

## Master 701

### Chapter 701 - 701. Speedy Building

After Walker shrugged off the strangeness that came with Onyx's ability to make fast friends he focused on the fact that the newly awakened earth spirit was completely fixated on the elder. "I think that the earth spirit likes you and your forging hammer." Walker laughed slightly as the elder lifted the hammer.

"Well, this has been my hammer for some years. I have a closer relationship to it than anything. I add my mana to it constantly. It's made from some pretty good materials, you know." After showing off the hammer the earth spirit again sat on it and watched the elder.

"I guess you will have a partner for some time then. The earth spirit will most likely stay with you. Maybe you will modify your hammer to be a dwelling tool for it." Walker's suggestion ignited more fire in the elder but he shook his head.

"First I need to make those little ladies gloves. Then I will ask you for you to teach me to speak to all spirits. After that, you should make sure Grey is working well. I feel like he might get too caught up teaching those apprentices. Sometimes he gets very focused and has hours of lectures all at once. It's either all or nothing with him." The elder knew Grey well and expected that he would still be lecturing.

Walker knew that this was definitely the case since Grey had still been speaking when he left Grey's work shop. He had learned something interesting but needed to return to the elders' forge. "I feel like we will need to wait some time for the golem to be ready. But I don't mind. If we do that we can relax and explore a little more here before heading home. I think we will be pretty popular as we introduce everyone to the spirits." Walker knew that this would happen no matter what. The dwarves were not familiar with spirits and it was best that the kings understood what was happening.

"I think that Zephyr and I are going to the crossbow crafters' workshop again. We want to see how the bow works. Don't worry though. We won't use the bows' skills until we are comfortable and absolutely need to." Gil saw the chance to head out on his own and Zephyr rested on his shoulder as they left.

"If that is the plan then I should go and check on those injured. I want to be sure my help is no longer needed." Su had been worried about those who were still unable to recover enough and wanted to be sure that she had helped enough. The earth spirit rested itself within the earth dwelling shield and they were off as well.

"Don't look at me. My new alchemy partner needs a dwelling so we can better make potions and punch monsters." Remy wasn't sure if Walker was looking at her because he thought she was leaving too or just because he was going to ask her what her plans were. "After I will set up a plan for the two dwarves who will leave here with tools and head toward the location the new city will be built. They and a few of their personal golems are going to map out the start of the alchemy guild building." Remy was proud of her forethought and Walker couldn't deny it was smart to send the dwarven alchemists ahead since they would have the best input on how the alchemy guild could be built for potion making efficiency.

Midnight and Onyx were currently enveloped in conversation with the fire spirit. Since Midnight could now easily speak to it, Onyx could also through her. It was very interesting for Midnight to play the role of translator instead of Onyx and she was enjoying it. The shifting shadows under Onyx were only interrupted when the dark spirit would look about. However, Walker had a feeling that it was finding itself at home.

"Do you guys need help with the forging?" Walker wasn't sure if the elder would need help since Remy and the alchemy fire spirit were there.

"Hmm? No no. Go and make sure Grey is working hard." The elder just shoed him away and with the spirits remaining closer than ever to Walker he went back toward Greys' work shop.

With that, Walker followed the path he had felt like he had gone back and forth between too many times now, to Greys' work shop. He could hear much more noise and the sound of tools before he actually reached it. The fire spirit that had the dwelling core was still with Midnight but the spirits that had decided that they would go with him were hanging around him full of curiosity.

The scene that welcomed him was radically different. Grey was rushing around taking part after part from his apprentices. There were multiple directing each other while looking at his blue prints and handing off the parts. Grey was moving so fast that Walker wasn't sure what was going on. All he knew was that the dragon style golem had radically changed.

Instead of a skeleton of metal bones, there were still cooling parts and gears that made up most of the body. Walker could see the cyclops flame staff already in place with multiple runes carved near it. The base of the tail had already been created and on the end, Walker found that a retractable barb was placed. Same with the claws and teeth.

The scales were piled up on tables nearby. "Master Grey said that he was going to focus. He called all of us to watch how he worked at his full pace. If you want to watch you are free to but be careful of the

movement. One mistake can ruin a part." The apprentice that stopped to warn Walker had a few small tools in his hands which were quickly snapped up by Grey as he carved some runes into a gear. The entire process was mesmerizing.

#### Chapter 702 - 702. Hands On Learning

It was clear that Grey was using some skills to move as fast as he could around the room and assemble the parts. The gears were being tested by the apprentices to make sure that they fit together properly and functioned. It was a process that Walker never imagined he would witness.

The speed that runes were carved was also a surprise to Walker. He thought that they needed a significant amount of mana and time to be added. However, here they were being carved with speed and efficiency. Some parts already were inscribed with runes before they were handed. It was amazing to see how accurately they fit together making a continuous network of runes inside the golem.

When the grand fire elemental mana crystals were brought out, the spirits all reacted with their own curiosity. They tried to move nearer to examine it and were shooed away by the apprentices. Their curiosity didn't make them a danger to the process but distracted them. "Stay away and come watch with me. I know it's interesting but if we mess them up we won't see the fire spirit test its' dwelling."

The spirits heeded Walker's warning as the grand fire elemental mana crystals were fitted into portions of the dragon golems neck. These were paired with multiple ruined gears and mana gems that began to absorb the mana from the air. It seemed that the runes were going to fill the mana gems before the fire spirit even needed to worry about it.

