

Seller 48

Chapter 48 Choosing The Spirit Path And Making A Breakthrough

It was midnight. The darkness loomed all over the world. But, in the Imperial, on the first floor of a certain store named Genesis, its owner was in deep thoughts, thinking about something where no one in the entire world gets such an opportunity.

"Okay, now, what path should I choose? Summoner or a Mage?" The moment one starts the cultivation of their spirit, every spirit warrior wouldn't have a choice in their path. The only choice they have is the weapon.

This is why many experts of fighter path use heavy swords. They don't like to fight with fists and kicks like some barbarians.

And others who don't even like fighting might become Blacksmith if they were from fighter path or maybe an Alchemist if they were from Mage path.

But, right now, Mark gets a choice to choose his Spirit path, his future. Based on the path he chose, his spirit skills will be decided. As a result, he went into a dilemma. Neither the System is helping him to choose out of the two nor could he ask the help of someone else.

On one side, there's Mage, a path with high damage power and a huge potential with the possibilities of learning huge devastating spells. Those who become mages were called gifted people who are loved by Ether.

On the other hand, there's a summoner, a path that's rarely found in the Phoenix Empire. However, unlike the Mage path where one could save themselves by invoking defensive spells, a Summoner completely depends on the summons. Moreover, the attribute also plays a huge role. Like for example, the dark attribute Summoner might summon only the undead, the earth attribute summoner might summon only the golems.

Another disadvantage of Summoners is that the availability of skill books or the Masters where they can learn from is quite low and due to less quantity, their prices will touch the sky.

Luckily for Mark, he also gets to choose attributes too. So, no need to worry about becoming a necromancer and being hunted down by everyone. And the system also mentioned to him that it will provide the skills or he can buy them from the store too. Another disadvantage can also be covered here. Now, the things he needs to think about are their advantages over each other.

After thinking for a long time, Mark finally decided on his Spirit path and his attribute. One can say the hopes for the future of his weapon store largely influenced his decision.

He proceeded to click on the question marks beside the Spirit path. Several options appeared before him.

*Ding! Choose one: Fighter, Archer, Mage, Summoner, Assassin, and Swordsman.

*Ding! You have chosen Summoner. Lock it?

"Yes"

Mark then clicked on the question marks beside the attribute. Once again, an option appeared before him.

*Ding! Choose one element: Fire, Water, Wind, Earth, Lightning, Light, and Dark.

"Fire element is too common, Water is useless, Wind is unpredictable, Earth is boring, Light is too weak, and Dark is filled with a dangerous path ahead. But, Lightning is destructive and fast."

*Ding! You have chosen Lightning. Lock it?

"Yes"

*Ding! You received a new summon, Lightning sparrow. Check the Familiars inventory for details.

*Ding! Familiars inventory is added to the character

"Oh, I thought I would receive one after making a breakthrough to the next realm. Cool." Mark was satisfied with the outcome and continued with the remaining things that he needed to do. As for testing his power, he will do it later.

"System, open Lottery"

For Mark, this was the second big thing after the transformation into a spirit warrior. After all, it was because of the Battle Tank, he managed to go ahead against the Song Clan's head. He was excited to see what kind of a weapon he will earn this time.

The contents were exactly the same as last time, A random bloodline, a mysterious potion, upgrade stone, +2 chance, unique skill, a question mark. The only thing that's changed is that the Battle Tank has been replaced by an empty spot. Does that mean the contents won't be refreshed? What would happen after he claims another one? Mark wondered.

But, still, it isn't the time for thinking too much. So, putting aside his thoughts, Mark proceeded to click on the button below it where 300 has been written on.

With 300 credits consumed, the lottery wheel started to spin. With no bloodline triggered during his awakening, he could only hope for bloodline. Ten seconds later, the wheel slowed down.

It took another five seconds, its speed down further. However, there's a panic appeared on Mark's face as it was on the question mark and the next one is a blank.

A couple of seconds later, he closed his tightly and punched the mattress beneath him in frustration.

*Ding! Better luck next time.

"Luck... Dammit, I forgot." It was only then Mark remembered that his luck points were only 3. That means there would be only a 30% chance for him to get lucky. In the excitement to try it, he lost the opportunity to acquire something.

With the countdown of 6 days, 23 hours, and 59 minutes appearing on the bottom of the lottery wheel, Mark dispiritedly closed down the window and spoke, "System, open Quest list."

A new window opened with the list of new quests on the screen.

QUESTS LIST:

Main Quest I: Sell a total of 1000 firearms.

Reward: Bolt Action Rifle, Lever Action Rifle, and Semi-Automatic Rifle

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Main Quest II: Become Rank-1

Reward: Host's share increases to 20% permanently, 500 credits

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SIDE QUESTS:

Side Quest I: Earn a total of 10000 gold coins from selling the weapons created by the system excluding the bullets and ammunition (In progress-0%)

Reward: An upgrade crystal

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Side Quest II: Sell 10 Semi-Automatic Pistols (In progress-0%)

Reward: Semi-Automatic Pistol (20 rounds)

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Side Quest III: Spend a total of 5000 Credits (In progress-16%)

Rewards: Exchange Panel (Currency to credits and vice versa)

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DAILY QUESTS:

Daily Quest I: Every day, kill ten 1-circle realm beasts of any type without taking external help.

Reward: 10 credits

Daily Quest II: Spend time with any of your summoning pets for a total of 60 minutes.

Reward: 10 credits

Daily Quest III: Create thousand 9 mm bullets or any ammunition per day

Reward: 10 credits

Daily Quest IV: Sell ten firearms per day

Reward: 10 credits

"Oh, the next set of rewards is good, especially for the daily quests. 40 credits per day mean nearly 1200 credits per month, 14600 credits per annum. Not bad..." Mark was satisfied with the Daily Quests. They don't seem that difficult and are basically freebies except for the last one, which needed luck. So, at the very least, he was confident to earn 30 credits each day.

Then, his eyes fell on the reward for the main quest and something clicked in his mind. "System, is the upgrade crystal, the same as the upgrade stone?"

*Ding! No, Upgrade crystal is used for upgrading the quality of ether particles in the host's body whereas the upgrade stone is used to upgrade the equipment.

"Ah, I see." Mark was a little disappointed that he cannot upgrade his Ring of Luck that easily. But, he was still happy that his ether quality will be upgraded from low to mid, effectively increasing his strength in the end.

With everything set, Mark proceeded with the next step. "System, open Character."

He clicked on breakthrough.

*Ding!