

Global Awakening: Apocalypse Ender's Chronicle

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Chapter 41: Unstoppable

[Memory Sphere absorption complete.]

[You have obtained Part 2 of 25 Memory Fragments]

[You have learned a Survivor Skill: Woodworking]

[You have learned a Survivor Skill: Metalworking]

[Woodworking Lv10 (Max): A basic skill that allows the Survivor to craft items from wood, such as weapons, tools, or furniture. It grants the following benefits:

+20% crafting effectiveness with wood

+20% chance to find quality wood or salvage wood from items

+20% speed of crafting with wood]

[Metalworking Lv10 (Max): An advanced skill that allows the Survivor to craft items from metal, such as weapons, tools, or armor. It grants the following benefits:

+20% crafting effectiveness with metal

+20% chance to find quality metal or salvage metal from items

+20% speed of crafting with metal]

Shane absorbed the memories contained within the Memory Sphere and accepted the new Survivor Skills.

The memories of his alternate life weren't all that useful, considering they're all from a different type of Apocalypse.

There was nothing related to the Zombies, but at the very least, he learned what kind of System Features would be available as he leveled up.

Nevertheless, the absorption wasn't over yet.

[Memory Sphere absorption complete.]

[You have obtained Part 3 of 25 Memory Fragments]

[You have learned a Survivor Skill: Axe Mastery]

[Axe Mastery Skill Lv10 (Max): A passive skill that increases the user's proficiency with axes, which are weapons that can deal high damage and cause bleeding. It grants the following benefits:

+30% damage with axes

+30% chance to cause bleeding with axes

+30% bleed damage with axes]

"Axe Mastery? This doesn't look too bad." Shane muttered as he held his hatchet tightly.

He finally had a combat-related skill!

Well, even if he had Firearm Mastery, it was pretty useless since he couldn't use it to its fullest. After all, he didn't have an unlimited number of bullets! He had to find a way to get them, and he had been unlucky about it so far.

"Harper, Anna... Stay back! Just try to finish off the ones that will pass on me..." Shane declared as he looked at the incoming Runner Zombies.

"Come!" Shane said as he stepped forward... Since there were many Zombies ahead, it would be wise to approach to find a better spot...

He saw the entrance of the church that was left open and thought of an idea...

"I'll move slowly inside the church... Follow me! Our barricade will not last long..." Shane said as he lured the Zombies to the church.

Although some of their spikes were fixed, their metal fence was in terrible condition and it won't last long against the onslaught of the Runner Zombies.

With that in mind, he decided to use the other buildings in the estate.

Harper and Anna understood Shane's concern and immediately followed him.

Graahh!

It didn't take long before the battle started. Shane had to face dozens of Runner Zombies!

He swung his hatchet at the first Runner Zombie that came at him, cutting its throat. The zombie fell to the ground, gurgling and twitching.

'One down...'

Shane didn't stop to look as he moved on to the next one.

He dodged the second Runner Zombie's outstretched arms and slashed its hands.

Thud! Thud!

The zombie screamed and dropped its arm, blood spilling from the wound. Shane then kicked the zombie in the chest, making it stumble back and blocking the Zombies behind.

He wanted to finish it off with a hatchet to the head, but the next zombies stopped him from doing so...

He had to block the third Runner Zombie by kicking its body before he sliced its skull... The zombie groaned and stumbled back as it lost its balance...

Shane then swung his hatchet to the fourth zombie's neck, severing its spine.

Just like that, the zombie collapsed, lifeless.

Clank!

Shane's action didn't stop as he parried the fifth Runner Zombie's swipe, and sliced its hand. The zombie hissed and used its other hand to try and grab Shane's hand to get a bite!

However, Shane hit the zombie in the face with his hatchet, breaking its nose and jaw. The zombie fell, silent.

He then avoided the sixth Runner Zombie's bite and chopped its mouth. At this time, Shane couldn't properly aim and was simply slashing at the nearest target.

