

New Eden 171

Chapter 171 First Boss Down

The Grippli had barely enough time to snap his head toward Astaroth, where his eyes met a fist. The punch took him by surprise, as he had not expected the dark-skinned elf to be back on his feet so fast.

On impact, two things happened. The first one being the frogman's head snapping backward, his body soon following. The second thing was all the bones in Astaroth's arm shattering.

His body wasn't built to deliver a blow at high speeds like this with his bare hand, and the force behind it, plus the toughness of the boss' body, exploded his bones like a pinata.

After the Gripple flew away and impacted the tree line, Astaroth's arm went limp as he grunted in pain. But he had no time to suffer.

"T'die! Pin him down, my meld is almost over!" Astaroth shouted, raising his remaining arm.

A familiar white orb formed in front of it, as he infused with all the Aether he had collected over the last four minutes of combat. It was much more than what he had gathered against the Ape King.

He had yet to figure out why, but this dungeon was much richer with Aether than outside, and the further in they went, the denser its presence became.

His Moon Beam was currently primed at ten thousand percent and had stopped going up after that. He surmised it was as strong as Aether boosts could go, but it was no small number.

His Moon Beam was twenty times stronger than it should be, and that attested to how Aether was stronger than mana.

I'die hurriedly cast many successive Grasping Vine spells, wrapping them around the Grippli, trying to lock him in place. They were barely holding on.

Astaroth didn't wait for the frogman to get out, and released his spell. The milky white beam rushed forward with a deafening buzzing noise as it ripped the stone under it to shreds.

-112'875

"Nooooo!!!" the boss screamed.

"I'm not dying alone!"

As the Moon Beam finished, Astaroth cast a last spell before his melding undid itself, casting Moonlit Sanctuary. It covered the entire room, affecting every player in it.

The Grippli lunged forward, its health at 1 HP, refusing to die. It aimed directly toward Astaroth, which had almost just killed it, rage oozing off of it.

"Die!"

It pulled out the dagger embedded in its chest, trying to stab the pesky Ash Elf with it, but a flying projectile intercepted the dagger.

Athena had shot an Impact Shot, aiming to disarm the boss, but was only managed throw the attack off course. It was more than enough to save Astaroth's life though, as the weapon swished next to his limp arm.

The last HP it had dropped to zero when its body ran into Astaroth's and bounced off. Taking the dagger out had stopped the berserk effect and put it in a weakened state.

In this state, its body was much less sturdy than Astaroth's, and the impact did no damage to the player. The frogman dropped to the ground, drawing its last breath.

Ding!

Congratulations players! You are the first group to clear the first stage of the Jungle Maze dungeon! May your good fortune keep up, as you attempt the rest of this dungeon!

With this announcement, the party members dropped to the ground, the adrenaline finally wearing off. They were battered and exhausted, but they were grinning happily.

They had completed the first boss fight!

It would usually take a group twice as large as theirs to even attempt a dungeon of this level. The maximum party size for a dungeon was twelve players, and many forum pages recommended always filling the party.

Dungeons were no laughing matter, and attempting them while under manned was considered suicide for most players. But this party was not 'most players'.

Silent got back up after a few seconds of heavy breathing, heading to Astaroth. His arm was still broken, and Silent could see the pain on his face as he tried to play it cool.

Silent Light sat next to Astaroth, still showing his stoic face.

"Let me take a look at that arm."

"Sure thing, doc," Astaroth replied.

The priest hovered his hand over the broken arm, sending healing magic into it. Astaroth could feel his arm tingling, as the exploded bone pieces went back into place, and the pain subsided.

But he was still unable to move the limb. When he looked at his status screen, he understood why.

Physical Condition: Broken Arm (Recovering: 30 Minutes)

'So fixing it doesn't mean I can automatically use it again. Huh. The more you know,' he thought.

He took a mental note to always be careful about things like these in the future. Losing the use of a limb in a dangerous situation could spell disaster if magic couldn't instantly restore it.

"You'll have to excuse me. I do not have the Restoration spell. You will have to wait for the full timer for your arm to work again," Silent said as he got up and walked to the other party members.

He checked all their conditions, but didn't heal any other, since the passive regen from being out of combat would take care of it. Once he was done with his round, he sat back down and chugged a mana potion.

Astaroth looked at Phoenix, asking her silently why she had not taught him mana breathing, through the private message function.

She replied she wasn't stupid enough to teach the kid something that wasn't meant to be taught to her in the first place. She added that the kid couldn't keep secrets that well either, and that he would most likely post it on forums after.

Astaroth nodded his head at her, acknowledging her wise decision, before he laid on his back to look at the sky.

'It's so peaceful here, now that the boss is dead.'

They then heard a dull thud in the door's direction. A large treasure chest had appeared just before the door, and it was glowing.

'Ahh, yes. Loot,' the party members all thought, their eyes shining with avarice.

They all wondered what goodies this tough son of a frog would have dropped.

Chapter 172 Competition At The Door

Phoenix was the one to go open the chest, and the loot window opened for everyone. Inside the chest were many things.

Leaper's Halberd

gold pieces x 1200

Lieutenant's Insignia

Amulet of Jumping

Potion of Water Breathing x 6

Orb of the Grippli

Berserker's Dagger

After looking at the list, two things were an easy split. Every party member received two hundred gold and one potion of water breathing.

Phoenix then held on to the Insignia, since the description said it was the key to the next stage. The halberd went to Astaroth, since he was the only one who could use it.

No one wanted the dagger, so they agreed to sell it and split the money. Athena asked to have the amulet of jumping, and no one objected, so it went to her.

The last item was the one that had the entire party perplexed. It wasn't equipment and under the description part, only three question marks were noted.

Since they had no way of knowing what it did, for now, Phoenix held on to it. After splitting the loot, Phoenix walked over to the door and inspected it.

After a few seconds, she found an indentation in the rock that had the same shape as the insignia from the boss. She pulled out the item and pushed it into the slot.

It was a perfect fit. Once the insignia was placed, the door started shaking slowly.

With a loud grinding of stone on stone, it cracked open outward, revealing the next part of the dungeon. Phoenix smiled.

"Are we ready to proceed?" she asked, looking at the others.

Astaroth and the others nodded, one after the other, before she turned back and they walked into the second part.

They rearranged into their previous formation, making sure Gulnur was in front and Astaroth close behind. Not long after stepping into this part, Astaroth motioned the party to stop.

"We have a problem."

"What is it?" Phoenix asked.