"Get me the outside armor! I want that tail to be linked and fitted as soon as possible. And I swear, if those retractable ember bone spikes aren't ready in ten minutes I will send all of you out to the mines to gather more of the roaring copper I used to balance the rune strength." Walker wasn't fully sure what the materials Grey spoke of were but the threat kicked the apprentices into a faster speed.

The outside armor that was being fitted on the tail in just minutes were paired with small parts being added along the tail. The ember bones had been coated in this roaring copper alloy that Grey was talking about. The fire elemental mana was sticking to them very strongly and Walker was sure that when mana was pushed through them that they would cause some serious fire damage to an opponent.

The spike at the end of the tail was being tested for retraction and Walker jumped a little when it retracted and then shot out again. It would make a very surprising weapon. Before he could blink, Walker was watching larger and larger parts of the golem being brought out. The scales being placed

were shiny and rune engraved but also heavy duty. They didn't look easy to break and the thought that they would be damaged and fall off was just too crazy.

"Get your slack jawed butt over here and learn to put on scales. I won't be fixing this on your journeys." Grey yelled directly at Walker. It wasn't that he was angry but Grey was in full master golem builder mode. He would not be letting anything stop the golem from always being in the optimal form.

"These each fit in to these slots. The runes will become damaged and another will slide in to place. That is what the core will dictate and how it will function. Collect the damaged parts at the end of a battle and slide a new one in like this." Grey showed Walker how he slid it in then handed him a scale.

Walker slid them in as he was shown and then Grey continued, "These are all working properly and should flex and move with the inside gears of the golem. It will keep it fluid in movement. If a damaged scale is here it will slow the movements of the entire golem. Each part works together just like a real body." Grey wanted to be sure that Walker understood why he was being taught these things and how it would affect the golem as a whole.

'The skill gear repair has been taken from the fix it system. The skill gear repair has been automatically learned through taught actions and guidance from a master.

Gear repair- passive

The user can better understand the inner workings of basic gear, machines, tools, and most other crafted items. The user will be able to deduce the issues and work towards repairs. This skill is a learned skill through many experiences. This skill is a base skill for many crafting skills in the entire world.'

Walker happily read the skill and continued to follow Greys' directions. The skill he had received was not rare or extremely advanced, but it was a major step in to him gaining proper crafting skills in the future. He had only scratched the surface of many of the crafting skills. This made him too focused on battle and .

"You know, I might need to learn to craft things more. Think you can show me a few tricks before I leave?" Grey raised an eye brow at Walker.

"Well, I need to test this golem and adjust things with the fire spirit. You could leave but I recommend you stay anyways to take this with you in the end. So it works out that way. Feel free to learn what you can." Grey had no problems with Walker learning more. He had many apprentices and having another running about would only be better for the kingdom.

"Then I will make sure I learn a lot. I think it's about time I lifted a forge hammer and started to make some things." The goal was more in line with the crafting of his staff than he expected. Walker received a notification from the system almost immediately.

Chapter 703 - 703. Feel The Forge

'Heroic quest; side quest- Learn forging skills

The true hero is learning many things from the dwarven masters. The user must look to themselves for the crafting of their future spirit forged weapon. Relying on oneself will grant greater boons for any weapon and most notable masters have made their own tools of the trade.

Requirement:

Learn three skills related to forging and crafting 0/3

Listen and absorb the knowledge of how these skills are used.

Forge one item using all three skills learned

Rewards:

Material fusion skill'

Walker felt more energized reading that he would gain another crafting skill by working to learn three. This also sounded like the perfect skill for him to fuse the materials he had received from the treasury to make a tougher staff. He might even be able to make it more than just a staff. The thoughts were running wild in his mind until he realized he was getting too far ahead of himself.

"I need to learn three things. If I can do that I will have a much better chance to repair this golem in the future. Will you teach me?" Walker's serious tone made Grey wonder what had changed. However, he also received a quest from his system and understood that it must have been related to a quest Walker had received.

"Then let's get on with it. My chain quest here says you need to learn to hammer some super heated metal. Let's see if those skinny arms of yours can even lift a hammer." Grey was still in full work mode. He was treating Walker like any new apprentice and it was catching Walker slightly off guard. The change in attitude was a bit tougher but would make him better.

The apprentices continued to add scales and were left to work on the golem. Grey had very detailed blue prints and had given very specific instructions. If something went wrong the apprentices were trusted to deal with it but they were too careful to even let the smallest detail fail.

"You have a hammer or do you need one?" Grey wasn't wasting time as he sat down at one of the apprentices' forges. Walker pulled the two dual hammers from his inventory to show Grey. "Those will work, you only need one. Don't expect you can hammer and adjust the position without one hand on your clamps."

Grey had already slid a piece of simple iron in to the forge fire. He had clamps to pull it and a hammer at the ready. He was sitting at an anvil inscribed with many runes that protected from heat and shattering. It was a basic anvil for any apprentice and would be the safest while learning.

Walker was still surprised that grey had been so easily taken from the golem. However, he was able to deduce that if Grey received a chain quest to teach Walker then it must come with a valuable reward for his own crafting future.

