

Re:Monster

リ・モンスター

5

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RE:MONSTER

*-Monster Reincarnation Chronicle Starting After
Being Stabbed To Death-*

- VOLUME 5 -

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[Re:Monster Wiki]

ミノ吉

ミノタウロス
牛頭鬼・新種となったアポ朗の親友。
超重量級の身体と武具により、
圧倒的な実力を誇る。

アス江

アースロード
地雷鬼・亜種。
ミノ吉の恋人でもある。

女武者

アポ朗同様、別世界からの
来訪者である【異邦人】。
意外な才能でアポ朗を
助ける。

女騎士

シュテルンベルト王国出身
の気丈な女性貴族。
自身を打ち負かした
アポ朗に身も心も捧げ、
妻の一人になった。

**ダム美 改め
カナ美**

アポ朗と共に生まれ育った
仲間にして正妻。
ヴァンパイア・ノーブル
現在の種族は吸血貴族・
亜種。

アポ朗

ゴブリンに転生した主人公。
アブソーブシン
【吸喰能力】によって、
喰えば喰うほど強くなる。
アボットルード
現在は使徒鬼・絶滅種に
ランクアップ
【存在進化】している。

DAY 181

Before sunrise, I equipped my flying exoskeleton [Jade Eagle King's Flight] and flew through the skies. I didn't bring Kanami-chan with me, even though she was the only member of my group that could fly.

Since it's started to get especially cold recently, I didn't think that high-speed flight would be a good idea. However, it looks like my exoskeleton's Cold Resistance is better than I thought, since I didn't feel it as I flew through the freezing cold and dense clouds.

Although the exoskeleton's surface would still get covered in a thin layer of ice, this wasn't a problem since it was easily removed with a little shake.

As a result, I was able to continue flying at full speed without any worries.

I encountered several flying monsters while on the way, but since they were easily blown away by the violent winds that were produced when I passed them, they probably weren't high-level monsters.

Since I'm in a hurry, I decided to pick them up and eat them on my way back. I think I'll enjoy seeing what kind of taste they have.

And with that, I arrived at our base in the Kuuderun Great Forest.

Naturally, the reason I returned was to bid farewell to Gobujii, who died yesterday.

It's only been a few hours since his death. I went to sleep early yesterday so that I could wake up earlier than usual and return to the base.

Since I was quite fast, I made it to the base by sunrise, which is when most of the members that are still there become fully active.

Since only the non-combatants are still at the base, its combat ability is low. These includes the Nail Cats and Kobolds working in places like the Hot Springs Facilities, the Dwarves, and the human women.

Since I didn't tell anyone that I was coming back, they were surprised when I showed up. However, they quickly grasped the situation with {Since it's Aporou, it's not strange for him to be in the Royal Capital and the base at the same time.}

Although there are many people among those who stayed behind that came from other places, it seems that the "Common Sense" they developed before coming here has gradually collapsed. It looks like their reactions have weakened as they've grown accustomed to the "Common Sense" here.

I expected that they would at least care about the other species that they have become familiar with, and the circumstances are good for them to fall in love. However, I thought it was somewhat lonesome that their initial response to how things are here was nowhere to be seen.

Anyway, I exchanged simple greetings with the members I passed as I hurried to Gobujii's location.

It looks like they had placed Gobujii's corpse in the morgue to keep his body from rotting. Well, it would be quite inconvenient if the residential area had to be remodeled into a morgue, so we had set aside a place deep in the mines for this purpose to avoid this.

Since it was quite cold and most of the insects have been exterminated, keeping corpses there for a short time isn't be a problem.

Although it's possible to use the space for food storage due to its size, that idea will be set aside for now.

Upon arriving at my destination, Gobujii was lying on top of the flat stone that was covered with fur.

He was wearing his usual loincloth and had his favorite walking stick by his side.

There weren't any visible injuries, so it looked like he was sleeping peacefully at first glance. However, upon taking a closer look, it's obvious that he was already dead. Although his cold body hasn't started giving off a putrid smell yet, it will never move again. It's unlikely that he would turn into an undead and start moving though.

Well, even if he did turn into one, he'd probably be still weak. After confirming his death, I clasped my hands together and offered a silent prayer.

Namu. I pray that Gobujii's soul may rest in peace.

I felt a little lonely as I thought of various things while looking at his body.

There were no tears of sadness, but just like with the long dead Velvet, my gratitude towards Gobujii will never disappear.

If it weren't for him, I'm certain that it would have taken a long time to gather information about this world, such as how to process materials from the Kuuderun Great Forest, as well as a lot of information that Redhead didn't know, as well.

Really, Gobujii helped out a lot.

After expressing my gratitude, I ate Gobujii's entire body. By expanding my mouth beyond its limits, I finished eating him in three mouthfuls.

Honestly speaking, he wasn't delicious. Since he was quite thin, there wasn't much meat and his worn-out bones were easily broken from a light bite. It had only been a few hours since his death, but it was hard to tell how fresh his body was since he was a twenty year old Goblin.

Still, I ate all of Gobujii without leaving a single drop of blood, thinking of it as being my relative's flesh and blood.

I believe that this was the right thing to do.

Ability learned: [Old Goblin's Wisdom]

...Honestly, I didn't even think it was possible to learn anything from eating him.

Gobujii was way too weak, and the number of Goblins I'd need to eat to learn anything as an Apostle Lord makes it so it's not really worth doing.

However, I was able to learn something.

Perhaps Gobujii was saving his wisdom so that I could learn it after eating him. While that seemed unlikely, I can't just ignore that possibility.

Another possibility is that since I'm a former Goblin, there was already a foundation in place that made it easy for me to learn the ability.

Since Gobujii knew a lot, it's possible that there was an increased chance of learning it, as well.

Anyway, I decided not to concern myself with the reasons I was able to learn this ability.

In the first place, it's probably something that was influenced by chance. If that's the case, it's pointless to think about it since learning something in this way is beyond my control.

For now, I immediately used [Old Goblin's Wisdom].

However, nothing changed. All I could see was the bare surface of the cavern in front of me.

It definitely didn't misfire. I'm certain that I used the ability. This time, I retrieved a [Burst Seed] from my Item Box.

Upon doing so, I was able to see the illusion of an inverted triangle above it. I'm certain that this wasn't there before, so it must be the effect of [Old Goblin's WIsdom]. With that, I immediately decided to touch it.

Name: Burst Seed

Habitat: Throughout the Kuuderun Great Forest, Iscarian Prison Forest, and many other such places.

Characteristics: Upon receiving a shock beyond a certain level, the hard seed will burst. They'll burst into 3-8 pieces and a lot of the seeds are tiny, though they have a

tendency to be tough.

Remarks: It's the only seed that's suitable for eating. Although it's too hard to eat as it is, it can be softened by carefully boiling it for several hours. It has a texture that's similar to pork, and it has a rich taste.

Additional Information: Upon scattering, the seeds will attach to any nearby small animals that are unlucky enough to be hit and killed by them, where it'll use said animals for nourishment.

Although it's unlikely, it's possible for the seeds to grow faster, become harder, or have its explosive power increased, among other things.

The world's strongest burst seeds, known as [Destructive Burst Seeds] when they reach this level, have been confirmed to exist in the Ortoria Extinct Grove, which contains one of only five [Great God Rank] [Age of the Gods Dungeons] that exist in the world.

At point-blank range, it's even capable of penetrating Dragon Scales and Shells. For that reason, it's said that people who challenge this dungeon must first develop counter-measures against these seeds.

Would you like to view additional information?

<YES> <NO>

After a few tries, I was able to understand that [Old Goblin's Wisdom] allows me to see the characteristics and special traits of materials taken from Great Forests, Groves, and other such places. It also seems to provide my brain with knowledge that I didn't know about before, which includes the production method and handling of poisons, among many other things.

It appears to be the same type of ability as [Detect Analysis], and since they both provide me with a large amount of information, I think it's safe to say that I know more than I did before.

Although being unable to read the information of many items is a flaw, this extensive

knowledge should still be useful in the future... Secretly, I thought about cultivating full-fledged [Burst Seeds] for a moment.

I'd definitely like [Destructive Burst Seeds]. Since they're considerably dangerous, it would be quite interesting to have them.

Well, since there was also information on how to use a variety of things, I expect that it'll be surprisingly helpful when developing new medicines with Alchemist-san.

I prayed again for Gobujii, who was still helpful after his death.

After saying my farewells to Gobujii, I left the morgue. I smelled something good, so I went to the dining hall. There, I met up with the Sisters as they made breakfast in the kitchen.

Since they didn't know that I was here, the Sisters were surprised when I showed up. However, they immediately smiled afterwards. Once they calmed down, it became warm and fluffy.

Although I had considered immediately returning to the Royal Capital, upon seeing their smiles, I decided to thoroughly enjoy the Sisters' home cooking after my long absence.

I hadn't eaten breakfast yet, so it was perfect timing.

The smell was tempting and my stomach was empty. Gobujii had not been enough to fill my stomach for even a minute.

With that, I observed the two as I sat down in one of the seats in the [Dining Hall], which boasts a size large enough for all of our group's members to fit in, though it's only being used by those that are here right now.

They have gradually expanded and improved the [Kitchen] that supplies the [Dining Hall] with food. There's still room to spare now, even if around ten people are cooking in it at the same time.

It's been improved considerably with cooking tools that Blacksmith-san and her group had made from magic metal and spirit stones, which included pots and kitchen knives,

among other things. There was also equipment such as cooking stoves and a water supply that had been installed in it.

With the equipment I mentioned above, it's not a boast to say that it's equal to the kitchen of the Tomboy Princess's Amber Palace.

In such a kitchen, the Sisters threw a large number of ingredients they had cut up into a large pot. Then, they added flavor by mixing in various seasonings as they cooked the stew on a stove that was fitted with a fire spirit stone. Their movements didn't slow down at all as they steadily prepared breakfast.

Although the Sisters are the only ones cooking in the kitchen, it wasn't a problem since they had acquired the [Chief Cook] job, which gave them the ability to provide enough food for the dozens of people that still remained in the base.

Although they're in charge of cooking, they also help out in different areas when needed. They appear to be enjoying it though, so there's no need to worry.

As I waited for the Sisters' cooking while observing them, Blacksmith-san and Alchemist-san, whom I haven't seen in a long time, arrived at the [Dining Hall].

Just like the Sisters, although they were both surprised to see me, they quickly returned to their usual expressions. Since they hadn't seen me in a long time, they were happily telling me some childish stories.

Although we've been speaking through the ear cuffs every day, there's no doubt that talking face-to face is better. The physical warmth and subtle changes in their expressions are difficult to express through talking alone.

And as expected, the Sisters' cooking was delicious as it nourished and filled me with a day's worth of energy from within.

However, what one should pay attention to the most right now is Nicola, my only human child, who is sleeping peacefully in Alchemist-san's arms.

Honestly, her sleeping face is too cute. Her red cheeks were squishy and her cute sleeping face appeared to be happy as she grasped my finger with her five tiny fingers. With her small and delicate body, it feels like she'd break from just a touch.

Of course, Auro, Argento, and Oniwaka are also lovely children, but the youngest one is Nicola, who is still an embarrassingly adorable baby. I love all four of them equally and I intend to show it, though... yeah, I can't help but smile when I see Nicola's sleeping face.

So cute.

She's so cute that it's impossible to explain it simply with words. Sometimes, the others in the hall quietly observed where we were.

Because she's inherited my blood, she makes movements that you wouldn't expect from a one year old baby, so it might be possible to talk to her normally. Although I believe that that's going too far, it's still something to think about.

Since I was a bit worried, I used one of the [Ancient] class magic items from Velvet's inheritance to check on her. Using that, I confirmed that Nicola was actually born with two jobs for some reason, [Job – Ogre Child] and [Job – Crest Maker].

She probably obtained [Ogre Child] because I was an Ogre. Since Auro and Argento also have this job, it's probably based on the race of the parents.

As I mentioned before, with regards to their characteristics, their vitality is stronger than usual and their growth appears to be accelerated.

Alchemist-san said it was somewhat painful when she breast-feeds Nicola, so her power may have been increased more than usual, as well.

As for [Crest Maker], it's a kind of [Magic Job] that allows the user to create magical crests like the Crest of Valor.

Although their tattoos are subtly different from mine, since Nicola and the other three children have similar tattoos, they might be related to this.

However, I'm slightly worried about the fact that Auro and Argento don't have the [Crest Maker] job. I'm pretty sure that this is probably dependant on one's personal qualities and talents, though.

Or... maybe there's a hidden condition?

Well, I'll put that aside.

Being healed by the five of them after so long, I decided to stay overnight at the base today.

Even though we could talk via the ear cuffs, since I took the time to come home, I decided to take care of the other obligations that I've been neglecting.

That's why I'm staying.

After finishing breakfast, I walked around with Blacksmith-san and Alchemist-san. We went to the <Workshop>, one of the base's main facilities, where the Leprechauns were making armor and the Dwarves were diligently forging weapons.

Apparently they, or perhaps I should say the two of them and the Dwarves, have recently been devoting themselves to the development of new materials.

It looks like they've been researching until late at night every day in order to create an alloy that's been even slightly improved.

Stainless steel that's resistant to rusting from moving water, a magnesium alloy that has various uses, and silicon steel which can be used as a magnetic material for the core of motors, among other things. Although these were things that I'd only told them stories about, it seems that said stories were enough to pique their interest.

Fortunately, when it comes to the expansion of the base, I was able to secure the necessary materials by buying them in large quantities while I was in the Royal Capital. There was also a recent expedition to the nearby mountains which dug up some new ores. However, there was only enough for us to study, not to make stuff with.

Listening to their reports, they may be able to make alloys with the various metals that they found. With that said, I handed out the large quantity of many different kinds of metals that I had bought beforehand as souvenirs.

This was for the best, since they were very pleased to receive them.

As for the results of their research, with the short term help of the Dwarves and unique manufacturing methods used for [Magic Metals] and [Magic Medicine] that didn't exist in my previous life, it seems that they succeeded in developing a new alloy that has interesting characteristics.

Blacksmith-san and Alchemist-san puffed up with pride, and the satisfied look on their faces was quite memorable.

Blacksmith-san aside, with Alchemist-san doing such a thing, it was quite touching to see a different side of her.

Well, it seems that they had an overwhelming number of failed experiments, but every failure is a stepping-stone to success.

Since they were able to make something new, the wasted materials were worth it.

However, it looks like it's not possible for them to reveal any items at this time. Since it seems that I'll be given a report when they're satisfied with the level of perfection they've achieved, I'm looking forward to it.

Although I was motivated by this news, I'll refrain from investigating what kind of alloy it is beforehand.

We continued doing this until after noon, when I began cooking lunch together with the Sisters.

Since I had obtained ingredients from the Royal Capital and the Purgatory that couldn't be obtained in the Kuuderun Great Forest, we decided to use those.

We used Jadar Wyvern meat to make things like Wyvern Hamburgers and Fried Wyvern Meat. After finishing all of their morning work, lunch became so popular that everyone that had gathered in the Dining Hall had seconds.

Incidentally, after finishing the meal, I imposed a gag order on the group members that had stayed behind.

The reason that I did this was that those who haven't eaten it yet would probably feel jealous. Though sharing the secret is an insignificant matter, I hope to at least strengthen their unity through this, even if it's just a little bit.

I intend to feed the same food to the other members in the near future.

After lunch, I went to the <Hot Spring Facilities> that Doriane-san played an active role in.

The <Hot Spring Facilities> could be freely used by the Elves. The visitors gave the hot springs the alias <Parabellum Hot Springs> so it was easy to understand. It was decided that part of it was only for the Elves, though there were a few exceptions to this.

There was originally nothing more than a Japanese-style area enclosed with walls, which were placed at a distance from the hot springs themselves to keep the group members from entering it. However, the surrounding facilities have naturally increased over time, and it has become a splendid area as a result.

The Dwarves that were making armor with Mithril and other materials have set up their own shop that sells ornaments made with fine craftsmanship, known as <Glass Hammer: Dwarven Equipment>.

There was also the restaurant <Beckoning Cat's Increasing Orders>, which provides various dishes to eat. Not only can people eat at reasonable prices, but those going to the restaurant can bring their own ingredients, making the food remarkably inexpensive.

The <Farmlands> have increased in size and progress has been made on cultivating crops as well. With the use of spirit stones, fruits and vegetables that are full of nutrition are being grown and then sold at cheap prices in the vegetable shop, <Blessings of the Forest Spirits>. This place is very popular with the Elven wives.

For something new and dangerously addictive, there's the <Casino Bacalar>, which is a late night gambling house that draws a person's attention to it and gathers the greedy.

For the gamblers that run out of money and those who weren't able to pay back the

money they owe, there's <Debt Hell>, a place that will lend people money, without asking them any questions.

In the evening, for customers that want to stay overnight, those who don't want to return because it's late, and those who want to wash away their sweat, the <Hot Springs Hotel Tyra> is a convenient one-story inn that they can stay at.

At the <Hot Springs Mansion: Ogre's Kiln>, people can stay in rooms that make use of many convenient magic items for comfort, though these rooms require reservations and cost a lot of money. On top of being able to travel to the hot springs, they can also make use of various services that are very convenient.

That's the current state of things.

To be honest, I think that the outcome would've been satisfactory if only the hot springs were open.

However, being involved in various businesses isn't a bad idea at all.

As it stands, even if we continue our mercenary work, the number of members will likely increase to 1000 in no time and it'll be hard to feed them all.

For now, our food expenses are under control thanks to my [Lesser Summoning: Giant] ability and the vegetables and other produce that's being grown in the <Farmlands>, but it's unclear how long this harvested food will last.

Although it's possible to buy a large amount of food supplies and equipment for all our members, we would need a large amount of money to do so, even if we made the equipment ourselves.

For that reason, since we're improving the base's infrastructure in anticipation of the future income we'll receive, developing ways to earn a large amount of money will definitely be necessary.

Having said that, managing the various shops will be perfect training for this sort of thing.

Although there was a part of me that was anxious about this at first, since we had

planned to make a living off of the profound lives of the Elves, it should be successful for now.

As a result, it felt like a huge burden was lifted from my shoulders.

The Elves want to continue to be good neighbors in the future, so we'll remain in a superior position to them, which will mean greater profits.

While I was thinking about ways to further improve the <Parabellum Hot Springs>, I finally went to get some aroma oil from Doriane-san, which is created naturally and used in oil massages.

Since I'm the one that had the idea to do massages, I taught her how to do it. While receiving a massage, I told her what areas were good and bad, which improved her ability to give them.

The laid-back atmosphere helped to cure my every day fatigue.

In the end, the massage was excellent.

In the evening, I drank liquor with Father Elf for the first time in awhile.

While we were in the hot springs that are for the exclusive use of the group's top brass, I felt that the taste of the elven wine was improved by being in the springs. Since I had dug out the rock face so that we could drink while looking at the outside scenery, seeing the brilliance of the stars glowing in the night sky also improved the wine's taste.

We talked as I was thinking that it's nice to have a drinking companion, after all. We ended up talking about Father Elf's younger brother.

His younger brother is someone I gave special permission to enter the springs. This invitation was extended in exchange for ten barrels of elven wine.

Younger Brother Elf stayed in the <Parabellum Hot Springs> for several days, along with Father Elf. While he thought that the various stores were quite interesting, he spent most of his time enjoying the various different kinds of hot springs that we have.

He was completely stuck in the hot springs and many years of fatigue was gradually removed, resulting in him becoming more energetic than he was when he arrived.

Afterwards, Younger Brother Elf and Father Elf exchanged a few words, and the former requested and received a communication cuff.

Although I haven't spoken with Younger Brother Elf yet, the cuff gave me information via the clone buried in it.

As expected of brothers, he's like a dandy uncle and resembled Father Elf. Despite being the same sex, I thought they were elegant and I wanted to become that sort of old man.

Besides, since he has quite a high position as the president of the well-established <Green Arrow Star Village> company, he's definitely someone I want to be on familiar terms with.