Roaaar~

The zombie seemed to have whimpered and spat out its teeth, blood dripping from its mouth. Shane then smashed its head with his hatchet, destroying its brain!

He fought like this, one after another, until he cleared the wave of Runner Zombies.

Thankfully, the entrance of the church wasn't too wide and he was able to limit the number of Runner Zombies coming at him.

At this time, Shane was covered in blood and sweat, but he was alive and victorious. He had used his hatchet to kill them all!

In the meantime, Anna and Harper watched in awe as Shane defeated all the Runner Zombies with his hatchet.

They had never seen him fight so well and so fiercely. They knew he was a skilled and experienced Survivor, but this was something else.

"His mastery with that weapon increased by leaps and bounds..." Harper commented as he recalled that Shane wasn't that great in hatchet when they were still exploring the iron mines.

Compared to his previous ability, Shane was like a one-man army, cutting down the Zombies with ease and precision!

It was as if Shane was unstoppable!

Chapter 42: Respite

It didn't take long before the situation calmed down.

'My Axe Mastery came at the right time... I don't know how I will survive that without such a skill...' Shane muttered as he took a few deep breaths to calm his nerves.

"Sir Shane, are you alright?" Anna asked as she pulled out the bandages she had prepared.

"I'm good... I just have a few scratches and dirt all over my body." Shane replied with assurance.

Harper and Anna heaved a sigh of relief since they were truly worried about Shane's stamina just now. They were just helping Shane kill the ones who survived in his hatchet, but they already felt really tired and their arms and backs were already aching.

They couldn't imagine how Shane could last for long.

"You still need to treat those scratches. You don't want that to have infections. Let me clean it for you."

"Wait a moment... Let me just loot them all." Shane said as he quickly worked on it.

He swiftly started looting the zombies.

[Do you want to retrieve the loot?]

"Yes."

[You have earned 10 Experience Points.]

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

[You have earned 10 Experience Points.]

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

...

[You have earned 10 Experience Points.]

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

After looting the twentieth Zombie, Shane suddenly received a surprise!

[You have leveled up]

[Map unlocked]

[Hint: You can only view the areas you have explored. However, you can also use a member of your Clan to remove the fog areas on your Map.]

"A Map! This looks great." Shane exclaimed after seeing the new function he unlocked.

He didn't hesitate to check it out.

"Map..."

As soon as he imagined the Map, it appeared in front of him as he saw his estate, the orchards, the forest, and the mine from an eagle's eye view!

It wasn't a simple terrain map, but it felt more like a holographic map. Furthermore, he could actually see his dot or indicator on the Map... However, he could not find Harper, Anna, and Lucky.

Specifically, he had a white dot on the Map so he wouldn't get lost. But he couldn't help but wonder why there were no indicators for Harper and the others.

'Will it be the same for the Zombies?' Shane mused for a moment, but an answer suddenly came to his mind.

'Right...' It seems that the Map would not help him locate zombies or his friends!

After all, he felt that if they really had a map function, the Zombie Detectors or even the Perception Stat would be useless!

Shane couldn't help but shake his head after realizing this.

Anyway, after Anna confirmed that he was no longer injured because of his level up, they all started to work.

Specifically, they worked together to create a new barricade.

This time, they decided to use the church as their base. They moved the wooden pikes, metal pipes, and metal wires that they had collected from the previous shelter. They also looted some more materials from the nearby buildings, such as nails, ropes, and planks.

With Shane's Woodworking Skill, he was able to make more wooden pikes a lot easier and faster. He used his hatchet to carve and sharpen the planks and branches into pikes.

He made plenty of them as a layer of defense. After all, he was expecting to have Jumper Zombies in the next wave...

'Haa~ I hope there won't be too many of them...' Shane mused as he didn't feel comfortable fighting against numerous zombies that could jump from the trees!