"Pay attention. This is the color you want iron to be. All metals will heat differently and you will need to be able to add monster materials in to it. For now, we will remain with iron as is. You need to be able to hammer it in to shape and remove the impurities. Most don't realize that as the iron forms in the earth impurities and air is left in the ore. We hammer that out."

Grey's hammer glowed slightly with mana as he swung down. "That was the basic purifying smash. It is one of the most common forging strikes. It allows you to remove impurities and shape the metal as you wish. Watch some more before you try it." Walker did as he was told while Grey hammered down again and again.

He had known that many ores and mined materials had impurities. They couldn't be perfect since nothing was perfect in the world. This meant that he would need to be able to purify them. When Grey handed Walker the clamps he didn't hesitate.

Walker took the seat that Grey had been in and pulled out the heated iron. The weight was fairly light and the metal put off a decent amount of heat. Walker raised the small hammer that the wandering blacksmith had made him and struck down. He knew that he would not have the same effect that grey did on the first swing. But when he made contact he could feel the metal.

The metals resisted the force of Walkers' swing. It was as if it didn't want to change shape and pushed back. "You feel it now? That's the ore not wanting to change shape from what it is naturally. Use all your strength and focus on pushing it in to the shape you want. If you feel any string resistance that is an impurity. Hit it harder."

Hearing this prompted Walker to raise the hammer higher. He copied the movements Grey used and slammed the hammer down with all his weight and force. He was rewarded with the familiar sound of vibrating iron. This was the sound of the forge. The feeling of the heat building and the molding of metal.

Walker had felt these things before while heating and handing tools to the wandering blacksmith. He had felt it even before when he had first gone to the forge to ask for assistance in creating gear. He had even felt it when he saw Rodney mending the gates of the mansion. Forging wasn't just one aspect of molding metal but all aspects of working with metal.

'The skill purifying strike has not been learned. The user is currently undergoing the epiphany of metalwork. The user will gain skills depending on the users' actions over the course of the epiphany. The past experiences will affect the growth of the users' skills.'

The feelings of the forge echoed in Walkers' heart. He was no longer hammering metal but instead hammering away at his very soul.

Chapter 704 - 704. Sharper And Sharper

Grey recognized what was going on right away. This was a step that every single one of his apprentices had been through at their coming of age. Most dwarves would experience an epiphany in their life based on what their crafting system was. It was common for them to finally connect all the dots

between what they could do in the future and what they had seen. It was a completion of all of the processes coming together to an end goal.

"Hit the metal harder! How can you shape that if it pushes you back harder than you push it!" Grey didn't let up on Walker in the least. He had treated every apprentice this way during the epiphanies they had in their training. This was a step that allowed them to push to greater heights in their skills and would help in their specific systems.

So far he had managed to assist his apprentices in getting to higher levels of skills. Some had unique golem building systems which required higher hammering skills to create the final products. Just having skills that any blacksmith could gain was pointless. They needed the skills that were higher and related to their systems.

"Feel the metal pushing. That impurity right there needs to be gone! Smash it and force the elemental mana out to give you a blank slate. You decide on the mana that lives within the dagger you are making!" Grey shouted and added more heat to the fire. He also pointed out places for Walker to bash with the hammer and shape the rough dagger.

'Through the actions and guidance the user had received, the user has gained the skill elemental purification strikes.

Elemental purification strikes- 1 mana cost per strike

This skill only works when used with a forging hammer. The user can add opposing elemental manas to the strike to forcefully purify the metal being hammered. Each strike will remove elemental mana from the metal and also shape the metal so that it may absorb the desired elemental manas. Warning: if the metal has an affinity for a certain elemental mana and all of said elemental mana is removed the metal or materials may collapse and disintegrate.'

Walker was barely paying attention as he slammed the hammer down again and again. He was not going to allow himself to lose the feeling he had of being one with the forge. He constantly followed Greys' orders and slammed the hammer down. He started to feel the built up earth and fire elemental mana in the iron and tried to push it out.



The hammer pulled some water elemental mana from the air toward itself and slammed down. The sizzle of moisture on the heated metal lasted for a second as the fire elemental mana was forced out. The next strike had wind elemental mana that forced out some of the earth elemental mana. It was enough to change the color of the iron from a darker silver to a bright shine.

"That's the style! Keep it up. I want to see the blade next! Focus on the edges and use force while flipping it with the clasps." Grey's instructions were simple and Walker slammed the hammer as instructed. This led to the rough bladed edges of the dagger taking shape. "Now in to the warmed oil! Now!" Grey shouted instantly. "Feel the form of the blade and know when to cool it. You should sense that hitting it again will alter the shape and ruin it." This was a learned feeling but Grey was pushing Walker to be better.

As the blade sizzled in the warmed oil, Grey grabbed some small tools. "Out on those gloves and be ready to sharpen. This stone will let you hone the edges. Add your mana to it and watch the blade glide on the oiled stone. It is made for sharpening and refining the blade." Grey had the stone on the anvil already and the coarse texture would clearly scrape at the edges.

Walker already had the gloves on and took the rough dagger in his hands. He ran the blade along the stone carefully, "Faster and more angles! Are you trying to remove the blade you worked hard to make?" Grey didn't hold back and forced Walker to change tactics.

'The skill sharpening has been learned through the actions of the master golem builder and user working in tandem. The epiphany has forced the skill sharpening to a higher level. The skill, efficient sharpening has been learned.

