

Global Awakening: Apocalypse Ender's Chronicle

Chapter 13: Unlocked

"Tier 2, huh... Why is it different from other items?"

Shane pondered after noticing the unique ranking or rarity system for Survivor Gears.

While his hatchet and revolver were classified as Common, Uncommon, or Rare, it appeared that there was an alternative ranking for special items.

Nonetheless, he didn't dwell on it and proceeded to don his upgraded outfit.

'Ohh~ This feels good.'

Besides the noted effects in the item description, his new gear felt more comfortable and lighter, despite being more durable.

After getting used to his new Survivor Gear, he continued on his exploration.

Shane made his way to what he believed to be an orchard outside the estate.

Vigilant and prepared for any potential threat, he kept his hatchet in hand as he ventured forth. Upon reaching the orchard, he recognized the pear and apple trees. None of the trees have fruits, so it probably wasn't the right season yet.

As he continued to survey the area, Cloud alerted him of the presence of zombies.

[Three zombies detected.]

Shane swiftly repositioned himself, wary of potential threats concealed among the trees.

"Where?" He asked.

[Behind you.]

As soon as he heard this, Shane pivoted to face three Runner Zombies rapidly advancing towards him. The 30-meter detection range proved insufficient as the zombies closed in!

'Ugh... They still look disgusting...

The pale figures of the Runner Zombies were very clear on Shane. Their disjointed gait and outstretched arms were a haunting sight amidst the orchard's serenity.

Shane was left with no choice but to draw his revolver. They were coming too fast!

Confronting three Runner Zombies simultaneously was too much!

Maintaining a strategic distance, he waited until the zombies approached within 10 meters before discharging a single round.

Bang!

As the shot rang out, Shane chided himself... "Tsk... I just told myself not to waste my bullets unless they're Spitter Zombies."

Following the successful disabling of one Runner Zombie with a non-lethal shot to the waist, he brandished his hatchet as he believed that handling two zombies would be fine in his current state.

He believed that his 15 points in Agility and Strength, plus his Rare Hatchet, were good enough.

"Come at me..."

Shane muttered as he deftly maneuvered to evade their outstretched grasp.

After reflecting on his battles yesterday, he realized that the Runner Zombies had poor agility. They could only run fast in one direction.

Changing their direction was basically an incredibly difficult task for them!

Because of that, Shane easily avoided their arms!

Then, as the first zombie lunged forward, its sunken eyes fixed on him... Since it failed to grab him, it was thinking of biting him instead.

Shane expertly sidestepped the attack, delivering a forceful blow that cleaved through the creature's decaying flesh. He hit the zombie's neck!

[You have eliminated a Runner Zombie.]

He did this so swiftly since he had to kill the second zombie.

However, the second Runner Zombie seemed different!

It had a stronger leg than the previous ones he encountered.

It actually jumped on him!

This unexpected lunge caught him off guard, and in the ensuing struggle, Shane found himself perilously close to being bitten!

At this time, it felt as if his adrenaline kicked in as a surge of power coursed through his veins, he managed to drive the creature back, but not before its gnashing teeth tore through his sleeve, narrowly missing his flesh.

Then, Shane threw his hatchet at the zombie's face...

Thud!

The zombie's flesh, bone, and brain matter splattered everywhere.

[You have eliminated a Runner Zombie.]

He didn't expect the hatchet to pass through the zombie's head before landing on the ground!

'So sharp?!' Shane exclaimed before he heard another growling sound of the zombie.

As he looked in its direction, he realized it was the first zombie he shot.

Since it was only crawling, Shane didn't feel too bothered as he took the hatchet on the ground before killing the last zombie.

The surroundings were quite messy because of the zombies' flesh and blood scattered around.

Nevertheless, Shane couldn't help but celebrate a little after another successful battle against them.

"Whew... I'm getting used to their faces. Now that I look at them, they're not that scary..." Shane muttered as he looked at the three corpses. He was still disgusted but no longer scared of them.

The once menacing figures are now motionless at his feet.

It felt quite satisfying for some reason.

Then, he looked at himself.

At this time, he realized the peril he had narrowly escaped. His jacket, now torn and stained, had shielded his arm from the zombie's bite, sparing him from a fate worse than death.

"Thank you, Tier 2 Survivor Gear!"

Shane was filled with gratitude as he decided to loot the corpses.

[Do you want to retrieve the loot?]

"Yes."

[You have earned 5 Experience Points.]

[Loots obtained: 1 Item Upgrade Crystal, 1 Core 500mL water, 100mL Runner Zombie Blood, 1 Spirit Enhancement Bottle]

...

[You have earned 5 Experience Points.]

[Loots obtained: 1 Item Upgrade Crystal, 1 Core 500mL water, 100mL Runner Zombie Blood, 1 Spirit Enhancement Bottle]

...

[You have earned 15 Experience Points.]

[Loots obtained: 3 Item Upgrade Crystal, 1 Core 500mL water, 100mL Runner Zombie Blood, 1 Spirit Enhancement Bottle]

Much to his amazement, the final Runner Zombie yielded 15 Experience Points!

'I knew it... That zombie is different.' Shane thought.

However, his surprise didn't end there as another notification flashed before him.

[You have leveled up.]

[Chat Function (Regional) unlocked.]