fight with my body, my arms..."

Suddenly, her arms transformed into large golden-colored blades emanating holy light.

"I can transform them into basic weapons."

"Woah..."

"Amazing..."

The girls were just as amazed as I was.

Nephi never stops amusing us I guess.

Oblivion was probably a Tier 7 or beyond spell, and Sanctuary too... But if she calls those as basic spells, then her strongest spells... are they Tier 10 or above?

I guess it makes sense, much like Alice, Nephi is a being made by the Gods. She was forged using divine materials and divine power. And most likely her core is engraved with the god's divine magic circles, therefore, she can use their spells... or so I speculate.

"Alright! Nephi, help us out bottle things up, will you?"

"Sure thing." Nephi nodded, happily helping us.

At the end, we filled all thirty bottles I brought with myself, and there was still a bit more of that Elixir left. With this alone, we could sell it around and make a fortune... But I better save it, and I'll handle one to Saphaley for now.

Ding!

[You have created [Purifying Life Elixir (A Grade)] x30!]

[You gained +3000 Alchemy Skill Proficiency.]

[The Alchemy Skill Level has increased to Level 5!]

Ding!

[The Special [Chain Quest] has been completed: [Create a Powerful Elixir To Heal Saphaley's Scar]

[You've finally made the amazing Elixir that you wanted to make, and it is of excellent quality! You're filled with the motivation to give it to Saphaley and heal that man's trauma as soon as possible. Hurry!]

[You Gain Bonus Rewards for Completing this Quest with great excellency!]

[You Acquired the Completion Rewards: [250000 EXP] [250000 Shared EXP] [Alchemy Skill Proficiency Potion (D Grade)] x6 [Fire Dragon Flower (D Grade)] x4]

It's done!

Chapter 600 Chain Quest Complete

After making the potions, I gained a lot of Alchemy Skill Proficiency.

Ding!

[You have created [Purifying Life Elixir (A Grade)] x30!]

[You gained +3000 Alchemy Skill Proficiency.]

[The Alchemy Skill Level has increased to Level 5!]

And my Skill Leveled up!

[Alchemy: Lv5]

Skill Proficiency: 1603/10000

A Signature Skill of the Alchemist Subclass.

Grants the ability to inspect items traits and effects and merge materials together through [Synthesis], extract components from materials with [Extraction] and morph them, shape them, and transform them through [Metamorphosis]. Special tools can be used to facilitate this process and make higher quality items.

[Synthesis (5)]: Allows the combination of materials to create new items following certain recipes. Quality of created products is enhanced by 1 Grade, and their effects by +50%.

[Extraction (5)]: Allows for the extraction of components from Materials. Extraction Speed and Quality of Extracted Materials increases by +50%.

[Metamorphosis (5)]: Allows for the transformation of Extracted Materials into different shapes. Quality of created products is enhanced by 1 Grade, and their effects by +25%.

Level Bonus (5): Enhances All Skill Effects by +50%.

But not only that...

Ding!

[The Special [Chain Quest] has been completed: [Create a Powerful Elixir To Heal Saphaley's Scar]

[You've finally made the amazing Elixir that you wanted to make, and it is of excellent quality! You're filled with the motivation to give it to Saphaley and heal that man's trauma as soon as possible. Hurry!]

[You Gained Bonus Rewards For Your Excellent Results!]

[You Acquired the Completion Rewards: [250000 EXP] [250000 Shared EXP] [Alchemy Skill Proficiency Potion (D Grade)] x6 [Fire Dragon Flower (D Grade)] x4]

It's done! The Quest to make the Elixir is done, and I got amazing rewards! The rewards were in fact doubled?! Also I am fairly sure the EXP was only 25k back then, but it increased to 250k now! T-This is a bit insane!

Ding!

[There is Accumulated Shared EXP for all your Party Members with a System Seed.]

[Beelzebub] and [Curse] have accumulated EXP that has yet to be distributed.]

[You may choose to distribute this Accumulated EXP at any moment.]

I see, so that's why Beelzebub and Curse didn't leveled up right after evolving, I have to manually give them the Accumulated EXP they got... Alright, for now I'll leave this for later. But I am fairly sure that if I complete a few more Quests, everyone can get to Max Level 25 and evolve again.

Ding!

[The Items acquired had been transferred to the [Equipped] [Dimensional Bag (SSS Grade)]]!

Oooh, nice! So the items automatically are sent to the Dimensional Bag. Well, that's more convenient. This way everyone won't see me materializing items out of thin air...

Also I hadn't checked before but I guess the Dimensional Bag is an SSS Grade Item... It is top notch indeed with its almost endless amount of storage space, and my parents handled it to me for my birthday like it was nothing much than another of the many gifts I would receive in my life.

Having heroes as parents really destroys my common sense of this world...

Oh well, whatever.

I'll check those new items later, for now I'll keep them saved. But it is pretty nice that I get extra rewards if I complete stuff at a certain way or in an "excellent way" as it said.

Anyways, as I saved the Elixirs inside the Dimensional Bag, I looked into one of them in detail.

[Purifying Life Elixir (A Grade)]

A powerful Elixir-type Medicine made by refining the essence of life itself into this shiny, amber-colored liquid. It is only A Grade and is considered the "beginner's Elixir" which many Alchemists are tasked to make through their career as a test. Making higher grade Elixirs is only a dream to many Alchemists after all. Many that have created this item already feel like they've become accomplished and seasoned Alchemists.

Once consumed, it can instantly heal wounds and even regenerate scars, alongside stopping internal bleeding or internal damage in organs which cannot be properly healed otherwise. heals 50% of total HP. If consumed in large quantities, it might cause sickness, but also permanently increase Magic Power and Vitality.

Oh, this is pretty amazing. And this info is all thanks to this:

[Identify (5)]: You can identify inanimate objects, see their quality, state, and even delve into who made them and what purpose they might have. Living beings can be identified, but the information given is lesser and depending in the difference in strength. However, even if the strength difference is large, the user can still see a bare minimum of information no matter what.

Because my Heavenly Sight is Level 5, the power of the [Identify] Ability within it has become amazingly detailed. A mere glance at the Elixir and I learn tons of information I never thought I would ever learn to begin with... It is indeed a powerful cheat ability.

I guess this Elixir is treated as the Beginner's Elixir, but it also means that we have become "seasoned alchemists" now, and we can proudly call ourselves as Alchemists if we have ever made these.

Woah, I never thought making a bottle with some healing liquid would feel this nice... I feel accomplished. I just have to continue getting better at this, and maybe one day, using my Skills and System, I'll be able to mass produce elixirs and heal everyone in the world!

...Or something, maybe.

"Phew..."

"Sylphy, we should bring this straight to Saphaley now! I think he's at the gate." Said Aquarina.

"Yeah, let's go. Didn't you wanted to give it to him so badly?" Celeste asked.

"You girls are right, let's go!" I said, walking outside.

"Saphaley is the one that commissioned this Elixir?" Wondered Nephi.

"Yep, he's a bit shy, but he's a good person nonetheless." I answered.

We walked outside, quickly meeting with Zack and Mist, who were with Celica as well, the little blue skinned demon girl my parents rescued from slavery several years ago. She had grown into a beautiful young lady.