"Remember how I left Genie behind to guard the entrance? Well, it seems we are no longer alone."

"Someone else found the dungeon?" Athena asked, her eyebrows knitting together.

"Genie just sent me a mental image of the group in question after hiding herself. It seems it's a party of twelve, composed of dwarves and gnomes."

Everyone turned to Gulnur, expecting answers. Their dwarven friend was frowning, too.

"I'm not the one who talked about it. The only ones aside from me who know are... Oh, he wouldn't have dared!" Gulnur said, his face turning into a mask of anger.

"One of the members of the group I scouted here insisted we try the dungeon. I told him off, saying we should prepare thoroughly before coming here, and set the date to next week." Gulnur started explaining.

"Everyone agreed, but he seemed mad about it. I didn't think he would form another group, I swear!"

"Shit!" Phoenix cursed.

"I don't think they'll take the same way we did, since they will mostly be using metal armor and gadgets. If we are lucky, the other paths to the last boss are harder." Gulnur said, feeling guilty.

"Whatever the case may be, we will have to speed up our pace. I do not want to have this dungeon's first clear stolen from us!" Phoenix said, clenching her fists.

"Then let's stop talking and move!" Astaroth said, smiling.

He was trying to fire them up, and it worked. The party started jogging forward, maintaining their slowest member, Gulnur, speed.

They stopped inspecting the groups of monsters they crossed, opting to find out what they could do during combat. It was a risky tactic, but it allowed for a faster progression.

Astaroth decided to go all in from the start on every combat and melded with Luna first every time. This meant putting more pressure on their tank, but it also meant having a higher damage ratio.

So Gulnur ended up tanking harder, but in shorter bursts. Twenty minutes after leaving the boss room, Astaroth received another mental image from Genie.

"The other group is entering the dungeon. The clock is now ticking," he warned his friends.

The party nodded in response and pushed forward even faster. This was putting more pressure on their healer, but I'die helped with healing, and Astaroth used his Moonlit Sanctuary every fight to relieve pressure too.

They quickly pushed through a decent distance before coming to a stop in front of their next obstacle. The group was standing before the end of their path.

In front of them, a small clearing opened up, and nothing beyond it. In the middle of the clearing, a clear pond.

Astaroth quickly understood what came next.

"Well, now we know why there were water-breathing potions in the loot," he said, with a half chuckle.

But before anyone could take out their potion and drink it, Violette offered an alternative.

"If you want to keep the potions for now, I can use my magic and keep the water off of us, forming a bubble. We could walk at the bottom of the path and fight on solid ground."

Phoenix pondered shortly before agreeing.

"We can do it that way, but if our damage decreases too much without you at full power, we will drink the potions," Phoenix said.

Everyone agreed to that backup plan, and Violette pushed the water from the pond inward. A staircase appeared, and they walked down it.

The staircase descended for about one hundred meters before it stopped at the bottom of an underground lake. It was incredibly dark in here, so Silent Light helped with that problem.

He silently chanted a short incantation, and a fist-sized globe of light appeared. The light it emanated was soft, but it illuminated quite far.

They could see far outside their little bubble and were awed by the sight. All around them, a myriad of different fish were swimming calmly, ignoring their presence entirely.

The water was clear enough for them to see even the scales on the fish. The surrounding coral shone in the light, like it was absorbing it.

The scene was magical, and the party momentarily forgot they were in a dungeon. They snapped out of it soon after, though, when a shadow swam just outside of the light's reach.

Fish were not the only thing in this underground lake, after all.

Chapter 173 Unconventional Methods

Astaroth was quick to meld with White, not wanting to get caught off guard. Not a moment later, a salvo of harpoons came at them from the darkness of the water.

Most of the group dodged the weapons, while Gulnur and Astaroth batted aside the ones aimed at them. Once the harpoons had hit the ground, the rope tied to them became taut.

They were rapidly pulled out of the ground and pulled back into the darkness where they came from. But Astaroth would not let that happen without fighting back.

He grasped a passing harpoon, planting his feet firmly into the ground, before yanking with all his might. Gulnur saw him act and did the same.

Soon enough, two figures flew inside the bubble, holding onto harpoon guns. The figures looked very similar to the boss they had fought recently, with just minor traits being different.

Their colours were darker blueish, while the Gripli Lieutenant had gray-green skin. But their physical appearance was practically the same.

Astaroth and the rest made quick work of the two frog people before a second salvo came at them from the depth of the lake. They repeated their previous tactic, pulling in some enemies from the harpoon ropes.

Athena joined in too, having a good strength score, and their targets numbered three instead of two. After doing this two more times, a pulse of water hit the bubble of air they were in.

The air bubble fluctuated and rippled as the water from outside tried pushing back on Violette's control. Astaroth could see the mana on the outside, pushing against Violette's, and it was slowly gaining in power.

"We need to drink our potions! They have a mage and he's pushing the water back on us," Astaroth said, pulling out his own bottle.

He rapidly chugged it down before rushing to Violette's side and helping her drink hers while she held the water back. Once they had all consumed their potions, Violette let the water flow back to them, while containing the pressure.

This put them back in the water, without washing them away. But their problems were only beginning. No one in the party was adept at underwater fighting.

Harpoons kept flying at them, the amount of them slowly going up.

"I think they are getting reinforcements!" Phoenix cried out, noticing the number of projectiles slowly increasing.

"This might be a wave stage," I'die said, frowning slightly.

Wave stages were not uncommon in dungeons, but they were something you needed full parties to defeat. If you couldn't clear a wave before the next one arrived, the situation rapidly became exponentially dangerous.

And it seemed like they couldn't get rid of all their enemies, since they could barely see how many they had to kill to start with. The party fought on, trying to keep the situation under control.

Over the next ten minutes, they killed and killed frogmen, without end, hoping they would soon reach the last wave. But their troubles kept growing.

The more waves came at them, the larger they were, and the stronger the enemies became. At one point, a second mage joined the enemy side, and Violette had to focus on pushing their attacks back.

The mages kept trying to split them up, using underwater currents. Violette was holding the surrounding flow as dead as she could, for now.

But if they couldn't take down the mages, and another one joined in, they would rapidly be in big trouble. Astaroth was now melded with Somnus, and he gained an extra sense.

He could echo-locate, like Athena with her amulet, and he tried using it to find out the whereabouts of their enemies. And what he saw made him frown.

The frogmen were not that many, but they were slowly schooling around them, forming a small funnel. If they were allowed to finish their manoeuvre, they would assault the group from every side, and they would perish.

