

## Master 2361

### Chapter 2361: Meeting Before

"You need a healer to go with you." Walker had barely made it to the large room where the group of adventurers and the team following him were meeting. It had only been a few hours and that was enough to get everyone and everything coming together. Efficiency was always on the rise.

However, that efficiency meant that communication was happening much faster. Specifically, gossip in some i not many ways too.

"Alice? I thought you were busy right now?" Walker had made things clear with Alice after the events with the bridge to the elemental planes. She had been somewhat unhappy that Onyx and Aurora had gotten in to such a risky situation.

As much as Walker had reprimanded the two of them, or at least planned to since he could only tell Alice what he would be saying, she had still made her own points clear. She had made sure to add to the reprimand and punishments for being so at risk coming to the pair when they woke up from their rest.

That was not the most important part though. She had made it very clear that she was also not happy with Walker. She had yelled at him a little about him also taking these risks. He had been rushing off to every large problem like this in the past month at least.

Whether it had been related to the intense amount of manas from the elements planes, or the risky ancient ruins. He had been part of it in some shape, wary, or form. Not to mention the recent events within the poison jungle dungeon where even he had been at risk whether that risk was a poison or the fact that he had to hold himself back leaving himself somewhat vulnerable while battling there.

As this had been the case, she let him have an earful about what she thought when it came to the way he had been acting. It was why he had been stuck at the desk for the past few days as well. Not just the fact that he had a lot of work he could help with there. Alice had made sure that he felt enough guilt to tie him down for a while.

That was until she heard he would be rushing off to a previously dangerous place that he had been to and always found his life in peril. She had no good words to be said about this being the case too. She knew very well that she would rather make sure he was safe herself then just trust others right now.

"I thought you would be working with the new healers again? You were working with a dragon hatchling too. Shouldn't you be?"

"Busy? No. I am going with you." The light shifted slightly showing that Alice was just stubborn enough that she could not and would not bridge on this.

"Then we will have a great small vacation to scout out the area around the undead ruins. I have a feeling that the healing skills you can use with light mana will put everyone at ease. You should know, a young healer is also part of the adventurer group that caught my eye."

This made Alice relax a little since she knew she had won. She also wanted to have more time with just Walker and her since the pair had been running around like crazy lately. That was just the life as leaders which they had accepted. But that didn't mean finding an excuse to head off on a small adventure was not against their choices to make too.

So far, Walker saw the group of soldiers and a few adventurers who had volunteered to join him. They were familiar and they had been through different events with him. He knew they had the skills to defend themselves and also follow research. Their main duty would be to protect the smaller team making the map and recording the known changes to the area.

After a few moments of Alice giving Walker a few more looks to make sure he wouldn't say anything else ridiculous about her not coming for her having some restrictions since it might be dangerous, there was a small knock on the door.

Walker knew that as the door opened, it was the group of five young adventurers that had taken the job request to explore the area around the undead ruins and also the ruins themselves. They were waiting outside the door for a little while and Walker had sensed them. But they had been a little afraid to come inside, wouldn't anyone though?

Walker had been worried that this would make them not want to come at all. They had been able to accept a quest that was very important to a few people. Therefore, they would be able to take a large lead in their adventuring life compared to others when they succeeded. No one else had been able to get an approval to go towards the undead city ruins.

"Glad you could all come so quickly. I know that this may change your plans. This isn't to limit you or to say that you are not trusted. I just wish to see the changes that may have come because of the world returning to the proper flow and certain monsters being removed from the area in the last events near and within the undead ruins."

While this was mostly true, Walker also understood that after Ignus had battled the former body of the immortal king, no one else had gone in to the undead city. He had caused a lot of damage and very many undead had been defeated. But to say the entire undead city was cleared out was a foolish action.

The amounts of thesaurus there alone would still be major because of how many collapsed tunnels and underground buildings there might still be. This was also putting aside the fact that the immortal king had researched undead and how to alter them in an untold number of ways while he had been trapped for more years than many could count.

"We are honored to be able to work in any form with you. We wanted to go to the undead city because we have heard the stories about it being one of the first major challenges your party faced. Our goals were to be able to test our training from classes and attempt to learn what you learned from going to the undead city." A tall stocky boy spoke up. His armor was a little rough around the edges, but he appeared very honest.

To his right there was a robed healer, instead of a normal staff, she was wielding what was more like a longer spiked white club. Walker could tell she might be something called a battle healer who could enhance a weapon with light mana while healing those around her.

There was also a pair of shorter boys who had shields and short swords. Clearly they were twins who were prepared for melee combat. While their classes were a mystery to Walker for the moment, he knew that they should be somewhat unique since they both moved in tandem. They might as well be a perfect pair trying to ensure that they continued their path to perfect teamwork.

The last member was another girl who wore very bright red leather armor and had multiple rune carved wands on her belt. They were all radiating some fire magic and her clothing was gathering the ambient fire mana in to them. Walker had learned that some mages were struggling and had found new paths to use their spells in special ways because the mana in the air was denser.

That's how he picked her out as the quick fire mage capable of using certain spells very quickly by storing mana within wands that she could use as soon as she touched them. It was limited in the

strength and the variety of spells, but allowed for much faster attacking without loss of motion or time in battle.

"We will be allowing your group to move without any direction from us. This is still your quest. Do not forget that. However, when it comes to any major danger, you will listen to our orders. You will also be allowed to ask any questions and concerns you may have when we rest. That will be decided by your team. You five are the lowest level and require rest more often. Is

that clear?"

Hearing that their hero was leaving things to them was a bit shocking. Yet, they also understood that this was just their safeguard. A chance to take a quest while also needing to show their own levels of education and preparedness. Beyond that, they were not being carried anywhere with no risk. They had to handle themselves appropriately.

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#### Chapter 2362: Seeing The Changes

When the group left, Walker knew that Clara had also made a few other plans. He didn't say a word about it, but there was more than just the group he had gotten together leaving.

He used his mana sense to check the surroundings constantly. Whether he was in the city or outside of it. This was just something he did even without thinking now. More of a passive aspect of his skills rather than an active one at this point. It was all just him being prepared and also partially at his second sight now.

He could sense multiple people hiding themselves, or at least trying to. It only took him a second to realize that Clara had the assassin trainees who were trying to join and improve themselves within the adventurer's guild attempt to remain hidden around their group the entire way.

A hidden set of guards who would be trained to be able to guard the most promising up and coming adventurers. Walker had been the same when he and his group had joined. Even the king of the human kingdom had sent a few hidden guards to watch them. They had hidden in his shadow at one point. Not that he needed them now.

But having them guard Walker's group was a clear example of who they could learn. Walker could intentionally change the mana or make it harder for them to hide. Therefore, pushing them to improve faster and generally more efficiently than what they would improve just by staying within genesis and training.

There was also the aspect that they would be encountering monsters as well while they were hiding. Could they silently handle monsters that found them rather than attacking the group out in the open? Would they even be able to handle some of the monsters out in the wilderness that they encountered?

The nice part was that Walker would also be acting as a guard for those playing at being guards. Part of him also felt it was comedic that there were assassins in the world who acted as guards. Their stealth skills become something more protective rather than violent or killing. He didn't dislike that though, it was a good thing.

This was not the only group he had caught wind of. He had narrowly sensed the group of scouts gathering when he was leaving through the first gate. He could sense them because they did not try to hide at all. Also, because a fair number of tamers were with them. They had monsters that would help them scout out their targets.