Efficient sharpening- 1 mana cost per swipe

The blade is able to be honed with every swipe against a sharpening stone. The oil catches the burrs from the blade and allows them to be used again to sharpen the blade further. The speed and efficiency of this process will lead to a better and sharper blade. The user can change the efficiency based on the focus they hold for the sharpening process.'

Walker was pushing the blade along the stone. With each swipe, he grew faster and had a more even push on the blade. It was the speed of his improvement that almost made Grey praise him. However, right now he was teaching, and if he stopped to praise and distract Walker he would not grow as much as possible during the short epiphany that he had seen many times.

"There, see that burr on the blade? Make it smooth in two swipes!" Grey's harsh attitude made Walker adjust his grip again and change the way he swiped the blade on the stone. It began to take an even sharper appearance. Walker swore that looking at it would be able to cut him if he wasn't careful.

The razor sharp glint on the blade brought Walker a full feeling as he swiped the blade across the stone yet again. "Heat it again! We need to solidify this metal to the perfect state and make the hilt." Walker did as he was told and began to heat the dagger again. It was time to make sure the blade was hardened before adding the wrappings to the hilt.

#### Chapter 705 - 705. Leather Grip

Grey tossed strips of leather and a few small clamping and pinching tools. "Those are from a storm bisson. They ravage the deserts during the rainy seasons and have incredibly tough hides, especially when processed in to leather. It is moldable after being soaked in water so you have to add it to the hold and shape it to your hand as fast as possible. Then you need to get it in to the fire without burning the leather but only drying it." Grey was sure that Walker would fail this part since most would burn the leather the first time.

Walker on the other hand pulled the dagger from the forge again and placed it in the warmed oil to cool it slightly. After hearing the sizzle calm down he pulled the dagger out and mounted it in the slot of the anvil for wrapping hilts.

The leather strips were thin but when Walker felt them, they were much tougher than expected, He had the feeling that he could use this for years before he would even start to wear away at the top layers. This feeling brought him confidence as he tightly wrapped the hilt and handle with the leather.

Grey watched as Walker carefully and evenly wrapped the dagger. He pointed out the places where it didn't perfectly line up and needed adjusting. The pointers caused Walker to become even more critical of his work and learn what to look for when he made his own items. Without a master there to direct him he had a feeling that he would be radically different in quality. The dagger most likely wouldn't even look like a dagger.

'The skill leather shaping has been automatically learned from the user actions and guidance from a master golem builder.

Leather shaping- passive

The user has the ability to shape and add leather to many items. This skill allows the user to more easily see flaws in the leather and choose the higher quality leather for material use. This skill also gives the user an easier time cutting, shaping, and binding leather to items. The user will also have a higher chance of fusing leather to an item they have crafted.'

Walker felt everything click in his head as he finished the rapping and cut the excess of leather. Grey watched carefully as Walker soaked the leather in water quickly. It was enough for Walker to shape it to his hands and make a better weapon for himself.

'Heroic quest; side quest- Learn forging skills- completed

The true hero is learning many things from the dwarven masters. The user must look to themselves for the crafting of their future spirit forged weapon. Relying on oneself will grant greater boons for any weapon and most notable masters have made their own tools of the trade.

Requirement:

Learn three skills related to forging and crafting 3/3

Listen and absorb the knowledge of how these skills are used.

Forge one item using all three skills learned

Rewards:

Material fusion skill

Material fusion - 3 mana cost per strike or heating influence

The user has the ability to forge and heat different materials to the point that their manas will begin to fuse. This is an invaluable skill for any crafter to have as they create masterpieces from many materials.

The user can heat metals with other materials and cause the metals to become stronger or even change properties. The user can also cause materials to partially fuse during a heating process so that they better mesh and hold shapes. The more mana used the more effective the fusion as long as the materials do not directly oppose each other elements. If this is the case additional skills or materials may be needed.'

Walker read the skill and felt that the build of the dagger was not done. He had made it, yes. But he felt that the leather and the metal were not one yet. When he pushed his hand on the wet leather and changed the shape to fit his hands, Grey thought that Walker would just dry the leather and be done. However, when he saw that Walker channeled mana in to the dagger and leather he was shocked.

Walker added his own mana to the dagger and thrust it in to the flames. The smell of wet drying leather was only matched by the slight burning smell of the first layer of leather. Grey almost thought that Walker was bringing it away by accident until he saw the glow of mana and the fact that the fire was being held back from the leather but not the metal of the dagger.

The heat was only being directed at the handle of the dagger and the metal layer melted ever so slightly to fuse the leather and the metal. When Walker pulled the dagger from the forge and dunked it in to water the sizzle was light but the result was spectacular. The leather had remained unburned and the handle was perfectly fused to the leather wrappings.

"That was pretty great for a first try you know. If I didn't know better I would say you have been an apprentice for some time and just didn't know it." Grey wasn't holding back in his praise, He genuinely believed that Walker had been learning and absorbing information for a much longer time than he himself realized.

'The forging epiphany has ended and the user's soul no longer resonates in the way of forging. The user had gained a unique skill. The forge orb skill and the users' current learning have allowed a skill from the wandering forge master system to be taken. The skill, portable forge has been learned. The skill portable forge can not currently be used. Requirements are not yet met.' Walker bit his lip in amazement as he read this then looked down at the skill information.