Astaroth racked his brain, trying to find a solution to their predicament, until he remembered a video he had watched on the internet once. It was a video on how to split water into gas.

The man had used an electrolyzer to split water into hydrogen gas and oxygen, and then burned the gas to show how flammable hydrogen was.

They didn't have an electrolyzer at hand, but he still thought they could replicate the feat. He rapidly explained his thoughts in the group chat.

I'die was the first to agree to his plan. The kid was a student at a very science-oriented school, and he knew how electrolysis worked.

He rapidly formed a makeshift tank, with a stone slab separating the middle. Astaroth was on one side, while Phoenix was on the other.

Phoenix was most proficient with fire magic, but her master had taught her the basics of lightning magic, since they worked off the same base mana. I'die formed a hole in the stone, where Phoenix could hold Astaroth's hand.

They would serve as the power source for their improvised electrolyzer. Phoenix would be the positive charge, pushing out lightning magic into Astaroth, who would serve as the negative charge.

Sadly for the ash elf, that meant he would have to take on the magic damage with his body. And he knew it would hurt.

In the meantime, Athena redoubled her efforts to keep the enemy at bay, firing arrows like a madwoman. Gulnur did his best to protect all of them, burning through his defensive skills at a rapid pace.

"Hurry up! I don't have many skills left!" he eventually said.

After setting everything in place, I'die smiled and gave a thumbs up.

"We're ready!"

Phoenix nodded, before apologizing to Astaroth.

"It was my dumb idea," he responded, brushing aside her concern.

Not a second later, a high-voltage current flowed into his body, passing through his hand, and he started convulsing.

'Jesus Christ! This hurts more than I thought!' he shouted in his mind.

Not long after the current started flowing, bubbles started forming around him, as the water was splitting into its two basic elements.

They used this method for almost a full minute, before Phoenix let go of Astaroth's hand, as his health was getting dangerously low.

Now came the second part of the plan.

"Here goes nothing!" Phoenix shouted, before unleashing a very weak fireball toward the rising bubbles.

Chapter 174 Boss Room #2

As the fireball travelled upward, Violette rapidly encased the party in a dome of ice, using the stone walls as pillars. She could hear the harpoons tinkling against the surface, before a shockwave shook them.

The ice dome started glowing red for a few seconds, even melting a bit, as the heat around them rose rapidly. Then everything went back to normal.

What told them their plan had worked were the many notifications of killing the monsters that rang in their ears.

Violette melted the ice dome, and what greeted them was not a sight for the fainthearted. Lifeless frogmen, floating about the place, dimly lit by Silent's still ongoing light spell.

The sight was troubling to most of the party, so they started moving forward again, leaving this graveyard behind. Astaroth was thinking of how the scene looked like the interior of sunken submarines in movies.

They gathered the loot as they went, which was quite limited, since these were just guards. There were monster cores, and a few soul cores, but nothing worth much.

After swimming forward for about ten more minutes, they found a stairway. Much like the one they had arrived from, this one rose toward the surface.

A circle of light could be seen at the end of the staircase, announcing the exit to the weary party. Travelling through water was quite tiring, and everyone was excited to return to dry land.

Once they reached the top of the stairway, they emerged into another part of the jungle, this one much more damp. The surroundings looked like a marchland, more than a jungle.

But from the enemies they had been fighting for a while, they could have guessed this part would come. And so they managed to retain some morale.

The group kept trudging forward, keeping in mind that they were no longer alone in this dungeon, and so they had to keep moving. After dragging along in the marsh for another twenty minutes, with little to fight, they arrived at their intended destination.

Before them was an open quagmire, with a closed-off surrounding, and a massive wall at the back. There was no boss in sight yet, but they knew better than to assume it was an empty room.

They slowly pushed forward, keeping their eyes peeled and their ears perked, until the opening they came from abruptly closed off. A thick fog enveloped the sides of the room, seemingly detaching this place from reality.

From the thick energy the casters in the party could feel from the fog, they knew it was far from a natural fog. Entering it to leave the boss room was most likely suicide.

And yet, there was still no sign of the boss itself. Astaroth kept scanning the room, trying to find even a clue as to what they were going to fight. But he couldn't fight anything yet.

Violette was the first one to notice something. She heard a drop of water hitting a pond, and the echoes from it reverberated in her mana sense.

She closed her eyes, trying to pinpoint where it came from, before she heard a second one. This one came from closer to them.

She snapped her head in its direction, just in time to notice something creeping toward them from under the quagmire. The soft ground was rippling around a vine that was slowly reaching for Gulnur's feet.

It made no sound as it moved, a silent killer in the marsh, slowly slithering to the dwarf's foot.

"Gulnur! Watch out!" Violette shouted, pushing the water away from the group with her magic.

As she did, she revealed something way worse. All around them, hidden in the shallow water, were vines creeping toward them from every direction.

Once the vines were revealed to them, they sped up, trying to accomplish their task. The group rapidly destroyed the creeping plants, saving themselves from being trapped.

But more and more vines appeared, dashing at them from every direction, forming a constant barrage of attacks. This put the party in a tough spot, as they were outnumbered.

"There has to be a caster nearby!" I'die shouted, knowing this was most likely a druid's spell.

But try as they may, they failed to locate the enemy druid. This continued on for a few minutes, unabated, as the party was already getting mentally tired.

I'die used his new staff's ability, summoning a small swarm of creatures, choosing to go for piranhas. He sent them into the surrounding water in a last-ditch effort to find the caster somewhere in the water.

Surprisingly enough, it took only a few quick seconds for the piranhas to latch onto something. It became clear where their enemy was, as the piranhas were biting at something invisible at the edge of the boss room.

After taking some damage, the boss' invisibility dropped, and it revealed him to the players. Standing a short two feet tall, and wearing some robes made of snakeskin, was a small frogman, with a wooden staff in hand.

His skin was a sickly green, with spots of yellow. The frogman was looking at I'die with rage.

"How dare you! Why are you fighting alongside a human and a dwarf?! They are destroyers of nature!" The frogman druid croaked as he stared at I'die.

I'die didn't waste his time answering as he cast binding vines of his own, trying to capture the boss. But he grossly underestimated the enemy's power, and the frogman druid took control of his spell.

Astaroth immediately melded with Luna before firing a myriad of spells at the druid. He was aiming to break the boss' concentration, so they could start fighting him.

They couldn't just keep fighting off vines, after all, or they would never clear this dungeon, and would eventually start making mistakes and die. The frogman druid was good, and didn't lose concentration easily.