From what Walker could gather, the scouts were the least experienced and would also be guarded by a small group of hidden adventurers. They were most likely following and trying to keep a distance to document travels. This would be training for them to be able to track the new changes in how some pack monsters moved.

This would be even more useful as time went on since many of the monster territories known before were changing. Not only that, but some monsters might expand the territories that they occupied. Making the roads being rebuilt and expanded useless to people if they could not travel through them due to monsters.

The adventurers having this information would be invaluable since they would be escorting merchants. As such, when the adventurers used the adventurer's guild to prepare for their quest, the guild would supply this information as long as it was asked for. Or a guild adventurer team manager would give it to them as preparation anyways. Both ways meant that the quest would be more successful.

Regardless, this was another way that the situation Walker had created when he took an interest in the exploration approval of the undead ruins was going to be better off for many more people. Clara had seen the opportunity and pursued it with a lot more cleverness than what he had expected.

Not that he doubted her. He knew that Clara was always improving. That she was generally going to become a better and better guild master for the adventurer's guild. He just hadn't realized just how efficient and wise she had become lately. Walker had assumed she was just always very busy, but maybe she was just now getting in to the perfect flow of things.

Just leaving out in to the outskirts of Genesis showed off a lot of changes. The farms in particular stood out as a radically different place than what Walker could recall.

There were more developed farms with newer methods of growing. From what he saw in the fields set up for food, multiple crops were being planted in one section. While many people could find this to be a strange thing to do, Walker had seen the reports and explanations gathered by the demi-human farmers to lead this method.

There would be one crop growing as a vine which could use a taller talkier crop as their branch to grow up. That saved space for more crops in other fields and allowed for more than one crop to be harvested in the same place. It also offered more nutrients to be put back in to the soil after the crop was harvested.

There were also many more farmers moving around. Even with the worries about the world changing and how there might be more monsters around, they had not stopped farming. Instead, it appeared that a few of them had found ways to innovate even more.

There were dwarven golems made to be able to move large amounts of earth and clear it. Or they were being used to rotate the dirt and fill it with air and fertilizer. Both proved to be perfect examples of how something used in the mines had a massive use elsewhere. Especially since the dwarves had never used them for farming in general. They relied on other means for their food within caves instead of farming on the top of the land.

"Excuse me, is there something we should be looking for?" the voice of the healer from the young adventurer party spoke up. Walker had felt their groups' eyes on him for some time, but he had waited to see if they would be confident and ask questions. He knew that he was not there as their protector, more just to keep an eye on things. However, he also was more than willing to help answer their questions if it would allow them to improve.

"I am taking note of the changes. The gaming methods changed since the very beginning of Genesis. I am also taking note of the guards and farmers out here." Walker pointed out the dwarven golems.

"Those dwarven golems are originally for mining, they were changed to be used for farming here. If the farms are attacked by monsters, then they can also be used to fight. Even though they are controlled by those without battle skills and experience. They are tough enough to do so."

"I am also noticing the number of monsters. Pests is a better term. There are four I have seen and in lower numbers. But one is more prevalent than another. Find them and tell me why."

He left them with a challenge. The five didn't even ask why or argue. They immediately began looking because they hadn't even seen a single monster pest around.

While the harvesting mice were a species of field or game mouse pest, they were known for digging a large hole in the ground. That was annoying for farmers since they could trip and fall in to it. The harvesting mouse would hoard seeds, fruits, and other foods inside that hole to use as its own food.

This led to strange rotting or growing of crops where they should not be. The fact that they were the most prevalent pest right now was very telling.

There were not enough means to deal with them even though there were many farmers and guards. So, either the adventurers guild could be requested to assist or the taming guild. The adventurers could hunt them and that would be that. But the tamers guild could use the harvesting mice as food for some of their tamed monsters.

He knew he could make this an important piece of paperwork later. For the moment though, he watched Alice also looking around and sporting the pests. She seemed to be amused by the young adventurers missing them when they were right in front of their group.

She hadn't been through adventuring before learning To heal. So this was a first in some ways for her. Not that she was sprinted. But going through these motions would help sharpen her own senses for the future.

"Have you spotted them too? I bet I will find more than you before we get outside of the farms." Walker teased a bit while starting to count.

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#### Chapter 2363: Teacher Mode

With Walker and Alice encouraging there to be some training when it comes to perception, the rest of the group moving with them had begun their own jobs.

Those that were making the maps had been focusing on the changes to the heart now that they had made it outside of the farm lands. A large distance around the farm lands had been scouted out for the most part. This was to plan the expansion of more fields and also of smaller outer villages since Genesis was always growing.

The dragon territories were already a very large section of what Genesis had become. The space that they needed had to be larger because they were larger in general. However, the dragons also had to plan for their own growth, hence why it was easier to consider that Genesis needed more pace at all times.

As such, There was a lot of space when it came to the empty and untouched lands between and around everything made. Right now, this land had been scouted for there to be more farms since the farmers where they were now might wish to sell their lands to others who would be building new businesses and whatever else.

The land was more or less clear with small groupings of high bushes or trees here and there. Some of the eleven herbalists had even been preparing seedlings to grow in the wilderness here since there would be fewer monsters to bother them. Not to make them an herbal farm, but so that people passing through could harvest some basic herbs.

The notes on the maps about these saplings would go in to a general report for the Genesis building staff to make note of. Proving that there was a general acceptance in harvesting these wild herbs used for basic healing was a simple but great way to improve daily life. Especially for the merchants who were leaving or coming to Genesis for travels.

It was even more important for those that would be coming back from harsh training or tough quests. For example, if anyone was injured, there would always be some sort of medicinal herb able to be used to hopefully help someone. A small but brilliant way to be able to help everyone.

Alice found this enjoyable since she was sure that a healer would also be able recognize these herbs as well. Yet, she found that the healer in the young adventurer group had not even given the small healing herbs a second glance.

"Why didn't you notice the healing herbs? You could harvest them to help your group." While soft, the battle healer who had been part of the group responded very quickly and with some nervousness.

"I can't use those, my skills only use some light mana to heal. I can't use the herbs to heal anything. They would just dry out while I carry them." Alice nodded as she listened.

This was a mistake that many young and inexperienced healers made. Especially those that did not have a pure focus and education about healing. Since this battle healer had leaned in to the battle side and not gone to the cathedral or what appeared to be many in depth classes about healing methods, she did not actually grasp the full understanding of what she should be doing.

"You should gather them. You should let them dry out. You should be ready to use them when you lack mana. Some wounds can be bandaged with the wetted leaves from that plant there. You should attend a class about healing without mana." Walker's attention was caught when he heard Alice speaking so much.

When he caught on that she was teaching about healing a little, he decided to pop in with a little lesson he had learned from Alice. "When I was learning more about healing, Alice showed me that wounds wrapped and cleaned with healing herbs could be healed with less mana or none at all since the body would heal them naturally. That will allow the more life threatening wounds to be exhaled with magic. Scrapes can be dealt with by the herb she pointed out just now. Battle wounds will need a healing skill."

The young battle healer adjusted the small backpack on her shoulders and looked at them with slightly wide eyes. "Excuse me, do you have a small extra journal?" Walker caught one of the apprentice map makers and he was quickly tossed a small extra note book. These small journals were just one of many that the map makers had. They were more than happy to share them if it would help. "Thank you!"