Chapter 706 - 706. Portable Forge

'Portable forge- 30 mana cost per use

The user of this skill has learned a great deal of forging and requires a forge anywhere and anytime. The portable forge skill is a high tier skill learned specifically by forge masters. The user has the ability to furnish and store forging tools bound to this skill. The user must have all tools and requirements filled to

use this skill. When the requirements are met the user can pay a portion of mana to influence space and pull the forge tools and facilities from a different pocket of space to their current location.

Requirements for use:

Anvil

Large furnace

Fifty unique forging tools

Fuel (coal, wood, mana crystal, etc.)

Oil barrel

Water barrel

Sharpening stones

Stone flooring

Covered pergola roofing

Work table (stone or wood)

The user must have the spatial storage skill or inventory skill to use this portable forge skill. Or have spatial affinity in relation to a forge master system.'

Walker's breath was rapid and surprised. All he could think about was not the skill itself but the fact that there was a wandering forge master system. He had the wandering blacksmith back at the mansion who

most likely had this system. He just had never actually asked what the system was but Walker felt it had to be this system. How else could the wandering blacksmith head to the mountains and learn blacksmithing with materials there? Or head to lava fields and learn. He had to have this skill as well.

"Grey...I need some help to make my own forge." Grey wasn't sure he had heard Walker correctly.

"I know you have just finished your first weapon and it's a great feeling. But don't go building a whole forge. You're young and have plenty of places to see before you find a place to settle down." Grey thought that Walker was getting ahead of himself. "You haven't even used your fancy appraisal skills on your dagger either. I want to hear what it can do."

Walker hesitated but decided to look at the dagger before he risked giving Grey a heart attack with his newly learned skill and asked for a lot of things to create a portable forge. Something he had heard and expected to be a mastery skill but was really just a very rare high tier skill.

'Pure iron dagger

Atk +12, Agi +10, Def +6

The creator of this dagger was extremely careful to remove the impurities from the iron used to make this dagger. The blade has been sharpened to near perfection and boosted the attack stats of the dagger higher than most basic iron daggers. The fusion of leather and metal on the handle has allowed for better gripping and a stronger hold allowing for the defensive stats to be added to the toughened dagger. The creator of the dagger is known as Walker, this is the first creation.'

"Not bad at all. This is top of the low tier daggers for sure. Normally those defense stats wouldn't be there, but that was the fusion of the leather and metal. I really didn't think you would be able to do that on the first try. It separates the low tier blacksmiths from the mid tier blacksmiths." Grey was impressed with this but continued.

"The purity is from the hard work of smashing the iron over and over. You could have taken half the time to create this dagger but you would have impurities and a lot less strength. That agility comes from the purity of the metal. If it was impure it would be heavier and slow the wielder down. Since it is pure it can speed the user up because it is so light." Grey took the dagger and pointed to the near flawless loom on the blade, "But remember, it's not done until we polish this up and show it off."

Grey smirked and grabbed some cloths and metal shine to start teaching Walker how to do so. "You'll need to know how to shine your weapons and the golem anyways. It makes them last longer and maintains their appearance when you are entertaining." Grey was not going to let Walker walk about with dull and ugly weapons.

"So, what I was saying before..." Walker was a little worried to tell Grey about the portable forge skill but figured it was a good time now that Grey had heard the appraisal and evaluated the blade himself. He was also able to speak while Walker watched and learned to polish the blade.

"Yes? About a forge? I think you should build one when you are good and ready. Adventure a little more first." Grey had done this too since he had gone out to gather his own materials before joining the high forge completely and becoming an apprentice.

"Well actually, I have the portable forge skill now and I need to gather the required items and materials so that I can create it for when I'm traveling. I thought it was a mastery skill but apparently, it is only a high tier skill that is pretty rare. The system says it's from the wandering forge master system but It also says that it can come from any forge master system." Walker started to over explain as he watched Grey's face become a mask of seriousness.

When the dagger fell to the floor and clattered, Walker realized that he had completely broken Grey. His face was a little pale and his eyes weren't focusing. The slight shake in his hands betrayed the fact that he was indeed still thinking and trying to process the impossible thing that Walker had just spoken.

Grey stood up and shakily walked to the barrel of water used to cool metals. He took a hand full and threw it at his face revealing that he had a cleaner complexion under the soot and ash than expected. "Well, I think I need to retire. I'm starting to hear the craziest things." Grey could only think he was losing his mind now.

Chapter 707 - 707. Cursing The Depths

"I really thought I would make it another sixty years before my mind went. But I guess that elder is still going to keep his sanity longer than I will. What a shame. I'm just another dwarf lost to madness." Grey could only manage to convince himself he was going crazy. There was no way that he had just heard Walker say that he had the portable forge skill. It was just too much.

"Umm, Grey...you aren't crazy. I really did get the portable forge skill." Walker stood up and looked at Grey in silence. He and Grey just stared at each other while Grey blinked over and over.

"Oh..." Grey picked up the dagger that he had dropped and finished shining it. "You will need to get all the required materials and tools. I can help with that. But maybe, you should prepare others before you say that. It's a lot for a dwarf to hear."