But as soon as he did, all hell broke loose on him.

Phoenix started bombarding him with fire spells; I'die blocked his paths of retreat as best he could; Athena fired arrows in rapid succession; and Gulnur dashed forward, locking himself in the boss' face.

Now that the enemy couldn't kite them anymore, it was time to slaughter him. Even though this was a boss monster, he stayed a caster.

And everyone knew casters weren't famous for their toughness. It took less than five minutes to kill it once they kept him from casting spells.

You have killed a Grippli Court Mage (Elite Zone Boss) Lvl 50. 16'667 Exp awarded.

Chapter 175 Stage Three

The reward chest spawned in the middle of the room, glowing, as always. This time, I'die was closest, so he opened it.

The chest's content took aback him. Dungeons were well known to drop good equipment, and the occasional rare skillbook.

But inside this chest before him was no equipment. In its place, four skillbooks were neatly stacked.

He opened up the description tab, reading the names of each skill.

Skillbook: Create Marshland (Active); Skillbook: Natural Camouflage (Passive); Skillbook: Hypnosis (Active); Skillbook: Poison Skin (Passive).

Everyone got near the chest while he was reading the descriptions, and they all saw the books. Jaws dropped at the wealth of skills they had gotten.

It wasn't that often that skill books dropped in dungeons, let alone four in one chest. From the descriptions in the books, if a single person got all those skills, that person would become a dangerous foe.

It tempted them to give all of them to I'die, since he was the most compatible. But he adamantly refused to take all of them.

So they talked about it for a while, coming to a consensus.

The poison skin book would go to Gulnur, since he was their tank.

The Create Marshland skillbook would go to I'die, since he was the only druid in the party.

The Natural Camouflage book would go to Athena, since it would synergize well with her huntress class.

And finally, the Hypnosis skill would go to Astaroth, as it would stack over his other skills from Morpheus, making him a very potent support while melded with him.

Astaroth looked at the Soul Core the boss monster dropped and was disappointed again. This was the second boss in the dungeon, both of which had dropped soul cores and were elite monsters.

And yet, neither Soul Cores contained a soul fragment. The cores were empty of any spiritual energy.

He guessed it was due to them being dungeon monsters, but it still peeved him. This dungeon run had yet to yield something he really wanted.

The equipment he had gotten was good and all, but this wasn't what he had hoped. Since he was a Soulmanacer, and high-level monsters were a good potential source of power, he had hoped a dungeon would give him a few spirits.

But he was sorely disappointed. The skillbook was nice too, but this wasn't what he wanted.

After dispatching the books, and learning them for those who got some, the party ventured forth. Astaroth read the skill description while they walked to the door.

Hypnosis: You can project a repeating sound around you, causing the people that hear it to slowly lose mental resistance and possibly be charmed to fight for you. The hypnosis takes time, and if the player notices it, they can't be charmed by it. Mental resistances still go down, regardless of successful charm or not.

The spell takes 15 seconds to take hold and charm opponents.

Charm/Resistance down duration: 1 minute.

Mana cost: 1'000 MP.

Cooldown: 5 minutes.

This sounded like a pretty OP skill, but the prerequisites to make it strong were pretty harsh. Then again, that only applied to someone that had nothing that could be used with it.

Astaroth smiled as he thought about his other two sound-emitting skills. Summoning Morpheus or melding with him, gave him access to the Sleeping Pulse and Dissonance Screech skills.

If he bolstered this with Hypnosis, he would be stacking three different debuffs on enemies. This made him quite a useful support mage.

Of course, that was far from being his aim in combat, but there was nothing wrong with wearing more than one hat, was there? His class allowed him to do it, after all.

The door to the third part of the dungeon opened on its own when they walked to it. And it revealed something the group wasn't expecting.

Behind the door, the scenery changed from a musky marshland to that of a small city made of stone and wood. The city was in awful shape, though, and looked like someone had recently raided it.

The gates that led inside the city were crumbled to the ground, shattered by a massive impact. Claw marks were spread across the walls, massive and at different heights.

In the distance, a gigantic tree stood in the center of the city. It was just as roughed up as the rest of its surroundings, half burnt and many of its branches destroyed.

The trunk seemed like it had been dug into, and a hole the size of a small house led inside. From where they were, the party couldn't see inside, but they could guess how it would be there, too.

They cautiously advanced, watching around them for signs of enemies. They soon came across the first batch of monsters.

Weirdly, though, they were fighting amongst each other. Half the monsters were lizard-looking humanoids, and the other half were the familiar frogmen they had seen up to now.

But something was off. The frogmen were wearing armor, much like the Lieutenant boss they had felled, and the lizard men were dressed in what looked like leathers and furs.

The frogmen were fighting as a unit, trying to push back the lizard men, but it was a losing battle. Their opponents were twice their size and seemed much stronger.

As they kept slowly approaching the combat zone, the group started understanding some words being shouted.

Until they got a full phrase through.

"Repel the invaders! Protect the kingdom!"

Astaroth's stomach dropped.

'Are the lizard men invading the frogmen?' he wondered.

Which side should they fight against? Should they kill all of them?

These were the questions going through their minds at this moment. But Phoenix broke the silence.

"Get ready. We're helping the frogmen."

Athena and Silent frowned at the order, since they had been battling these same enemies until now. But they kept their thoughts to themselves and followed the order.

The party charged in, taking both sides by surprise. But when the frogmen saw that the new combatants only targeted the lizard folk, they redoubled efforts to fight back.

The scuffle was over in minutes, since the players overpowered the lizard men. But the frogmen still looked at the players warily.

"Identify yourselves!"

Chapter 176 Discovering The Hidden Quest

After the combat ended, the frogmen became extremely wary of the newcomers, and raised their weapons at them.

"Identify yourselves!" one frogman barked.

Phoenix took a step forward, raising her hands to show she had no ill intentions.

"We come in peace. We just want to help."

"Then why do I smell the blood of our brethren on your friends?!"

"We were attacked by some of your kind on the way here. We only defended ourselves."

Phoenix had elected to lie to them, lest they had to fight their way through after taking the time to defend them. She hated losing time, but their situation required it.

Astaroth kept mostly quiet, but he clicked his tongue rhythmically every second. He was already trying to use his new skill.

The Hypnosis was slowly lowering the aggressivity of the frogmen soldiers, and their officer seemed about to lower his weapon. But before the skill could completely take hold, Phoenix stomped his foot.

She wrote to him in chat to stop.