Alice took the small notebook from Walker and handed it to the battle healer, "Write these things down and share them with the others. They are a little ahead and Walker will be mentioning your formation soon." She smiled at Walker before he gave a little nod. Alice had known right what he was thinking when he was thinking it. Too perfect.

With a quick change of pace, Walker found the two shield and short sword users. He was right behind them while barely even putting the effort in to hiding his approach. On the contrary, he made it very easy for them to see him if they had been paying attention. Unfortunately, the pair was chatting away without a care in the world.

A small stomp of his foot brought the ground in to a muddy consistency. The small amount of water and earth mana he condensed there was enough to make the pair sink in to the ground a little. And with that, a small pat to their backs sent them stumbling.

"Both of you are the defenders of your group. Both of you were snuck up on and taken out since you have no one to watch your backs. Your healer is distracted because she didn't understand the uses of naturally occurring healing herbs in the wild. And I don't see your leader or mage close enough to help you. Care to explain?"

"Nevermind that, where are the map makers? Where are the others of my group? Can you see them?" They had not realized how far they had run off and how they had gotten so separated. But Walker did. They had yet to go out in to the wilderness as much and were making bad mistakes. Things that their leader should have been handling but had yet to do because of their own experience.

"Retreat back to your healer and maintain a formation. That is important in the wilderness at all times. When you are ambushed by an ogre or violent orcs, or any monster, you will be able to defend yourselves." The two appeared scared enough that they couldn't respond. They rushed back from where they had come from. Walker soon heard a small shout proving that they found their battle healer and Alice.

This left Walker with an easy task. Their tall leader and their mage who hid themselves in their cloak which was a little more expensive and with all her wands. Using his mana senses, Walker picked up on the fire mana surrounding the mage. He also found that the leader was also there, however, he was clearly lacking some mana.

Just a little walk by as Walker hid himself using the shadow wrapping skill, and he saw why that was.

"So you have a fire affinity too as the leader. You have been helping recharge those wands because your quick fire magic mage here does not have enough mana to recharge the wands and does not recover mana fast enough." the two jumped as he appeared right next to them. The mage wasn't even able to react and grab a wand in the surprised state.

"And you are both not ready for an ambush so being so far from everyone, even further than your two chatty shield and short sword wielders were, could not help you if you cried out." The quick fire mage glanced right at the ground. She had lost some of her haughty aura when Walker had found that she had a failing like this.

"You should receive mana since you are in the wilderness. If you are not able to lead properly, then you will not make it back and neither will your team. We will talk about this later., return to your team and prepare a formation with them in case you are attacked."

"And you, you will be training fire magic understanding. The amount of mana you radiate proves that there is no way you can hold on to the fire mana in those wands and use it properly. You bleed away mana too much. It's time to fix that." Walker had gone full teacher mode now. He couldn't just let them miss everything while they had the chance to grow on this little adventure.

#### Chapter 2364: learning And Tests

The two hours of training and tips that Walker gave to the group of younger adventurers made them perfectly understand just how far they were from being able to just go off alone. While they had wished to follow the steps of the adventurer group who became heroes, they had no idea that they had yet to even touch the surface of what they needed.

Walker had not lied to them though. He had made it very clear that his group had made the mistakes they had made. Not in everything, but they had not been as educated. While there were some ways that Walker's party could have grown before they became a party, they had not had the opportunities.

There had not been so many structured methods to grow and learn as Genesis had now. That was simply because there had not been anyone to unite and establish them. As Genesis had grown in to an alliance that every kingdom currently known was a part of, it had become a wealth of knowledge.

Methods to grow and share information would make everyone stronger. Since this young adventurer party was one of those groups, they would be able to take those lessons. With them, they could be ten, if not more steps ahead of the Walker's party than what they had been if the time was different.

It was a lot to hear from one of the heroes that they idolized that they were already better than the heroic party at their age. Most people would not imagine them saying this unless it was to make someone feel better. But, here they were, listening to it in all honesty and clarity.

There was also the fact that Walker explained to them different good tricks to help with what they were lacking. Mentioning the ways that Su would keep herself alert and moving to defend anyone with a shield at any time.

Her usage of twin shields really inspired the two shield and short sword twins. They knew that they might be able to work together to utilize similar methods while also adapting to an attacking style that used their simple fact of being two people. It would be interesting to see how they wished to develop these styles.

Twins were not impossible and even triplets occurred. Everyone knew this, but they rarely ended up with the same if not related classes. These two were the same. They shared the same weapon skills and ability to work together. If they kept at it, they would have an amazing chance to be able to carve out new ground with teamwork and their own classes.

This could be said for the healer too, a battle healer not learning a focus on healing who put battle first was somewhat rare since they were not being guided by someone raised around healing. The tricks and knowledge would adapt her style. Allowing for there to be a better usage of healing without mana. Allowing for that battle focus to be even greater. Walker had already seen the speed healing skill she could use.

A skill that heals minor wounds rapidly using a small amount of mana. It was a light affinity spell. But where it would shine would be when the party was blinded or stunned by a fire or some other strong attack that did not cause major harm. The speed healing skill could help everyone recover almost instantly from that potentially death causing stun.

The results of the leadership focus when Walker and Alice teamed up to speak to the tallest member of the young party was better. He had not realized he was putting everyone at risk by burning away his mana. He had not realized that his fire affinity could be better utilized elsewhere in learning with his skills.

Their leader had trained mana in a way that allowed him better control over his own mana. If he were to use that to focus on the fire mana around him, he could develop a mana sense using the natural fire mana in the air or all around him. With this, he would be a better leader who could give orders before something major happened. Especially when it came to potential ambushes.

The most change came when Walker had simply shown the wick fire mage a better method of using her fire mana. He explored how Remey had struggled with alchemy to a degree since she needed impeccable fire control to be able to protect a potion and the overall end result of that process.

By explaining that even the smallest amount of fire mana made in to a very small fire ball might be able to do more damage than a larger fire ball, the quick fire mage had an idea that Walker had pushed her toward during his demonstration.

The wands that she used were always full of fire mana. But they were just storage for that fire mana which she allowed to bleed out of them. If she focused on the fire mana and kept it stored better with her willpower, she could also change the size of the fire mana output by the wands. Instead of one large fire ball, they could be many smaller fire balls that were used over time as she decided.

Those smaller attacks could be changed to be piercing like fire arrows or fire spears. Just the idea had brought her to wish to make a fire needle. Something she would need a lot more training to do, but it made Walker feel he had gotten his point across. Especially when he saw the fireball that she had been working on the change from very large to half the size before accidentally dissipating.

"All of you have a better idea now, so take the lead. My group will not help you." Alice gave Walker a glance. They had made it through the open expanses of grassy and wild areas. Now they had moved in to a small grove of trees that had come from the expansion of the world. The grove had not been known for a long time, but it was now separating where the old merchant trails used to be when they would move somewhat near the undead ruins. Making it a little harder to get there, but also becoming an amazing place for some monsters to live.

This was also why Walker had pushed the young adventurer party to take the lead. He could sense everything ahead.

Watching the young group take their lead, Walker was glad to see the twin shield and short sword users take their positions on the sides slightly in front of the group. The leader remained in the middle keeping guard over their battle healer while the quick fire mage was prepared to release spells from the back.

It left a little to be desired since they needed a method to defend their backs, but that could be an improvement as they grew. Right now, they were moving together and were not focused on different things. They were also not chatting any more. They had to keep their eyes open and sense free to catch anything that might sneak up on their group through the trees which were perfect for hiding enemies.