Walker nodded until Grey handed the dagger over, "Actually, when you see that old dwarf back there, just let it fly. Tell him flat out and watch him lose it too. It's only fair." Grey had a slightly evil look on his face. Walker couldn't help but feel a little mischievous as well and decided he would humor Grey as they cleaned up the forge.

Walker and Grey headed back to the golem and found that the apprentices had taken seats around the room and were half asleep. "Hey, Grey, how long were we in the forge?" Walker always would lose track of time but this may be a little much.

"I would say we were there for about five hours. It was a pretty decent amount of time for a first creation. I would say most spend seven or eight hours." Walker understood why he was now looking at the first version of the golem and why the apprentices had worked themselves to sleep.

"The golem looks spectacular, but I think I need to get my party to rest again. We have really lost sense of time down here and been missing meals and sleep." Grey understood because this was very common for those inexperienced with the dwarf city.

"Well, let's go to the elders' forge. I will test this golem and shine it up for the real presentation. Just put it out of your mind since the appearance will change. I also want to see his face when you tell him about that skill, also, don't worry about getting the requirements. I will have them set up in an open space for you. Just remember to have the proper amount of gold to pay the crafters for the items. Should be a few thousand." Grey couldn't avoid the cost since the materials and tools would come from multiple crafters. They would expect payment and he wasn't going to put it on his tab.

The sound of hammering was still coming from the elders' forge. When the two returned they were greeted by the sight of Remey, Midnight, and Onyx asleep in the corner. The fire spirits were aimlessly floating about the room. The alchemy fire spirit was still burning a dark red flame while the other fire spirit that had a dwelling core was even brighter than before since it constantly absorbed the fire elemental mana in the room.



Walker took notice of the multiple spiked knuckles. They were detachable just like the elder said and had been modified from the pair Remey already had. It was amazing how they each had different materials and elemental affinities. The gloves that Lisa had made and that had been modified were not attached with metal and other parts. They had been strengthened significantly.

"These are a lot more interesting than I thought. I wasn't sure how they would work but they look like they can hook on to a belt or light armor and slide on and off without issue." Walker was impressed by the knuckles since he didn't think he would ever have such an idea.

"That's the idea. They should be able to be slid on and off of the modified gloves easily in battle. It should only take a second. If not less." The elder stopped his work, noticing that Grey had also joined him in the forge. "Done with that golem already? Seems like you've gotten faster."

"No, there are tests to run. I just wanted to be here when Walker tells you about his new skills since I taught him a little about forging." Grey looked at Walker knowingly. He was getting a lot of satisfaction already from this and Walker hadn't even dropped the big news.

"Well, I learned the elemental purification strikes. Instead of just purifying strike, so that will be great to make my staff in the future since I will be able to control what mana is in the metals. There's the efficient sharpening skill that really speeds things up. And then there's the leather shaping skill which helped me get a quest completed. I was rewarded with the material fusion skill. It seems to be extremely useful." Walker watched as the elder appeared more and more impressed that Walker had gained so much in such a short time.

"And? The last skill?" Grey pushed even more and caused the elder to show even more curiosity since Walker still wasn't done.

"I kind of feel bad for saying it now." Walker saw the look on Grey's face and knew that he was all in now. "But, I also gained the high tier skill, portable forge. I just need the proper tools and materials so I can store them in my inventory and use the skill whenever I want." The elder stood frozen with a smile on his face. Grey waved a hand in front of his face to no reaction.

After a moment the elder returned to reality and shouted, "What in the deep caves! How can you have the portable forge when I have been a forge master for more years than you have even breathed! What curse of the depths is this?!"

Chapter 708 - 708. Dwarf Tantrums

Grey was laughing wildly at the elders' anger. He had expected the blow up of emotion but not like this. It was just too funny for him after he had been forced to make golems and bend to the elder as his master so many times.

Walker was trying to give Grey pleading looks along with the slowly waking up Remey, Onyx, and Midnight. The elder wasn't doing anything other than cursing his poor luck and how he had not received the skill that was known to be used by forge masters and so rare that it was often thought as a mastery level skill.

"Of all the things, a child received this skill. A child! Why must the caves forsake me? I just wanted the true skills of my passion and profession." The elders' cries were mirrored by his actions. He threw tools here and there in tantrum which made Grey laugh even harder.

"Grey! Is this normal? Why did you have me mess with him? I should have just ignored this." Walker was regretting every second he had this skill now. It was turning out to be a huge hit to the elders' respect, or so Walker thought.

Grey managed to slow his breathing and wipe the tears from his eyes from laughing. "Dwarves throw fits like this all the time. You should have seen it when the hammer he had made cracked down the middle during the cooling process. He made every apprentice in the high forge tremble and make hammers until they could use a different one every day for a month." Now Walker understood why there was more than just a stubborn stereotype for a dwarf. There was also the brutal anger they could wield.

The two fire spirits moved towards Remey and Midnight in excitement. They had been caught up in absorbing the fire elemental mana from the forge but now that the elder and Grey were acting so boisterous they were more interested. "Ah well, before the old man comes back to his senses let me take that ire spirit to go and start testing its golem." The fire spirit was gone from Midnight in a blink. It was extremely excited to go and try out its dwelling core.