At any rate, it looks like it'll be easy to get along with him thanks to the hot springs.

I have no doubt that he became quite interested when I dangled the hot springs in front of him in exchange.

I collected as much information as I could and upon understanding the true value of the Hot Springs and how rare it is, I don't intend to give any discounts.

Younger Brother Elf seems to have quite a bit of political power as well, and it looks like he's currently on the way to the Royal Capital. He indicated that he'd like to conduct various full-scale business negotiations once he arrives.

Since Father Elf also said to me, {Get along with my younger brother}, I intend to have an equal relationship with both of them for a long time.

Then, since it was already late at night, I had Father Elf stay at the <Hot Springs Mansion: Ogre's Kiln> as I finished the rest of the detailed procedures.

Since I was looking forward to a night of enjoyment, I quickly finished them.

DAY 182

Our group members are scattered about in various places, as they move towards each of the locations that we were requested at.

As for the contents of the requests, they include:

- Town Defense
- Guard nobles as they go to inspect their territories
- Subjugation of a band of thieves hiding in the nearby mountains
- Subjugation of aggressive monsters
- And many more

Before, our only client was the Tomboy Princess. However, thanks to our mercenary group's name becoming well known, many new clients have suddenly appeared, forming a queue.

Due to the recent coup d'état significantly affecting public order, thieves and bandits are moving about in the open. Knowing this, I've sent members towards villages where the feudal lords and village chiefs were troubled by the situation. By doing this, we should be able to take about half of the current requests.

By completing the requests we receive, our trustworthiness will increase. Even though we're not in a dire situation, there's no reason to decline something that will result in a comparatively high monetary reward.

For their convenience, I had the members that would need to deploy in the future gather at the mansion in the Royal Capital and in the Labyrinth City <Purgatory>. By adjusting their schedules, they should be able to complete requests.

Although there some of them didn't want their vacation to end, they'll just have to be patient for their own sake.

Since a bit more preparation is required before we can start full-scale mobilization, I'll treat them well for now.

Once I gave out instructions and finished breakfast, I returned to the Royal Capital.

After being seen off by Blacksmith-san, I enjoyed my trip in the air for a bit.

I caught several flying monsters on the way and ate them, but I wasn't able to learn anything.

As I expected, I'd need to stop and hunt a large number of them.

After I ate a certain amount, I stopped hunting them and quickened my pace a bit.

I caught sight of the Royal Capital before too much time had passed. After landing on the ground, I used the [Proof of Belonging to Royal Authority] to enter the city.

There weren't that many people out on the streets near the castle before, but the place appears to be back to normal and it's full of even more vigor than before. There were a lot of Humans walking on the roads as voices attempted to attract customers.

I headed for the mansion on the border of the Nobles and Castle Districts that I was given as a reward while thinking, "As expected of the Royal Capital."

Along the way, while I was walking around and checking out the prices of merchandise in the stores and street stalls, the number of people around me that were whispering and pointing at me gradually increased.

Thanks to my superior hearing, I was able to hear them without doing anything. Still, I used [Wiretapping] to get rid of the noise so I could clearly hear their voices.

According to what I'm hearing, it seems that they're saying the following...

{Look. That's the trump card I've heard from the stories.}

{His skills are the real deal. At the beginning of his fight, I saw him instantly kill a Jadar Wyvern in the arena. That guy is amazing.}

{Haa haa. Amazing, real one, the real one, it's the real one! Buhaa!!}

Looks like most of them were present during my fight in the arena. It seems that they were whispering about my active role as a member of the Tomboy Princess's camp during the coup d'état. On top of that, there were some men and women, both young and old, that had an atmosphere similar to that of the First Queen and Dark Hero.

Many of them were acting like they were praying to the Gods, but they weren't the worst kind.

I was troubled by the number of people gazing at me with bloodshot eyes and flushed cheeks. They had the same ecstatic smile as the First Queen.

This is troublesome. Their eyes seem to hold some sort of physical power and I couldn't help but shiver from the chills running down my spine. If this was a battle, I'm certain that I could instantly kill them. However, since I'm in town, I can't do anything because they are simply staring at me.

Religious fanatics are truly scary. For me, my compatibility with this sort of situation is far worse than it is with thieves and military forces. Thanks to the stress, my shoulders became stiff.

Since my mood had soured, I quickly bought a bunch of barbecued chicken from a stall before leaving for the mansion.

However, I could sense a large number of stalkers following behind me, so I decided to advance by jumping on the rooftops. As I expected, they weren't able to do anything. I heard what sounded like regretful sighs, but I ignored them.

I would just become more depressed if I took notice of them.

In this way, I finally arrived at the mansion located on the border between the Nobles and Castle Districts. Kanami-chan was waiting for me, and I proceeded hug her tightly.

Not knowing the situation that had occurred, she grumbled a bit as she buried her face in my chest. Looking at her arms, although were slender, they had a constricting strength that was similar to heavy machinery.

While it's not really a problem for me, for others, she would break all of their bones, cause their internal organs to overflow from their mouth, and she may even end up splitting their body in two.

No, I'm pretty sure Kanami-chan wouldn't go that far. She shouldn't have any problems keeping her strength in check. Still, she probably has enough strength to crush boulders with ease.

Although she panicked for a moment, since this is a habit that should be mended, I chided her. Even though she was shaking her head out of embarrassment, I refused to let her go, and she gradually calmed down as I stroked her hair.

When I finally let her go, she let out a sigh of relief, but I guess that was inevitable.

Redhead was standing behind the rampaging Kanami-chan with a bitter smile on her face. Auro and Argento were with them as well, and they were looking at Kanami-chan with envy. Together, they all smiled at me and greeted me, saying {Welcome back}.

It was a bit embarrassing, but I answered back with {I'm back}.

Now then, after coming home I decided to immediately begin the mansion's renovations.

First, I planned to make two of the guest rooms on the first floor into part of the shop, so I began my expansion of the shop area there.

I kept tampering with the place until nothing was left untouched. Some of the extra walls were demolished or expanded as well, all in order to accommodate the interior's design.

The question now is what kind of shop should we set up in the guest rooms.

There are many things that we can do. I'm considering buying and selling the clothes made by the leprechauns and the girls, led by Kanami-chan, have based their design around their accumulated experiences from the oil massages given at the <Parabellum Hot Springs>.

While we have yet to decide which plan we'll go with, I personally think that a Stone Sauna would be quite popular with the nobles of the Royal Capital. I intend to take into account how the place should look, as well.

Since we've already got a rough idea on what we'll go with, I'll have to make some small adjustments later as we continue to work as we planned.

Using my connections with the Tomboy Princess, I was able to employ famous and skilled craftsmen in the Royal Capital. Because of that, the renovations should be finished faster than it would normally take.

Still, in order to shorten the work period even more, I decided to mobilize many of our group members that have dexterous fingers.

By increasing our manpower and giving them work training, it's like killing two birds with one stone. Or rather, since both the cost and time needed are also reduced, maybe I should say that it's killing four birds with one stone.

Be that as it may, it should still take a few days to complete the remodeling of the first floor into a shop.

In the afternoon, I was diligently processing lumber as I thought about how to display the merchandise that will be lined up in the future.

Being able to make items was surprising by itself, but I was also able to learn how to make new items by watching others, thanks to [Job - Craftsman] and the recently obtained [Demigod of Shaping's Divine Protection]. Because the best of the best had gathered here, I was able to learn things just by observing them.

Since I noticeably improved as we continued, I became motivated and made various items with considerable speed. One craftsman, specifically a man in his 50's that was managing the other craftsmen, seemed to look at me in high regards. Even though it's only been a short time, he is now teaching me techniques that he'd normally only teach his disciples.

The foreman has a blunt way of speaking, but his method of teaching was precise and easy to understand. Thanks to my abilities, I was able to easily learn the techniques just by observing him.

After finishing an item according to his teachings, he looked pleased and nodded with some satisfaction. Because he has a strict personality, it's said that even his own disciples rarely get such a reaction.

Looking at me as I learned what the foreman was teaching me, one of his disciples in their thirties had an expression of astonishment stuck on their face.

I was grateful for the techniques I absorbed from the foreman, so I decided to show my gratitude by treating him to some elven wine after our work was finished in the evening.

While we were at it, I held a party in the garden area that we had gathered in. I had the butlers and maids that were still working in the mansion join us, as well.

I was primarily in charge of cooking the dishes we served at the party. Since it was being held outdoors, I thought that barbecuing Black Fomorian meat and vegetables from our <Farmlands> would be appropriate.

I burned some charcoal that was made from lumber we had gathered in the Great Forest before placing a large volume of food on top of a huge wire mesh. After thoroughly enjoying it myself, the Yakisoba that I prepared and arranged on an iron plate was pretty popular.

Because a considerable amount of food was made at one time, it wasn't really that time consuming to prepare enough for everyone at the party.

However, since Auro loves cooking and there was a lot of people there, she was helping cook the food beside me.

With the parent and child's teamwork, there was enough food for everyone, even though there are some who were greedily devouring the food. Making everything myself was well worth it.

As for the party itself, I think it was a success.

DAY 183

For the first time in a while, I took charge of training the experimental youth corps <Solitude> this morning.

Since I had entrusted them to Redhead for two days, it looks like the children have mimicked her fighting style, as their movements resemble the way a beast moves for some reason. Since they're using their own fighting abilities more often instead of using Arts, one could say that they're gradually becoming members of <Parabellum>.

Even though it'll still be some time before they'll be useful, they're quickly growing with every day that passes because they're still young. In particular, the ringleader and the older members of the group have spirit.

I'm expecting them to become strong in the near future because of their avarice.

After finishing the morning training, I joined the workers and helped them with remodeling the mansion's shop around noon.

Since it's their second day on the job, the other group members transporting the materials knew what to do more or less, and it looks like they were able to work faster as a result.

We continued working in a more efficient way until dusk, and we've gotten much closer to completing the shop's renovations.

As they are very skilled craftsmen and their work speed is amazing, I praised the craftsmen and thanked them for their services by offering them some liquor. We didn't have elven wine today, but some alcohol that I had obtained from the dungeons instead.

Either way, having some liquor after a hard day of work was great.

However, after drinking to a certain extent, we stopped.

They have to work early tomorrow morning after all.

DAY 184

Right after midnight, Minokichi-kun's group, which has my second son Oniwaka with them, was attacked by someone.

However, nobody was harmed.

On the other hand, the attackers were annihilated.

Regarding this attack, I'll quickly explain the course of events around it.

To start with, the consciousness of Minokichi-kun's beloved pet, who was sound asleep on a pillow, was triggered as it sensed multiple presences approaching.

When it used its hearing and sense of smell to do a rough examination of the situation in the area, it heard small sounds coming from all directions. On top of that, it was able to smell the body odor of dozens of beings as well.

By using the clones in the ear cuffs to search for the enemy, they were given an accurate count of thirty three enemies around them. They were also able to confirm that the enemy was slowly approaching at almost the exact same time.

With the exception of Minokichi-kun, who was sleeping in a Skeleton Centipede that had expanded into a type of tent by rearranging its skeletal structure, other powerful members such as Asue-chan had noticed the group's approach.

Countermeasures were communicated through the ear cuffs, and because he had personally requested it, it was decided that only Minokichi-kun would engage them. He was the only person that was sleeping outside, so this was convenient.

As the enemy entered their attack range, the Skeleton Centipedes threw out special smokebombs that inflicted the negative status effects [Paralysis] and [Lethargy]. Right after that, Minokichi-kun jumped out of bed and trampled the enemy without giving them any time to escape.

From the start of the battle until the end, no more than 10 seconds had passed. Several people were slain together with one swing of his axe, and even more were killed by the Thunder Flames that spread out and scorched the earth.

Minokichi-kun has been getting stronger and stronger recently, so he's become even more reliable.

To be honest, I would normally tell him to secure at least one captive to find out their true intentions, but since it's Minokichi-kun, it can't be helped. His physical prowess aside, not much has changed from the old days and his intellect remains the same.

The attack also lacked imagination, even more so because it was a ranged one.

Since it was a massacre, it was disappointing that only a few of the corpses we examined still retained their figure somehow, and we weren't able to find anything that would tell us who they're affiliated with.

Even though the enemy was made up of Beastmen and Humans, there wasn't any uniformity to them. I can't say they were a mish-mash of mercenaries hired to attack Minokichi-kun and the others though, since all of their members were accustomed to using the same standard equipment.

With swords coated with a paralysis poison, daggers coated with a lethal poison, a great number of medicines that are very illegal, dark containers filled with deadly poison hidden in various places on their bodies, longcoats and trousers made out of strong leather which had a high [Hiding] effect, and magic boots that muffled their footsteps; this was the perfect equipment for an assassin.

While I'm assuming that they aren't affiliated with the Kingdom, I'm certain that there are members of their organization somewhere in the country.

As for the reason Minokichi-kun and the others were attacked, the war in the Kingdom is probably the cause.

Since the war potential that <Parabellum> possesses is superior in both quantity and quality, I already figured that we would be regarded as highly dangerous by the other countries. From the information my clones have gathered, I now know that this is actually the case.

Although some countries can be excluded immediately, there are places like that. I can't say where they're at, but they do exist.

Returning to the story, they couldn't make a move on the group's leader, me, since I was in the Royal Capital and they had no physical means of doing so after I cleared out most of the spies. As a result, I guess they wanted to get rid of Minokichi-kun and Asue-chan's military unit at an early stage, since they were part of my main forces.

There's also the possibility that they simply planned to scout out their power, with the intention of escaping after disturbing them to some degree.

I couldn't discover anything because the enemy was completely annihilated, so I told all military units to be cautious for the time being.

With this omen of a new war, I started to get a little excited.

DAY 185

Younger Brother Elf arrived at the Royal Capital early this morning, and came to my estate.

To go along with the Elven Liquor he brought as a present, he prepared several kinds of high-class dungeon liquor, as well as some rare magic metals and ores.

He may have heard from Father Elf that I'm quite the drinker, and as one would expect from the chairman of an established business, he was very well prepared.

As I lead him through the foyer of my estate, we talked about business.

Beside him was a shrewd young boy, his son, and standing next to me was Kanami-chan, who's able to enchant others with nothing more than her beauty.

I smiled wryly together with Younger Brother Elf as his son absentmindedly listened to our discussion while admiring Kanami-chan.

After our negotiations, a good number of contracts were signed.

Over at our company, various types of assistance will be given to the general company <Parabellum>. This includes things like trade rights and plots of land, among other things. In exchange, we'll give them the right to use our Hot Springs and supply them with raw materials from the Great Forest, among other things.

Honestly, I think the rights to go to the Hot Springs would've been enough.

Although he tried to hide it, Younger Brother Elf was totally immersed when I accidentally revealed my new Hot Springs plans for the future. He's like a hot springs addict.

I understand his reaction since the hot springs are very comfortable, but is it fine to have such a clear response to them? I don't think so.

Well, there are only a few specific locations in this world that have natural hot springs.

Even so, there are quite a few places you can go to.

Then again, <Parabellum Hot Springs> has a variety of curious things in the hot water, such as bubbles and lights, which is enough to consider it a first-class hot spring.

When he was about to agree to everything for just the Hot Springs, his son stopped him as I expected. At any rate, this conversation ended up giving me information about their personalities, as well. Even though it was such a short time frame, I was able to get a rough understanding of both of their personalities.

Well, at least the contents of the contract will be followed as long as there aren't any special circumstances.

When either one of us breaks the terms of the contract, we'll provide suitable compensation for the other party.

With this, it looks like we'll be able to continue our good relations for the time being.

Because our negotiations had been successfully completed, I went back to remodeling the mansion.

Since it looked like the Elves wanted to observe the situation, I left it to Kanami-chan to entertain both of them.

After that, the day ended without any real issues.

DAY 186

I have nothing in particular to talk about today.

Reconstruction has silently progressed and as a result, the store portion of the mansion is nearing completion.

At this rate, it will be completed tomorrow. Although a large portion of the first floor still needs work, since the store is only a small part of it, we should still be able to start doing business once I finish putting our merchandise on display.

DAY 187

The work that we started in the morning was completed shortly after noon.

To put it simply, our current plan is to have a part of the store function as a supermarket.

Given that the shop became a structure that's roughly fifty meters long, forty meters wide, and seven meters tall, a lot of merchandise can be put on display in such a spacious area.

A basic commodity that we'll have is various materials that are used in alchemy, such as vegetables from the Great Forest, Black Skeleton bones, and so on.

We'll have cooking utensils for use at home such as large pots and kitchen knives whose sharpness and ability to cut things won't quickly deteriorate, as well.

Using air transportation, we'll bring fresh vegetables grown in our <Farmlands> to the Royal Capital, as well as a great variety of other ingredients, such as Black Fomorian meat.

We're also planning to have clothes that Kanami-chan and others have designed, as well as weapons and armor that were made by the Dwarves and Leprechauns.

In addition, we'll also have daily necessities such as scissors and expensive work gloves that are blade-proof, which I used my thread to make.

These are the types of items that our merchandise list will be composed of.

At first, I want to acquire regular customers by spreading the image that our prices are kept at a very reasonable level, so one can get almost any item they need by coming here.

Eventually though, I want to attract various shops and expand the business into a large-scale shopping center.

Anyway, the shop was more or less completed in this way.

After a short discussion, we decided that the store's grand opening would be in three days.

Although I'm feeling anxious about it, I'll try and run this shop for the time being. If it's not serving its purpose, I guess I can always make modifications. Even if the business fails, we'll still be able to eat because we can continue our mercenary work.

I calculated that if the Tomboy Princess moves, our customers will also include nobles, so I immediately told her about the day the store will open through the ear cuffs.

My only concern is that the First Queen will probably come, as well. Well, that shouldn't be a bad thing... probably.

DAY 188

Today, I left the remodeling to the foreman and the other craftsmen and left the Royal Capital with the members of <Solitude>.

I had them line up in two columns and we quickly headed for a forest that's roughly an hour's walk from the capital.

Seeing as they were wearing light leather armor, with things like swords and short spears in their hands and a backpack with food and medical supplies on their backs, the members of <Solitude> would've previously become worn out immediately, with the exception of some like the ringleader.

However, because their eating habits have improved and they've obtained combat-related jobs, they've reached the point where they can just barely handle actual combat with the help of body strengthening enchantments. When we arrived, although they were tired, not a single member had dropped out.

After we arrived, I had them all rest for roughly a minute so they could catch their breath. After that, I grouped them into parties of four, told them to go hunt monsters on the outskirts of the forest, and saw them off.

Since there were fifty of them, I was able to make twelve groups, though two people were left after doing so. I decided to have the two remaining people, the group leader and his bratty second in command (who is female), team up with Auro and Argento.

Since high level monsters don't come to the outskirts of the forest, I also told them to hunt further in it, as well.

It should be fine since Auro and Argento are with them, unless several Hind Bear ranked monsters appear. Since they have the ear cuffs with them as well, they shouldn't die either way.

If it's necessary, I'll just have to go and save them. While we waited for everyone to return, I trained with Redhead and Kanami-chan outside of the forest.

Everyone returned in the evening.

Although many of them suffered various major and minor injuries, some of them were able to hunt Horn Rabbits and Armored Tanuki, which were nostalgic to see. Another group had taken several legs from a Demon Spider, only to have them stolen by a type of wolf monster right after. Some of them harvested things like [Thorned Fig Tree Roots], which are roots that are delicious, but come out of the ground when something approaches and stabs them. There were also those who hunted Sleep Moths, a moth which scatters scales that causes those who inhale them to become drowsy. Surprisingly, it seems they did their best.

As I expected though, the group that had the best results was Auro's group.

They simply overwhelmed the other groups as they took down things like the following:

- Orcs, with their pig heads and fat bodies.
- Dire Cat, a large striped cat that confuses its opponents by emitting a scent that has a bewitching effect.
- Gray Lizards, lizards that have characteristic gray scales and make use of unrefined axes.

Well, I wasn't really worried about them.