When a flutter of what they thought was wind came from the leaves on a smaller tree nearby, the leader stopped them. A smart move since he realized he was not actually feeling the wind on his body. None of them were. But the sound of shifting leaves as if there was wind was still

coming.

"That little tree is moving, it shouldn't be." He pointed out right before the wick fire mage sent out a smaller fire ball. The reaction from the leaves on the tree was to flee from the heat

coming toward them.

The small flapping wings of what seemed to have been green leaves made the young adventurer group focus themselves even more. "Those are leaf moths! They bite and act like vampire bats. They will make you sick if they bite you too." Their leader knew these monsters. A popular pest in some forests and would fly in groups of five to ten.

All Alice and Walker needed to do was witness what the young group was doing. How they fought here and what they were capable of. Afterwards they could advise the group. Until then, they watched a weak opponent attempt to ambush the group and fail. Already a success for the young group.

"I think they will start to get much stronger now. I just hope that we don't find anything that could make them struggle too much." Walker had known these pests were here. Monsters perfect for a small test for young adventurers. His worries lay after this small grove in the lands around the undead ruins. Where he would see the changes that might have occurred due to more mana flowing in the world.

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### Chapter 2365: Grave Stone?

Once Walker knew that the young adventurer group was doing fine, he gave Alice a nod. She knew what he had planned to do since they were nearing the area that the undead ruins were. She knew that Walker wanted to get a closer look at the land around it and discover what had changed.

He had the best mana sense that was within the group. It only made the most sense that he would be the one checking things out. Plus, there were multiple scouts and other hidden figures with the group already. They would be taking care of anything that could cause problems while he scouted ahead alone.

While Walker used the shadow wrapping skill to do this, he left the grove of trees and felt the change immediately.

The distant tower which had been somewhat ominous was left half the size. The remaining had crumbled inward and around but that rubble was unseen from where Walker stood. What he felt though, that was interesting.

The manas were flowing naturally, he could sense all the elemental manas he had sensed before. But he could also sense that the undead were still strong in the area. The uniqueness of undead mana was enough for Walker to know that there was a significant amount of it.

The land itself had also changed. He could see that there were more freestanding eroded stones. Definity part of ruins, but not of the undead ruins which had once been the immortal chasing race's city turned undead city.

While in the elemental planes, Walker had learned a lot about manas. He had learned that they mixed and created entirely unique elemental planes or even just crossroads of elemental planes which might disappear at any second.

One such unique mana was undead. Not truly death and not life itself. Walker had always thought that undead might be a form of mana that was a mix of dark mana and death mana. But he also could understand if undead was a mixture of life and death. The only issue was that he could not understand either mana enough to understand if it was the truth that they made up undead mana.

Regardless, Walker could still sense more clearly that the stones and the ground itself radiated undead mana to a degree. Whether it had been the experiments over the course of many years by the immortal chasing race or not, this entire area was still able to make the dead rise again as skeletons, zombies, and whatever else they could become.

This was what led him to look at the stones eroding in the ground more carefully. Stones that were not shaped with edges worn away by time the last time he had visited the area. It was an unusual gray color that was different from the rocks on the ground and what normally remained here as part of the earth.

'Gray grave stone

This is a stone that was carved and once held runes to trap mana within. The various runes faded and broke over time causing them to absorb manas in strange ways. As this became the case and extended even longer, the degraded runes were able to absorb more unique manas until undead mana was trapped.

Experimentation that followed on the lands influenced them even more greatly causing them to fully become different forms of stone which allow for the undead to be attracted to them. This also allows for the dead bodies or dead beings nearby to be affected by the undead mana and change into undead after a certain time. This is even possible with skeletons that lack other manas within the bones.

The uses for gray grave stone are only applicable if there is the ability to even craft it. Having the affinity or the ability to control undead mana is very rare and requires extreme care due to the negative side effects that it can leave on a body. Some graveside craftsmen have even become undead themselves due to their mistakes while...'

The gray grave stone was an interesting piece of stone. It could have formed over a longer period of time due to the experimentation of the immortal chasing race. What was even more astonishing was the fact that it had not always been a gray grave stone. It had once been rune covered stones which degraded their runes in such a way that undead mana had been pulled in to the stones...'

The addition of the undead experimentation and just been the added bonus to the transformation and solidification of the stone itself. Meaning that the immortal chasing race had once used this stone as something else before their city began to crumble and the world began to shrink due to the changes in mana.

This was something Walker knew about. The immortal chasing race was around experimenting and causing harm before the ancient world had lost the flow of mana and development. So they might have even known about things like dungeons if Walker were to get more information from whatever crumbled and isolated history was trapped down underground.

Another small fact that really caught Walker's attention was the graveside craftsman, a class he had never heard of or a system that he had never heard of before the world returned to its proper flow.

If there were unique craftsmen like that, then there was a high chance that there could be many more related classes which needed to come to this area to begin their future. Whether that was a good thing or a bad thing was up for debate. Especially since the undead were a touchy subject already.

On one hand, intelligent undead had a very risky reputation now that the immortal king had caused so much trouble. Just that alone would make anyone who crafted undead mana or used undead mana to be isolated. Let alone, if they became undead because of their class and retained their intelligence.

The thing was, they could maintain intelligence and even grow to become a race. The vampires could be called half undead in a way since they did not die normally. But they were also their own race and had their own rules to sustain themselves. Making them alive, just very different because of their race.

So that left the question of whether undead could even become properly intelligent to become a race one day. Would it be possible that those who suffered from becoming some form of undead could hold their intelligence at all? The internal struggle left Walker with a lot that he wanted to study. Unfortunately, he had to keep looking around the area for threats and changes. Just the gray grave stone would be a large aspect that the map makers needed to add since it was a larger area around the undead ruins.

There was a little interference with Walker's mana too. Not a direct, but small interference because the undead mana was clearly stronger here. If he were to try and use healing mana it might be harder. Challenging healers who came here to guard their party's safety.

He also noticed that some plants they had grown in relation to the undead were here. The skeleton lily and the ghost bonnet were two plants that had been grown by Genesis in their experimental greenhouses. They were very tough to grow and had been found in ruins as seeds stored for the future.

Here, they were already growing and in much larger ways due to the undead mana. Something that the herbalists did not have access to create or bring to the plants in Genesis.

It could help enlighten the herbalists while allowing for a place to come to harvest them. Walker would have to make sure that the appropriate all around appraisals were done to be compared with the weaker and slower growing versions within their greenhouses. It could shed a lot of light on how to maintain and use these plants in the future.

It could also be a precursor to knowing what monsters might be able to appear here. It was surety that there would be some which needed these sorts of plants and other plants to survive. Now that they were here, they could awaken or be able to readjust from the monsters that had degraded over many years in the nearby areas.

It would even be more interesting if the undead monsters could feed on these plants and herbs growing with undead mana. Would that have the potential to lead to intelligent

undead?

Walker's thoughts nearly overtook him when he noticed the shambling figure behind a large outcropping of gray grave stone. Its movements were jerky, but its body was not as rotted as it could be. "A newer zombie undead..." He looked at it and used the all around appraisal without hesitation.

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#### Chapter 2366: Larger Undead Lands

Approaching the dodge of the rocking gray grave stone area, Walker could tell that there was very much more to the undead city. Within just the way the buildings had used to be open, they were not spread out. There were eleven a lot of different areas which appeared to have popped up around them.