"Midnight, the golem won't be exactly like a dragon. You might be tougher than it and it won't be able to level up like you. But we will do our best to improve and strengthen it. But sometimes we will need to leave it stored away or to protect the mansion." Midnight looked to understand well but Walker still felt bad to break this to her now. However, the size of the golem could limit what the party did if they were not careful of where they brought it. Walker also understood that the fire spirit may be unhappy but he would cross that bridge when he got to it.

"Ugghh! The world is unfair and it mocks me." The elder slumped in to a chair finally having exhausted himself. "Who would have thought that you would go to check on the golem and end up with a skill any dwarf would give their soul for. I would even give my arms if I had them." The elder laughed harder than Grey had making Walker relax now that the elder had returned to a more normal action.

"Now, what do you plan from here? I have these knuckles done and the mana gems in them were reinforced. Thanks to that strange alchemy fire spirit they became completely red and the mana gems are filled with some unique fire elemental mana." Remy was sliding on the gloves as the elder spoke making Walker unsure if the question was for him or Remy.

The gloves appeared the same except for the metal parts added so that the knuckles could slide on and off. However, the silk that have been white was a deep flame red like the alchemy fire spirit. Remy also appeared to fit in them much better along with the alchemy fire spirit that moved to dwell within as soon as it saw Remy putting on the gloves.

Seeing Remy look at him, Walker knew the question was for him. "I was thinking that my party should head back. We helped where we needed to, have invited your people and all three kings to the summit, and also managed to solve a problem between the elves and the dwarves. I'm sure some elves will come to visit soon too. But it might be better just to go to where the new city will begin to be built." Walker thought that it would be better for Genesis city to be the place the dwarves and elves meet to discuss spirit forging.

"No, I think having more evidence to show them will be better. I will craft more and learn to speak with spirits better. When the summit comes I will speak to the elves on behalf of the three kings. They will only send one of them thought. Most likely that cave rat since he seems to be ready to throw his weight around and act like a king." The elders' hearty laugh was followed by more.

"I will personally send my own golems to your city though. I expect they will be very useful for the clearing of the land." This was a nice surprise since the city would only progress faster with the more assistance they received.

"In that case, let me use the knowledge transfer skill from the educationist title. I can only use it once a month but it should help you for a week. I trust that you will learn enough to at least speak the basics with the spirits. I know it may be tough since dwarves aren't known for ." Walker was a little apologetic for hoisting this trial on the elder but the elder appeared excited.

Chapter 709 - 709. The Elders' Name

Walker and the elder placed a hand each on each others' head. Walker knew that he wanted to swap the knowledge on his skills that revolved around speaking with all the elemental spirits. This was much harder to grasp but even if the elder learned a little it would be something to go on as he worked closely during the spirit forging process.

'User wishes to swap the knowledge on spirit speaking with the elder of the dwarven race Elnum. The recipient is selecting knowledge to send to the user.'

Walker didn't realize that the knowledge swap skill would require the elder to send knowledge too but it was clear that the exchange was acceptable.

'The elder; Elnum, has selected the knowledge on true spirit forging to be swapped. The skill related to the educationist title shall activate. Both users will expend mana to accept and transfer the knowledge.'

Walker felt a massive pain in his head. He couldn't remember feeling such a massive headache even when he had been sick as a little child. The information was burning itself within his mind. But there was also something strange happening. Walker could feel that his mental archive skill was recoding all the information on spirit forging.

As soon as the pain faded there was another system notification,

'The knowledge swapped will dissipate in seven days. The user will be unable to use this skill again for thirty days.'

Walker knew full well what this all meant. However, his mental archive was the wild card in all this. He had memorized all the information on true spirit forging. All he needed to do was think about it.

'The user has fully memorized the techniques and feelings associated with true spirit forging. The skills true spirit forging, true spirit crafting, and true spirit rune carving have fused together in to the high tier skill true spirit creations.'

True spirit creations- passive

This skill requires an elemental spirit at high tier or above to be used. The user is able to feel the flow of mana from an elemental spirit as they craft. The user can channel this mana and forge, craft, or engrave runes that create a bond between the crafted item and the elemental spirit. The user is able to apply this knowledge to any forging, crafting, and engraving skills they possess. The user can expend their mana to enhance the effects of the true spirit creations ability and cause additional skills to be created within the crafted items.'

Walker had become able to spirit forge just like that. He felt like he had just cheated the elder out of valuable information. It didn't make sense how he could so easily learn all of this. But at the same time, he was the only person that could have learned it in this way. It was more than worth waiting thirty days to use the skill again.

"Your head hurt too eh? It was worth it. I can feel the knowledge there. I need to figure out to talk to my new forging partner here. It looks like this earth spirit will want its' own hammer sometime soon." The elder gave a warm smile to the earth elemental spirit which was currently hugging the elders' forging hammer.

"My head hurt too. But now I can aim for the path of spirit forging. I hope that I can use it wisely in the future." Walker wasn't going to tell the elder that he had just received a skill. He had already shocked him with the portable forge skill and this might be too much. Walker could barely contain himself about this.

"Alright. While you two acted weird and shared some whatever knowledge this and that, I got these all set up. Midnight is awake and so is Onyx. I promised them that we would get some food with everyone and relax for a little while before we planned the journey back." Remey had already realized that they were coming to the end of their time at the dwarf city for now. They were sure to return at another time but they had family waiting for them back home.