I gave them both praise and patted them on their heads. Though it was almost as if they were being tickled, they didn't seem to hate it.

After that, I gathered all the materials and loot into my Item Box and we set out to return using a Skeleton Centipede.

Since the majority of the children had fallen asleep, we took our time on the return journey. They smelled of blood and sweat from running around in the forest all day long, so when we returned to the mansion in the Royal Capital, the first thing I did was put them in the bath.

After the bath, I prepared meals for each specific group using the prey they hunted as ingredients. Since the people who hunted more had more extravagant meals, it should help motivate them in the future.

The message this gave them was, "If you want to eat something better, then work harder for it."

It's simple and effective.

DAY 188

SIDESTORY: A CERTAIN SOLITUDE YOUTH'S POV

Ringleader's POV (Future commander of the [Solitude] Corps of Parabellum)

Just until recently, I did not have dreams about the future. After all, getting enough food just for the day poses difficulty, and it only gets more difficult as the capital city gets colder by the day.

Finding someone you talked to yesterday dead in the morning is nothing unusual, and that is why I did everything I had to in order to survive. However, that unreasonable way of living has a limit, and I found out the hard way.

To live we stole, get caught, and dragged to a back alley we get beaten by several adults. Kicks without restraint struck my whole body. I had no choice but to wait for it all to wrap up. I thought that, I would die before it ended. However, perhaps I stink because I was washed with gutter water the day before, I lucked out when it ended sooner than usual. I didn't die from the beatings. Even though my whole body hurts, I didn't die yet. But, it won't be far off, before I die like the others.

But, on that day, my destiny did a 180 degree turn.

There's tasty food. There's a safe place to sleep. There's nice clothing that has been washed. There's weapons to defend ourselves with. And more than anything, there's someone who offered us protection.

It was like a dream, although of course nothing came without a price. What was needed, was us ourselves. Doing what we are told, with our given roles was requested.

The daily training we were assigned was hard. For us who hadn't had enough to eat, the training was almost unbearable. But, we endured it. Endured and endured and endured, we clenched our teeth and continued training. And the day we see the results came.

At the forest an hour's walk from the capital. Today we headed for it. This time the Commander's with us too, everyone was fired up. The Commander was our saviour.

Without the Commander, half of us would have died.

The first time we met the Commander was scary, but we found out this place was warm, we couldn't imagine anywhere else. I don't know what the others think, but at least, I want to protect this warm place. That's why I wanted to become power for the Commander who taught us how to live, who gave us a place to belong to. Even as little as it is, something that is as good as nothing, I thought I wanted to be of help. I thought I wanted to be useful.

As I reconfirmed those feelings, we formed parties of 4 under the Commander's instructions, and dived into the forest.

Even though we were taught in our training, walking in the unaccustomed forest was difficult. On top of that the monsters that appeared went after our lives without mercy, it was very scary. I thought I'd start shaking if I let down my guard. But, I brought up my courage and thrust out my short spear. The monster that attacked — the Blade Rabbit's fur split, pierced muscles, and torn organs gave a unique feel. And I felt when the spear had luckily pierced through the heart, the feeling of life slipping through.

As I looked down to the dying Blade Rabbit what I felt was not the guilt of stealing a life, but rather a strong sense of accomplishment. It was the certain feeling of me who was weak and only to be used, getting stronger.

Little by little, but steadily, becoming stronger. Still a far away dream, but I want to become useful to the Commander someday. That's my goal. That's why, for now, I focused on killing one monster at a time.

It's not an exceptional result, but the road's still long. I found a dream I didn't have before and there's many thing I want to do now as well.

The despair from back then, it feels like a memory already. Right now, I only need to walk forward with a single purpose.

- Believer candidate. Future executive candidate.
- Please be careful with raising this child.
- Secured a promising force for the future.

DAY 189

I left the redecorating to the foreman and the other craftsmen again today, and left the Royal Capital with Kanami-chan this morning.

Then, with the mental map that my clones had filled in, we left and flew to the Labyrinth City "Aquarium," which is a place I haven't been to yet.

Aquarium is located far away from the Royal Capital and the Kuuderun Great Forest, near the borders of the Atarakua Demon Empire, which is ruled by a Demon Emperor; I'll just call it the Demon Empire from now on. Since it's so far away, none of our members that grew up in the Great Forest have been there before.

When it comes to introducing Aquarium, the first thing that I'd have to say about it is that there's an [Age of the Gods Dungeon] there.

As for [Age of the Gods Dungeons], their high degree of difficulty can't be compared to the [Derived Dungeons] like the ones we've entered up to this point. This Labyrinth City is among the liveliest places that I've been to so far, though.

Special [Artifact] level items collected in the [Age of the Gods Dungeon] are more valuable than other dungeon items, though I was able to see the occasional adventurer wearing some unique armor on their body.

Because its difficulty is high, the level of the adventurers that challenge it appears to be suitably high as well. Since some of those amongst them possessed [Divine Protection], many of them were very appetizing.

Getting back to discussing the [Age of the Gods Dungeons], this one in particular was made by the [Demigod of Spring Water] and it's classified as a [Demigod Rank] dungeon. The name it's been given is [Waterfall Basin of Spring Water, Aquarium Forlia].

One of the dungeon's basic specifications is that it's made up of underground levels. In addition, many of its traps are water-based, and the monsters that appear there are primarily those of the elemental, fish, and shellfish systems.

The final layer is fifty floors down, and in the dungeon's long history, there's been very few stories of adventurers making it to that floor and successfully killing the boss.

Most of them aren't capable of defeating the boss enshrined on a specific level. Since this prevents them from delving deeper, it looks like these people enter the upper levels of the dungeon every day in order to collect items and earn daily cash income.

By the way, I haven't mentioned it yet, but the [Age of the Gods Dungeons] have ranks as well.

When it comes to the [Great God Rank] dungeons, which have the highest degree of difficulty, most [Heroes] and [Great Heroes] would be annihilated on the first floor if they challenged one.

According to the small amount of information left behind, only five of these exist in the world, and it looks like the small fry in them are basically the same level as Wyverns. Also, because they're small fry, there's a considerable number of them.

How scary.

[God Rank] is the rank that comes before that in terms of difficulty. Although it's difficult, these dungeons appear to be something that [Heroes] and [Great Heroes] are somehow able to delve into. Having said that, it seems they're often killed by the floor bosses, so they can't let down their guard in them.

Then there's the [Demigod Rank], which is easiest rank of [Age of the Gods Dungeons].

If they're extremely cautious, it looks like ordinary people are somehow capable of descending into these. However, the amount of risk that [Derived Dungeons] carry is still incomparable to the [Demigod Rank].

Since even high-level people are mercilessly killed in these dungeons if they're careless, there aren't many who enter them.

However, for those that are reckless and continue to enter these dungeons, a large amount of money can be obtained all at once, if everything goes smoothly.

That's the gist of it, anyway.

Anyway, I gathered information as I looked through the merchandise in the street stalls and shops. Although I did enter the dungeon, it looks like I'll have to put in a lot of effort if I want to completely capture it.

I only went and leisurely explored the first floor this time around. There was a long and wide passage with a splendid interior that resembled a temple in some respects, and the floor was submerged up to my ankles in cold water. This causes a person's body temperature to constantly drop. They'll also consume more stamina than usual simply by walking.

Moreover, the dungeon strengthens the monsters within it by approximately 2 ranks, making them very tough, as I expected.

However, since everything was so appetizing, I decided to explore the dungeon a little bit more.

As a result, I obtained the following:

- Twenty three Iolite Elementals, which have a spherical blue core that's wrapped in flowing water. The greatest magic from the Aqua system that it can use is third-grade magic.
- Eighteen Armored Scissormen, which are roughly the size of Goblins. They normally lie camouflaged on the floor, but they'll jump up and try to catch those who get close with their shell and cut them. Their shell is stronger than steel.
- Forty seven Bullet Fish, which are approximately sixty centimeters in length and have a characteristic pyramid shaped head that's as heavy as lead. They swim in the air like it's water and when they detect prey, they rush at them at a speed of roughly 130 kilometers per hour.
- Eight Dirotonis, which are huge fish that are approximately two meters in size and have strong teeth that can even crunch Armored Scissormen. They have a scaled shell that's hardened to the point that it's like metal armor.
- Ten Water Leapers, white frogs that are roughly the size of a large dog. It has the

tail and fins of a fish, which makes it look like it has grown wings.

That about sums it up.

In addition to the item drops I got from the various monsters, since I was able to collect raw materials that can be gathered in the dungeon as well, my heart was warmed.

...Would it be easier to understand if I just said that I simply hunted monsters as I casually explored the first floor, and that I obtained approximately one million gold coins as a result?

After seeing the merits of the [Age of the Gods Dungeon], I'm sure that this is a place where I can make quite a lot of money.

I decided to return home before dusk, so I bought some magic metal and local ingredients as souvenirs on my way out of the city.

Because I can get home in no time if I fly through the skies, I want to develop some sort of air transportation in the future.

DAY 190

Today is the opening day of the shop. Opening time: 9 A.M.

The Tomboy Princess was already there and she exclaimed {I came!} with a triumphant look on her face. Even though it's cold enough outside for snow to fall, she's been waiting out there for three hours. Honestly, that fool.

She was wearing high-quality winter clothing to keep her warm, but she's still young. If I let her stand outside, she'll most likely catch a cold.

Although I was shocked for a moment, I brought her to a small snack corner that I had set up near the store's entrance and served her some hot tea.

The First Queen, Dark Hero, and their servants arrived just a few minutes later.

A chill ran down my spine for a moment when they glanced at me, but I'm trying to avoid thinking about that for the time being.

Since she thought that she was the first to arrive this early in the morning, the vexed expression that the First Queen momentarily displayed when she saw that the Tomboy Princess was already there left a deep impression.

They were arguing back and forth like a normal parent and child would, but their carefree mood told me that it wasn't anything serious and that they actually got along with each other.

Despite such an event occurring, the opening proceeded without any problems. Since this was coupled with a week-long opening sale, we had more visitors than I expected.

Though we hardly advertised through the distribution of flyers and things like that, it looks like the Tomboy Princess had been talking to the Nobles, and the Foreman to the commoners.

While I thought, "It's unexpected, but despite my skimping on advertising, it looks like

there's a chance we can make a living with this because of our acquaintances," there was some trouble caused by nobles and commoners being gathered in the same place.

However, it looks like the problems were safely resolved by discussing them.

I won't bother talking about what happened though, since it's not worth mentioning.

Anyway, as for Female Samurai, she displayed unexpected success as a salesperson this time.

Apparently, she worked at a similar job as a part-timer before coming to this world, so she was accustomed to this sort of work. In addition to that, the experience she's gained from living in this world for several years has made her capable of grasping and promptly responding to the subtleties of other people's minds.

Because I only anticipated her fighting strength and her radar for Otherworlders, it looks like I've found something unexpected.

She was perfect for it, so I gave her the title of "Royal Capital Shop Manager."

She gave me a bitter smile, but I want her to work hard since the title comes with perks that include a salary increase, among other things.

Although there was a bit of trouble, the first day ended in this way.

Because it was more popular than I thought, it may unexpectedly be the right thing for us to do. As for Blacksmith-san, although she was doing this sort of work for the first time, since it looks like accounting is her strong suit, I'll have her take care of that from now on.

However, since I'm our representative, I'll have to think of new goods and tactics in the future. As I was doing so, I cooked the prey that I brought back from the dungeon yesterday, ate it, and then went to bed.

One more thing. The dungeon monsters from the [Age of the Gods Dungeon] were very tasty.

They almost melted on my tongue when I ate them raw, but they were even more delicious when I cooked them.

I shouldn't just explore the [Demigod Rank] dungeons, but also the [God Rank] ones.

As I cleaned up my excess drool, I thought, "Someday... the [Great God Rank] dungeons."

Today's the day that I decided on a clear goal for the future.

DAY 191

It's the second day of the opening sale.

It looks like the visitors that came on the shop's opening day spread the word even more, as we had a fair number of customers this morning.

However, the social class of the visitors seemed to lean towards one side.

To be more specific, while they weren't the kind of wealthy merchants that might be richer than a poor noble, there were still many people with fairly high positions in the Royal Capital there, such as aristocratic military officers and city officials.

Although there were nobles who visited the shop and brought several servants with them, there were also those that ordered servants, such as their butlers and maids, to purchase goods while observing the store.

Although the proportion of these types was roughly fifty-fifty, I'm personally more grateful for the former than I am the latter.

When the latter comes by to run their master's errand, they frequently purchase goods for their own use as well. The servants have a very high salary for a commoner, and there's a number of items they're able to choose from and buy themselves.

However, in the former's case, the attendants become baggage carriers as the nobles whimsically buy a large quantity of various items. Either that, or the items being bought are too expensive for the money to be given to a commoner. Of course I'm happy when situations like this occur.

Contrary to my expectations before the store opened, I'm quite pleased that the expensive products are selling better than I expected.

By the way, I think that the Tomboy Princess and the First Queen are the cause of this increase in business.

Either that, or it may have been because of the information that the First Queen's attendants brought back with them. I can't deny the possibility that they spread it through an information network, which would probably be a network of the [Five Great Gods Religion]'s hidden believers.

When I observed our customers, not all of the nobles and their servants were members, but I was able to identify quite a few people wearing accessories with carved patterns indicating that they're one of the [Five Great Gods Religion]'s believers.

In addition, I've recently gotten used to receiving customers, so I think it's safe to say that I can notice the way they gaze in my direction without saying anything.

Well, having said that, since it's highly likely that I won't have a lack of customers for the foreseeable future, the weight on my shoulders has decreased a bit.

Although the store just opened, I wouldn't be able to laugh if we had no business at all.

However, while this may be true, I'm still not relieved.

I'm assuming that most of our customers came out of curiosity the first time, which is useless if they stop coming. On top of that, I don't think they'll come back if we don't continue to improve the products and services that other stores don't have on a regular basis.

Also, because communication technology is still underdeveloped in this world, word of mouth is very important when it comes to advertising.

Since it's very difficult to recover once you get a bad image, I need to make an effort to create a good first impression.

For that reason, I received our customers with the most basic of things; a smile.

However, there was one problem with that.

Even though the rest of my group's members are fine with it, my smile appears to have had quite an impact on the customers that came by for the first time yesterday, to such

an extent that they lost all strength in their hips. Of course, this excludes the people that have already gotten to know me, like the Tomboy Princess, our glorious first customer.

According to the people in question, they seemed to instinctively think that they were about to get eaten.



Since I was just being myself, their reactions hurt my feelings a little.

My personal feelings aside, this is a matter I should reflect on.

I went to Kanami-chan beforehand to get advice on how to uphold a good appearance, but because she was the only person who had become fully accustomed to being around me, there was a blind spot.

That's why I made use of my contemplation of this matter and tried various things to improve it.

The solution I found was to use my negative status ability, [Weak Intimidation], when I go to take care of customers.

The effect of [Weak Intimidation] is that it makes me weak to intimidation attacks I receive from an enemy. In other words, it's easier to scare me.

The ability is useless at a glance, but when I invoke it, it has a side effect that weakens the intimidating aura that I unconsciously release around me.

Immediately after noticing this, I tested the ability and examined the area. The fear the customers had because of my unconscious intimidation was alleviated, and the likelihood of customers becoming frightened was greatly decreased.

In my case, [Weak Intimidation] has become an effective skill when dealing with customers.

Honestly, I don't know where else it would really be usable.

With this, their anxiety disappeared for the time being, and we continued working.

An old butler came by to run an errand for a Noble, and I attracted his interest by selling quality goods beyond what he requested for less than he anticipated.

The many detailed demands that he made aside, when it came to paying, the fourth son of a Noble said, {I'll pay you back when I get promoted = I want this on credit}, so

I took him to the back office and taught him the rules of society.

Because they were dressed up in pretty clothes and accessories, we used skillful words to entice the party of one noble's daughter into noticing the clothes that Kanami-chan and the others had designed and put out for sale.

As I had already anticipated, it didn't take long for a fair number of troublesome customers to come by, but we were able to smoothly deal with them for the most part.

However, there was still one particularly troublesome person.

The one who required the most attention today was a noble with a gentle smile, a well-trained body and a splendid, well-maintained handlebar mustache as his characteristics.

He holds the considerably high title of Marquis, and is one of the few influential people that was on the Tomboy Princess's side and didn't support the [Nobles Faction] during the recent coup d'état.

At the moment, the amount of influence that he carries has increased because of his achievements, and it's certain that he'll become an important person for the Tomboy Princess in the future.

I met the Marquis several times when I was working on her requests; I'll simply refer to him as Marquis Kaiser from now on since his real name is too long. He brought three young attendants with him, as well.

As for his attendants, they consisted of two [Knights] and one [Secretary].

Although the three of them were still in their early twenties, since the Marquis raised and trained them from childhood, their levels were high for their age.

Equipped with iron armor and a longsword, the two young knights were silently waiting behind him with an intense expression on their faces. Both of them had a good build and their muscular bodies appeared to be well-trained.

Their fighting prowess is probably only slightly lower than that of the Rusty Iron Knight.

For private soldiers, they're quite excellent.

In front of the two knights was the secretary, who was standing diagonally behind Marquis Kaiser with a sharp glint in her eyes and a hard to please look on her face. She carries the atmosphere of a woman who does her job well, but is hard to approach.

Although she skillfully hid it, the slight movements of her body felt out of place, so I'm guessing that she probably has various dark devices hidden in her clothes.

She'd probably lose if she fought the two young men behind her head on, but she might be able to beat them if she used back-alley tactics.

Although I don't have any concrete evidence of this, it's what my intuition is telling me.

Either way, Marquis Kaiser's guards are tough. It would be more difficult than usual to successfully assassinate him.

Marquis Kaiser, along with the excellent servants that he brought with him, asked about the origins of the high class items that were on display on the wall. These items were a portion of the magic items that I had collected from the late Minister. After that, he proceeded to look at the clothes the Leprechauns had made one by one.

I'm grateful that he's generously buying everything he's pleased with, without looking at the cost. As a result, the luggage that the knights have to carry home has continued to increase as time passes.

Before long, it had accumulated to such an extent that they couldn't see in front of themselves, but they continued to carry the luggage despite the fact that it continued to accumulate. Speaking of how much he was buying, one can imagine that even the arms of the two strong knights had started to tremble slightly, due to the weight increasing in proportion to the amount being bought.

It can be said that Marquis Kaiser is a good, lavish customer.

However, the secretary that was behind him was sighing heavily, but I intentionally pretended that I didn't notice it.

Since she's the one entrusted with her master's wallet, I'm sure that her worries will never end.

By the way, the number of items he bought became too much, so I arranged for them to be transported to Marquis Kaiser's residence.

As a kind of service for his bulk purchase, I decided to do this for free.

Seeing as I caused some grief before, the two knights' mood improved since they didn't have to carry the large amount of baggage anymore. As for the secretary, she breathed a sigh of relief as she thought about the expenses they saved because I had waived the delivery fees.

At any rate, Marquis Kaiser is very good at talking.

It might be impolite of me to say this, but contrary to his appearance, he possesses a wealth of knowledge. While he mixed bits and pieces of his vast knowledge into our conversation so it was easy to understand, we drew the interest of others.

Our interactions weren't like those of a salesperson and a customer, but more like normal friends socializing, which was a lot more interesting.

Still, I can't be careless around Marquis Kaiser, since his mind is brimming with thoughts that he wants to win us over to his side.

He was completely devoid of an atmosphere of disdain because we had eliminated the Strong Grandson and his allies. The fact is that he's doing everything he can to win us over for the sake of the Tomboy Princess, or rather, the Kingdom. Some might call it fighting spirit, or maybe even zeal, but dealing with him directly wears me out.

However, it's not like I said that I dislike it. He's rather likeable, so he's not someone I can resent.

It's just that he's troublesome because he's difficult to handle.

Whenever I was about to say something untactful, there'd sometimes be a snake-like

glint in his eyes.