Once they were swarmed, they would have a hard time to defend themselves. Because of that, Shane decided to place several more wooden pikes inside and outside their base!

Aside from that, Shane also used his ropes and his metal wires to tie and secure the pikes together, forming a sturdy fence aside from the metal fence they had.

On the other hand, Harper and Lisa helped Shane by carrying and placing the pikes around the church. They also used the metal pipes and the broken pikes to reinforce the fence, adding more strength and durability.

Of course, since this was tiring, they also ate some of the food and water they had looted and rested for a while.

Lucky, Anna's dog, was also guarding the surroundings while they rest.

After a few minutes, they continued their work.

They used the metal wires and the simple obstacle traps to create some booby traps, adding more damage and deterrence.

Luckily, they got used to such tasks, and they were able to finish them quickly.

They worked with their nimble hands as quickly as possible, as they knew they had a limited time before the next wave.

"Whew~"

Anna wiped her sweat as she looked at the church... It had truly been transformed! It looked nothing like a dilapidated church anymore!

However, there was no time to appreciate it.

Shane had to check their weapons and equipment.

Since he had no ability to repair them, he could only upgrade them!

'Let's see how many Crystals and Cores I collected this time...' Shane thought as he opened his Status.

Luckily, an upgrade from Exceptional Rank to Master Rank was only 30 Item Upgrade Crystals, and Shane had plenty of them!

Chapter 43 Upgrades

Survivor Name: Shane Wells Title: A.I. Rebellion's Chosen One, Fairy Realm's Lone Survivor Level: 11

Vitality: 155/155

Spirit: 635/635

Strength: 30

Agility: 30

Luck: 10

Perception: 10

Inventory: Memory Spherex22, Item Upgrade Crystals x145, Zombie Cores x124, 165L Water, 40 Bread, 25 Stale Bread, 1 Acid Pouch, 125 Spirit Enhancement Bottle

Survivor Skills: Firearm Mastery, Fishing, Woodworking, Metalworking, Axe Mastery, Lockpicking

Survivor Talent: Complete Loot (Legendary Talent), Otherworldly Mechanic (Legendary Talent), Territory Lord (Legendary Talent)

Reputation Points: 9 Reputation Points

Leveling up from 9 to 10 actually boosted his Vitality by 10 points. As for the Strength and Agility, he obtained 5 additional points for each of them.

Anyway, after confirming that he still had 145 Item Upgrade Crystals, Shane decided to upgrade his Hatchet!

With his Axe Mastery Skill, there was no doubt that his main weapon would be this Hatchet until he found a better-sized Axe in the Survivor Store. Well, he could also make an Axe with his Woodworking and Metalworking, but he still needed to find the tools he needed for that.

Soon, Shane took out 30 Crystals and placed them on top of the hatchet.

After a few moments, he got the notification he needed.

[Upgrade Successful] [Exceptional Hatchet has been upgraded to Master Hatchet.]

[New Item Description is now available on the specific item.]

[Hatchet (Master): A fearsome axe that can slash through zombies with ease. It is made of a rare metal that shines with a bright red light, and has a curved blade. It can kill a zombie with a single hit, and can also cause bleed and burn effects. It is also useful for crafting and survival purposes, such as making fire or building shelters. Effects: +35% damage against Crawler, Walker, and Runner Zombies, +15% against Spitter Zombies, +20% Critical Chance, +30% Attack Speed Special Effects:

Ice: The hatchet is imbued with a freezing power that can chill zombies and make them brittle. It has a +50% chance of causing ice damage to zombies, and a +50% chance of slowing them down and making them vulnerable to critical hits.

Cost: 30 Spirit Points

Fire: The hatchet is imbued with a flaming power that can scorch zombies and make them panic. It has a +50% chance of causing fire damage to zombies, and a +50% chance of making them flee and spreading the fire to other zombies. Cost: 40 Spirit Points]

"Awesome... It got a new skill!" Shane couldn't help but smile after seeing the two opposite elemental skills appearing in his hatchet. Furthermore, anyone could see the glowing effect of the item!