'What if using that skill marks us as enemies to the others when it stops working? This is already plenty.'

'Sorry, I hadn't thought about that. But was it necessary to crush my foot?'

'Stop whining. I know that barely hurt you.'

'Tsk!'

While they were having this silent conversation, Phoenix continued to convince the Gripplis they were friendly. The first part of Astaroth's skill had lowered their mental resistances enough for her to work her shrewdness.

After talking with them for another minute, the weapons were finally lowered.

Ding!

You have discovered the hidden dungeon quest 'Save The Kingdom!'.

Save The Kingdom:

Tasks:

Fight your way through the Lizardmen invaders and save the soldiers.

Reach the castle before it's too late. (1 hour)

Save the King from being slain.

???

Rewards:

Bonus Exp: 1 million/player

One piece of equipment from the royal armory/player (maximum elite grade)

5000 gold pieces/player

???

The entire group had to contain their emotions when the notification popped before their eyes. The rewards were insane.

If they were not mistaken, all this was apart from the normal dungeon rewards, which were already plentiful. Adding this much to it would give them an immense boost.

There was no doubt online that dungeons had some hidden quests, but if any player had found one, it had yet to be leaked on the forums. But everyone knew why dungeons were being monopolized by guilds.

Phoenix was still talking to the frogmen, asking them how the party could be of help, while she read through the quest. She started making plans about the dungeon and how to maximize their gains from it after this.

After a bit of back and forth, the Grippli soldiers finally agreed to lead them inside the city, to help repel the invaders.

Phoenix sighed in relief, as the timer had already started counting down when the quest popped, and it was now down to fifty minutes.

The party followed behind the soldiers, as they pushed inward the city. They battled many times on the way there, with the lizardmen's forces becoming more numerous with each battle.

By the time they reached the castle, they had a small army of frogmen leading the way, and the timer was under five minutes. Fortunately for the players, it stopped counting down as they entered the castle grounds.

Astaroth looked at the quest window.

Save The Kingdom:

Tasks:

Fight your way through the Lizardmen invaders and save the soldiers. ✓

Reach the castle before it's too late. (1 hour) ✓

Save the King from being slain.

???

He was satisfied with their progress. But now came the harder part.

Further inside the courtyard, the primary force of the Lizardmen was pushing into the castle from the gaping hole in the wall. What seemed like the royal guard was barely containing them, and many Lizardmen were slipping through.

When the Grippli they were marching with saw their brethren in danger, they howled a battle cry, and charged into the lizardmen's formation from behind.

The only frogman that stayed behind was the first officer they had saved. He looked at the party and nodded.

"We can deal with their forces here. Please head inside the castle and protect the king. Your power will be more needed inside."

After saying that, the officer joined his troops in battle, leaving the party behind. Phoenix looked at the situation and agreed with the frogman's assessment.

But as she chose to go inside, three players from their group refused. Silent, Athena, and I'die insisted they would be better used out here.

Phoenix didn't have time to rebuke them, and angrily nodded, before turning around and dashing toward the castle's new entrance.

Athena rapidly climbed onto a vantage point, before raining down arrows on the lizardmen. I'die summoned a Marshland under the fighting troops, suddenly giving an advantage to the frogmen, and impeding the Lizardmen's advance.

Silent Light ran around the battlefield, smacking away enemies with his flail, which he had not used yet in the dungeon, and pulling wounded Grippli soldiers aside to heal them.

In the meantime, Phoenix, Violette, Gulnur and Astaroth had slid inside the hole, fighting their way through the lizardmen. Once inside, the four of them did not know where to go, so Astaroth did the only thing he could do to help.

He melded with Morpheus, planning to use the bat's natural echolocation abilities to navigate the halls. His brown hair turned pitch black, as did his eyes.

His already long ears became thicker and slightly longer, and wings sprouted on his back. The leather of the wings was a dark shade of brown, and the fur on it was dark as the night skies.

Phoenix shivered at his current appearance. Violette only looked at him with wide eyes, while Gulnur gave him a thumbs up.

As soon as the transformation was finished, which only took around five seconds, Astaroth opened his mouth. A powerful subsonic wave left his mouth, which only he could hear.

It bounced off the walls of the castle, travelling further inside, giving him a mental image of what the castle looked like. It also showed him where lizardmen and frogmen were fighting.

Once he had found what looked like the fortified throne room, he took flight, telling the two girls and dwarf to follow him. He dashed into the halls, making sharp aerial turns, sometimes flipping and using his feet to ricochet off them.

They quickly made their way down the first enormous hall on their way to the throne room, but couldn't proceed further yet.

At the end of the hall, they entered a ballroom, and there were enemies everywhere. And they weren't alone.

Chapter 177 Splitting Up

The ballroom was in absolute chaos, with bodies strewn everywhere. Most of the bodies were Grippis, and they were shredded to pieces.

A Lizardman was standing in the middle of the room, reaching twice the height of every frogman in the room. He was sporting a maniacal grin, with his teeth covered in green blood.

In his hands, two jagged-edged swords were dripping with the same green-coloured blood. Astaroth scanned him.

Lizardman General Akro:

Level: 50

Grade: Rare (Zone Boss)

HP: 208'284/923'000

MP: 11'200/12'000

As soon as Astaroth scanned it, the Lizardman's head snapped in his direction.

Shaa!

The Lizardman General hissed at the newcomer that dared scan him. Astaroth rapidly scanned the room with his eyes.

He found another high-level creature in the room, this one a frogman. But he looked in much worse condition than his counterpart.

Grippli General Chirk:

Level: 50

Grade: Rare (Zone Boss)

HP: 83'422/917'000

MP: 6'500/12'000

From this info alone, he knew the frogman general was on the losing side. But did he have time to waste here helping him?

"Astaroth, take Violette and keep going! Gulnur and I will help here!"

Astaroth nodded rapidly before swooping down to the ground, grabbing Violette in his arms like a princess, before kicking off the ground again.

"Eep!"

As he passed over the Lizardman, the latter grabbed a spear from the ground next to him, launching it at Astaroth. Astaroth didn't even take the time to look at it, trusting his friends.

Just before the spear reached him, Gulnur's shield came flying in, knocking it off course.

"Thanks, Cap!" Astaroth shouted mockingly, accelerating through the halls.

"Fuck off, Morbius!" Gulnur responded mockingly.

Then the dwarf and Phoenix ran to get between the Grippli general and his Lizardman counterpart. They became serious, as they knew this would be a tough fight.