To make sure that our deal isn't broken, I must think carefully before I speak.

Nevertheless, since he was trained to keep the society of Nobles in check, Marquis Kaiser was superior in verbal warfare. As expected of someone who smoothly avoided the dangers of the recent coup d'etat and survived.

Unfortunately, my experience was different.

Still, although I was mentally worn out by the end of it, I managed to pull through somehow. I guess it's inevitable that I was relieved when we finished.

After that, I served a small number of other customers before ending the day.

From today, I once again understood that serving customers doesn't suit my personality, after all.

This back and forth is fine when a contract is being signed, but in this case, it causes too much mental fatigue. Rather, perhaps I should say that repeatedly being exposed to their excessively enthusiastic gazes makes my shoulders stiff, after all.

Although it'd still be fine if it was a temporary thing, but it's extremely unlikely that I'll grow accustomed to it if it continues to occur.

Since I have other work that I have to take care of, I decided that I would entrust this job to those who are good at it starting tomorrow.

One by one, I should assign management to each area.

DAY 192

It's the third day of the shop's opening sale.

I didn't work in the shop today, but instead focused my energy on the mansion's first floor renovations.

Since the foreman and the other craftsmen worked yesterday, I had some of our group members work with them as well doing odd jobs. It looks like things went better than I expected.

While it'll still take some time to complete the renovations, it appears that they'll be finished earlier than expected.

By the way, I appointed Female Samurai as the shop's manager and entrusted it to her.

Since she has the Humans (male and female) that possess the [Merchant] and [Peddler] jobs with her, as well as quickwitted Elves (male) that possess the good looks typically associated with their species that the Humans brought with them as their assistants, I think she'll be able to handle it.

The goods that we sold yesterday were restocked overnight, and we still have quite an abundance of them in stock as well.

There shouldn't be any particular problems.

Now that I think about it, it looks like business is doing better than yesterday. As I was working on the renovations, I thought I heard a voice calling for help for some reason.

However, I simply hardened my heart and remained silent.

Today was different from yesterday, as many [Alchemists] came to buy raw materials, and wealthy merchants came to check out the situation. A pretty large amount of goods was being exchanged at a time.

In this world, you essentially try to beat the prices of other shops, so we set the prices for our shop's goods a little low when compared to their quality, and they're even cheaper because it's a sale.

I wanted to keep the shop's prices fixed, but since there are many cases of people negotiating the prices in this world, I decided to tolerate doing so to some extent.

Therefore, since merchants were using their words to lower the prices, even Female Samurai appeared to be having a hard time. The tenacity of veteran merchants is quite amazing, isn't it?

In addition, the group members that possessed merchant system jobs had some ups and downs as well since, to be honest, there was a difference in their levels as a merchant. They were at an overall disadvantage and continued to lose ground the entire time.

It was constant haggling, and the battle of words unfolded on countless occasions.

However, they also gained experience every time this happened. I used my clones to keep watch over Female Samurai and the others.

Having said that, even if they're overwhelmed by the other party, most of the products being sold here are items we obtained in the previous war that we haven't made use of yet. There are also raw materials gathered in the Great Forest being sold as well. For that reason, there's no problem since we'll make a fair bit of profit just by selling them, even if the price is haggled down some from its cost that's already significantly lower than usual. With this being the situation, that was the conclusion that I came to.

As for Female Samurai and the other members, it seems they gained great experience from today's events.

However, contrary to my expectations, although they had lowered the prices, they weren't reduced below the expected values.

With this kind of effort, I think their work deserves some sort of reward.

In the evening, while I was thinking about such things, Female Samurai and the others closed the shop.

It looks like much of their fatigue is more mental than it is physical.

After the girls and boys of Solitude finished their training, I left the task of cleaning the store and restocking the merchandise to them. Then, I used the specially made aroma oil that Doriane-san gave me to do a practice run of giving oil massages on the shop group that had persevered in their work.

After the first floor renovations are completed, I plan to open a massage shop for nobles and wealthy merchants. To prevent any problems once it opens, I should finish training the talented members of our group that look like they'll be good at it while we still have time.

Of course, I also intend to use this as a reward for those working in the shop.

I'll be responsible for Female Samurai, the person that made the biggest contribution today. As for the others, it's up to them to choose their respective partner.

For some reason, Kanami-chan and Redhead didn't plan to get a massage in the massage shop. Instead, they began practicing with Auro and Argento as their partners, on both sides of me.

Since there are no laws in this world that say that someone needs a national license to be a masseuse, it's so easy that we just have to teach them the basic hand techniques and other points of note.

While suitable time and experience are necessary for someone to obtain skilled hands, I felt like they might be able to obtain some sort of [Job] like [Masseuse] or [Massage Specialist] if they continued practicing.

I asked Redhead about them, but it doesn't look like she's heard of any [Jobs] like these. However, it's possible that they exist and people simply don't know about them.

...Yeah, I've decided to think that it's a good find if that happens.

There were a lot of beds lined up in one of the mansion's rooms, and when we tried it out as we practiced for approximately one hour, the fatigue of the shop members was significantly reduced by the combined effects of Doriane-san's special aroma oil and

the massage itself.

Since the room's temperature was being kept at a moderate level with a magic item, most of those receiving a massage had fallen asleep halfway through it.

When I asked the members that were still awake, it looks like the massages were fairly effective even though they were given by beginners. With more training, they should become useful in the future.

As we disbanded for the day, I told those I'm training to practice on their own when they have time.

DAY 193

It's been snowing since morning.

Although it was snowing yesterday as well, it's heavier today. Nearly eighty centimeters of snow has already fallen as of this morning, and it's likely that it's going to continue to accumulate.

Since we have a magic item installed on the shop's door that uses a Wind and Fire Spirit Stone to periodically clear the snow from the area around the entrance, we'll have no problems opening the shop. However, it's unlikely that we'll get many important customers.

Unless they have important business to take care of, most people will just stay in their homes today. Since they need to clear the snow off their roofs, and most of the roads are buried in snow, the situation can't be helped.

As for the Foreman and the other craftsmen, I wanted them to take the day off because of the heavy snow, so I contacted them via the ear cuffs that I gave them before.

Having done that, I decided to keep the number of sales clerks to a minimum today, and had all the members that don't have work to do gather in one place.

After all, it's the perfect day to train them without reservation for the first time in a while. Also, the snow is just the right thing for this.

This training is so that they can move around perfectly in various environments, such as sprawling plains, meadows that are overgrown with grass, deserts with burning sandstorms, and humid wetlands, among other areas. For that reason, these natural conditions are perfect for us to train in.

With my abilities, I could emulate the environments to some extent, but I can't do it to this scale with my present self.

My abilities simply aren't enough. I don't have anything from the temperature reduction system yet, which includes freezing abilities.

I may be able to do it with magic, but honestly, even if it's possible, I don't want to do so since there'd be too much waste.

Anyway, after we finished our stretching in the mansion, we adjusted our equipment and left for the training grounds.

All of the members put on a heavy outfit designed to keep out the cold, as well as a thick overcoat that's highly water repellent, which was made from my thread and raw monster materials so that their body temperature won't drop because of the cold wind and snow. They're also wearing leather armor under their overcoats, a backpack on their backs containing weights, and they had their favorite weapons hanging on their waist or shoulders.

With this, the circumstances for our basic march were completed.

Of course, the training grounds were dyed white by the snow that's fallen, which is why we prepared ourselves in this way.

When marching in these conditions, it's typical for those marching to advance while using magic items and tamed pets to clear the snow.

However, when that's not enough, they'll use manpower to dig and push their way through it. I did think about whether we should do this method first, though.

That said, I'm still uncertain about the stamina of many of the members of <Solitude>, so I decided to pass on that thought this time.

The snow levels had increased too much, so I carefully used [Pyrokinesis] to melt the snow in the training grounds. Melting the snow in a wide area caused the level of cold water to rise too much, so I also used [Hydro Hand] to remove the water.

As a result, the ground absorbed a lot of water and became muddy, but I left that alone. While I might be able to more or less remove this water, I think the burden caused by the muddy ground is perfect.

Even if I had removed said water, the snow would eventually pile up again. Since this snow would melt when people step on it, the area would still end up in a similar state,

so there was no point in me doing so.

After fixing the place up, I took lead of the members that had assembled in rows and columns.

Since we were still warming up, I had them continue to run for approximately thirty minutes, with the minimum objective of keeping their formation intact.

At first, their lungs were numbed every time they breathed in the cold air as they ran. However, the exercise was generating internal heat for them.

Although they were cold at first, it wasn't a problem because of the heat of the steam rising from their bodies as they ran.

Even though they weren't running very fast, the young members of <Solitude> were out of breath. However, they were still able to stick it out and continue running until the end somehow.

Having said that, it seems that this exercise was still fairly harsh for the young group to do. There were some members who vomited or simply fell down as soon as they finished running.

However, because they desperately ran to the end, this is acceptable for the time being.

As one would expect, their group showed no signs of moving, so I had them rest for a moment. As for the remaining members that still had energy to spare, I first had them form parties of two, and then had them start the actual combat training that was already the standard in Parabellum.

Of course, since they're training with real weapons, the chance of someone being injured is high. Actually, I'm almost 100% certain that there will be injuries.

Although their thick armor will protect them if they're grazed by the tip of a sword, the attack's impact will still affect their body.

If they're hit, it'll break their bones every time, and in the worst case they may be left near death. Thankfully, this has yet to lead to situations where limbs were lost, but

there have been several instances of injuries that came close.

That said, since Seiji-kun and I healed them each time this happened, not one of them has had to deal with the after-effects of receiving a fatal injury.

I understand that it's a very dangerous training method to use, but I'm certain that real combat is the best way to quickly increase their overall abilities.

Actually, the members' tolerance for pain has improved since we started using this training method. As a result, their combat abilities have risen drastically, and their skill level when it comes to close combat is high.

Each member gets a growth modifying effect because of me, but as I thought, much of their growth is due to this type of training.

I don't intend for it to start happening, but even if someone dies from this training in the future, I probably won't stop using this method.

Anyway, this continued for a while, and then the members of <Solitude> recovered and started training at the same time for a few more hours.

Without eating lunch, they carefully moved their bodies at various speeds. Through this, we were able to get an idea of how their bodies react in cold climates.

After that, I tried some training by fighting on my own against all of the members present, which numbered at least one hundred.

I gave them a handicap by only using my bare hands and restricting my ability usage.

It started with me being surrounded by everyone, with Kanami-chan leading them.

As they came to attack me, their eyes appeared to say that they wanted to clear away their everyday grudges. It was quite impressive.

Well, as a result, we finished around an hour later and there was a mountain of bodies in the training grounds.

Other than me, only Kanami-chan was left standing. The rest of the members were lying on the ground, including Redhead, Auro, and Argento.

As for the degree of the injuries that they suffered, even the great fighters were heavily wounded.

Well, the members of <Solitude> are still young and inexperienced, so I easily blew them away with the wind pressure caused by my fists. As a result, they only suffered light injuries like scratches and bruises.

Before they could receive anymore attacks, they had become unable to stand.

As for one of the members that confronted me who was proud of their high fighting strength, one of their arms was broken sloppily. Their body was dripping blood due to the countless large and small lacerations that they suffered, and they were in quite a miserable state.

However, even though they took a certain number of attacks, they weren't defeated instantly. Instead, they were able to endure them.

Thinking about it now, maybe I went too far.

Well, since they would be dead if this was real combat, going this far should be fine.

Anyway, since I got to vent some of my accumulated stress, I was satisfied.

The members have improved more than I expected, and I had more injuries on my limbs than before as a result.

While some of these injuries reached the bone, even without using my abilities, they could already only be seen as thin red lines due to my body's high capacity for regeneration.

Though I can't say that the satisfaction is at a record high, I'm sure that it's very high.

Man, today was a good day.

Since I was in a good mood, I gave everyone a Life Potion that had my blood mixed in in order to cure their wounds. I then used Wyvern meat and other high-quality meats to make a late-night meal.

The Wyvern thigh meat steak is really yummy!

The thinly sliced marbled meat of the Jandal Cow is really yummy!

The roasted Benjal Bird is really yummy!

They were all delicious, but this is probably because all the creatures have a high price. However, the Wyvern meat was the best of them all.

The juices of the meat that bursts out on your tongue, as well as the melting texture when I put the meat in my mouth, they're irresistible.

Just a little, because I desire other dragon meat that isn't from a Jadar Wyvern, I want to go hunting for some if the opportunity presents itself.

Rather, maybe I should challenge the Age of the Gods Dungeon on my own...

When I get some free time, I intend to do so.

DAY 194

It was snowing again today. Truthfully, it snowed much less than yesterday. There were also strong winds blowing, which led to banging sounds on the windows. Trees were bending in the wind, scattering the accumulated snow on them.

Such a storm mercilessly took away the remnants of heat from the body of anyone who dared to go outside. The chances of getting frostbite were increased significantly compared to yesterday. In my current state, I wouldn't be hurt, but I wanted to lock myself in the warmth of my house. A warm fireplace is the best. I like to sit and bask in the dancing flames in the hearth.

Although in the hot springs, it was warm and it felt better, once you are within its warm grasp, you need an incredible amount of willpower to get out. A natural hot spring of the heavens. Once there, the body leaves from the comfort of the soul.

Ahh... I already want to go back to the base and have a good breakfast surrounded by children and Kanami-chan, I thought about it. But then, I had a sudden idea. What if, you make something like a taxi, which will work without rest and bring citizens of the city to their destination? If we were to do this, it would earn us a good amount of money.

One of my trump cards are the wagon [Skeleton Centipede] made of bone, designed from [Lesser Summoning: Undead] and with [Skeleton Combination] [Undead Chimera]. Comparing it with a simple horse, it is unmatched in speed, comfort and it did not need rest. Thus, I wish to easily create a whole bunch of them and the cost of production will not hinder us. It would complete almost all transportation dreams.

Among the shortcomings, under the sunlight they can easily turn into smoke. But, this disadvantage can be overcome by covering it with my clones, and by means of a metal frame. In fact, the Tomboy Princess has asked me to lend them a couple, but I refused, because I wanted to benefit as much as possible to maintain the secret method of their creation.

Now I have made something for few, or more, precisely the vehicle for 4 people in the likeness of a taxi. The operation of the vehicle would be much cheaper than

conventional carts, and I planned to also make the fares lower. Because of the low cost, and how it drives nice and fast, it will certainly attract customers.

This will be a stimulus for increasing the economic activities, which in the cold season is usually "Frozen". And if it does stimulate activity, then there is a great chance that we will have an increased amount of customers. If this transport works in everyday life, the income from it will be a good increase for us.

It is not clear whether everything will go as planned, but from an economic point of view, the idea does not look bad. Fortunately, even if it fails, we will not lose anything.

Nobody knows what to say about it in the matter of laws of the Sternbild Kingdom. If there were bans on that matter, we would be found guilty before even knowing it. Due to the high possibility of this, you need to dig into a lot of these laws. On this subject, I decided to contact Tomboy Princess. It has been decided and will do.

Thus, finished with breakfast, I went to the Royal Palace for a meeting with Tomboy Princess, to tell her about my new idea. Of course, I could take a walk from the mansion to the Royal Palace and turn into snow demon, but I decided to first, start mass production of a smaller version of the wagon of the [Skeleton Centipede].

I have all the materials in the Item Box, and because of preparation did not take a lot of time, not even an hour has passed before I had finished creating it.

The new creation is called [Skeleton Spider]. In contrast to the long bones of the body of the [Skeleton Centipede] capable of carrying a lot of cargo and passengers, it is designed to carry a small number of passengers. It has a small body and had a lower capacity, but the four spaces within it, gives all the comfort to stay inside even if there were four passengers (excluding the driver), and the roof could carry a surprising amount of things.

Even though it is significantly inferior to the parameters of the hundreds of bones, [Skeleton Spider] had all the necessary skills. The problem was in appearance. Imitating fashion, I made it look like a four-wheeled box, and this time, in front of the driver's seat, which was located ahead, I had enchanted my abilities to make a plow-like appendage to clear the snow. This made it so that it looked nothing like the [Skeleton Spider] that was initially created. The bones were encased in a corrosion-resistant metal, after that, it no longer looked like a strangely shaped steel trailer.

There was a high probability that the passengers will be interested in how the vehicle works, but I have prepared an excuse that it is made up of several magical items.

While they may not dismantle it, I think that deception will still take place. The interior was decorated with a dense fabric of my webs, as well as various trees growing in the great forest. Using absorbing vibration and shock, the tree species processed by the [Body Fluid Control] are added on top of the dense layer of my web. Another layer of wood is then deposited in the interior.

Thus, the inside was very warm and comfortable, and was not able to feel even the smallest shaking due to motion. Certainly not matching the wagon [Skeleton Centipede], the [Skeleton Spider] still offers good comfort while riding. Thus the bone spider was completed.

With the final prototype, I got to the royal castle located in the Amber Palace gates. Fortunately, I made an appointment in advance, so I was easily let inside. Sipping expensive tea while waiting, Tomboy Princess and Boy Knight finally came.

As usual, she looked cheerful when exchanging the usual greetings. The interior of the palace after the coup, was restored in a hurry, but some things still has traces of the coup and other things still needed time to remove.

After finishing a non-binding contract, we went to the purpose of the visit, the [Skeleton Spider]. The response was just spot on from the Tomboy Princess.

The Royal Capital was still the center of the Sternbild Kingdom, and because the area is normally densely occupied, traveling along it was quite problematic. To deal with it, they now allowed street carts, but their number was surprisingly small.

Although it was affected by many interests, horse carts were filled with various difficulties, but as a result of what happened recently in the coup, there still hadn't been much to establish routes or proper paths for them. Combined with the fact it is currently snowing outside constantly, most carts were just sitting idle.

Now it was time to go on stage with the [Skeleton Spider]. Their ability was not only to move on the streets littered with drifts of snow, but also move with ease even in the icy cold snow storm, and was most importantly, very cheap. It could be amazing for the citizens of the capital.

The final decision was to leave all the troublesome paperwork to the Princess all the

while the Sternbild Kingdom would not receive a direct profit for this business venture. This was for the sake of increasing the economical activities of their citizens, and as a near direct result, their tax base.

Like I said, let's live together for common prosperity. Although her answer sounded really like "she will decide when she wants to," the issue has almost been solved, and she said it's because she wanted a ride. Looking at her, full of energy, typical for her age, a soft smile appeared on my face. Taking the [Skeleton Spider] for a roll herself, she really liked it.

"...Well, if this wagon... the... [Skeleton Centipede] was it? If you're sure if it will work and you can mass produce it, I'm curious as to how its made and how it works." she thus asked indirectly.

Well, that was to be expected. I gave her my general description that I had come up with beforehand and we left it at that. I noticed a slight hint of disbelief from her though. Honestly, she's a bit too sharp for her own good sometimes.

After that we decided how many should be prepared, which route they will move up to where, and other minor details. I wanted to continue to maintain a good relationship with the Tomboy Princess.

At the end of the affairs, I went back into the house and immediately started the mass production of [Skeleton Spiders]. Having finished the design, the manufacturing process has been to some extent, adjusted. The frame and the interior was entrusted to my comrades, thus reducing the manufacturing time.

DAY 195

There wasn't much going on today, it's still snowing though. The Royal Capital has been dyed in a white layer of fluff as the streets are congested with both snow and the various people working hard to clear the snow outside.

Meanwhile, a single Skeleton Spider is running through the Royal Capital. I'm putting up poster advertisement for the store as I test the Spider's full speed while clearing the snow around the store. Riding through the streets, the snow that touches the snowplow that was installed in the front ends up instantly melting, changing to water and flowing down into the drainage system installed on the sides of the road. The water in such mass also helps remove snow not directly in the plow's path as the water is heated after it comes in contact with the plow and melts the snow further. The width of the ground gradually extends and a definite road was beginning to form amidst the snowfall.

