Global Awakening: Apocalypse Ender's Chronicle

Chapter 6: Taking the Risk

Shane successfully completed the water filtration process and obtained about 5 cups of filtered water. However, he knew they were still unclean, so he planned to boil them for added safety. After all, even the container he used to store them was dirty.

Unfortunately, starting a fire proved to be a challenge. While there was a fire just outside his territory, venturing outside meant forfeiting his beginner protection.

Without that safeguard, he wouldn't be able to rest peacefully at night, since he would be constantly on guard against potential zombie intrusions.

"Cloud, do you have the ability to sense the presence of Zombies in case they're nearby?" he inquired.

[Yes. There are three humanoid figures that I believe to be zombies near the crash site.]

"What? Why didn't you tell me?" Shane's eyes widened in surprise at the unexpected proximity of the zombies.

[You didn't ask. However, I will now make adjustments to the things I report to you based on their importance in your current situation.] Cloud promptly replied.

Sighing, Shane set to venture out and search for a way to start a fire. After some time, he reached the boundary and caught sight of the crash site once more.

'Where are they?' Shane muttered as he squinted his eyes.

Despite his efforts, he couldn't locate the zombies.

"Are you sure there are zombies there?"

[Yes. They were standing and almost motionless. I can only pick up their subtle movements because of the light.]

"I see... Do you think it's better to attack those zombies before the beginner protection expires?" Shane asked casually, not expecting the A.I. to provide the optimal response.

Surprisingly, this question turned out to be a wise decision for him!

[Yes. All Apocalypse provides mystical energy and items to the Survivors. They call it experience points and drop items that allow them to get stronger little by little. If they reach certain goals, they can also unlock various things from the Apocalypse System.]

Shane was, of course, aware of the Experience Points. He obtained 2 of them after completing his exploration of the estate.

'So there are drop items, huh...' Shane mused as he felt that he should really start early.

After some hesitations and a few more questions from Cloud about the existence of zombies around, Shane made the decision to start his Apocalypse a bit early.

He headed back to one of the serf's houses, which he had chosen as his base of operations and where he stored his food.

Apparently, once the Food Gift Pack was opened, the items could no longer be returned to his System Inventory.

After consuming one of the granola bars, he set to work.

His first task was to repair his shelter. Although the manor, church, and warehouse offered ample space, they were unnecessarily large and challenging to fix.

On the other hand, the serf's houses, constructed from wood and clay, were closely situated and easier to repair. Each house had only two windows, and he planned to use the wooden planks he found in the stable to cover them up.

Over the next hour, he focused on restoring the three houses he had chosen to a point where they could at least conceal him or provide a basic defense.

In any case, these houses would also offer him options if there was an emergency and he needed to change his shelter.

After all, he at least needed plan B or plan C in case the zombie was able to get in.

Of course, all these measures were purely precautionary, as he believed that defeating zombies and acquiring dropped items would ultimately lead to a more secure shelter.

"That should be enough..." Shane muttered as he looked at the clean 7 square meter house.

After completing these tasks, Shane returned to his main house to open his Shelter Gift Pack. He intended to rest briefly before springing into action.

"Inventory..."

[Shelter Gift Pack, Memory Sphere x25]

The blue virtual display materialized and displayed what was left in his Inventory.

Then, Shane selected the Shelter Gift Pack.

Once again, a gift-wrapped box appeared before him. Then, its red ribbon started untying itself, and soon, the contents of the Shelter Gift Pack were revealed.

It was a small tent, a sleeping bag, a flashlight, a thermal blanket, and a rain poncho.

Then, without wasting any more time, Shane opted to pitch the tent inside the house due to the holes in the roof.

Shane foresaw the risk of getting drenched from leaks if it started to rain, so he made such a decision.

"Mhmm... I'm actually not that tired after doing all this work." Shane muttered to himself.

While setting up the tent, he realized he wasn't getting out of breath.

Although he was only 21 and quite fit, he knew he should get tired after more than an hour of labor.

"Ahhh..." Shane then recalled the significant increase in his physical strength, which was attributed to the status boost granted by his Title.

This made the task relatively swift, allowing him to prepare for a nap.

Yes, he needed to take some time to relax before going out of his safe zone.

He needed to be in his peak condition!

Shane directed a query to the A.I., "Cloud, can you wake me up in two hours?"

[Yes.] Cloud responded.

After expressing his gratitude, Shane removed his Survivor Gear and settled into his sleeping bag, allowing sleep to overtake him.

True to the set alarm, Cloud roused Shane with a prearranged sound after the designated two hours had elapsed.

Eager to commence his outdoor preparations, Shane promptly readied himself for the tasks ahead.

He was going out of the safety zone to collect Experience Points!