As Astaroth flew away, he started hearing the sounds of explosions and violent weapon collisions from behind him. He smiled, silently wishing them luck.

There were only a few hundred meters of hallway to traverse to reach what he assumed was the throne room. And from what he could gather from his occasional echolocation pulses, a battle was raging there, too.

He flew through them like a gust of wind, maneuvering the corridors with agility before reaching his destination. The door to the throne-room was slashed open.

It looked like a giant blade of some sort had rended into the metal-reinforced wooden door. Whatever was holding the door closed seemed to have shattered on impact.

Loud clanking was resounding from inside the room, with the occasional shake of the walls. Whatever was fighting inside that room was much stronger than anything Astaroth had fought against yet.

Astaroth landed before the door, putting Violette on her feet. His first meld was already half-used, and he would soon have to change back to another one.

But before that happened, he was fully intent on using the skills available to him to their fullest. He peeked his head inside the room, using Hypnosis.

His tongue clicking was half covered by the clanking of weapons, but he was sure it was working, anyway. He also used Sleeping Pulse in between his tongue clicks, to weaken the enemy even more.

Once both skills were used, he was disappointed the charm didn't work, but the drowsiness effect still applied once, and the mental resistance debuff too. This made the fight less one-sided for the Lizardman.

That's when he deemed it was the right time to join in. Astaroth signalled Violette, and dashed inside the room, taking flight again, to stay out of reach.

He then scanned his new enemy and who he was fighting.

Lizardman Warrior-King Angura:

Level: 50

Grade: Legendary (Boss)

HP: 10'731'753/12'598'750

MP: 62'500/127'500

Gripli Lord Marshall Kaillum:

Level: 50

Grade: Semi-Legendary (Boss)

HP: 7'406'185/9'460'000

MP: 72'500/99'000

Astaroth could sense another presence behind the stone throne, and he could easily guess that it was the king. And since task 3 of the hidden quest was to save the king, he knew who he had to fight.

He started swooping in, attacking from the weirdest angles he could, hoping to disrupt the Lizardman's combat. But his damage was highly underwhelming.

The Warrior-King stopped defending himself against the attacks entirely after a few times, judging this and couldn't take him down in a thousand years. But Astaroth wasn't over just yet.

The cooldown on Sleeping Pulse and Dissonance Screech was not very long, and he could fire it off a few more times before his melding was over. He used it every time it came back, stacking the debuffs.

This was slowly pushing the battle in the Grippli's direction, since the dissonance made the Lizardman miss more often, and the drowsiness was slowing him down.

The Lord Marshall used this advantage and went on the offensive. His aggressivity rapidly went up as his attacks rained down.

When Astaroth's first meld was over, the battle was already at a stalemate, with both the Warrior-King and Lord Marshall being around fifty percent of their health.

Astaroth used Hypnosis again, trying to apply the charm, but it failed again. The Lizardman was fully aware of what he was trying to do.

Since his melding was over, he couldn't reapply any debuffs for now, but he could still summon Morpheus. He hoped the Lizardman would keep ignoring his presence for as long as possible, lest he die.

But once he summoned Morpheus, things took a wrong turn.

The Warrior-King saw the bat being summoned, and he immediately launched an attack against it. That one attack took half of Morpheus' health away, as it flew higher up, trying to stay out of reach.

Astaroth quickly melded with White, dashing at the boss, trying to act as a distraction. If Morpheus went down, the debuffs that were aiding them would time out in thirty seconds, and the fight would go in the wrong direction again.

Unfortunately, the Lizardman was wise enough to keep ignoring Astaroth, launching another attack at the bat, this time fatally wounding it.

'Shit!'

But the fight wasn't over yet. Astaroth used his meld with White and slashed at the boss with abandon.

Since the many debuffs on him slowed him, the Warrior-King couldn't afford to block his attacks or dodge them, so he simply took them with his body.

With attacks raining on him from Violette, and his body being slashed non-stop by Astaroth, the Lizardman's health was slowly dropping.

And then the debuffs ended.

Chapter 178 Fighting On All Fronts

In the courtyard outside the castle

With the advantage I'die had given the Grippli troops, the Lizardmen were no longer crushing them so quickly. Then, in addition to that, with Silent Light's healing, and Athena ranged support, the battle was swinging back in their favour.

The Grippli were losing fewer soldiers, and the Lizardmen were being culled at a sped-up pace, making the scales balance back. It wouldn't be long until they tipped further to the Grippli's side.

Around when Astaroth made it to the throne room was when the battle in the courtyard was already set to be a victory for the frogmen. That was when Athena, I'die, and Silent took their leave from there and headed inside.

Since some of their party members had already passed here, it uncovered the map for them. So they could head directly to where two of their teammates were currently fighting.

When they reached their destination, what greeted them took them aback.

Gulnur was lying on the ground almost dead and completely battered, and Phoenix was currently in her flame avatar form, but she was being held by her throat by a huge Lizardman.

Athena swiftly nocked an arrow, firing it at the Lizardman's head, using her Impact Shot skill. The hit rocked the enemy's head enough for him to let go of Phoenix, who crumpled to the ground, gasping for air.

I'die started attacking Akro, too, Helping Athena contain him, while Silent hurriedly healed his two downed friends. He healed Phoenix first, since she was the closest, and then ran to Gulnur.

Silent Light had to use two very high-cooldown, high-cost spells, just to get both of them back up. He knew he did not waste them, but if they had another boss to face after, he would only have his lower-end spells.

He silently prayed that the last room where Astaroth was would be calmer, or else they would be in trouble. When he turned his head to scan the boss, he noticed the grade and understood why they were in such awful shape.

Lizardman General Akro (Enraged):

Level: 50

Grade: Rare (Zone Boss)

HP: 86'844/923'000

MP: 3'900/12'000

Gulnur coughed and hacked, spitting out blood, before he gripped Silent's arm.

"Don't worry about me."

Cough Cough

"Heal him!"

He then pointed at a form slumped up against a wall. It was the Grippli General.

His health was teetering dangerously close to zero, and he had a sword planted in his chest. His health was still bleeding out.

Silent nodded his head, keeping quiet as he madly dashed toward the NPC. He still had one spell left he could use, but he seldom wanted to use it before the last boss room.

Unfortunately, he didn't have a choice now, since he wasn't strong enough to heal the Grippli enough with any other spell. His last skill was the only one that healed in percentage instead of raw health points.

When he reached the Grippli, the frogman slowly opened his eyes.

"Go help your friends. Save the king... Please..."

