

Global Awakening: Apocalypse Ender's Chronicle

Chapter 3: The Estate

Shane felt overwhelmed by the changes he had just witnessed.

First, he no longer had to put his name since the blue screen already recognized him as Shane Wells. It was better than being called Survivor 192693.

Then, he saw his titles, which made him incredibly confused.

"Fairy Realm's Lone Survivor, when did that happen? And how did I become A.I. Rebellion's Chosen One?"

Coincidentally, they were also his first and second choice of Apocalypse during the Selection Phase. They even made an error that led him to the Zombie Outbreak.

"Ahh... Wait--" Shane paused, a sudden realization dawning upon him.. However, he found it hard to believe if it was indeed true!

'There's also that strange phenomenon with the three stones of my bracelet... Don't tell me...' As he reached this thought, his eyes focused on the titles written on the blue screen, and suddenly, further explanations about his title effects appeared!

[Fairy Realm's Survivor: The Survivor gains the ability to travel to the Fairy Realm for 8 hours once a week. The Survivor also gains bonus points for Strength, Agility, Luck, and Perception. The title also provides immunity to Fairy Charms.

Requirements: Become a Lone Foreign Survivor of the Fairy Realm's Apocalypse.]

[A.I. Rebellion's Chosen One: The Survivor gains access to Cloud, an A.I. Assistant who can provide helpful information, advice, and support in various situations.

Requirements: Become a trusted ally of Anima, a civilization ruled by machines.]

"This is..."

There was no denying it. Although Shane didn't finish college, it doesn't mean he was dumb and couldn't understand the clues appearing all this time.

Furthermore, as he checked his Inventory, he could see the Memory Spheres and the A.I. Assistant.

"The previous status must be the actual status of a beginner. However... It all changed because of something I've done that I have no recollection of... And the Memory Spheres might be the answer to all my questions. Ugh... What's with this game-like Apocalypse?"

Shane mused as he tried to make sense of the situation.

It all seemed preposterous, but if his initial assumption was correct, everything would somehow fall into place.

Then, his eyes turned to the new Talents that he had obtained from the update.

He was glad to have these new talents since having more of them meant having more chances of survival in this Apocalypse.

[Complete Loot (Legendary Talent): The Survivor can loot everything from a defeated enemy, including their equipment, items, and skills. The Survivor has a higher chance of finding treasures.

[Otherworldly Mechanic (Legendary Talent): The Survivor can easily create and modify any mechanical device, such as weapons, vehicles, automatons, and gadgets. The Survivor has limited access to alien technology and materials unavailable to other Survivors.

[Territory Lord (Legendary Talent): You can occupy and claim a large piece of land for your development. There is a 100% chance of attracting talented inhabitants of the continent to serve you in your territory every five days!]

"Wow... They are all at Legendary Grade." Shane couldn't help but appreciate the three unbelievably convenient talents.

He wasn't sure about the grading system of the talent, but based on the games that he knew, Legendary was at the top most of the time.

Certainly, he desired a combat-related talent such as swordsmanship or marksmanship, knowing that he would have to confront zombies eventually.

In the first place, this motivated his choice of the Weapon Gift Pack for the pistol.

However, despite this, he remained inexperienced in shooting, so success would still largely depend on luck when firing.

Whoosh~

As a cold wind past, he felt its chill against his skin, prompting a momentary shiver.

"I should find shelter..." Shane muttered, eyeing the silhouette of a nearby building. He also wanted to check his Inventory, but he needed to find a comfortable spot first.

Despite the thick fog obscuring his vision, scattered sources of light offered some semblance of his surroundings.

Amid the haze, he discerned a cluster of building ruins, towering like 2 or 3-story structures.

Uncertain of their era, he approached the nearest building to investigate. As his eyes adjusted, the buildings' antiquity became apparent, resembling medieval Gothic architecture.

"So it's not a modern structure as I thought..." Shane mused.

The first structure seemed to be a grand manor that bore the scars of demolition, providing easy access without the need for a door.

Despite its dilapidated state, the three-story building stood resilient, though he harbored concerns about its imminent collapse.

Inside, the scene was one of disarray—rubble, shattered furniture, broken glass, and assorted debris littered the space, compelling Shane to move on from this inhospitable shelter.

As he departed from the grand manor, he came upon a spacious, desolate barn.

The structure appeared weathered, with its wooden beams showing signs of decay and the roof bearing patches of moss and lichen.

The barn doors hung loosely from their hinges, creaking intermittently in the wind.

'This doesn't look sturdy enough to defend against Zombies...' He mused.

Surrounding the barn, the overgrown remnants of a once-tended garden hinted at a time when the estate flourished with life, now reclaimed by nature's relentless advance.

Nearby, the distant silhouette of the church loomed, its timeworn spire piercing the mist-shrouded sky.

After an hour of exploration, it became evident that this place was once a grand estate. In addition to the large stone manor, barn, and church, he found a granary, a mill, a ruined smithy, and several peasants' houses.

There was also a dried-up river, which was quite disappointing.

As he completed his investigation, the blue screen appeared once again!

[You have discovered the Springriver Manor.]