"I wonder if the city was forcefully condensed when the mana left the world. It might be why some of the other ruins we have found seem so broken." Walker's mumbling made a lot more sense to him as he said it out loud.

They had always found ruins that had collapsed and were broken. Especially the careful crafting, it was no longer holding up. So much of that was attributed to the fact that nature would take its toll on everything. Especially with naturally existing weather conditions or disasters like earthquakes.

That wasn't even factoring the damage done by monsters of other races over time. Yet, there was the simple idea that this world expansion had happened in reverse when the ancient world and begin to lose the proper flow of mana.

The immortal king had spoken of a grander immortal chasing city. Everyone had believed that the city had become ruins and was always the size that it had been. However, if the truth was different, then there was even more that had been lost to the world because of the changes over the years.

So much so that even the immortal king might not have noticed it because to him, the years had passed and everything had fallen in to ruins. His mind had shifted to focusing on experimentation with undead and attempts to free himself. Why would he notice that the world and his own city had drunk when he spent all his time trapped in his own thoughts and the ruins themselves. He wouldn't have realized it!

When things changed over the course of so many years, no one else would be able to prove that the ruins or that anything else was changed and broken. This ruin had been large already. For the long number of years that people tried to steal things, explore them, or whatever else, they had managed to only risk their lives.

Now, Walker was beginning to scratch on the proper ruins left behind by one of the largest and final immortal chasing race's people. The final ruin with more information than what he had expected. Now that the world had time to adapt and the battle with Ignus and other dragons had brought even more mana to the area, it had revealed much more of the true immortal chasing race ruins here.

"This is very different." Walker couldn't think much more as Alice and the map makers had caught up to him. He knew they were coming so that's why he had not entered closer to the undead city. Or what had once been the undead city and now looked much different and might still be changing in a way.

"I think that all the mana that the dragons brought here helped wake up the world kind of. Basically, there was a much larger ruin here and the immortal king lost the control over it because even he was weakened over the years. If he had gotten to the undead elemental plane or gotten more control over mana, we would have lost."

That was already a fact. Walker could sense and feel this. There was also a reason that another origin being had intervened. The balance within the elemental planes was much more important. That was a fact. Regardless, there was still the clear fact that the immortal king and everything that had somehow survived from ancient times had become too weak.

If the vampires had not lost their race's information and history due to their own race enslaving them, then would they have known more? Or had they still been young compared to the immortal chasing race?

There was little known about their interactions in ancient times. Even the angel race had fled and gone to another continent. The ancient angels had been seen as lesser by the immortal king meaning that they were most likely not as strong. Still an opposition because of tier numbers but not enough to fight off the immortal chasing race as a whole.

However, the vampires had been magically powerful. Meaning that they should have been able to put up some fight against the immortal chasing race. Or at least that was the best theory that Walker could come up with.

Even the history left behind by the immortal king was somewhat ruined though. He had been using all the resources and information to create undead and alter the subjects he had trapped. Whether they were monsters or not, they had all been victims to his race. Any information that they discovered regarding history would most likely be unethical and clearly evil experiments to discern certain skills or manas.

All their attempts to become immortal made their race known as immortal chasers. It begged the question of whether anything left in any of the ruins was truly useful to learn from or would be adding temptation to do more of this evil to the world and the races who might study it. Walker's clear mental struggle did not appear lost on Alice as she somewhat got the gist of what he was thinking about.

"It's different but still broken." She leaned in to him for a moment before looking at the ruins.

She could see different buildings that were not made of wood. Proof that the ancient aspects of the immortal chasing race they had all seen were really just the smaller parts that had been smashed together as the world changed.. The lower quality buildings where experimental subjects might be held. Places where food might be stored.

The clear roads that had been made which the immortal king had described at one point were easier to map out. Where things had been built over time and were not broken apart again because of the shifting of space due to added mana flow was clear to Walker as well.

"The ruins are larger and we might be able to find some lost materials or items. We also have to remember that there are undead here which could be awakening due to the undead mana. The stones around the entire area are teeming with undead mana and will continuously awaken undead or create them. We need to ensure safety." He looked back at the young adventurer group who had sat down and begun to rest since they were more than tired after getting through the grove before this area.

The map makers had already started working furiously while a few of the hidden guards showed themselves. They had younger assassins and scouts with them by their side. When they had approached and sensed the uneasy mana all around them, they had gathered the younger ones learning their skills to ensure safety from this point on.

"As you all understand, the world has reverted back to the size and flow of ancient times. It is still doing so. The destroyed sections of the undead ruins are just a small part. The battle here helped to awaken the true lands that were once the ancient immortal chasing race's city. The danger is still high and the highest ranked adventurers or groups are allowed to enter. The young ones are allowed to scout the outskirts but must retreat at any sign of danger." While the younger groups did not enjoy this, they understood what was being said. The scouts trusted their skills but they had not even sensed their elders around watching them and sneaking around them. A scout not knowing another scout was right behind them? That was rough on their ego and they needed to get stronger. The same could be said for the young adventurer group who didn't know any of them had been there.

"I will take the map makers in to the air to get a good view of the lands. Remain here and make a small camp. Afterwards we will scout the area and avoid the undead like this one." Walker had used earth to trap an undead before they all got here.

"This is a zombified wolf. This is a grayback wolf that died here and recently became a zombie. You can see evidence it was bitten and attacked by another undead. That means new undead which will have stronger bodies than the weaker and older rotting zombie undead are around. This wolf can't feel pain and will attack no matter what."

He used the earth he controlled as a prison to the zombie greyback wolf to trap it even more tightly while everyone examined it. There was sure to be many more undead around and while the map makers worked, he would observe.

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## Chapter 2367: Like A Poison

Once in the air, the ruins that Walker knew were proven to be much further gone than he could tell.

The tower which had been broken that remained within the center had been surrounded by a decent amount of open space. Afterwards, there were many smaller wooden buildings with some stone mixed in. but now, there were way more stone buildings.

The wooden rotting buildings that survived because they were affected by the unique state of the ruined city had finally been agitated enough from battle sand from the change in the area again that they crumbled. The remnants were just piles of further rotting wood that could not be properly maintained by the undead mana around.

There was also not a force of strength that was maintaining them. The immortal king had the undead so what maintained the falling apart buildings as they moved about? While imperfect because a proper focus was not given, it was still something. Just enough to keep them standing.

The structure of the ruined city was clever now. The large street which had been filled in by rubble over time showed that the efficiency was high. Something that Genesis could actually learn from. Even if Walker wanted to ignore it out of spite.

Then there were the larger buildings which had clear faded markings of runes. Runes that he could vaguely feel pulled some mana into them to maintain the rune formations and whatever the urnes had once done.

Since these larger stone buildings remained, Walker could tell that they were once much more important than the others. Their size prompted him to think of them as storage areas the very same that were made for food storage. And that was most likely the case.

Yet, for the immortal chasing race, they did not focus on food. So if not that, then what could it be?

Test subjects.

They would have had many of their trapped test subjects isolated in places all through their city. That way the researchers could go and collect or store their experimental subjects at any time. Whether it was to get rid of them, or to start a brand new experiment. It was perfect access that allowed them to keep developing.

That was one of the issues. The immortal chasing race had been evil and done a lot of evil because of their twisted desire to be immortal and never die. That had pushed them to learn so much from their horrendous acts and allowed them to gain much more strength over time. So much so that they had built a much more established city than Walker had realized.

