***Verse 5: Time to Move***

The Chaos Lord and Zev agree to work together to help Richter achieve the Quest that Xetrix awarded him.

Before they talk further Richter asks Zev to make the Orcs lie on their backs on the ground.

He did so and they complied. Blank stares all. It was convincing.

“How do they fight?”, Richter couldn’t help himself.

“Oh, that wasn’t too hard to figure out. As I said, I was a Macro Master and so once I figured out how to use Deep Analysis to see skills, I was able to string them together based on their combat logs.

Oh yeah, Deep Analysis allows me to see everyone’s logs. Even the NPCs are typically pretty boring.

The real problem with my Profession is that it’s not like a Charm spell. I can’t interrogate a puppet. Anything I puppet becomes a ‘thing’. What I mean is that it’s like cooking or washing dishes. When you are cooking you can be creative with ingredients and how they work together. When you are washing dishes littered and piled high in a sink, you need to be creative to wash them efficiently. In both cases, we are the real application and the puppets are the tools like the ingredients and dishes. Do you follow?”

“I suggest I realize the General here and you Charm him. Then we can get as much information as possible. I think he will talk. My puppets get to observe all I make them do.”, Zev said fervently. “This way you can see how my Profession works. We shouldn’t kill him until we get into the city though. I’ll re-puppet him after we get what we need.”

And so, it was. They spend the next few hours gaining information from the Orc. He figuratively spilled his guts and wished it was literal. But they didn’t let him die and he was soon re-puppeted. Zoctor cast Minor Heal on the Orc.

Zev releases one of the Orcs and Richter double casts charm. The Orc tells them of a secret entrance to the back of the Palace.

Richter has received a map. Your map has been updated but is too far away to examine.

Zev and Richter examined the map all the while watching as more and more Werms tried to reach the Chaos seed.

Then Richter had an amazing idea. What if he could take advantage of all the carnage?

Richter quickly gathered handfuls of pebbles. With handfuls at a time, his Creative Spark hit like a flash. If he was involved at all in the battle, he could get points for the death even if he didn’t cause it.

It was a trick but who knows maybe, even more, was possible.

***You have created an Improvised Blood Trap. Your creative spark knows no limitations.***

Pebbles covered in blood and viscera, these improvised Caltrops will slow enemies and damage those with sensitivity to Blood.

Damage: +1-4 slow and bleed damage, stackable

Durability: 50/50

Half-life: Blood traps expire. 10 minutes.

***You have revealed a secondary attribute of Stealth.***

***Devious: +.06***

Your actions have proven you to be sneaky. This can be a positive trait if used for good.

Smiling, Zoctor threw a handful of the improvised traps into the path of the Werms. As they left their hole in the wall and headed directly to the Chaos Nugget and their inevitable death, they crossed the path of strewn caltrops.

Three Werms pushed into the smaller cavern and over Richter’s traps, visibly unaffected.

Notifications started rolling in as the Werms hit the magical barrier around the Chaos Nugget.

You have inflicted 1 point/minute of sustained damage on Level 43 Ravager Werm.

You have inflicted 1 point/minute of sustained damage on Level 58 Ravager Werm.

You have inflicted 1 point/minute of sustained damage on Level 18 Raider Werm.

Seconds later, more notifications.

You have received 4897 points for contributing to the death of a level 58 Ravager Werm.

You have received 1754 points for contributing to the death of a level 43 Ravager Werm.

You have received 97 points for contributing to the death of a level 18 Raider Werm.

Zev and Richter looked at each other and both started to giggle. This was going to be so easy.

They started collecting loose stones and Richter would turn them into Blood Traps.

They would both take turns tossing the stones in front of Werm holes as they appeared.

While they did this, notifications kept scrolling. They both ignored the prompts until Zev declared, “I leveled! Yes! It’s been so long; nearly 3 months since I had enough experience. Thank you, my Lord.”

It just slipped out. It seemed natural. Zev smiled. Richter smiled back.