Yes, the red glow on the hatchet could be seen like in some games that Shane had seen before.

Nonetheless, although the new skill was more expensive in terms of Spirit Points, it had better effects on a horde of zombies.

This is certainly a great Master Rank Item!

After appreciating it for a while, Shane then proceeded to upgrade the Nail Bat to Master Rank as well!

[Nail Bat (Master): A brutal weapon that can smash zombies with ease. It is made of a wooden bat with nails hammered into it, and has a leather grip. It can kill a zombie with a single hit, and can also cause bleed and stun effects. It is also useful for breaking through obstacles and doors, but has a low durability. Effects: +80% damage against Crawler, Walker, and Runner Zombies, +10% against Spitter Zombies, +25% Critical Chance, +15% Attack Speed Special Effect:

Swift: The item is enhanced with a speed boost that can make the user faster and more agile. It has a +100% chance of increasing the user's movement speed and dodge chance for a short duration. Cost: 25 Spirit Points

Shock: The nail bat is electrified with a high voltage that can shock zombies and make them twitch. It has a +60% chance of causing electric damage to zombies, and a +60% chance of paralyzing them and making them vulnerable to critical hits. Cost: 50 Spirit Points]

"Whoa... You made it so much better! I'm worried that you no longer have enough Crystals for other items you need to upgrade. Think about it: this is only a Nail Bat, and it's too strong already! Shouldn't you wait for Swords or Guns or any better weapon? If they appear in your store next time, you may not have enough Crystals..." Anna reminded me as she saw Shane spending so many Item Upgrade Crystals. "I'm fine, Anna... I have a blessed hand. I can get more of them from the zombies." Shane said as he looked outside.

He saw Harper looking enviously. Well, Shane could only upgrade the items that he had received or bought from the system. "Ahem... You have that pocket knife, right? I can upgrade it to Master Rank as well." Shane said as he believed that he'd get more of these Crystals since the Zombie Wave hadn't ended yet.

"Ugh... I'll stick with my pickaxe, Sir Shane... If you find a pickaxe for me that you can upgrade, I'll be happy if it's Master Rank as well."

"A pickaxe? I can do that... Right, did you fix the pickaxe already?" "Yes... It can hold on for now... The skulls of the zombies weren't that tough anyway... As long as it's not used against those Leader types, this could last a long time."

Shane nodded at this as he decided to upgrade his jacket instead since it was already full of scratches.

[Upgrade Successful] [Tier 3 Survivor Jacket has been upgraded to Tier 4 Survivor Jacket.]

[New Item Description is now available on the specific item.]

[Survivor Jacket (Tier 4): A heavy and durable jacket that protects the upper body from zombie bites and scratches. It is made of leather and reinforced with titanium plates, and has several buckles and chains for adjusting the fit and attaching items. It emits a mysterious aura that provides high resistance to acid, ice, and fire effects. It is a good choice for survivors who want to maximize protection and intimidation. The aura gets stronger if you obtain Tier 4 Set Equipment.

Effects: +15 Physical Defense, +20% Acid Resistance, +15% Burn Resistance, +15% Ice Resistance Special Effects: Tough: +25% physical damage resistance. The jacket reduces physical damage, including pierce damage taken from zombies or other enemies. Critical Blocker: The item is fortified with a shield that can block critical hits from zombies. It has a +50% chance of negating the extra damage and effects from a critical hit, and reflecting some damage back to the attacker.]

Chapter 44 The Final Horde

After Shane improved the items, they faced several more hordes of zombies. Thanks to the improved weapons, Shane was able to dispatch the zombies more easily than before.

As time went by, the interval between the hordes became longer... They even had more than an hour of rest before the final Zombie Horde came!

At this time, Shane leveled up two more times thanks to the double exp potion that was still active.