"Yes yes, get on with it. I will make the kings send you off at the surface tomorrow. Take your time and enjoy some of the roasted cave eels that the breeders cultivate. They are a specialty while you are here. I will start to awaken more spirits on my own and get to know my friend here." The elder could only see the bright new path ahead of him. He wanted to dive in to it head on.

"I really can't thank you enough. I learned a great deal from you and I can't wait to see you at the new Genesis city. Please be well in the meantime." Walker used his most polite tone and received a firm handshake from the elder. The two were no longer just a visiting hero and forge master. They were friends on a path no others had traveled.

Midnight and Onyx followed Remey and Walker out of the elders' forge and towards the resting area that they had been shown previously. "I saw your face you know. What skill did you get from the elder?" Remey was too slick to have missed the obvious look of amazement and happiness Walker got when he learned a skill.

"It's called True spirit creations. It is a combination of forging, crafting, and rune engraving with spirits. It is a passive skill so it works with my other skills. Basically, I can apply it to leather shaping and some forging. But I don't have any rune carving skills yet so I won't try it out. Not that I have a spirit to make a dwelling item for.." Walker felt that he would one day use it but he could not rush it just yet. He needed more knowledge to pair with it.

Chapter 710 - 710. Local Delicacy

"You seriously learned it on the spot? Did you even have to think about it? The elder is going to have to work all week to hopefully learn some of how to speak to a spirit." Remey was just too amazed to make up her mind if she was angry or impressed.

"I got really lucky. I already have the mental archive skill, so even though it says the information will dissipate in a week, I have it memorized and record with that skill. I can't forget it if I wanted to." Walker was trying to make it sound like he had no control but his words sounded more like he was trying not to brag too much.

"So you can make whatever staff or sword or whatever you want to make with all these spirits? You won't even need help will you?" Remey was sure that Walker wouldn't even need to go to a forge now to hunt down a blacksmith. He could just use the mansions' forge and create his awesome dwelling weapon.

"I still need to learn a lot and find a fire spirit to join us." Walker watched as the spirits reacted to hearing this. They had also realized that Walker would need to round them out with a fire spirit and had been whispering about it. Unknown to Walker, but they had all promised not to mark him with a spirit mark until they had the fire spirit. This would allow them all to work together to create one that would exist even after they fused if they needed to.

"Oh, I almost forgot. Su and Gil came back while you were away with the golem builder. They are already resting. Something about being here for longer than we realized because we have been underground and missing the rise and fall of the sun. Su didn't explain it all.

"I have the feeling we have been here more than a few days. My body has been unhappy with me since I haven't properly eaten and rested on a schedule." Walker could feel his muscles and joints aching along with his stomach growling for food.

Remey was swapping between knuckles to get used to the movements while walking, "I think we have been here at least a week now. I saw that there are schedules for when the alchemists make potions since they need the shipments of herbs from the outside. There were a decent amount of days crossed off already." Remey appeared worried but the party was already preparing to head home so it wasn't too hard.

There was a slight breeze and a familiar grand wind spirit appeared in front of them as they neared the resting areas. "We have been waiting forever. Gil and I went to get food and found a lot of this weird eel stuff and some root vegetables and even some goat skewers!" Zephyr had spoken of food which made Walkers' stomach growl louder.

Somehow Midnight had already interpreted the growl of Walkers' stomach as the fact that food was waiting for them and sped off ahead with Onyx on her back. The two disappeared into the resting area along with Zephyr who beckoned for Remey and Walker to follow.

"Took you all long enough. Su and I were losing it waiting to eat." Gil immediately dug in to some of the food spread out on a cloth in front of them.

"You two could have eaten without us. We wouldn't have been angry." Walker knew that Su wouldn't allow this but still felt bad for the fact that he had been too slow to return.

"We could never eat without the rest of the family. Not to mention all the new members." Su motioned at the elemental spirits. There were a decent number of them now with the only one missing being the fire elemental spirit that was testing the dragon style golem.

"I think the spirits will be at home when we get to the mansion. There is a lot of space to explore and maybe all of you could awaken another spirit." Walker had a feeling that the elemental spirits would seek out other dormant elemental spirits no matter what. They all seemed to enjoy gaining new friends.

The reaction of the spirits was small bursts of their respective elemental manas. Walker just smiled while grabbing one of the roasted eel pieces. "The elder said this was a delicacy here and that they are

bred for food." Walker chomped down and felt the juices of the eel melt in his mouth. There was none of the rubbery or tough texture he expected. It was tender and roasted perfectly with a hint of fire smoke.

Midnight was greedily eating a large portion of it. However, she did not forget to stop and use her claws to cut pieces for Onyx when he had swallowed one. The two were the perfect siblings if any had ever existed.

"So, I think I will be the one to say it since Su was the one that thought to actually check and do the math. We have been here for almost twenty days now. We have barely eaten or rested. This city has messed with our bodys' natural clocks way too much. It's way worse than when we ended up stuck in the ruins." Gil made his point and Walker felt that they may have spent too much time.

Then I think we will be resting after we eat and heading out. The elder said he would have the kings see us off and that he was sending golems to Genesis city to assist on building. It will be interesting seeing how it all goes later." Walker was sure that there would be some form of commotion. It seemed that this was only to be expected from the dwarves as a whole. It was just up to the dwarves what it would be. In the meantime, they all ate together and eventually, fell off to sleep which they desperately needed.