"Stop talking. This is going to hurt, so I apologize in advance."

Silent Light became highly focused as he put his hands in a praying motion. He closed his eyes and murmured a chant.

"Divine Touch."

When he opened his eyes, they were shining in a golden light. He yanked the sword from the General's chest, and before blood could even spurt out, he slammed his hand into the wound.

The Grippli violently howled, as the hand jammed into his thorax, putting him in excruciating pain. But the healing was taking effect.

Angelic Touch was a priest spell that was considered an end-game spell. It took your remaining mana down to one point, and whatever percentage it took, it healed the same percentage of health to the target.

In this case, Silent Light had forty percent of his mana left, and that went directly into the Grippli's body. His chest wound closed up at a visible speed, as did most of his other cuts, leaving only scrapes and bruises.

Once the spell was done, Silent collapsed on the floor, out of breath and completely drained. Just before he passed out, the General thanked him, promising he would save his friends.

Back to the throne room

Astaroth was still violently clashing against the Lizardman Warrior-King. His debuffs had long since expired, and the only thing holding this fight at bay was Violette constantly freezing its limbs.

It was taking all her magical prowess just to apply ice strong enough to cause him the frozen status. A legendary monster was no joke, and his high constitution score was keeping him from most effects.

The melding with White was close to over, and Astaroth had barely dented the boss' health bar. He was being more of an annoyance than an actual threat.

But just before the meld ended, he used a skill that had so far been useless against high-level enemies. He pulled out his war axe, and used Decapitation Strike, aiming for one of the boss' arms.

The axe blade glowed as it impacted the forearm of the Lizardman. He had lifted his arm to block, as he did more than once now, since it counted as a block with his high constitution.

But something was different on this strike, and before he could realize that, the unexpected happened.

Schluck

The axe blade pushed cleanly through the forearm, separating the hand from the arm, finally impacting its combat ability.

RROOAARR!!

The Warrior-King howled in rage and pain, as its hand fell to the floor. Now that the annoying fly had actually wounded it, it had to pay.

All its focus turned to Astaroth, as his meld with white ended. Astaroth's eyes went wide as a giant ethereal axe blade appeared before his face.

He quickly melded with Luna, activating Moonlit Sanctuary. The temporary invulnerability saved his life on strike, but he was sent flying off like a baseball on a home run, colliding with the room's wall.

By the time he got back up, the Lizardman was already in his face. He wouldn't survive this hit and he knew it.

Astaroth closed his eyes, accepting the inevitable.

Clang!

Chapter 179 A Strange Orb

Clank

Clang

After hearing the weapons bang on each other, Astaroth opened one eye. In front of him stood the Grippli Lord Marshall.

He was fending off the attacks from the Lizardman, protecting him from harm. Astaroth was grateful for this development, as now he could keep being useful for a while.

He quickly got up and dashed away from the fight, before he got hit accidentally, or ended up tripping the Grippli. Since he was now melded to Luna, he did what he did best in this mode.

He started bombarding the boss lizard with spell after spell, inflicting only moderate damage, but in quick succession. Violette was doing the same for now, trying to let her mana reserves go back up.

The Lizardman had stopped trying to break the ice on his limbs, since he had no more time to do it. Losing a hand had severely impacted his combat ability, and he was now on the back foot against his original opponent.

Astaroth accumulated all the Aether he could for over two minutes before unleashing a Moon Beam right into the Warrior-King's back. It cut his transformation short, but on the other hand, the damage he dealt was more than enough to compensate.

-451'500!!

The Gripli had swiftly moved away from the attack line, trying not to get hit. The Lizardman had not expected the attack, and it flung him off his feet.

He was rapidly shot at the wall in front of him, taking more damage.

-52'558

That single attack alone had almost taken five percent off the boss' health, and Astaroth was very proud of himself. Unfortunately, he also shoved the boss across the twenty-five percent mark.

A loud, guttural roar echoed from inside the cloud of dust the impact had made. It sent chills down the two players' spines.

Astaroth turned his head toward Violette.

"I think I made it mad."

Violette looked at him like he was the biggest dolt to have ever graced her life.

"You think?!"

At that moment, something flew out of the dust, colliding head-on with the Gripli Lord Marshall. The Warrior-King was holding on to him with both hands.

His enrage skill had regrown his hand instantly! This was bad.

The Lizardman's maw was rapidly closing on the Gripli's head, but he would not let himself die that easily. He rapidly jumped up, before sending both his feet into the Lizard's chest.

The amount of power the frogman's leg could exert was something that would instantly kill any player, even the best of tanks. But against his opponent, it merely freed itself from the grip.

It did some damage at the same time, but nothing to write home about. That was the moment the rest of the party finally made it to the throne room.

Athena was carrying a pale and sleepy Silent Light, and they were being accompanied by the Gripli General. This gave a little hope to Astaroth and Violette.

When the General saw the inside of the room, he rapidly grasped the situation and lunged at the Lizardman. Being in a two versus one barely contained the monster's strength.

Astaroth scanned the room, trying to find something that could help them. That's when his eyes crossed a pair of old bulging eyes behind the throne.

The old toad that was standing behind the throne beckoned him.

Astaroth was hesitant to go there, since he would much prefer to kill the enemy before having a chat with the king. But since the king had been hidden all along, and only now came out to beckon him, he thought it might be important.

He ran towards the back of the throne, staying hidden from the Warrior-King, since he was pretty sure it would immediately go for him if it saw him.

Once there, the old toad saluted him with its croaky, soft voice.

"Young one. I salute you."

"It is my pleasure, your highness. But is this the right time for a chat?"

"Indulge this old dying soul. I sense something quite rare, and I would like to give you something."

The old toad then pulled out a small bead. It had a dull coloration, and didn't seem to have much value.

It almost tempted Astaroth to bat it away, since this was hardly the time for meaningless gifts. But something caught his senses.

Slowly oozing off the orb was pure Aether. Aether of the same quality that Alantha Anulo, Kingdom Spirit of the Ash Elves, had exuded.

The king slowly deposited the orb in his hand before closing his fingers over it.

"Take this. It has been a long time since it has awakened. That is the reason we cannot defend our lands from these savages. Maybe you can awaken it."

After saying his piece, the king waved him away, before going back towards what looked like a back room. Astaroth looked down at his hand.

The orb was still exuding the same Aether, but once it had come into contact with his hand, it had started slowly pulsing. It was not an unfamiliar pulse, almost matching the speed of his heartbeat.

Astaroth explored the theory coming into his mind. He closed his eyes, clenching his hand tight on the small bead.