Just as a Skeleton Centipede is highly noticeable, a Skeleton Spider also will tend to stick out quite a fair bit. The peculiar look caused it to stand out sure, but the main cause of its attention was the ability for this peculiar item to clear the snow. People gathered on the roads that were cleared and began mumbling things such as "What's going on?" and the sort.

While confirming that there was a small problem with how it operates, I rode the Spider with Auro and Argento. If I was asked why, it is simply because they didn't mind training, or working in the shop, they simply wanted to spend time testing the Spider with their father. There certainly does need to be a certain level of physical connection between parent and child.

The two relished running around the Royal Capital on the Skeleton Centipede. We changed because the Skeleton Centipede operates better and suited the purpose of relaxing more. It wasn't a bad day, though, the trial run was over by noon and I spent a good portion of the day on various things.

I think I'll be able to manage the mass production target of the Skeleton Spiders somehow.

DAY 196

The opening flood from opening the store has passed for the moment. Since it's the last day of the discount sale, I had decided to help with the store.

Though I did release 30 more Skeleton Spiders before I went over there. Our companions were kitted up in the appropriate Sternbild Kingdom attire for a driver and were set in the driver's seat moving along their predetermined routes.

They were to move along the main roads as well as relatively busy areas of commerce and trade. Dozens of Skeleton Spiders were roaming the streets as they cleared the snow. By doing so, more people were leaving their homes and, as such, increasing the number of citizens who saw the ads on the sides of the spiders.

Thus, while clearing the streets clogged in snow, we can successfully draw the attention of potential customers at a steady pace through the advertisement.

I've already seen to the payment to the Tomboy Princess to allow this advertisement. I'm looking forward to receiving requests from the various merchants that see the advertisement and are drawn to the shop as a result, so a minor expense is fine.

Well, even if I don't have any immediate expectations for profits, I do expect for this minor cost to pay itself off substantially in the future.

When we had finished clearing the streets of snow, the people began to once more fill the streets. Normally the Royal Capital would be slightly quiet due to the level of heavy snow fall, but as it was now, a good portion of the liveliness had returned as a result of the cleared streets. It's a good thing I suppose, but not the targeted result.

As a result of the advertisement, we did have many more customers. The main reason was mostly because of the sale's last day though.

Since the goods were only remaining this cheap for today, news had already spread throughout the Royal Capital Osvel, causing it to become somewhat famous over these last few days.

The roads being cleared and the advertisement only served to further increase the

business revenue. The store was blooming with activity.

At any rate, there are quite a few more customers today. It's certainly a good thing, especially since we will not need to close now, this can lead to new profits in the future.

However, since it's quite busy today, it's not that easy to manage since we're still inexperienced with it. It probably would get easier over time, but for now it's a semi-major pain.

Doing a surprising amount of non-stop work until the evening caused most of our shoulders to go stiff with heavy levels of fatigue.

I would say that, rather than being tired, it was more stressful trying to service all of the customers today.

I want to use the hot springs...

DAY 197

Today the group is staying in the Royal Capital. Sadly, there's not much going on right now.

Even after the sale ended, there are still quite a few customers coming to the shop and the construction within the building is still ongoing.

The snow is still falling and the [Skeleton Spider] transportation has become a full-scale business.

That's the story for today because nothing's really going on.

I suppose I'll focus on what the other groups have been up to since there's nothing exciting going on. To be more precise, the main group that's at the base.

First, let's go over the Female Knight. She had offered her sword in loyalty to me, just as the other people who were caught in the Forest invasion a few months back, such as the Clergymen and the Red Fencer, both of which are guarding the base back in the Kuuderun Forest.

She had participated during the recent battle in the coup by hiding her identity behind a mask and managed to slay several dozen officers, greatly contributing to the course of the battle.

As such, she was sent back on a tourist route and able to visit various cities.

Along the way, there were quite a few requests for Parabellum, though I still don't know where our name was leaked in the Sternbild Kingdom, but it's to be expected that our renown would spread.

I only chose members that can accomplish the requests to accompany me to go and accept them.

Fortunately, the Female Knight was presumed dead during their previous war with the elves, so even though she's the daughter of a high noble family, she won't be recognized easily. That said, the chances someone might recognize her weren't zero,

therefore, her group had to keep their sightseeing within normal bounds and had returned to the base rather quickly.

She's recently taken up going on strolls through the vast forest of ours, either going alone or with several of her subordinates, gathering up various materials on her way. The forest is vast and is gradually spreading with a constantly growing vitality like never before. This is causing even more Spirit Stones to show up that are of an even greater quality. The quality thus also produces even better materials and is probably linked to the expansion and improvements of the hot springs. To know where good materials are depends all on information gathering. While she and her subordinates are collecting materials, they also were making a map with the locations of various materials marked. For this, I'm grateful. Once I return home, I fully intend to give her a dress that's an [Ancient] class artifact from the [Age of Gods] dungeons. Hmm, as for the other members, I suppose liquor and sake should be acceptable.

...

A certain Kobold that had [Ranked-Up] from a Kobold Footman to a Kobold Samurai went into the [Derived Dungeon] in the Labyrinth City. He had gathered up people who failed to achieve suitable achievements during the war and led them in diligently raising their levels while gathering magical items. If they are able to gather a certain amount of equipment, I'll probably give him a Falaise Eagle as a familiar.

Though I don't expect much from them, the dungeon capture speed was fairly faster than I had assumed, probably because of the strong devotion and loyalty from the Kobold Samurai that had taken command. Unfortunately, during their dungeon conquest, a few of their party were killed, which immediately made it clear that the dungeon they took on was dangerous and that the dangers of the dungeon only increase as you progress. Such things do tend to happen no matter how much you prepare for it. As such, I offered a silent prayer for the passed souls so that they may rest in peace. I don't hold the Kobold, Akita, responsible for the casualties. As for what happened, Akita had attempted to do just about as much as possible, but the abilities of those who were killed were simply insufficient for the difficulty of that dungeon. The fault is on those who attempted something they were not ready for.

The magical items were gathered smoothly for the most part. As such I have also begun the preparation for creating a branch designated for the operation within the Labyrinth City Purgatory. It will be convenient to open a branch within Purgatory since even though the official main office has been opened within the Royal Capital, a

great deal of my business is with the Labyrinth City, so it's just as important from my point of view.

Anyway, after becoming a Kobold Samurai, Akita's intelligence is far higher than when he was a Kobold Footman. As long as his extreme loyalty doesn't cause him to become too reckless, he will end up becoming quite reliable.

There are many subordinates who end up working desperately to accomplish their mission if it's me giving the order. In that sense it saves me quite a bit of trouble in the end.

I wonder if I should reward Akita's efforts. There's the occasional sword that flows in from the east and they're fairly famous blades at that. I think one of those would serve as a good reward for Akita.

...

I wished Minokichi-kun and Oniwaka's group good luck as they continued their energetic genocide of monsters. This is because, rather than in a Purgatory dungeon, they are hunting monsters in a natural danger zone. Even though the probability of encountering monsters within dungeons is much higher, in nature there is a far larger variety of monsters. They simply cannot afford to be caught off guard during their escapades, because if they do, they'll face a significant counterattack as a result. The reason for this is because unlike the dungeons, the strength of monsters in nature is not uniform and can vary quite a bit.

The strongest monster within their danger zone is the [Wisdom Dragon] which is an unbelievable existence because of its humongous strength, and is even considered strong by the standards of mighty Giants. More often than not, monsters of such levels only exist in the depth of the countless unexplored mountain ranges, though there are still exceptions such as ones that live in areas like the waterfall near Mason Village.

I'd have to say that Minokichi-kun's group is lucky they haven't encountered one yet. They don't have enough time to delve into such depths though and are only capable of finding bosses on the levels of the Red Bear or Jade Eagle.

No, all boss class monsters are formidable enemies, but since both of the examples I used, the Red Bear and the Jade Eagle, have [Divine Protection], it makes them even more frightening than the usual monster.

For Minokichi and Asue however, considering their monstrous strength and unnatural good luck, the threat level is considerably lower than the norm. Knowing that they will assist when necessary, I hope that Oniwaka will have grown twice as strong the next time I see him. There might even be the chance for him to [Rank-Up]. As such, I impatiently wait for them to bring back materials and the corpses they've gathered along the way.

...

Avenger is doing a variety of requests along with Rusty Iron Knight and Scarface. The requests mostly consist of eliminating thief and bandit camps, or subjugating dangerous monsters causing havoc for towns and villages who offer up the quests to remove them. I'm guessing that most of the missions are taken up by Avenger because of his ruined hometown. The appearance of Avenger taking up said tasks was akin to a violent rampage with bloodcurdling roars. Combine that with the fact he's wearing a demon mask to hide his identity and it's enough to make people want to call him a demon. When they encounter him, the bandits, thieves, or whatever dangerous monsters it may have been, are all slain within the blink of an eye before they even have the chance to feel fear.

Without wasting time, using accurate information gathered by my clones, Avenger was able to understand the problems and immediately resolve them, thus earning the trust of his clients.

Even though currently they only get paid a few silver coins per request, in the future, they'll have gained much trust and reputation; so it's good for Avenger and the others to do their best even if it's only for chump change.

If I'm not mistaken, Avenger still hasn't met his companions, or rather, his [Sub-Cast] characters from his [Psalm] yet. As such, I pray that he will encounter the [Witch of Mystic Flames], the [Cavalier Guardian], the [Usurper] and the [Merciful Maiden]. Because I've already been informed that out of the four, both the [Witch of Mystic Flames] and [Merciful Maiden] have already awakened their power, I thought it likely he'd encounter them if I sent him out on more requests.

Personally, I think it's alright since it's increasing Avenger's combat strength and overall profit for Parabellum; but Avenger's area of activity will probably need to expand to encounter his fated companions.

I feel rather good. Overall situation is generally favorable and the future of Parabellum looks bright - I think. Well, that's my feeling for the time being.

That night when I went to bed:

[World Psalms [Legend of the Black Eclipse Demon], [Sub-cast] character Seiji has ranked up.]

[Condition "1" [Rank Up] has been cleared, title [Merciful Father's Light of Salvation] has been awarded.]

[World Psalms [Legend of the Black Eclipse Demon], [Sub-cast] character Gurufu has ranked up.]

[Condition "1" [Rank Up] has been cleared, title [Rotting Guide of Severe Misfortune] has been awarded.]

Hmm, I was just thinking that it was about time to contact her, but I decided that sleeping was more important. Something to look forward to tomorrow then.

As for Gurufu-chan, it's best to not joke about her [Rotting One].

DAY 198

Well, because of the announcement last night, I had 2 people to contact to confirm the results.

Obviously enough, the two people to contact were Seiji-kun and Gurufu-chan.

Seiji-kun had [Ranked-Up] from a Half Saint Lord to a Saint Lord Variant. He became a [Variant] because he have the [Divine Protection of the Demigod of Compassion], his physical appearance is a somewhat adult-like form now. His current appearance is akin to a rather unhappy, yet rather handsome young man.

Besides the specialties of his class type, his own physical abilities are now higher than the average human, but it's still completely unreasonable to expect him to fight on even terms in physical combat.

It's highly likely that he would lose in terms with an average human that held a job such as [Job-Knight].

Because of his healing and defensive capabilities, combined with the fact his mana supply has grown remarkably, I fully intend to have him work even harder in the future.

Aside from that, he also gained a rather interesting ability which allows him to manifest weapons from his Demon Orbs.

He is fully able to manifest rustic silver weapons such as a silver mace, shield, and a small amount of golden lining that seem to be decoration.

The shield itself is roughly the size of a buckler with a reflective force field, which can expand according to Seiji-kun's intent.

He certainly didn't have such an ability before, and after some thorough investigations that I had requested, he seems to be able to expand the shield to become as large as Minokichi-kun's Fortress Shield. It also appears that even if it gets that large, the weight remains almost the same. This will certainly allow Seiji-kun to not only protect himself, but also a large number of his fellow comrades.

As for his healing capabilities, they are far stronger than even his defensive capabilities, allowing him to greatly reduce the strain on his compatriots.

As for the mace's ability, I need to say that it's above just being interesting. His mace is a considerably heavy blunt-type weapon that's roughly ten kilos and is far stronger than usual maces. This is probably due to it being a weapon manifested from his Demon Orbs.

When it strikes an ally, the mace seems to regenerate the ally's vitality proportional to the amount of damage one would normally receive. He was hesitant at first, but with a bit of force I persuaded him to strike to show visible results.

Of course the mace will still deal damage to the usual enemies and monsters, but the idea of beating a wounded or incapacitated ally with a large mace to help them doesn't sit right with him, or me for that matter.

Even if the blow doesn't result in pain, the impact is still there.

I finally managed to convince him to smash the head of an ally who was covered in wounds, it also took the person in question being directly ordered by me to stand still. The result, his wounds all over his body were more or less healed. We determined that if the blow would be akin to a fatal strike, the ratio of healing would be far greater than normal.

Yeah... It still doesn't really look right.

As for Gurufu-chan, she [Ranked-Up] from a Ghoul into a Fimerotto Variant. Similar to before when she was a Ghoul species, she still looks pale with lifeless skin and black hair, and her black [Ogre Tattoos] haven't changed. But you can certainly say that her physical appearance and body structure have become more elegant. It is almost as if she has become a beautiful doll.

She has gained a living body armor that is akin to a clean white dress with high heel shoes. It really makes her look like the daughter from a high class nobleman's family and suits her quite well.

She would have no problems gaining access to a ball. If I were to think about it, this should make her quite popular.

In fact, she would certainly make it into the top 10 most beautiful woman in Parabellum

if not for the rotting flesh and nature of her class.

To mention, I have overheard gossip between other members that basically come out to be like:

"Gurufu-chan's misfortune by her abilities is nothing to laugh at...",

"She's beautiful when she's not active... though when she's silent, those dark eyes... rather unpleasant",

"I'm serious, the hobbies she has are lethal!",

"She's rotten..."

Such were the nature of most member's opinions on Gurufu-chan.

They aren't just bothered by her mentality, but also the fact that her race has the ability to corrode just about everything she comes into contact with unconsciously. Organic or inorganic, it doesn't matter.

I'm torn between pulling some strings to influence [Rank-Ups] to gather people of a similar species for her to interact with, or to step back because it would be favoritism...

This is a problem.

As for the names of the 2, I don't see a need to change Seiji-kun's name for the time being, but for Gurufu-chan, what could I change it to.

Furokusa-chan...?

No... she isn't able to enter the hot springs easily since she ends up causing the water to rot. Furo means hot spring, so I think it'd be a bitter name since she is bothered that she can only rarely use the hot spring after extreme preparations are made.

Ugh... I'm troubled, oh so troubled.

I really can't think of what her new name could be.

How about Irokusatta-chan which means various forms of rot... or possibly Kusattairo-chan... I suppose that one fits.

Though, why did I just name her the color of rotting flesh and then change it around to make it Irokusa-chan...

I can't help but sigh instinctively since, when I visit someone to pass on a new name, they always have an expression showing their wild delusions about their name. It can't help but cause me to feel miserable sometimes.

At any rate, I need to prepare their gifts for their [Rank-Up]. Since 2 more members of the 8 Demon Generals have been found, I should make their celebration even more luxurious.



Currently, only 7 of them are known:

Minokichi [Emperor of Shimmering Axe]

Kanami [Empress of Ice Kingdom]

Asue [Underground Thunder Hammer]

Supesei [Calamity Star Priestess]

Burasato [Frightening Blade of Dried Rust]

Seiji [Merciful Father's Light of Salvation]

Gurufu [Rotting Guide of Severe Misfortune]

The remaining one... I wonder who it will be.

So far, those classified to be part of the 8 Demon Generals are only out of those from the same generation.

As for the last person, I can only think that it will be one of the people from my generation in the [Goblin Community].

I think that it would probably end up being Dodome-chan that has the highest chance of gaining the spot, otherwise it will be from the 5-Ogre squad.

It will probably be her since she is fairly strong, but it can also be the 5-Ogre squad since they can be treated as if they were just one individual. As it stands, the 5-Ogre squad gives off the feeling as if they were a single organism, so the chance they [Rank-Up] into something unique is possible.

Well, it's best to be patient and wait until it comes to light. Since the amount of experience they gain will demonstrate their capabilities and their level. I'll probably find out soon enough.

This will be good.

Today's Synthesis result:

[Wyvern Scale Formation] + [Solid Armored Dragon Scales] + [Shell of Hard Dense Chitin] + [Sharpened Shark Skin] + [Black Demon's Impervious Hardened Skin Armor] = [Black Demon King's Laminated Dragon Armor]

DAY 199

Today marks the first real holiday in quite a while.

Well, even if I say it's a holiday, the store is still open and everyone, including the Female Samurai, are still working. Though, because they work in shifts now, they are able to take breaks when necessary.

The same members have been passed off the charge of managing the Skeleton Spiders. While they may not be getting a day off, they are also operating on shifts, so everyone is able to have some time off.

Each person is free to choose how to spend their time. Some decided to simply train themselves as per norm while others decided to leave the Royal Capital on the Skeleton Spiders to sight-see or visit attractions in the surrounding area. There are even some people who have picked up side jobs or studying various materials.

Since it's worth mentioning, I decided on going alone to the Labyrinth City Aquarium. The purpose was to of course challenge the [Age of Gods] dungeon [Aquarium Forlia] once again.

Even though last time there wasn't enough time to fully explore and I had to stop at the very first floor, I had made up my mind to come back. Now I'm determined to head down to the deepest part of this dungeon even if it takes a few days to do so.

If necessary, I can always pass instructions to Kanami-chan through the ear cuffs. Even if something serious occurs and I'm deep within the dungeon, she'll be able to manage it, so there's nothing to worry about for the time being.

Additionally, since I had already passed off most of the bothersome and innumerable quantity of work to my subordinates, there wasn't much work that was necessary for me to complete. None of which needed my immediate attention, and thus I have found myself here.

I made sure to only give the work to those who proved themselves to be rather reliable, so I can relax as I challenge an [Age of Gods] class dungeon alone. I also take pleasure

in knowing that the construction system that I set up will see progress and proceed without delay regardless if I am there or not.

Challenging the dungeon alone is the only way I can hopefully rid myself of the utter dissatisfaction caused by being only able to consume a single person of [Hero] level during the coup.

I had even had the first-class Water Hero meat sitting right in front of me after I had worked hard to beat him around to tenderize the meat, and I had to endure it since It was an order from the Tomboy Princess. That, and so that he could grow even stronger, but I certainly have no reason to hold back here.

After all preparations were complete, I delved straight into the [Aquarium Forlia] dungeon.

Just like the ones before it, the decorations in the long and wide passageways make it seem as if it were the interior of a sacred temple. A sacred temple with the floor submerged in ankle-deep frigid water of course.

Overall, the place does give off a certain majestic atmosphere that makes it feel difficult to invade as I am. The labyrinth gives off a pure and somewhat innocent feel that is almost akin to a work of art.

Alone, I slowly advance.

As I progress with a semi-carefree attitude the dungeon monsters continuously come flying at me without a sound. Most of them come from the shadows in my general vicinity the moment I get close enough. Like before, the main monsters that attack me are the Iolite Elementals, which of course I knock down quite easily. They look like round blue orbs clad in running water that makes them seem comparable to a flying slime.

Well, the Iolite Elementals clearly win out in terms of danger and pure fighting power if you were trying to compare one to a slime.

Not only does it have substantial movement speed and physical strength, but it also can use third rank ice magic as easy as if it were breathing.

The magic it uses is dangerous enough that the first shot it fires is likely to kill people.

I catch the nucleus of the Iolite Elementals with my silver arm before it is able to do anything.

The moment I pull out the blue round orb from the surrounding water, the water that is approximately 8cm in diameter, loses its binding force and falls to the ground, where it merges with the water on the floor.

After seeing it, I ate the nucleus I caught.

The nucleus' texture and taste was just like a piece of slightly sweet candy. It might work well as a snack.

Ability gained: [Purple-Blue Iolite Liquid]

Together with the ones I previously ate, I seem to have finally gotten a new ability. Because I killed 23 of them last time and ate them after putting them in the item box, it seems the 24th gave me an ability.