There were also places that had clearly been left open. What might have been fields of herbs or for training and testing? Whatever it was, Walker could sense somewhat different mana flows. The strange shapes in the soil proved that something might be underneath. Whether it was going to be roots or not, he could check for herbs from ancient times that had been awakened as well.

They already knew that there was a very high chance that a lot of what was left from ancient times could be found alive and thriving. Monsters that had gone dormant had already been an issue. Ancient plants had begun to grow from seeds or roots already. Then there were even ancient races like the cloud fairies who had been isolated because of powerful individuals.

All proof and a chance that there was more waiting within these now larger true ruins of an ancient race.

Stepping down from the air, Walker made sure that all the map makers were able to land calmly. He had used a decent amount of wind mana to keep them floating in place. Yet, he didn't feel the least bit tired. He had actually managed to replenish more mana than he had used which could be called extraordinary.

It was all the times he had been learning and manipulating his mana that were paying off. However, he still didn't like the feeling around here. The undead mana was a mix of life and death mana he could not place. His sense for death mana was still very minimal. Being able to counter it with life mana might be possible, but that was just in case a large amount was there.

If he had to counter life mana, all bets were off. Walker would have to hope that whatever happened he would have a better control of life mana than whatever he was battling again. That was just his simple truth right now. Not that he was certain life mana could be sued against someone. He wouldn't be surprised though.

"There are more zombies around. All of them seem like they are monsters that traveled the general area and came here after the lands returned to the size they should have been. I bet that with this, there will be even more monsters we have not expected from the undead too. Not to mention whatever else appears as more mana comes in to the world. We just had another bridge to the elemental planes open." Walker's stress felt higher and higher as he learned more.

The fact that just a battle here had spurred the replenishment of enough mana to return this entire area to how it was in ancient times told them a lot. Other areas might be stuck too. Waiting for the mana from the elemental planes to flow through and return it properly. How many ruins had they found so far that were only part of their true size?

"While you were gone we have trouble." Alice pointed at some degrading bodies. They were different monsters, they looked like zombified felines of some kind.

"Lady Alice used light to purify them and they began to rot much faster. I believe that they had a dark affinity before they became undead. They were nearly whole bodies so I can assume they were influenced by something larger or potentially living here when the undead mana became too dense for them."

The report of a scout matched what had happened and another theory that Walker had. "Undead mana can act like a poison for people without proper resistances. Meaning we have to send everyone back. Especially those..." Walker trailed off while he was noticing the lack of someone. Well, someone.

"Where did that group go and why are there four scouts missing too?" He could count and notice that there were multiple scouts and the adventurer group missing. Even a few of the assassins in training who had been guarding had disappeared too. Meaning that they had all gone to patrol or explore.

No one said anything. As up to the last few moments they had thought there were only weaker undead in the area. Nothing major to threaten them or others who were weaker than them. Especially since the

adventurer group would be in a larger group now to protect and be prepared for whatever was around them. Safety in numbers.

But that would do nothing against the undead mana which might act as poison to them. Even their larger numbers could not raise their levels and adjust their resistances to manas as a whole. "We are going to get them and start bringing them out. Their battle healer won't have enough mana and knowledge to be able to give them all some buffs to resist mana flow from around them or even be able to use purify skills on all of their bodies. Anyone weaker needs to leave the area now."

Looking at the map makers made them all understand. They were strong and had resistances to be able to go to more dangerous areas and create their maps. Whoever, map makers were not born fighters. Therefore, They could not constantly resist and handle the fighting. Meaning that they had to be escorted away from the safety of everything. Any younger members of the remaining group were also being led away.

Alice stayed right next to Walker. She was humming slightly which made some light mana gather and move around everyone's body. It was her way of testing to see if a little song of purification could affect everyone.

It was slight, but everyone's faces grew a little warmer. None of them had even realized they grew slightly paler as they had come in to this undead mana Infused area. It had been just enough to cause them to weaken but gradually. Their resistance were high enough.

If they stayed here for longer it might be worse. If the younger members stayed... Walker didn't even want to consider it. They already had some proof that even living monsters could become undead by staying here too long. Their darkness affinity had ended up working against them and causing internal decay which worked together with the undead mana.

"Let's get moving. Alice will keep a small song going the whole time." She nodded to Walker while staying close to him.

#### Chapter 2368: Undead All Around

Catching signs of the young adventurer group was easy. They had already learned which direction they had begun to travel. Their footprints in the mostly untouched ground stood out for the scouting abilities that Walker possessed.

The issue was that there were either footprints as well. Tracks that proved that the young adventurers had been followed soon after they had gotten away from where Walker had been just moments ago.

This wasn't a surprise with the fact that this entire area was full of undead. Some of them were newly formed and might still have better senses which could help them follow prey. For these undead monsters, everything was prey now. Even the predators that they used to have would become their prey since they couldn't feel fear any longer.

Judging from the number that Walker could count, there were easily twelve of whatever the monster was that would be following the younger adventurers. It could be more, but he was also trying to keep his sense spread around him, and focusing entirely on the tracks that he was following would not get him as far as he wanted.

The reason he said this, was that he had just spotted another undead monster struggling to move through some taller perfectly dried gray grass.

'Skeleton crow

This is a skeleton of a crow which has been reviewed by larger amounts of undead mana. The density was enough to fill the hollow avian bones which this monster had. It is not enough to awaken any traits that the monster had when it was known as a scarlet feather crow. It was enough to bring it back with some of its tougher aspects.

The scarlet feather crow was known for its extremely sharp talons and the knife like beak it possessed. This skeleton crow has the same features making it a nuisance to anything that crosses its path. However, it is slower than what it used to be since it was not used to traveling on the land and more comfortable in the sky. Defeating it is easily done with...'

The all around appraisal gave Walker enough for him to know that he shouldn't try to handle this monster. Instead, he started to channel some light mana. Not that he was quick enough. Alice changed the humming in to a short sung phrase which caused a small spike of light to condense and pierce the skeleton crow. It was purified quickly leaving behind the bones which Walker made a quick move to collect.

There were good reasons that there would be bones around. Every single land of the world had bones. The remains of ancient and even the monsters or races. They could always be just below the soil or just under some tree roots. Some even rested at the very bottom of the oceans where no one would ever see them again. But they were there.

What worried Walker was that this was from many ancient monsters he already learned was not brought back as an indeed by the immortal chasing race or the immortal king when he had been here. Meaning that this land had been somewhat less consumed by undead mana before the mana of the world had lowered and this land had been isolated by space.

While this was just part of what had happened with the mana and the world, Walker wondered if there would be other monsters awakening like this. The undead might not be increasing yet because there was too much mana for them to be affected by. However, that was a higher potential as time went on. That the undead would increase in number and even strength. What could it mean if there were many monsters that wandered in to here?

The issues with people sneaking in to scavenge the ruins or to adventure without approval had been very frequent in the past. The human kingdom had struggled to handle it and even with the speed that Genesis could get people here to patrol the outer edges, it might not be enough. The lands were very large and without proper building of villages or cities right next to this dangerous place, patrolling was a waste of resources.

It was another tricky situation that would stick Walker in the Genesis building with both paperwork and a long conversation. At least right now he could hear the young adventurers and make a change with his hands. He didn't have to worry about thinking through a hundred different potential laws or regulations with the others.

