

WEAPON SELLER IN THE WORLD OF MAGIC

Chapter 13 Ring Of Luck

*Ding! You unlocked the System store.

*Ding! You received a new side quest. Check out the Quest panel for details.

*Ding! You unlocked Revolver. Check out the Gallery for details.

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Mark quickly opened the store to see what it holds.

*Ding! Please select a category: Skills, Items, Attributes, Bloodlines, and Unique Weapons.

Of the options presented before him, only Items were highlighted. The rest of them are grayed out.

Mark understood that they are locked just like hundreds of weapons in the Creation panel.

"System, how do I unlock the rest of the categories?" He was actually surprised that even things like Bloodlines and Attributes can be bought.

*Ding! Please upgrade the system store to unlock the remaining categories.

"And how do I upgrade the system store?" Mark's eyes were fixed on the last category as he was very curious about what kind of weapons will be there in the Unique Weapons category.

He was looking forward to upgrading it as soon as possible.

However, System's reply darkened his expression immediately.

*Ding! Upgrade stone can upgrade the store to the next level. Upgrade stones can only be obtained through either emergency quests or side quests. It depends on the host's luck.

He rested his forehead on the table and looked down at the floor in depression. "Luck, my foot..."

"Anyway, let's see if I can buy anything." Raising his head once again, he clicked on the only available option.

The categories disappeared and were replaced by a long list of items in a grid. There are images accompanied by their respective prices and names.

The first section is full of various pills. Most of them affect for a limited time like increasing the recovery rate of ether energy, the success rate of creation, healing the injuries, etc...

Other pills give a permanent boost like improving agility, strength, skill power, longevity, etc...

Mark looked at the prices and shook his head with a sigh. "Even a basic pill costs a hundred credits."

He scrolls down further to see the next section, which contains the accessories, which gives a permanent boost in things like strength, agility, ether recovery rate, and so on.

It's just that the boost only works when the host a.k.a Mark is wearing them. They are also quite cheaper when compared to the pills.

Since he doesn't need to boost his strength and such, he thought of bypassing them too. However, as he scrolls down, his eyes captured a ring.

As he saw its price was 500 credits, Mark immediately clicked on it

Ring of Luck

Grade: Copper (Upgradable)

Description: With the Ring of Luck, the host can steal the luck of others for a limited time and increase the chances of getting lucky in any kind of situation.

Effects (1): Permanent Luck+1

Effects (2): Can steal up to +2 temporary lucky points for 5 minutes
(Cooldown: 3 hours per 1 lucky point)

Price: 500 credits

Mark bought it without considering any second thoughts.

Luck is what he needed to either get customers or the upgrade stones. Right now, it was the most important for him.

To acquire the luck, Mark was even willing to go outside to roam and steal it from passersby.

It would also be helpful when he will fall in danger. He can steal the luck of his enemy to save himself.

As soon as he bought the item, he received a series of surprising notifications from the system.

*Ding! You bought the Ring of Luck. 500 credits have been deducted.

*Ding! Ring of Luck has been sent to the inventory.

*Ding! You completed the side quest (1). Click on the Quest to receive the reward.

*Ding! You completed the side quest (3). Click on the Quest to receive the reward.

*Ding! You received a new side quest. Check out the Quest panel for details.

*Ding! Luck stat has been added to the Character panel.

"Has my lucky season already started or something?" Mark grinned from ear to ear as he closed down the notification screen and the store as he only had a little more than

He then opened the inventory to take out a copper ring that looked like nothing special.

He had quickly worn it on his left index finger and spoke, "System, open Character menu."

Name: Lu Zhen (Mark Spencer)

Strength: 0.3

Intelligence: 0.7

Defense: 0.2

Agility: 0.1

Vitality: 0.8

Resistance: 0.1

Charisma: 6.8

Luck: 2 (+1)

Bloodline: N/A

Attribute: N/A

Spirit Path: N/A

Ether Quality: Nil

Ether energy: 0

Rank: N/A

Skills: N/A

Lifespan limit: 80 (55 years left)

Available Credits: 187

Net worth: 436 gold coins, 46 silver coins.

Mark's facial expression changed quickly, "Only 2 points of luck? No wonder I was kidnapped by a mafia gang. No wonder I was killed by my own trusted comrades.

No wonder my soul was transmigrated into a place where all these supernatural beings exist.

No wonder I possessed trash of a prince, who was born with no ether particles and got even switched with a commoner by his own biological mother.

No wonder my business isn't going well..."

The more he thought about it, the more he fell into depression.

Letting out a deep sigh, he put those depressing thoughts away and focused on his current situation. After all, it is time to celebrate his bright future, not to lament his tragic past.

Looking at the copper ring, Mark mumbled, "I can steal 2 points of luck. That means my overall luck will be 5. I hope, with this, the situation will become a lot better in the future. Anyway, let's see what the new quests are."

QUEST LIST:

Main Quest: Sell 100 Single-shot Pistols (In progress-15%)

Reward: Single-shot firearms Unlock

Side Quest (1): Purchase an item from the store (Completed)

Reward: 50 credits (Click to receive the reward)

Side Quest (2): Sell 10 Revolvers (In progress-0%)

Reward: Semi-automatic Pistol (10 round magazine)

Side Quest (3): Spend a total of 500 Credits (Completed)

Reward: Lottery Wheel (Click to receive the reward)

"50 credits? That's the same price if I dismantle a top silver-graded weapon. Not bad. And this Lottery Wheel seemed like it's also a good thing. Let's check it out and see the prizes and participate in it after absorbing some luck from others.

But, before that, I need to see the new quests."

As he received both the rewards, two new quests also replaced the completed ones. His eyes lit up in excitement as he saw the reward.

Side Quest (1): Earn a total of 1000 gold coins from selling the weapons created by the system excluding the bullets (In progress-7.5%)

Reward: Ether particles

Side Quest (3): Spend a total of 5000 Credits (In progress-10%)

Reward: Exchange panel (Currency to Credits and vice versa)

Mark clenched his fist tightly to control his happiness, "It looks like 1 additional point of luck is working. As long as I sell the weapons, I can transform into spirit warrior and cultivate like these people with supernatural powers."