It seems learning can be done quicker than expected, I'm relieved. I immediately used it to see what it does.

Apparently, [Purple-Blue Iolite Liquid] allows the user to cover themselves with flowing water just like the Iolite Elementals.

The running water is like an armor that clings to the surface of my body when I use it and it seems to have very high tolerance against fire attacks. On the other hand, it seems to be weak against lightning attacks, but it still seems to be a useful ability.

Currently, I'm in a good mood, so I went to hunt Armored Scissormans which possess a very hard carcass and Dirotonis which is a gigantic fish in succession. I didn't stay on the first floor for that long, because I found the path to the second floor last time I came to the dungeon.

After I found some treasure chests along the way and opened them, lopsidedly hunted a great number of dungeon monsters, avoided some powerful traps and passed other adventurer parties, not even 1 hour had passed.

By the way, the structure of the second floor is no different from the first floor. The corridor of the second floor is a bit bigger than the one in the first floor and there are several monsters that didn't appear on the first floor that appeared here.

Water Anacondas are anacondas about 9 meters long and 30 centimeters wide, their bodies also release fluids that act as lubricants.

Evil Battle Frogman have muscular human bodies and exceed 2 meters in height. They have the head of a frog, webbed feet and carry a trident and a fishing net.

Mizumoridori are light blue birds that fly at high speed. They have harpoon-like beaks and sharp claws. They don't appear in passages, but instead in small rooms and they are about 60 centimeters long.

These are the main monsters in the dungeon because they are the ones that appear most often and give off a dangerous feel. There are also others such as devil insects and reptiles.

Although the monsters are larger and stronger than normal ones because they're strengthened by the dungeon, I can still approximately kill them with a single blow and by overlapping abilities. Their level is not high enough to have a chance to kill me. Nevertheless, capturing this dungeon is certainly going to be difficult. The chance of being attacked here is higher than in [Vesper Cave]; it is also more time and energy consuming to kill the monsters with a single blow.

The classic pitfall trap, where a lot of Water Anacondas gather, makes the dungeon especially difficult to capture. It's hard to spot because of its simplicity and the fact that once you've fallen in, it's normally impossible to get out.

In the first place, once a person falls in, the Water Anacondas immediately use their bodies to strangle and crush the person and due to the pit being covered by the lubricant made by the [Water Anaconda], climbing out is difficult as well.

I personally may manage to ward off the Water Anacondas if I equip solid armor over my whole body, but getting out of the pit is, in and of itself, another problem.

By the way, when I stealthily looked around a corner of the passage, I witnessed the state of a party of adventurers who got stuck in a pit.

The unfortunate party members seem to have all fallen into the several meters deep square pit and they did not have the ability to get out.

I only observed and did not help them because whatever happens in the dungeon is your own responsibility. The group of 5 that fell into the pit were all strangled to death by countless Water Anacondas.

The ones in the back lines immediately had their bones and equipment crushed, but the vanguard who wore magical armor from head to toe was able to hang in there for a while, but was also slowly crushed to death. The pit swallowed the five corpses whole and slowly covered itself again. It was slowly and carefully waiting for the next victims.

After seeing that, I intentionally walked into the pitfall and fell too.

I could not miss the opportunity of hunting the high concentration of [Water Anacondas]. Normally, it would be a fight where I would be desperately struggling, but due to [Electromaster] spreading through the anacondas' body fluids, I was able to catch them all at once. Afterwards, I decided to solely eat them starting from the head. The power of [Electromaster] drastically raised the power of my lightning strike, but unexpectedly, the Water Anacondas did not instantly die. However, since I was able to eat them alive, I guess the results are acceptable. It's a good thing that they're tasty alive.

Ability learned: [Lubricant Body Fluids]

Ability learned: [Water Seeking Snake]

Since I already got 2 new abilities, I decided to keep the remaining [Water Anacondas] as souvenirs. [Lubricant Body Fluids] is similar to [Self Body-Fluid Control], but it had a better effect when I tested it with simple substances. The smooth skin is able to completely ward off attacks to a great extent.

Even if I get restrained by an enemy, I can very likely easily slip out.

Honestly, I don't think I really need it, since I can transform my body, but it might be useful for surprising enemies.

[Water Seeking Snake], simply put, is like dowsing. Its effect seems to be finding nearby bodies of water.

It is necessary for Water Anaconda to push water outside of its body, so it's likely that they use this ability for replenishing and maintaining their water supply.

Even though it has limited uses, it's a very convenient ability in many situations, since it'll help me find hidden water even in the desert.

I collected the accessories from the bodies of the dead adventurers, and I jumped out of the hole excited.

Because their dead bodies were already eaten by the dungeon, I was really grateful for the items.

Because I fell into the hole after the Water Anacondas ate their body, only an index finger was left at the bottom of the pitfall.

I feel I have advanced quite smoothly while capturing the dungeon.

I had a harder time finding the stairs to go down to the next floor because this dungeon is wider than the derivation dungeon, but I somehow managed to get down to the 5th floor in one day. I arrived in the safety zone just before the large room in the deepest part of the 5th floor which is where the boss awaits.

After having the dungeon monsters as a midnight snack, I decided to challenge the boss tomorrow morning.

In order to fight it tomorrow morning, I went to sleep early to get enough rest.

Because I took the Skeleton Centipede out from my item box, I was able to get a good night's sleep in the chilly cave.

DAY 200

Mmm, perhaps this is a bit sudden, but I think I'll discuss the Paraberangers. The Paraberangers are made up of the 5 goblins that had decided it was a good idea to attack me in the middle of the night. They were repulsed quickly though and have worked themselves to the bone as my slaves since. On the day they attacked me it was with the good intent to help their starving comrades, thus they were only trying to get me to share my food with the starving.

Basically they were indirectly trying to save the weak, a rather unusual desire for the average goblin since it is in the very nature of a goblin to submit to the strong and oppress the weak.

Well, I can't call them renegades or vigilantes, but the 5 of them just seemed to have gathered in one place and united under a single goal. For the Paraberangers, villains and enemies, no matter how they beg for mercy, will be slaughtered without hesitation. In normal circumstances, they keep rather cool heads, but if one of their comrades, women or children are threatened and failed to save them, they would get rather distraught.

Ogres that have a similar mentality to humans is rather unique, so I suppose it can just be attributed to their individuality.

Personally I don't see it as a bad thing.

First off, thanks to such a personality, the 5 have superior confidence and work hard and beyond on their abilities, thus becoming strength for me.

The Paraberangers were stationed at the border between the Sternbild Kingdom and the Kirika Empire. Just today they had saved an armed group under assault from some Orcs, saving the daughter of a Count from the Kirika Empire. They simply could not abandon the human party and thus rushed straight in to gallantly save them.

The Count's daughter was accompanied by a detachment of rather muscular guards and had not only delayed, but significantly reduced the number of Orcs. It would seem that the Orc horde were being led by an Orc Mage. The result of the Paraberangers joining the fray resulted in the total annihilation of the Orcs.

They then met with the Count's daughter who requested their escort since her current guards had been greatly depleted during the struggle. Being completely unable to refuse the pleading woman, the Ogre 5 are currently accompanying the Count's daughter as they go deeper into Sternbild Kingdom's territory.

It would seem that the Count's daughter was traveling under the radar, carrying documents from the Tomboy Princess. It smells like rather small business, so I wasn't rather interested in the details. Kanami-chan is in charge of the fees for our services so there was no need for me to get further involved.

Back to business.

After breakfast, I opened the door into the Boss room and began to wait.

On the fifth floor there was a rather broad, square-shaped room with walls that had to measure at least 100 meters. The walls were decorated just as the corridors, made to seem similar to that of a temple, the air pure. If there were undead monsters here, I think they might seriously take damage with such clean air.

Well, I couldn't just leave it there so I summoned a Black Skeleton to test it. It almost immediately turned into smoke as a result.

On the ceiling were the faces of countless gods, with 5 painted pillars in homage to the Great Gods in the middle of the room. The black pillar most likely represented the Great God of Origin and Demise.

On the pillar was a depiction of someone, it wasn't really clear whether it was a male or a female person. In their hands, a spear forged by misfortunes. It is probably because of the fact this person has the same divine protection as I that he looks familiar despite it being the 1st time I've ever seen him. There's a certain feeling of nostalgia.

Well, while I fell into a minor stupor staring at the depiction of the dark warrior, water began gushing out in massive quantities from the center of the room. The water quickly enveloped the entire floor of this huge room, raising the water levels up as high as my hips before it finally stopped.

The water was unusually cold, just a single step from it turning my entire body to ice. I have resistances regardless, but the cold still had an effect.

Just standing in this icy aura caused energy to leave my body. It was then that it appeared, throwing the water around it into turmoil as a huge horn shaped akin to a wave breached the surface as if it were a whale's head. The body was huge, 8 legs protruded from the massive hulk, its 4 deep red eyes tirelessly watching its surroundings.

The entire body was covered by a dense skin that gave off a metallic, ultramarine sheen. The monster was simply massive, it was almost 15 meters long, stood 7 meters tall and was 5 meters wide. It was the boss of the 5th floor, the Warpidron.

The basic attacks it had were lightning attacks and strikes with its horn, the whale also spurted out torrents of water that had such pressure that it could easily cut through steel. It also had water jets to limit the movement of the enemy. Using its 8 feet and long tail, it was able to move through water at a frightening speed.

Normally adventurers would fight this beast in a whole group since he was far more powerful than the usual mid-boss of a dungeon.

When you think about how the water is up to the waist, the terrain is heavily to the Warpidron's advantage. For the enemy the sheer amount of water didn't hinder its movement as it was a marine beast, and thus only served as an advantage for it. Moreover, since it was a water style beast, the water only served to allow it to better reveal its power.

Well, I'm currently standing in front of this beast, numb from head to toe in this bitter water. The moment I felt the presence of a strong opponent, my appetite awoke deep within me. A sheer desire to eat this thing whole.

Since there was no need to suppress this intense desire, I took out the halberd from my item box and raised my battle cry.

With this I started the battle.

[Dungeon boss Warpidron successfully eliminated]

[Achiever Yatendouji has been recognized and the right to progress is granted]

[Achiever Yatendouji will receive the rare treasure [Storm Horn of the Great Whale] as a bonus for the 1st elimination of the [Warpidron]]

[Achiever Yatendouji has received bonus ability [Water Pulse] for the achievement [Solo Kill]]

After roughly 20 minutes the water had still not receded, so I pulled out the treasures from the Warpidron. It was a mix of various things such as gold, silver, precious stones, mithril, rare magical metals, and several pieces that appeared to be art. Well, if Blacksmith-san and the dwarves use these to work with, even they might start going overboard.

Well, the rewards this time were quite good, I won't complain.

In some party games there would be various ranked item chests that would have various rewards. In the largest box that I got from the Warpidron, the [Storm Horn of the Great Whale] ended up being the most rare of the items that I mentioned earlier. I decided to return later for more and put everything back into my item box.

Now I turned to the carcass of the Warpidron itself. The horn was removed, the skull divided and the eyes collected. The 8 giant feet were cut off, the body was cut to pieces and I kept the long tail whole.

The Warpidron had a rather serious vitality so every part of its body was rather heavily damaged before it died. The body was split apart and the organs spilled everywhere. The precious tail meat ended up getting rather damaged as well.

It looked like the Warpidron was a strong enemy, so I held back my stronger abilities and took my time with the fight, so I can't complain if the body is a bit roughed up.

I even ended up losing my living hand (*TL: right hand*), causing me to panic just the slightest amount. Truly as expected of such a high level boss monster, counterattacking the moment I relaxed. Though, once I began to taste his flesh, the hand was recovered without any problem.

The meat was simply amazing.

Ability unlocked [Carrying Lightning Horn]

With this ability, I'm able to shoot out lightning from my 3 horns. The flash is rather

bright so it does make it hard for me to see for that instant, but the power cannot be ignored. It can also be used without any preparation or cool down, so it has a convenience factor to it. I can use it in conjunction with [Electromaster] to further increase the ability.

I was tempted and thus went to enjoy the brain. I had smashed it rather hard, so it was close to soup when I went to eat it. The sensation from eating it was as if the language of the beast was washing over me, though the taste was rather basic.

The skull was as tough as metal, though it had a rather intriguing salty taste to it. I ended up mixing various parts together and enjoyed my meal.

Ability learned: [Whale's Whistling Voice]

Ability learned: [Battle Cry]

Well, as expected of the mid-boss, the strength of the dungeon was intense.

After eating a meal of both quantity and quality, it was rather easy to gain a few abilities, so I'm exceptionally happy. Of course, I ate most of the remains, but left some to bring back.

Perhaps it will improve Kanami's mood a bit, and I'll need to treat my kids as well. They'll probably welcome something as enjoyable as this with gusto.

Well, it was harder than I thought to stop eating, so I had to force myself by putting the rest into the item box while I had the restraint. The risk of the rest of it being absorbed by the dungeon also played a factor.

After finishing I went through a gate that had appeared after my victory. Going through it, I came across a staircase. Going down, I noticed the familiar decorations and patterns on the walls of the corridors. The concept was the same, but the patterns were more complex if you will. The air was even denser than before as well; I can't afford to relax anymore.

I didn't even take a few steps before water blasts aimed at my heart shot out at me. Ten silver perch attacked me, though I swatted them away and chewed on their meat

as I went.

Today's goal is the safe room of the 10th floor boss.

DAY 201

Moving through a rather confusing maze of rooms and corridors and slaying the myriad of attacking monsters along the way, I continued to make progress further and further into the dungeon. The further I managed to get, the wider each unique floor became, and the more difficult it became to progress.

Though, thanks to my [Mental Map Creation] and [Intuition], I was able to find and take the shortest route possible without receiving any injuries. Because of this I was able to rest on the 11th floor today.

Yesterday was the cause of a fair amount of frustration as problem after problem occurred to ruin my mood. To begin with, the number of simple traps constantly increased which ended up delaying me. My abilities allowed me to avoid damage, but the constant traps led to many problems.

Compared to the beginning of the dungeon, the number of overhead traps increased greatly. Those ones were actually rather deadly and their effectiveness increased with a terrible speed with every floor I cleared.

If I didn't have [Sensor Phased Array], I would never have been able to avoid them all and my ability to progress through the dungeon would have been further delayed. The main problem, however, would be the dungeon's [Vessel Water Spirits] that are abundant within this dungeon. The dungeon itself seems to be shrouded in the [Divine Blessing] of some water spirit, so it has a great many water-related monsters.

To give an example, I recently got out of a small room that was filled with monsters. The moment an unsuspecting person enters the room and steps on the trigger in the entrance, the room will rapidly fill with water while the water-element monsters attack. Thus increasing the danger several folds.

The monsters are mostly water types which is usually not a problem, but for adventurers who are not a member of an aquatic race such as the Mermen, being either waist deep or submerged in water is extremely dangerous with these types of monsters. The chances of death for those who get caught in traps such as that one are

very high. If not careful, entire parties could meet their doom when caught in those types of traps.

In addition, if the trap is activated, there is simply no way to stop it. The room will inevitably flood with water and can take up to 20 to 30 minutes before the water levels begin to decrease. The exit will open after that.

Luckily for me with [Water Body] and [Oxygen-less Function], even if I was caught in that trap, I would have been fine.

The severity of this dungeon is already rather high, but the lethality is only furthered because of the constant onslaught of monsters. During battles, there will often be monsters suddenly appearing from the deep water. Even if one is not knocked down and can receive the sudden monster's initial attack, the balance of the conflict can be greatly upset at critical moments. On top of that, pitfalls are even worse as weapons will come flying out of the hole as you fall in. Even if you dodge the pitfall initially, the water will rapidly flow downwards into it, pulling you towards it. The pressure of the water within those is usually so enormous that armor would end up crushed like paper.

There are also sudden torrents of water that will flood a corridor. These torrents are filled with monsters that will tear unsuspecting victims apart as a party's formation is shattered.

Due to the fact that everything about this dungeon is deadly, even if I managed to get through without taking damage, I still suffered a great deal through those trials. Though, it was mostly troubling because of just how many different traps simply led to a massive horde of monsters attacking you. Those took time to deal with and there were monsters constantly appearing in a near endless cycle.

Along these floors, the only monsters of note ended up numbering just 5.

There were the Giant Steel Toads that hid themselves within the environment, waiting for their prey. They were giant bull frogs almost 2 meters tall with steel scales and razor sharp teeth.

Another was the Combat Helmet Octopus that were clad in a knight-like armor, armed

with live weapons in each arm. It was very skilled and was not hindered by the number of weapons, becoming a deadly beast.

The 3rd monster were the Hidden Jaw Sharks that typically hid behind corners or within crevices in the wall. As a person approached, the 2 to 3 meter body shot forward, grabbing the victim in its monstrous mouth.

The least deadly of the beasts was the translucent monster that floated in the air of the corridors. These were the Deadly Jellyfish that were roughly 80 centimeters in height.

The final monster was the Armored Blue Shrimp that was armored in a blue, chitinous shell, that would quickly rush and attack the victim.

To briefly go over what these monsters did, I suppose I'll describe them.

First was the Giant Steel Toads. They were the most common in the corridors and if you ended up getting distracted by the smaller monsters, they will target your legs and feet, breaking them into pieces. Since that was the case, it is necessary to be careful and alert at all times. According to the information I gathered, the toads have caused suffering to countless adventurer parties. Able to break through even magic armor, metal leggings, and various equipment, the monster has a huge mouth and sharp teeth. Even for adventurers who had managed to get to this point would suffer no small risk to life and limb when encountering them.

But, if one is able to detect them, the monster is rather simple to deal with. Though it does have a solid armor, the downside is that the monster is rather slow and is unable to dodge the attacks of the adventurers capable of reaching these floors. If the monster's surprise attack is foiled, then most adventurers would be able to handle them with ease with a single mighty blow to a weak point.

Having the easiest of times finding them underwater, I used an offensive ability to smash down on them, obliterating them in a single blow. To me, they simply aren't a threat. Whenever I detect them, I often would stick them with my halberd and fry them crispy with some lightning, allowing me to enjoy a skewer whenever I so desired. If I had the time, I'd have preferred to add some soy sauce and bake it until it was crisp to eat it whole.

Ability learned: [Underwater Breathing]

The skill basically allowed me to breath underwater, but since I already have [Oxygen-less Function], I don't have a current use for the skill. Perhaps I'll find a use for it at some point.

Next was the Combat Helmet Octopus. They were typically within the range of 1.4 meters, but the main body was always protected by a knightly shell.

Each monster's shell is unique, I even saw a Norman's cross helmet on one of them.

Depending on the shape, decoration, color, they will end up having different equipment. Perhaps it isn't specifically limited to their armor, and is a way to distinguish their genders. Though in all honesty, I don't really have much information on it and lack the desire to find out.

Well, as is the same with their armor, each of their weapons are living weapons such as swords, spears and axes, but the shapes and decor of each of them varied greatly.

Each arm of the Octopod carried a weapon and was defaulted to rather high combat skills. The Octopods were able to fight both on land and on water. Their body's conventional strength was superior and were able to recover their limbs with frightening speed.

Each attack was like a wave of weapons, fast, accurate, and deadly. The weight behind each blow coupled with the weight of the weapons only furthered the lethal potential of every strike. When attacking simultaneously with 8 arms in perfect coordination, it was rather difficult to predict.

In addition to all of that, they would always be gathered in groups of either 4 or 5, significantly increasing the risk to life and limb. Their armor is so strong that it is able to block a steel sword with the greatest of ease. The only weak point on their entire body is their eyes.

Well, attacking them head on is no less dangerous as there were even some of the Octopod monsters that were magic based, allowing them to deal area of effect attacks.

Inept adventurer parties could be broken in a matter of moments.

They were rather stiff and crisp, but as is most things, the more I ate, the more I want. It made me crave for more alcohol as well!