'Rot dog

This is a wild dog that has been displaced by the flow of mana and changes in the world. Instead of being able to absorb the wind mana and awaken the bloodline to become wind stepping hounds, this pack was hit with a powerful wave of undead mana as the world expanded.

This has returned the zombified doge with dark mana from ancient times that many dog and hound like races had the chance to become upon death to the world. Their bite transfers a deadly dark mana which leaves behind lingering rotting. Some even called them the cursed dogs because the dark mana must be purified by light mana. While this is similar to a curse, it is not the same.

They have a brutal porosity the more that they are harmed. This is because the dark mana in their bodies leaks out more and more causing them to become aggressive. They do not feel pain because they are zombies. They also have an innate desire within their remaining instincts to remain with their pack. Some of the packs could range up to groups as large as a hundred if not destroyed in...'

"Of course they achieve the remaining instinct to stay with their pack. Everyone, the bites from these rot dogs will leave behind decaying mana which will rot your body too. Be careful and try to cut their joints to stop their movements. They can not heal."

The two shield users in the young adventurer party had stationed themselves with the rest of the group behind them. They all were using a large broken stone from what might have been a building in ancient times as cover for their back. This left a wild and rotting pack of rot dogs at their front.

The jerky and broken movements from the rot dogs showed how they had not been undead long, but were still dead. Their bones inside their bodies were broken and they could not move. Some of these injuries were from the party resisting their attacks. It was a good thing that despite a few bites Walker could see and sense dark mana in, they were fine.

Surprisingly, the battle healer was not even holding her weapon. Instead, she had been focusing on healing the leader who had a severe bite to the arm. The quick fire mage clearly had very little mana left and could only send a few more small fireballs she struggled to control out. Her mind was fading because of the overuse of mana.

But that fire was easily taken by Walker since two of the rot dogs were burning while walking forward toward their believed prey. The fire mana with Walker's control became a wall of flames that burned much greater than what they had in the quick fire mage's hands. It was enough to begin breaking down the rot dogs' bodies as Alice started to sing a larger song of purification to break down the rot dogs and also heal the young adventurer party who had clearly become much paler.

The only issue was, all this commotion had attracted something Walker did not wish to see.

'Death vulture

A vulture that feasts on the rotting flesh of monsters and anything else it can get. While small in numbers, they are very tough and are always considered a pest to the farmers due to the attacks on livestock and eventual breeding of disease from their attacks.

However, with the greater amount of undead mana, they have properly awakened their affinity for it and even their affinity for death mana. While small they are able to cause greater damage and even project undead and death mana in to their victims. Causing that person or being to begin to die with even smaller pecks and claw attacks.

This only gets worse as they gather together to feast in larger groups. Due to this, they are always frenzied and will attack larger groups of monsters to weaken and kill off anything. They even love to feast on zombified bodies because they are immune to the illness within. When they perish, they become five times stronger because they give up their innate and small death mana affinity to become purely undead. Their actions become even more erratic but they will still not attack one another...'

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#### Chapter 2369: Not A Ruin

"Those are not normal vultures." Alice's whisper was her pause right before changing songs. It was mostly for her to ask Walker what was going on since she had no idea what they were.

Most people knew what a vulture was, there might be a few species, but for everyone, they were signs that something dead might be nearby. For adventurers, they were signs that there could be a larger group of predators nearby.

The vulture species would follow the pack of monsters or the large predator and eat from the remains of their hunts. A perfectly balanced relationship that would actually help protect more people in the long run since they could avoid the dangers that came with that predator.

However, these vultures had ink black feathers and their beaks and talons were white. While Walker could only see one that had lost some of its body to become an undead, the dark mana around its body proved to be more of a boost to the other death vultures around.

Meaning, that the entire flock had been attracted by the rot dogs as they could be food as long as the death vultures managed to avoid the attacks of the zombified monsters that the rot dogs were. That

way, the vultures would eat from their rotting bodies and follow them in hopes of always getting a snack.

But right now, the young adventurer party was weak because of the undead mana around and the simple fact that there was plenty of other issues they needed to worry about. Like the fact that the rot dogs were still attacking even though their bodies were burning. Not all of them had been eliminated by Walker.

That was another terror of zombies in general. They didn't just stop when they were burnt, they couldn't even feel it.

The death vultures saw this as a chance to just hunt more. And with all the commotion, scent of rotting and burning, and then the changes in mana it showed signs of battles. This pushed their natural instincts to come and enjoy the feast. They could have been pushed away by the fire, but since they had death mana and naturally lived in areas with undead mana, they could care less.

Becoming an undead was just a part of their lifespan in a way. For the death vultures, when they awakened their innate affinities and changed from another species of vulture that only relied on dark mana, they had become much more powerful by comparison. The fears that they had innately were gone with the wind.

Things would just get tougher when Walker noticed that the decaying dark mana in their feathers actually managed to repel the flames a bit. Their feathers did not outright burn when he directed fire attacks at them. He had managed to utilize the fire mana that the quick fire mage had left around in the air to start a grander flame wall. That was all though.

"This is frustrating." Walker channeled the light around them that Alice gathered. He knew that her song of purification had already started to degrade and break down the rot dogs that were still moving. Her sharp changes in pitch were her signs that she was creating and sending out spikes of purifying light. Not her most powerful attack but it was focused.

That focused light was enough to cause a lot more damage to an undead and actually caused the purification effect to radiate from the light spike. The only issue was that the attack would not last that long with the fact that the light mana bled out of it so quickly. Not that it didn't do the job it needed to do.

Feeling that the light mana and the fire mana were already mixing because Alice had made light mana too prevalent just by her being present, Walker made the flames change. The burst of white and the loss of the flame wall shocked the young adventurer party. It also shocked the death vultures.

While the young adventurer party was completely unsure of how the flames changed or how they even worked, the death vultures felt fear. The sudden change in the flames had stopped the dark mana from being able to resist the fire as much as it had. Now the light mana was causing opposition to the dark mana they used and had flowing out of their bodies at all times.

The end result was that there was a lot more damage bringing down to the death vultures. They could feel the dark mana becoming erratic due to the opposing light mana burning away at their feathers. The fire was actually getting to them now too. And they could not rely on their slight innate death mana affinity to do anything to help them either.

The scene of them falling to the ground and flailing without being able to let the manas within them consume them and push them to become undead was also something the young adventurers were shocked to witness. They had no idea how everything worked, it just seemed like Walker moved a hand and miraculous changes occurred.

Even the remaining rot dogs had ceased their movement with light spikes still in them and white flame consuming them until they left only ash behind. "Right now we are in a dangerous area that is making you sick. Your wounds can be treated as you are carried outside of this area. Just focus on your mana flow and be patient."

That was that, a firm and commanding order that they could not argue against or resist. The young adventurers had believed that Walker was more of an older brother figure. Someone who was teaching them but also could joke around a little. Maybe even more like the researchers and the magic fanatics they had seen or met before.

They were wrong though. He relaxed because he could. He had the power to do amazing things with just a slight movement. He kept himself field back and allowed himself the joys of being part of everything he saw because that was his foundation. They could see that in his firm words and current actions, he was more of a leader residing over everything than they understood.

The way that the young adventurer party's leader saw it, Walker was able to shoulder burdens greater than what any normal person would ever be able to consider. Simply because that was the will behind

his own action. Not because Walker was just trying to lead because it was a dream he wanted to achieve.