Nonetheless, throughout the Zombie Wave, they only met Crawler Zombies, Walker Zombies, Runner Zombies, and their leader-type Zombies... There were also three Jumper Zombies that appeared out of nowhere to surprise them. However, there weren't any other weird zombies like the Violent Sprinter, which seemed to be a variation of the Runner Zombie, and others.

'I guess this first Zombie Wave is not too harsh to the novice Survivors. They didn't send many Jumper Zombies in the end...' Shane thought. He knew that those Jumper

Zombies would be a nightmare since they only had a little over a week of preparation. It was a good thing that the system, or whoever was behind this event, took their current situation into account. As the last 30 minutes of the Zombie Wave approached, the final horde of Zombies showed up... To Shane's shock, there were actually 10 Spitter Zombies attacking them! They were also moving separately, making it difficult to eliminate them all at once.

'Right... I forgot about these guys...' Shane muttered as he grabbed his weapon.

The extremely fat zombies dripping with green liquid were slowly moving towards the church! From a distance, they looked like huge balls of flesh crawling towards them! Shane, Harper, and Anna got ready for the battle. They knew they had to deal with the Spitter Zombies carefully.

After all, Shane already knew what they were capable of and informed them to his companions.

The scariest thing about them was that they were capable of exploding even after being defeated!

He could never forget what had happened in his first encounter against them.

"So those are Spitter Zombies..." Anna muttered as she held her nail bat tightly. To be honest, she didn't want to get close to that huge walking flesh.

Spitter Zombies were a rare and dangerous type of Tier 1 Zombies. They were obese and bloated, and they oozed with a green liquid that was corrosive and poisonous. They had swollen and cracked lips, and they spat the liquid at their enemies, causing damage and infection. Gurrr... Gurrr... They made a wet and gurgling noise as they moved, which frightened Anna even more.

On the other hand, Shane decided to use the last two bullets of his revolver. Since this was the last horde, there was no point saving them...

It was better to eliminate two Spitter Zombies in this process.

Bang! Shane used the revolver's Burn Effect and shot his revolver at the Spitter Zombie that was closely approaching the church. With his firearm mastery, he didn't miss the forehead of the round Spitter Zombie!

He knew he had to use his bullets wisely for these targets. Thud!

The forehead of the Spitter Zombie was shot, and it started to burn! Nevertheless, although Shane shot the Zombie's head, it remained alive and was slowly being burned!

Then, it stopped moving as if it was waiting for the fire to burn out.

At this time, as the Spitter Zombies reached about 20 meters close to them, they started spitting out blobs of acids!

"What?! They can attack from that far?! How can we survive this?!" Anna was shocked as she saw the flying acid spit!

Some of them didn't reach the church but most of them hit their barricade and the church's walls!

Shane also used his Hatchet to protect himself from the Spitter Zombies' spit when needed.

Luckily, his Hatchet couldn't be corroded easily so he was sure that he could beat them if he got closer. Boom! Suddenly, the Spitter Zombie that he shot exploded! Its upper body blasted and there were showers of zombie flesh and acid! One down!

Without hesitation, Shane shot another Spitter Zombie in its head and had it burn as well. The second Spitter Zombie stopped its movement, and just like the first one, it would soon die and explode!

Now, his revolver had become useless. At most, he could probably use it as a blunt weapon.

Nonetheless, Shane had to deal with the remaining eight Spitter Zombies with his Hatchet!

"Harper, Anna... Stay put... You have low agility and you might get burned by the acid. I have good equipment, so even if I get hit, I'll make it..."

Shane said before he ran towards another Spitter Zombie.

It was good that they were spread out and not clustered together!

The Spitter Zombie saw Shane coming and spat a blob of acid at him. Whoossh~

Shane dodged the acid, but it splashed on the ground near him, creating a puddle of corrosive liquid. Shane jumped over the puddle and continued his charge.

The other Spitter Zombies also saw Shane's movement and attacked at the same time!