They are even advantageous to my appetite as all I had to do was rip off each of their limbs and leave it sit for several seconds. New legs will appear, allowing you to enjoy the meal even longer, though after several dozen repetitions, the monster's vitality starts to decrease.

Ability learned: [Suction Cup Generation]

This ability basically allowed me to generate a suction point anywhere on my body at will. Rather well suited for stealth missions.

The Hidden Jaw Shark lives in the burrows of a variety of monsters. If you manage to detect them, they are hardly dangerous. If you avoid the holes, they will not come to attack. That's only if you discover the hole. If you are careless and wander too close, then you won't even be able to notice how you're torn to shreds at an incredible rate.

My 1st encounter with them was on the 8th floor. I had just happened across a conflict between the Octopods I mentioned earlier fighting against a party of adventurers. There were 10 of the Octopods remaining against the 6 adventurers. When I came across the battle, the adventurers were outnumbered, but were showing a sheer superiority in coordination. The leader of the party was well experienced in both leadership and sword technique, leading them to an eventual victory.

Every one of them were highly trained fighters, able to dodge attacks while countering and inflicting wounds. If they couldn't dodge, they were able to competently block and negate most of the damage.

As expected of a group capable of coming into the lower levels of a dungeon from the [Age of the Gods] series. They were able to get past the 1st boss, so I can even give them a certain level of respect.

But then I noticed one of their members that was fighting on the front lines against a toad in their defensive formation. He was wielding an interesting sword that was

exuding heat, while admiring the blade, I inadvertently approached several burrows of the Hidden Jaw Sharks.

Since they were busy with the enemy, the young man failed to notice the 2 sharks that launched from their holes and attacked him. It happened all in an instant before they returned to their holes. The young man lost both of his legs and fell to the ground, his abdomen ended up being pierced by the toad he was fighting. The water was stained red.

At that moment the adventurer party recovered their friend who lost his legs, apparently he managed to survive his injuries. As soon as they recovered him, they began to retreat back and the battle moved to another location.

After they left, I carefully approached the burrow of one of the sharks. Their appearance was a dazzling white body that was covered in fat. Meat within was a pure white meat that was both dense and rich. When mixed with the fat, it was an enjoyable taste that I would be happy to enjoy again. There wasn't even a fishy smell to the meat.

Ability learned: [Violent Frenzy]

The Deadly Jellyfish floated through the corridors, though unlike all of the other monsters, they are rather harmless. They often swim in groups of 6 to 10, often blocking the entire corridor with their tentacles.

If I had not had [Poison Resistance] already activated in conjunction with [Pain Resistance], I'd have been gifted a few hours of writhing in pain.

Well, it turned out that they weren't extremely toxic, but the effect was achieved by a direct stimulation on the nerve endings of a victim. Since it wasn't actually a toxin, it was actually rather dangerous to me as it did have a slight effect on me. I opted to shoot them from a distance and carefully consume the body.

They tasted rather similar to jam, practically like a dessert.

Ability learned: [Slow]

The Armored Blue Shrimp were constantly storming the corridors. The huge 2 meter tall body covered in blue chitin was pushed by its powerful tail, flying at the enemy at great speeds.

Well, a single hit to the head using their own force against them was more or less enough for me to kill them. It's just when there are dozens of them attacking you at once, clogging the hallway, is when they become a problem.

The meat was, to make it simple, a pure delicacy. The soft pink color of the meat invited an indescribable flavor shooting down one's throat.

This could become a present even for the Tomboy Princess.

Ability learned: [Steel Shell of the Blue Shrimp]

While wandering through the corridors, not only was I able to gather a handful of abilities, but I was also able to gain huge quantities of experience. In recent days it hadn't been raising at all.

I was also able to level my different combat [Jobs] and [Arts] along the way. It was eating 2 shrimp for the price of one.

At that point I had finally reached the 10th floor where the 2nd boss room was located.

With the exact same type of opening as any other door in the corridors, I made my way inside.

The space inside was almost the same as the one on the 5th floor, a 100 square meter room with patterns on the ceiling and a circle in the center.

But unlike last time, the water didn't gush out from the center, only a gurgling sound of bubbles came from it.

From the circle appeared... to put it simply, a lizard-like skeleton called the Skull Lizard · War Salamander, that moved around inside of a blue slime.

It was just under 4 meters tall and its overall structure was actually reminiscent of a Black Skeleton Knight, though its tail made up a third of its size and there were an innumerable amount of thorns.

The teeth in its mouth were like daggers, the empty eye sockets glowed with a dark red light, seeming to focus on me.

The creature that covered this skeleton reptile was a furiously driven blue slime. The slime core was the same color and was hidden away within the skeleton itself, the size of it was on another level than the other cores I've seen thus far.

This boss is apparently called the Skull Lizard · War Salamander, the boss of the 10th floor.

Frankly speaking, because of the earlier designs that were designed with the sole purpose of cleansing the undead, I wondered what would happen if I pulled out the skeleton, but since it was a rather pointless venture, I gave up on it.

At the beginning of the battle, it summoned 2 massive living weapons that took the shape of swords, the slime itself now covered with hundreds, if not thousands of hands. It had the visage of a deity would look like.

Quite a few of those hands were able to use a variety of ice magics, mostly ice arrows or ice blades, and command water simultaneously. The number of variants exceeded 20 easily, the onslaught initiated immediately. The magic attacks never exceeded the 2nd tier, but simply because of the sheer volume of magical attacks, it had a serious advantage.

By this point, the Skeleton Raptor itself closed the distance on me and began attacking with its swords.

The attacks were as fast as the wind, so if you failed to dodge, you'd surely be sliced like paper. Both blades cleanly cutting through the air.

Honestly, with the continuous assault from the Skeleton Raptor was rather intense. Each blow of its swords were both powerful and fast, added to the endless wave of magic resulted in numerous chain attacks.

It was apparently designed specifically to fight numerous enemies at the same time, though unfortunately I was alone, and I am quite capable of handling 20 attacks at once.

Well, it could have been done faster, but the battle still only took a small amount of time.

[Boss Floor Skeleton Raptor successfully eliminated]

[Achiever Yatendouji, is granted the right to progress, continue past boss floor Skull Lizard · War Salamander is available with a choice of promotion without battle]

[Achiever Yatendouji, is granted the bonus of the treasure box [Clammy Corpse of the Water Lizard] for 1st elimination success]

[Achiever Yatendouji, is granted the rare ability [Water Arm of War] for the achievement of [Solo Kill]]

Well, it seemed that this boss's power was higher than the Warpidron, but only the same amount of endurance. Thus the battle only took roughly half the time as the Warpidron.

Normally, the non-stop physical and magical attacks from the Skeleton Raptor would result in more damage than the Warpidron, but given that it is my specialty, the battle resulted in a contest of power, where the difference was made clear.

Now, just as in the previous battle, I got myself another box of treasures. It seems like if I follow this tactic with the remaining I'll get more boxes of treasure. The box was the same as the last, just covered in the same slime as the skeleton was.

I decided to continue to collect these chests without opening them so that I could open them all at once, thus I put them into my Item Box.

I then went to swallow up the body. The bones took about 20 minutes to chew, which shows that it was certainly a high-level monster, and also meant that it tasted great.

You could probably compare it with bone soup full of juice.

The remains of the thing that covered the Skeleton Raptor, the Blue Slime, tasted like juice. The core that came from it was the size of a goblin's head. I sent it to the advanced [Demonic Great Whale Mouth].

The slime tasted similar to soda, but it was also cool, refreshing like mountain ice.

Ability learned: [Sword Dance]

Ability learned: [Parallel Use]

Ability learned: [Symbiotic]

As a result, I gained a few interesting abilities. The [Sword Dance]'s use is rather apparent. It probably involves some sword form with 2 swords.

[Parallel Use] is likely the ability that will allow me to cast multiple spells at once. After I activated it, I could form various magics on each of my fingers, collecting water, forming a mini funnel of winds, forming a stone, and sending sparks out. This ability is extremely useful. In the past, I could always do the same with my abilities, but the limitation had been with my magic.

[Symbiotic] on the other hand is a rather funny ability.

It increases the chance of a parasite's infection. Now, not only do my parasites have the ability to influence others, but now can also increase the body's overall ability.

It serves to overall increase the body's combat potential.

Well, all of this was yesterday, today I started out with the 11th floor. According to my information, this floor is the best to gather materials. Perhaps a bit later than planned, but I think I'll be able to make the time up.

Loot is waiting for me, I can feel it.

DAY 202

I decided that I would take a rest yesterday after arriving at the stairs that led to the next floor, floor 15.

Because the corridors from the 11th to the 14th flood had a much simpler structure than the ones I've passed thus far. Hmm, I probably would have arrived to the 15th floor sooner if I was actually moving at my full pace. However, since I got great results during the day, it wasn't really that much of a problem.

If I had to summarize the 11th through 14th floors, I'd have to call it akin to a beautiful lake.

Even though it's completely underground, there's a blue sky with white clouds. There was even a pseudo-sun that shone brilliantly over each individual floor. A countless number of trees grew around the lake, even though there was such a small amount of land.

I was curious, so I flew up to check it out and it turned out the blue sky and white clouds were simply an image on the ceiling roughly fifty meters above the ground.

It doesn't really move, but from afar it really looks like the real deal. Well, even though it was rather pointless to elaborate, I was still amazed if but for a moment

As I stood on the land that was in the center of the floor where this huge lake spread, I see a countless amount of big and small lakes scattered around on the horizon. The diameter of the huge lake slightly exceeded 1 kilometer. The surrounding lakes have extreme differences in size, ranging from a few ten meters to a few hundred meters, where the depth of this huge lake in the middle looks to be the deepest. The limit seems to be around 50 meters.

Only small plots of land seem to separate one lake from another, and they're submerged to the point that one's feet are already underwater.

I'd say that the ratio of water to land would be around 8 to 2.

Because my current location is pretty shallow and filled with spring water, it is

transparent to such an extent that I can see the bottom. I can even spot the shadows of the dungeon monsters that are swimming around, and it almost seems like their bodies are swimming in the sky.

The feeling of being cooped-up that I had up until has disappeared due to this huge space, and the atmosphere has changed entirely.

When I drank it, the water had a nice clear taste, and the scenery was so beautiful that I had to admire it. This is a very good spot for sightseeing. Though, it really is dangerous.

.....Hmmm, ya, this is really nice...

Ah, I suppose I should mention that the monsters that appeared on those floors were different. Dungeon monsters that spawned in the hallways and corridors seemed to have favored quantity over quality, or at least in the first ten floors as it switched to quality over quantity for the 11th through 14th.

The amount of monsters that I've found here thus far has been considerably lower, probably three at most, though I suppose I shouldn't be careless as their strength easily is equal to that of several monsters from the 10th floor.

Additionally, the monsters here seem to blend in with the plants that grow naturally around the lake, so it's actually quite difficult to advance over the land than the water. However, I concluded that the dungeon monsters that lurked underwater are even more vicious than those on land. Sigh, I can't even lower my guard for a single moment to enjoy the atmosphere of these floors, I suppose that's what being a [Demigod] entails.

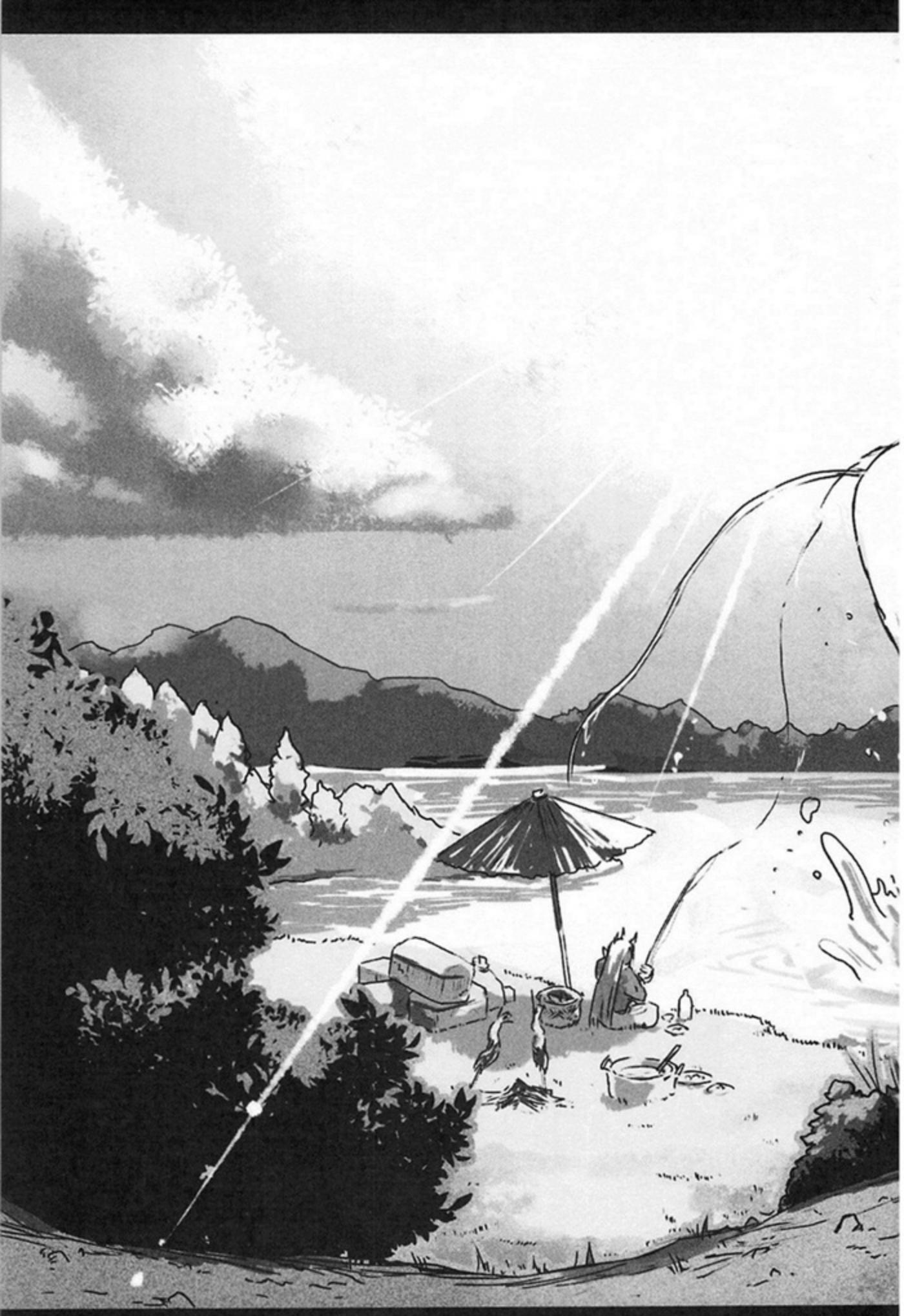
I see.....

That said, while there is a substantial level of danger, the 11th through 14th floor are famous places to make money. While I haven't made it there yet, the 15th sounded like it was the same. The reason being that the chance to encounter monsters is far lower, and having a select group of excellent scouts in your party makes it all the easier to evade them. Not to mention that the monsters are delicious, though I suppose it's not just that as there are very rare items that can be obtained with ease here. Though, while harder, I recall that there are other locations you can obtain them. The quantity you can obtain them here, however, is what draws such a large amount of adventurers.

The items that I was able to obtain this time were extremely varied:

- "**Golden Carrots**" that grow in the wild on very special pieces of land on the floors
- "**Cannon House Onions**" that I was able to gather on some wooden ship that was at the bottom of the lake
- "**Steel Scaled Arowana^[1]**" that one can easily catch in the lakes that swim around 10 meters down
- "**Silver Scaled Pirarucu^[2]**" that can be caught with some effort at around 100 meters as long as you use the Arowana as bait
- "**Golden Scaled Coelacanth^[3]**" these can be caught several hundred meters down as long as you bring a few Pirachu along with you for bait

It was also possible to use the Coelacanth as bait in order to hunt ultra-high class ingredients that have various effects. One of those that I encountered was something called the "Fish Lord of the Huge Lake · Great Catfish".



There were also some high purity "**Medicinal Plants**" that generally grew around springs that have a high healing effect. In addition there were "**Spring Water Crystals**" that endlessly produced water until they deteriorate into powder. Ah, there was also a magical item that I found of super-high quality called the "**Large Fragment of the Suspicious Sun**" that I obtained from destroying the pseudo sun on the ceiling with my vermillion spear.

In addition, there were plenty of wonderful treasure chests that lay on the bottom of the lake, completely untouched. Their contents were received by my item box with a warm welcome.

There also was a dormant deposit of rare magic metal in an underground canal that connected each lake to one another, to which I, with great humility, mined as much as I physically could.

It seems that the only thing that normal adventurers without a specific race or special ability could do was target & gather materials in the shallow as well as land. This must explain why all of those materials and valuables were left untouched on the bottom of the lakes, given that there were very strong monsters that made such areas their lairs.

Sadly, I didn't have the time I would have liked to explore every inch of every single lake between the 11th and 14th floor, but still had a sense of satisfaction by the end given the amount of untouched valuables that were added to my item box.

Even the items that could were on the land and shallow regions of the water were already quite expensive pieces. Thinking on it, those goods were already quite rare themselves, I wouldn't allow a single eye-catching item escape my gaze for even a moment.

Hmm... I should bring Kanami-chan with me next time, she'll enjoy the sights I can show her...

Enjoying thoughts like that, I finally moved onto the 15th floor early that morning.

The same view of the land being swallowed by several lakes didn't change though so I decided to just travel through it quickly while collecting materials of worth. I was mostly aiming for the stairs that led to the lower floor near the deepest area of the floor. It only took me a few minutes to get there at full speed, though given the looks

of the area around them, it was likely that i'd have to fight the next floor boss. The circumstances this time looked a bit different though.

The stairs were surrounded by an arch of rock that hadn't been there for the previous floors, isolating them from the rest of the floor.

Inside, the floor was pure sand that echoed my steps as I progressed inside. From there, I noticed a small pond of spring water that was opposite to the stairs. Advancing on foot, the entrance behind me was suddenly blocked by a large boulder that rose from the ground. At the same time, the stairs suddenly disappeared behind a large torrent of water. A literal waterfall pouring down upon them from the ceiling.

Though there was always an escape path up until now, this one certainly looks like it's impossible to simply run away from.

It was pretty obvious that this one was kill the floor boss, or die from it.

The floor boss was just a huge crab.

It had a thick shell that was comprised of irregular blue and red patterns, with it's back covered of hexagonal prisms that formed of various stones and crystals. It's figure was rather massive with an oppressive figure that faced me, it kind of reminded me of something like a bulldozer...

It's right hand was saw-like, similar to a fiddler crab that vibrated at high speeds and sparked whenever it touched anything solid, producing a high-pitched sound at the same time. It had four red, compound eyes that stuck out the front of it's body, silently observing it's surroundings. Lovely red and white bubbles were coming out of the front, dissolving anything they touched. "King Crab · Crysora".

It was delicious.

Oh, and the shell was covered with high-rank magic items...

[Floor boss [King Crab · Crysora] successfully eliminated.]

[Achiever Yatendouji is permitted to proceed to the next floor, floor boss [King Crab · Crysora] can hereafter be passed without battle]

[Achiever Yatendouji has been Awarded the [Crystal Crab's Bubble Poetry]]

[Achiever Yatendouji has been Assigned the Rare Skill [Crystal Resonance] as a bonus for a solo kill]

The crab easily had the defense of the Warpidron, combined with the War Salamander's offensive abilities. It possessed superior mobility compared to its size and weight, the claws vibrating at a high speed that was easily capable of breaking right through powerful and magical weapons. It had a ranged attack that used the countless bubbles that it released from its mouth, dissolving anything they touched. It proved rather difficult to evade given the sheer amount of them. The crystals on its back also released a powerful sound wave that you couldn't see coming, let alone avoid if you didn't instantly comprehend the principle behind it. The red light that it emitted also debuffed physical strength while also appearing to drastically increase its own abilities. That threw me off for a brief moment, I suppose. Then, when I was about to cut it down, the King Crab jumped almost all the way to the ceiling for a good several seconds. It let out a powerful strike with its scissors, targeting the ground with its full might. The attack didn't finish there, as the energy from the impact converted to an electrical surge that pulsed out in countless electrical snakes that threatened to vaporize anything they touched. The sand and water were blown away instantly.