The flames though, the quick fire mage could not stop thinking about those flames. They were part of her now, they rested in her mind and she had sensed the mana within them. Light mana and fire mana mixing together. She couldn't have the affinity for light mana, but the fire mana was the key to those white flames.

As she was moved, she wanted to see them more. Wanted to grasp why and what they really were. Forget about being the fastest fire ball attacker, if she couldn't change flames to be what she needed, then she was always going to be weak.

When it came to the battle healer, she was just stunned. She could feel her wounds and even her body overall becoming better with every step. The soft song that Alice barely spoke was enough to clear away even the general fatigue she had felt from the entire journey. How could someone be that adept?

When the two shields and short swords using twins looked out, they did not feel awe or wonder. They felt terrible. Their leader had been harmed because they had not been ready to attack. Their styles were weak. Their attacks were weak. They were weak.

So what if they had been told a tiny bit of what made the true draconic guardian Su powerful was? Who cared if she had the styles and the developed training to be that strong? They couldn't use it because they didn't learn enough to make a single bit of it theirs.

They needed to become ten times, if not a hundred times better. This trip wasn't just a showing of how little they were in the world. It was proof that they should not have stepped a foot from their home without training even more than they had. Just because there were two of them did not mean they could stand on one side alone.

Walker could see all the thoughts racing through the young adventurer's mind. He always felt that way. Evaluating what he did wrong and how he should change his ways. He knew his family did that too. So, he let them think. He would not suggest a single way for them to improve. Instead, he focused on the problems of this entire area.

It was a land of the undead now, not a single undead ruin. But even that was part of the world's balance.

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## Chapter 2370: Transparent

The healing showed a lot of what needed to be learned about both dark mana and of course about undead mana. Walker could see that the more potent wounds caused from bites and the dark mana being left was very dangerous. The skin and muscle around did not instantly decay.

He could use his mana sense and the knowledge that he gained about healing from others to see that it first caused the muscle to seize up. This caused the muscle to become too tense for blood to flow properly, it also caused bruising in the skin around it. The reaction was also due to the smaller blood vessels beginning to rot. An overall terrifying effect that would have made many healers without proper experience call for a veteran.

Since this was a much stronger effect from a bite containing dark mana, Walker knew that there would have to be more research in how the attacks of some monsters had changed because of the increase in dark mana. He would have Mordant focus and lead this endeavor since it was just the best option.

Since Mordant had mana understanding of dark mana much greater than anyone else before the changes in the world, he could gather and produce a clear report about the differences. From there, they could work with dark mages and other dark affinity class users to prove that there could be ways to handle this.

Some of the healers had been using light mana primarily, however, healers within Genesis were not bound by one mana nowadays. While rare before the world had returned to proper mana flow, it was clearer now than ever that the classes allowed for there to be healers that utilized all manas as a method of healing.

While it was a theory that some manas were not as good at healing since they did not have purification effects innately, that was just a theory without proper proof or disproof yet due to the lack of overall information. Hence why it was a big piece of gossip when there was a flame healer, wind healer, and even a dark healer recently.

All of this was still secondary when it came to the entire lack of information about undead mana. There had not been a necromancer, undead mage, or undead anything that had been part of Genesis as of yet.

This was sure to change though.

Having a land of the undead being part of the world right now was simply proof that the balance of the world was grander than what they had all relaxed. The immortal chasing race had not necessarily always been a part of that land but had actually been a seed on that land that allowed it to exist.

The loss of mana to the world to a high degree had stunted the world and caused many places to be lost to unknown and strange spatial phenomena. Walker was more sure that it was the world using space mana to protect itself than anything when he realized just how much the world and everything within grew after mana returned.

If there was a land that could become a land of the undead, then just like the many elemental planes, there had to be areas that would eventually reflect those elemental planes. Not entirely divided but part of the perfect balance of the world in its entirety.

The undead mana was a mystery and could facilitate a new phase in the growth of everyone and everything. When new classes appeared, they would have to be studied with caution since the undead mana could potentially harm the wielders and those around them.

Whoever, if used properly, the knowledge could be used to defend against undead mana in this new land of the undead. Not to mention keep track of the newly born undead and even the ancient undead that were appearing. At the end of the day, Walker knew all of this was possible and he would have to follow closely as time went on.

That's why he took the time while they moved to speak through the communication crystals. Allowing for everyone to know of the undead lands and the risks there. He also made sure that Clara understood why only higher ranked adventurers would be allowed to go there. Not just because there was a risk of the younger and weaker adventurers becoming ill and dying there, but because there were packs of undead monsters now.

That was the main focus. If the undead were not bound to the area for any reason other than the undead mana that they needed in the area, they could travel. Meaning that for miles outside of the undead lands, certain undead monsters might roam. And with the large concentration of undead monsters that surely remained within the ruins of the immortal chasing race's city, they could leave there in droves if bothered.

That was a risk many did not wish to hear or take. But for the Genesis representatives, it was an important fuel. They had all pushed for the villages, towns, and cities to reinforce themselves since the wilderness was changing. The monsters outside the wilderness were very dangerous and some even changed so radically that the current information was not at all helpful to handling the risks associated with them.

Since so much action had already been in the works for preparing these defenses, many people praised their actions. The many guards who had been brought in to different training programs became instantly reinvigorated as the Genesis representatives shared the information on the newly altered and documented undead lands.

So many had already heard of the dangers of undead and knew of the entire story about the immortal king's experimentations. The immortal chasing race had also been shared, their known history and gruesome actions were well known now. Since this was the case, the transparency from the representatives had just become more inspiration.

Being able to share this information and it not cause panic also showed a lot. Walker hadn't even been away for an additional day on his return journey and he was receiving communications crystal messages about how Genesis was calm and prepared to keep pushing forward their plans.

One in particular was showing a surprising amount of new effort.

The flying ship which had passed many tests in smaller forms and even been redesigned at a few important hurdles proved to be advanced by leaps and bounds.

The idea that there were even more monsters with dangerous affinities like a stronger dark mana and even potential flocks of undead monsters inspired people to put in harder work. As such, they began to prove that the fly ship project was nearer and nearer to being completed.

This also stemmed from the fact that the cloud fairies would be able to get above Genesis properly very soon. Their safety in the sky was a reason that the flying ship and those who could fight within the sky were more important. Not only that they needed to protect this new race who needed to learn a great deal that happened while they were isolated, but because there were potential dangers resurfacing that could harm them.

The flying ship would be the first major air based transportation and battle power other than just the forces who could fly themselves. The angels had the floating cities, but they were damaged from years of being unable to repair them. Their loss of history in that respect had been why many of the angel race flocked to help the growth and building of the flying ship.

The simple idea that they could return to their homes and repair the floating cities along with potentially raising even more was enough. A dream that would inspire future generations of angel craftsmen and flying ship related classes. Something that Walker wished he could see sooner rather than later.

But when he heard that by the time he returned, that the mana crystals, mana gems, and rune formations within the flying ship would be activated to begin the preliminary preparations and mana absorption, he knew he had to be part of it.

So many people had worked on it. He had seen the designs. He had seen the building. He had even helped a little here and there. But he had the control of mana that would be able to assist with any issues that could destroy or break the flying ship in this important process.

He was also certain that just having him there would reinforce the minds and will of others. While Walker did not like to admit it, he had a reputation. He could make amazing things happen even if he was just the small driving force here and there.

If he were at the flying ship when all this happened, people would relax enough to keep their minds clear. And even that little bit would make Walker feel even greater pride in the future

ahead.