Thankfully, his Perception stat made it easier for him to dodge those acid blobs!
Whoossh~

The Spitter Zombie that Shane targeted spat another blob of acid, aiming for his head. At this time, Shane raised his Hatchet and blocked the acid, but it burned his gloves and his weapon. Shane felt a searing pain, but thanks to the resistance of his items, it wasn't

unbearable! As soon as he got near, he held his Hatchet tightly and slashed the Spitter Zombie in the face!

Chapter 45 Against Spitter Zombies

Shane didn't dare to land a final blow to the Spitter Zombie's body yet as he knew that they would still explode...

He wasn't sure if cutting off their head would cancel the explosion or it would hasten it instead. So, instead of risking that, he decided to just ignore the corpses first and rush towards the next Spitter Zombie.

He had to be quick and agile, dodging the acid spit and the explosions. If he made a mistake, his equipment might save him, but it would be dangerous for him since there are still many Spitter Zombies around. He had to be ruthless and decisive, striking the vital spots and moving on to the next target. He didn't even bother saving his Spirit Points as he used his Fire Effect in each strike...

As he moved to the next one, he heard the explosions of the other Spitter Zombies he killed earlier.

Boom! Boom!

[You have eliminated a Spitter Zombie.] [You have eliminated a Spitter Zombie.]
Shane ignored these explosions and attacked the next Zombie.

"Haaa!"

With a wave of his hand, Shane killed one Spitter Zombie after another, leaving a trail of fire and blood behind him. He felt his adrenaline pumping, his heart racing, his muscles tensing. "Come!" He shouted.

Although the Special Spicy Noodle was no longer in effect, he felt more alive at this moment!

Soon, Shane reached the last Spitter Zombie, which was the closest to the Manor. It seemed as if it was bigger and fatter than the others, and it spat more acid compared to them.

Shane knew this was the final challenge of this week's Zombie Wave...

After taking a deep breath, he ran towards the Spitter Zombie, holding his hatchet high. The Spitter Zombie saw him and opened its mouth, ready to spit. Shane threw his hatchet at the Spitter Zombie, hoping to hit its head.

Pssst~

The hatchet flew through the air, passing through the acid while spinning and flaming! As expected of the Master Rank weapon, it wasn't stopped by the acid spit! Thud!

It hit the Spitter Zombie's mouth, cutting its tongue and igniting its saliva!

The Spitter Zombie choked and gagged, unable to spit. It tried to pull out the hatchet, but it was too late.

The hatchet's Fire Effect had fully triggered, and the Spitter Zombie's head started burning! The fire spread from its mouth to its head, and then to its upper body!

Boom!

To Shane's surprise, this Spitter Zombie blew up immediately, sending chunks of flesh and acid everywhere.

It was unlike the other Spitter Zombies!

Thankfully, he didn't get too close to this Spitter Zombie!

Shane ducked and covered his head, avoiding the blast. He felt a wave of heat and a shockwave of air as he stayed close to the ground...

He smelled the disgusting flesh and blood that almost made him puke...

[You have eliminated a Chief Spitter Zombie] He looked up and saw that the Spitter Zombie's upper body was gone. "It's done..." Shane muttered in a weak voice as he knew that the Zombie Wave was over.

Shane breathed a sigh of relief as he heard Anna and Harper's joyous voice.

He saw Harper smiling at him while Anna was running towards him with tears in her eyes. 'I guess she worried a lot... I almost died back there...' Shane thought as he saw Anna reach him and threw herself into his arms.

He just hugged her back to comfort her. She was probably scared to death just now. If he died against those Spitter Zombies, they would surely be the next to perish.

However, he didn't expect Anna to kiss him fiercely. "Ooopp—"

Shane felt a shock in his heart, something he had never expected. He felt surprised more than ever.

'Isn't this a bit too fast?' However, although he was surprised, he only hesitated for a moment and kissed her back.