Then he started accumulating Aether again, this time pushing it into the orb. The pulsing got faster until he could feel a small presence inside the orb.

That's when he sent his mind into the orb. He felt it get sucked inside, like when he went into his own head to talk to White.

His body appeared inside an empty space, floating amongst what felt like water. He could breathe fine, but the thickness of the emptiness around him felt like he was swimming.

He started moving his mind around this space until it came into contact with something. Another presence.

"Hmm?"

"It's been ages since someone has awakened me from slumber. You are not even from my kind. What do you want, pointy-eared mortal?"

"I was asked to wake you up. Your kingdom is in danger."

"Is it? I don't sense any danger. It has been long since my kind had a kingdom. What little remains of the Grippli people barely worship me enough to keep me in existence."

"In that case, it would seem I am in a past version of your kingdom. A time when they couldn't summon you to help them."

Up to this point, Astaroth had been talking into the void, since he only sensed the presence. But that quickly changed, as a form made of mist and water coalesced together.

"You have piqued my curiosity, mortal. Speak, and I shall listen."

Chapter 180 Completing The Quest

Astaroth explained the current situation to the now fully formed frog deity. It was a slender Grippli, with water flowing all around him in a gentle stream.

He knew Violette would die of jealousy if he told her he had met a minor water deity, but he refrained from saying so. After giving his full explanation, the Grippli formed a water bubble that he sat on.

"Hmm. Your friends and you have most certainly altered that version of the timeline. Unfortunately, it cannot affect the present, and it will not bring my people back. But I should be able to help you, if only temporarily."

"It would most honour me to receive your help, kind sir."

"I'll help you under one condition."

"What condition is that?"

Astaroth was becoming perplexed. What if the minor god asked for his eternal servitude?

"It is nothing of the sort, you silly mortal." the frog god chuckled.

"I simply want you to bring the bead you are holding back to my people. This is an artifact of great power, and could help the Grippli nation to rise back up from the mud."

"I would gladly do that, if you help me get out of this situation alive."

"Then it is settled. I will lend you a part of my power for two minutes. That is all I can do with what little Aether you gave me. It will send me back into dormancy soon after."

"That should be plenty, sir. I thank you."

"Good luck, young pointy-ears."

Astaroth opened his eyes after his conversation, and the situation was quite critical around him. The Lizardman was still rampaging around, and both the Grippli fighting him were on their last leg.

His party members were also contributing what little they could to help, but they already used most of their big skills in the previous altercations.

As he took in the situation, he felt the gush of power coming from the orb. The power crept up his arm, soon reaching his soul, and fusing with it.

He felt his skin crawl as it morphed into a leathery texture. His hands changed, going from the normal five-fingered hand to a four-fingered hand with sticky pods at the fingertips.

His vision also changed, as the colours faded, but every movement in his rapidly expanding field of vision caught his attention. He glanced at his status window.

Status:

Name: Astaroth (Fused to Quon)

Race: Ash Elf

Level: 37 (8'170/2'939'950)

Stats:

HP: 68'440/68'440

MP: 86'198/86'198

Aether: 861/861

Stamina: 100

Mana Regen: 5/second in combat, 25/second out of combat

Strength: 455 (521) (+20 armor) (+46 passive)

Agility: 1'187 (1'308) (+119 passive)

Constitution: 454 (519) (+20 armor) (+45 passive)

Intelligence: 1'187 (1'308) (+119 passive)

Wisdom: 1'187 (1'308) (+119 passive)

Attack Power Str: 2'655

Attack Power Agi: 6'540

Magic Attack Power: 6'540

Healing Power: 6'540

Natural Defense: 25 %

Armor Defense: 14 %

Luck: 0 (Stat unaffected by Level up and free points)

Available stat points: 0

Available skill points: 0

Physical Condition: Normal

Mental Condition: Normal

Skill Gained: Absolute Water Control

The stats he gained floored Astaroth. This was the power of a minor deity.

A weakened one at that. He couldn't fathom how strong Quon had been at his peak.

The skill he gained caught his eye.

'Absolute Water Control? What could that mean?'

He opened up his skill window and read the description.

Absolute Water Control: Water obeys your every command. Only your imagination is your limit now.

The brief description said nothing, but it said everything at the same time. He immediately tried out his new power.

The timer was ticking down already, after all.

He looked at the Lizardman and moved forward. His one step brought him into the Warrior-King's face, almost like he teleported.

In the same motion, he threw out his fist, punching the lizard in the face. Everything was moving so slowly for him, yet that wasn't the case for everyone else.

To them, they just saw a weird-looking Astaroth teleport in front of the boss monster, and punch him so hard and fast, the boss flew into the wall instantly.

-1'374'757

The entire group's jaws dropped instantly. With a single punch, Astaroth had just taken away over ten percent of the monster's health, which was close to half of what it had remaining.

The damage number almost caused Phoenix to faint. The Grippli that were previously fighting the Lizardman suddenly dropped to their knees.

"Oh, great lord Quon! You honour us with your presence!" They chanted together.

Astaroth ignored them, looking to where the boss had flown. He was more interested in killing that beast and being done with it than talking to subjects of a forlorn deity.

He took another step forward, bringing him to the collapsed wall, where he picked up the half-unconscious Lizardman. He then shoved his hand into its maw, before conjuring a never-ending stream of water into its head.

Then he watched the monster's eyes go wide as it slowly drowned and died. There was nothing it could do.

Try as it may, each hit it made on Astaroth was like hitting a steel wall. He barely felt the impact.

After a few seconds, the Lizardman Warrior-King finally drowned, and a notification popped for the party members.

Ding

You have killed a Lizardman Warrior-King (Legendary Boss) Lvl 50. 166'666 Exp awarded. (+100% for kill 1 tier higher)

Ding

*You have completed the hidden quest Save The Kingdom. Completed the hidden task: Wake the Grippli Deity. All rewards were obtained.

Rewards:

Bonus Exp: 1 million/player

One piece of equipment from the royal armory/player (maximum elite grade)

5000 gold pieces/player

Bonus Exp: 10 million, Bonus Gold: 10'000, One additional item from the royal armory (maximum rare grade) /player

With all these extra rewards, the entire party would skyrocket to being the richest and strongest players in the game! They couldn't believe it!

They wondered what Astaroth did to find this hidden task. But then, seeing him destroy the boss monster like it was a trash mob, answered their silent questions.

"Seems like coming here with him was the right choice," Phoenix said to the rest of the party.