They held each other, feeling a rush of emotion that overwhelmed them. They didn't know what came over them as they just acted on their instincts. For a moment, they didn't care about anything else and they just wanted to be close to each other.

However, after they heard Harper's footsteps, they realized what they were doing, and they quickly separated. They felt embarrassed and awkward, not knowing what to say or do. Harper just helplessly smiled, seeing how the two looked away from each other, trying to hide their feelings.

"Ahem... I'm going to fix the barricade." Anna said, breaking the silence. She then turned away and ran towards the church. She obviously wanted to get away from him, to avoid facing him. 'So she's going to pretend that nothing's happened?' Shane sighed and replied.

"Go ahead..." Shane said, nodding his head. He watched her go, feeling a mix of confusion and curiosity. He wondered what was in her mind... 'Whatever...'

Shane shook his head and decided to start looting the zombies. He needed to focus on the task at hand to distract himself from the situation.

He started to loot the normal Spitter Zombies first.

[Do you want to retrieve the loot?] "Yes."

[You have earned 60 Experience Points.] [Loots obtained: 2 Item Upgrade Crystal, 2 Zombie Cores, 500mL water, 100mL Spitter Zombie Blood, 1 Acid Pouch, 2 Spirit Enhancement Bottles]

[You have earned 60 Experience Points.] [Loots obtained: 2 Item Upgrade Crystal, 2 Zombie Cores, 500mL water, 100mL Spitter Zombie Blood, 1 Acid Pouch, 2 Spirit Enhancement Bottles]

[You have earned 60 Experience Points.] [Loots obtained: 2 Item Upgrade Crystal, 2 Zombie Cores, 500mL water, 100mL Spitter Zombie Blood, 1 Acid Pouch, 2 Spirit Enhancement Bottles]

[You have leveled up] [You have earned a 75% Discount Voucher]

[Hint: You can only use this Voucher on items being sold for less than 500 Zombie Cores.]

46 Rewards

Shane's eyes sparkled as he laid eyes on the reward - a discount voucher!

He actually reached level 12 by only looting seven Spitter Zombies. He still had two regular Spitter Zombies and one Chief Spitter to loot!

Despite his curiosity about how to use this voucher in the store, he refrained from checking it immediately, as he had already checked the store's offerings before the Zombie Wave began.

The only item that piqued his interest was the Single-Sized Bed, priced at 15 Zombie Cores, a cost he was not willing to squander his voucher on.

Opting to hold off on the store for the time being, he continued to loot the remaining two Spitter Zombies, saving the best for last.

[Do you want to retrieve the loot?] "Yes."

[You have earned 100 Experience Points.] [You have earned 1 Reputation Point.] [Loots obtained: 2 Item Upgrade Crystals, 2 Zombie Cores, 500mL water, 100mL Chief Spitter Zombie Blood, 1 Acid Pouch, 1 Spitter Tongue, 2 Spirit Enhancement Bottles]

'Spitter tongue? What am I going to do with that?' Shane mused. Anyway, there were still 8 minutes left in the Zombie Wave timer. Although they didn't expect any more zombies, Shane returned to the shelter. Sure enough, eight minutes passed peacefully, and the notification from the system finally came! [Congratulations! You have successfully survived the Zombie Wave!]

[You have earned 300 Experience Points.]

[You have earned 50 Zombie Cores.]

[You have earned 2 Reputation Points] [Additional Rewards are being calculated...] [You have achieved the Top 1 in the Zombie Wave Clearer Ranking!] [You have earned 10 Reputation Points.] [You have earned 500 Zombie Cores.]

[You have earned 10 Item Upgrade Crystals.]

[You have obtained a Random Gift Pack.]

Shane was already shocked after seeing the huge amount of Zombie Cores that he had received. However, his reward wasn't over yet. [You have defeated all the Zombies targeting you and eliminated the Survivor who had interrupted your Zombie Wave.] [You have cleared the hidden mission.] [You have received a Recruitment Stone.]

[Hint: The Recruitment Stone is a single-use item that a Survivor can trigger in order to recruit a helpful inhabitant of this continent.] "A recruitment stone?" Shane wondered about this item and quickly took it out from his Inventory System. It was a small black stone with a single star carved on it. [Do you want to activate the Recruitment Stone?]

A notification appeared. Shane didn't hesitate much as he wanted to increase the number of people in his Territory. "Yes..." As he agreed to the notification, the Recruitment Stone faintly glowed with blue light before shattering into many pieces.

Suddenly, a thick fog emerged in front of the estate. This alarmed both Harper and Anna, as they knew very well that this fog wasn't good! They still remember the time when they entered a similar fog and got themselves lost in time. Nevertheless, Shane immediately told them to calm down, as it was something that he did.

Shane could barely see anything through the mist...

'It's really that magical fog...' Shane mused as he already connected the fog to be related to the system itself. It didn't take long before he heard the sound of footsteps approaching them.

As the fog cleared, they saw a person appear in front of the estate.

It was a man, about 40 years old, with a muscular build and a rugged face. He had short black hair, a thick beard, and a scar on his cheek. Interestingly, the man wore a leather apron, a pair of gloves, and a belt with various tools. He also carried a large hammer on his shoulder.

Shane and the others immediately realized what kind of profession this man had.

He then looked at Shane with a serious expression and said, "I guess you're the Foreign Survivor, I'm Leo. I'm a blacksmith. You probably need my help."

Shane was speechless. He had just recruited an excellent blacksmith with the Recruitment Stone! He couldn't believe his luck.

He smiled and said, "Hi, I'm Shane. I'm the leader of this Territory. I'm glad you're here. I could use your skills."

Leo nodded and said, "I'm happy to help. I can make and repair weapons, armor, and other metal items. I can also teach you some tricks of the trade. Just show me where I can set up my forge."

Leo then paused for a moment as he realized the condition of the estate... "I guess that can be discussed later. For now, you can have a look at my skills."

With that said, Leo showed his Survivor Skills to Shane. [Metalworking Lv10 (Max): An advanced skill that allows the user to craft items from metal, such as weapons, tools, or armor. It grants the following benefits:

+20% crafting effectiveness with metal

+20% chance to find quality metal or salvage metal from items

+20% speed of crafting with metal]

[Tempering Lv10 (Max): A skill that allows the user to heat-treat metal items, such as blades, to improve their hardness and durability. It grants the following benefits: +40% resistance of metal items +40% chance to find or make tempering materials +40% speed of tempering metal items]

[Engraving Lv10 (Max): A skill that allows the user to carve designs or patterns on metal items, such as jewelry, to enhance their appearance and value. It grants the following benefits: +40% beauty of metal items +40% chance to find or make engraving tools +40% speed of engraving metal items]

[Smelting Lv10 (Max): A skill that allows the user to extract metal from ore, such as iron, to produce raw materials for forging. It grants the following benefits: +40% quantity of metal materials +40% chance to find or make smelting equipment +40% speed of smelting ore]

"You have four skills?" Shane was shocked as he hadn't expected that Leo would have so many. However, he realized that this man had probably mastered his skills at a young age.

"Kekeke... I'm very proud of it... So you have to make me a smithy. Focus on building it from now on. We have to kill all the zombies!" Leo said with a pleased tone after seeing how surprised Shane was.

"Very well. I'll work on it... For now, we will fix our current shelter. We just finished a Zombie Wave and we're a bit exhausted as well." Shane then led Leo to the shelter, where Harper and Anna were already fixing their barricade. They introduced themselves and welcomed Leo to their group. Luckily, Leo was friendly and polite, but also reserved and cautious. He seemed to have a lot of experience and knowledge as he also started teaching them to make a better barricade. Finally, Shane had the time to open his Random Giftpack...