Even if it were me, a direct hit like that would have been instant death. Even just avoiding it would have turned me to pulp by the force of the debris and lightning strikes, a truly dreadful attack.

Well, if I didn't use any abilities of course.

I instantly activated [Black Demon King's Laminated Dragon Armor], throwing up just over one thousand defensive shields around my person in an instant. I was greatly surprised by the result, it actually managed to destroy my first 53 layers! Truly frightening...

I suppose any normal body would have been killed, even mine would have at least taken some serious injuries.

Nevertheless, the King Crab named Crysora died in just under twenty minutes. I took my time with it to keep it intact as much as I could, put its corpse in my item box, then advanced to the 16th floor.

The 16th floor seems to be an entire underground lake.

The stairs just ended in a carved-out circle in the rock with water in the center. From here on out, I had to go underwater, advancing towards a tiny speck of light in the far distance of this gloomy lake.

It's possible to breathe while progressing through here as there are spots that will sporadically spout out air bubbles, and even places that had small rooms of clean air that form from the air bubbles.

The number of traps also have decreased by a significant margin, though, I had to instead focus on the below-freezing water. It was cold enough to even drive me to shivers, a nasty condition to be sure if it went too far.

Ah, to mention for those that had managed to come here before, given that the entire floor is an underground lake, it's likely that those who could advance from here on were very few if any. It's the main reason why most challengers of this dungeon are more than satisfied with selling the items of the 11th through 15th floors. If you managed to gather items here, however, i'd say you'd be able to easily have the money to go on an extravagant spree for a good period of time. Though, it's certainly a form of compensation if you risk your life like that diving into this lake.

I suppose i'll dive further and further, since there's no doubt that the magic items and drops that are obtained from here on out are beyond incomparable with those that are found on the 11th through 15th floors. Thus, I shall continue.

As it turns out, after a little while the ice-cold water wasn't a big deal anymore and I was easily able to make it to the 18th floor by the end of the day.

In the darkness of the underground lake, fish type monsters were swimming – such as the “Regular Backer Chub^[4]” of around 60 centimeters that uses its thick lips to attach itself to one's meat in order to weaken and remove it, and the “Super Characin^[5]” of around 1 meter that attacks with its fangs and fins that are as sharp as the edge of a knife -- and even though I had to plunge into the deep gloom to approach them.

I didn't mind though, everything that came to me was very delicious.

It was surprising though, advancing in such gloom and darkness was far more mentally tiring than I thought. If I had been untactful, my body would have been easily cut to shreds by the razor-sharp rocks that protruded from every angle.

DAY 203

The day was over, so I hid myself within a small cave that I found in the ceiling of the underground lake. Breakfast was part of the [Crab King Crysora] that I hadn't eaten yesterday. Since it was crab, I wished I could boil it in a pot, though eating it raw was enjoyable nonetheless. The leg meat was especially tender.

It was odd that the meat wasn't tough or gamey, especially since it supported such a massive frame that must have weighed in the several dozen of tons and capable of maneuvering at high speeds. Regardless, the meat was firm and held a nice elasticity, and I enjoyed filling my entire mouth with it.

Bite by bite, I was accompanied with a strong burst of rich flavors and joy, the surge hitting my tongue like lightning. I found myself almost overloaded by the sheer pleasure overwhelming my senses of pleasure.

Honestly, I prefer this compared to Wyvern meat now. The meat had a peculiar flavor that was simply delicious. It was outstandingly rich, especially for a crab. The experience was refreshing.

[Ability learned: [Bubble Breath · Acid]]

[Ability learned: [Crystal · Quartz]]

[Ability learned: [Pressurized Lightning Cannon]]

I was pleased to gain several offensive abilities and continued with my sim in the underground today.

There were far fewer traps here than in the other dungeons, and there weren't many monsters either. Though, because of all the jagged rocks jutting out seemingly at random, greatly restricting some locations, I needed to be precise in my movements.

After awhile of looking around, I spotted several small caves here and there. All of them were simple caverns that neither interlinked nor had anything unique about them aside from providing some air. Because they didn't connect to one another, it remained necessary to swim to progress. It was often bothersome due to the lack of light, I came close to being cut several times by the rocks.

Of course, I quickly got used to the process of moving through the floor and avoided nearly any crashes. Both progressing and gathering items grew both faster and easier as I went forward. I even managed to reach the deepest part of the 20th floor just before noon by racing myself.

There I found a large hollowed out circular space that stood out from the bare rock surface of the rest of the floor. It stretched for nearly a hundred meters in diameter.

From its depths, large bubbles drifted up from countless holes in the ground, they ranged around 10 centimeters. There was also a small enclave near the ceiling that filled with air, though it was remarkably small. It was quite obvious that it was a battlefield meant to be fought in the water.

Continuing with the constant of this floor, the only sources of light within the entire space consisted of only glowing shellfish and moss that grew naturally on the walls. Though admittedly this filled the entire scene with a wondrous blue light that glittered through the water.

The name of the floor boss you needed to fight was the "Vortex Armored Turtle".

It came out from a hollowed-out circular space within the hollowed out area in the center. It was a massive turtle that was covered with an even more exceedingly massive shell. I judged the blue turtle to have been around 8 meters tall and wide.

When attacking, the shell was, without a doubt, at least as hard as a dragon's scales. With dozens of hollow pointed protrusions scattered across it, it invoked the image of a syringe.

While the Vortex Armored Turtle wasn't moving, it manipulated the flow of the water using its protrusions. They would suck in a large quantity of water, compress it, and then spew it out again. It created a massive vortex intended to catch any invader that had intended to attack, and suffocate them.

Even if the opponent didn't somehow die, they would have to somehow get through the stunning defense of the Turtle's shell while dealing with any possible attacks. Further combined with the inhospitable terrain, the Turtle made for quite the formidable adversary.

I have to give this creature credit, even I couldn't figure out an easy way to capture it, and I did put a modest effort into the attempt.

The shell was simply too thick and was able to completely negate any damage set below a fixed severity, and nearly complete immunity to heat, lightning, ice and or even physical blows.

That said, it is possible to win easily if you have the ability to smash the shell and break past its ability to negate damage. To put it simply, it is essential to demonstrate overwhelming amounts of violence and obliterate the target with exceedingly extreme attacks.

[Floor boss [Vortex Armored Turtle] successfully eliminated.]

[Achiever Yatendouji is permitted to proceed to the next floor, floor boss [Vortex Armored Turtle] can hereafter be passed without battle]

[Achiever Yatendouji has been Awarded the [Shell of the Vortex Armored Turtle] as a first time subjugation bonus]

[Achiever Yatendouji has been Assigned the Rare Skill [Sinker] as a bonus for a solo kill]

I have to say that though the defense was solid, once you figure out how to force your way through the vortex, it's extremely easy to just cling to the beast and deal with it. The entire battle was the simple process of me beating the shell into oblivion with my silver arm. Admittedly it did take some time since it was a relatively big bird to bring down.

After it died, I collected the corpse and loot that was to be found and continued on to the 21st floor. It was an overturned river filled with pillars of milky white stone. In the room there were 3 massive ships made of magic metal.

DAY 204

From the 21st to the 25th floors in this dungeon, I had to board one of the ships and progress down a river that was surrounded by more of the milky white stone.

The ships were moored at the bottom of a set of stairs, a small ship for one, a medium ship for a small group, and a large ship that could fit a significant amount of people on it.

They were rather basic vessels that move using the magical energy of those on board, I found that I could just use my will to move it around freely. Since I was the only one on board the vessel, I was the registered captain of the tool.

I had decided on taking them with me, but I was unable to put them into my item box despite my persistence. Despite their looks, it appears that they were simply part of the dungeon itself. I was rather annoyed at the time because of their use, but I gave up in the end.

Each of them had a specific trait if it can be called that. The smallest ship was of course the fastest, but it was rather flimsy as a trade off. For some reason I could change its initial shape to resemble a surfboard, though that could have its benefits if used right.

The middle-ground ship was the standard ‘slower but stronger’ type of vessel. It had a few ballistae equipped that the crew could use if they wished, definitely suited for hit-and-run more so than a pitched battle. For most elite yet small parties, this one is the definite choice.

Obviously, the largest ship was by far the most durable, but was somehow able to move slower than a snail in comparison to the first ship. It was covered with ballistae and supplying it with additional magical energy allowed the captain to throw up a temporary force-field. With enough crew I highly doubt sinking it would be in any way easy, especially if I was on it.

Of course I didn’t wish to spend my entire lifetime here, so I opted for the smallest ship and got on my way after finding out I couldn’t just take all three ships with me.

There wasn’t any reason to make myself feel more tired by using up more magical

power just for the sake of using a larger ship.

It would of course turn out that my choice was the most beneficial one. There were dungeon monsters that lay in wait throughout the entire river and small forts built out of milky stone were planted in the surroundings that fired mercilessly at the ship.

With me surfing at breakneck speeds, riding the waves caused by incidental cannonballs I would knock out of the air was highly enjoyable. At one point I almost forgot to continue progressing.

All in all, if I hadn't been on the smallest ship it would have been slightly more troublesome. Even if I was almost certainly able to protect the medium ship, or maintain a hearty shield around the large vessel, there was definitely a chance small holes would form that could have sunk the other two ships.

The idea of having to bail out the larger ship, even with my abilities, made me wince as I glided down another wave.

The river was absurdly long, luckily the more time I spent on it the more I secretly was having fun.

Still, I somehow felt the attraction to this feeling, as I was secretly having a little fun.

The space seemed to distort and expand to the extent that it seemed to take hours to descend a floor. Incidentally, along the way there was a relatively large waterfall that went down roughly a hundred meters, though with my ability to manipulate gravity, I was able to continue forward without any problems.

After almost half the day, I finally got to the 25th floor. The entire floor was a battlefield for the floor boss.

I had descended with ease and the river began to spread out until it was almost five times larger than before. I took caution in my surroundings as I went forward and all of a sudden some creature rose up out of the water riding a fish.

The fish was huge!

The guy riding it was a four meter tall gillman that was encased by silvery-blue scales.

He was a rather sharp and well-featured individual that drew heavily from his fish-like characteristics. His cheeks, head, and elbows had sharp fins that carried an indigo membrane. The limbs were long and fatty, yet somehow still slender whilst being well-proportioned. Don't ask me how it looked aesthetically pleasing, it just somehow did. Webbing ran in between both the fingers and toes with the same indigo membrane. Both eyes were just large, dark blue pupils that seemed to be looking everywhere.

The weapon he wielded was a 4-pronged trident that also was a deep purple color whilst his body was clad in an additional "Scale Armor" that looked like naturally formed scale-shells.

Figures that the descendants of the former Gillman hero existed here, his name was – "Lord Dominaria the Gillman Rider".

He was the 25th floor's boss.

Going back to the seriously massive fish, it was this really cool looking armored fish called a "Ragon". It was a fish that looked both like a whale yet still being a fish!

This fight was one of the more drawn-out ones to date.

At first he didn't actually approach me, he just kept throwing out tidal waves with his fins, shooting out lightning-fast water balls from his mouth, or throwing his trident that would instantly return to his hand after a moment.

The Ragon also had a dash attack where it came out of the water at high speed and allowed the Gillman to strike at me with his trident while the fish's sharp hide aimed to crash into me. It was one of their only short-range attacks, but the frequency of it was extremely low. The boss was built for a long-range fight that was highly drawn out, which was bothersome.

Either way, the second time he came in for a strike, I was able to cut him severely and his physical ability plummeted. When that happened, though, he began to summon an endless horde of "Gillman Knights" that followed after him.

The Knights were very tuna-like and carried normal tridents. They often cautiously

circled around my ship and aimed to sink it

Well, the Gillman Knights were annoying, so to spite them I used [Hydro Hand] to dodge all of their attacks and resumed my surfing exploits from earlier. Occasionally I felt a bit hungry so I would skewer one of the Knights with my halberd to enjoy their flavor.

If it wasn't for the water gushing everywhere I would have pulled out some sauce or make some sashimi, that would have been even more enjoyable.

I got a taste for them after a little while of cat-and-mouse, so I threw a bunch into my item box and went back to the main enemy.

The more damage he received, the more ferocious he got and the longer he remained in close combat. It became far more easy to hit him, though that spear of his was bothersome.

The Gillman had the skill [Spear Master] which made him an obscenely skilled spear user, that compounded with his lineage and the dungeon's benefits, his blows were a blur of cold calculation and hit like a falling boulder.

Moreover, that spear of his had a special ability for each spearhead, [Automatic Return], [Deadly Fish Poison], [Mental Contamination], [Physical Contamination] -- It really did some serious damage even if I was grazed by it. Especially the last two, they were especially troublesome.

The more times you got hit, the more your mind and body ebbed away until you ultimately died regardless of fatal damage.

I opted to avoid taking hits by using my halberd, though even then I took several grazing blows during the fight. After the 8th one I had to endure the gnawing pressure that taxed both my mind and body.

Nearing the end I had to go all out because he was actually holding his own and pressuring me.

When he finally went down, I took at least an hour to recover. The strong pressure building across my body and draining my mind finally subsided, which was a relief.

[Floor boss [Dominaria · Gillman Lord Rider] successfully eliminated.]

[Achiever Yatendouji is permitted to proceed to the next floor, floor boss [Dominaria · Gillman Lord Rider] can hereafter be passed without battle]

[Achiever Yatendouji has been Awarded the [Ancient Flower Petals of the Silvery Blue Fish] as a first time subjugation bonus]

[Achiever Yatendouji has been Assigned the Rare Skill [Water Ride Johnny] as a bonus for a solo kill]

I collected his body and the chest that appeared. I savored the victory against the worthy opponent and had dinner before I went onto the 26th floor.

I'm somewhat glad I did because the entire floor was just one massive whirlpool, turning the river into an obscene series of rapids.

DAY 205

Overall, I can't really say anything about floors 26 through 30. Their structures were highly basic, just a massive basin that was several kilometers across. There was a subtle slope at first, but the further down I went the more severe the incline became.

Adding to that, the entire basin contains a giant whirlpool that grows ever more severe the further one progresses.

Even in the shallowest areas my body was submerged up to the waist in spring water. If one relaxes for but a moment you'll definitely be swept away by the current.

The stairs to progress to the lower floors is in the dead center of the basin, basically requiring you to go to the center of the whirlpool. Seeing the chance for some general ease, I started to let the whirlpool carry me to the next set of floors after discovering the sheer amount of barriers in my way.

First, it was nigh impossible to fly. The moment I made an attempt to fly the thousands of gallons of spring water rushed up in a geyser all around me and formed a water barrier in the sky blocking my way. So, I decided to just barrel through, but the harder I rushed through, the more dense the water seemed to become. Going at full strength it grew harder than metal.

That certainly got on my nerves, but even my best attack was only able to penetrate a few hundred meters ahead. If I kept doing that and charged full force, it'd still take me a full 10 minutes to reach the center. Of course, the entire path I blew apart sealed itself in less than half a second through unordinary means, so it was rather pointless effort.

So, after a moment of deliberation, I opted to just take my time and leisurely swim forward with the current. Sure you'd sometimes have to go against the current when necessary, but for the most part I just let this annoying whirlpool do the work for me.

There were no traps to speak of, aside from the whirlpool itself, so there wasn't really anything to concern oneself about. Aside from the monsters that appeared at some points.

I'd definitely say that the situation made it very difficult to evade attacks, so even though I was going rather easy concerning the task at hand, caution was absolutely necessary. A little too much ease of mind and it wouldn't be impossible to be killed lopsidedly. Every now and then the vortex would stop playing ball, so i'd have to force my way forward directly every now and then. There was neither a great amount of treasure chests, nor dungeon items. I was more displeased, however, that there was not a significant amount of delicious things to eat on this floor since monsters were infrequent in appearing.

This floor is one you can advance quickly if one wishes though, so that's what I did.

Thus, I arrived at the 30th floor far ahead of my self-imposed schedule.

The floor boss on the 30th floor was in view for much of the journey and was surprisingly small. It simply waited at the center of the huge whirlpool. It's name was "Charybdis of Grief^[1]".

Like with Lord Dominaria the Gillman Rider, the entire floor seemed to be a battlefield for the floor boss, and because the floor was influenced by the floor the entire challenge grew the closer I got. That's because the vortex ever more rapid and violent the closer I got to the Charybdis of Grief. When I considered the battle, it became obvious that it would be considerably troublesome to defeat it.

My first thought was to simply snipe it at a far distance, but the very instant the thought came to mind, an endless torrent of water fueled a score of water barriers around Charybdis of Grief. My second thought was of less than subtle frustration at the vortex once again, and the third was to consider the battle without heavy-long range abilities.

When I considered the sheer complexity of the defense formation in place, I just accepted that there was no other reasonable choice in the matter.

It was difficult to approach the Charybdis of grief for several reasons. She had a feminine contour with long, light blue-green hair, that expanded to its waist with porcelain white skin. I wasn't sure whether or not it was beautiful since there was a white mask covering the face, though, judging on the figure alone she's a high-class beauty.

While I put my imagination to ponder what her face looked like, I tore through the

whirlpool slowly but surely. The sheer intensity of the vortex in resisting me was almost threatening.

It took me hours just to clear the distance between myself and her.

[Floor boss [Charybdis of Grief] successfully eliminated]

[Achiever Yatendouji is permitted to proceed to the next floor, floor boss [Charybdis of Grief] can hereafter be passed without battle]

[Achiever Yatendouji has been Awarded the [Maiden of Grief] as a first time subjugation bonus]

[Achiever Yatendouji has been Assigned the Rare Skill [Vast Vortex of Grief] as a bonus for a solo kill]

Almost regrettably, the Charybdis of Grief was especially weak. I was able to subdue her almost immediately upon reaching where she was. While she resisted, she had no real way to defend herself and was vulnerable to being attacked. It was because she was so weak that it only required a single blow through her abdomen to defeat her.

I was reluctant for a moment because of the beautiful Western face I uncovered under her mask first. Alas, I digress.

It was definitely clear that the sheer danger of the vortex was because she was so weak, the approach to reach her would be especially dangerous to most adventurers.

While the Vortex Turtles had attacked with whirlpools as well, one on the scale of several floors was certainly a different case.

The Vortex Armored Turtle only influenced the enclosed boss room. There was a massive difference in the volume of water, the approach, and the behavior of the boss monster as well.

If it wasn't for the fact that I had the ability [Anaerobic], that entire ordeal would have been life threatening. I might have had a serious chance of drowning outright.

After spending some time catching my breath, I collected the corpse and the chest. Then I turned to descend to the next floor.

The 31st floor had an even higher difficulty structure...

DAY 206

While I was aware that Kanami-chan, Supesei-san and the others were occupying themselves as they waited for me, I wanted to capture this labyrinth before anything else.

For breakfast, I enjoyed both the Vortex Turtle and the Gillman Lord Dominaria.

I wanted to eat the Vortex Turtle specifically before it was consumed by the labyrinth and disappeared. After making my way through the massive shell, I enjoyed the heart that was about the size of a fully grown hobgoblin. I sliced it up along with its huge liver and enjoyed it as sashimi while I barbecued two of its legs.

Instead of having the intended delicate flavor, the sashimi was crunchy. Unique tastes weren't bad every so often, so it became tolerable with a swash of liquor.

Though, when I turned to taste Dominaria, I found it had a heavy yet enriched flavor. The aftertaste especially was refreshing. When I consumed it at a specific temperature, the texture was out of this world. Though... I inadvertently ate too much.

I ate Dominaria with a side of Ragon. The Ragon was the huge fish that Dominaria rode, and it had plenty of tallow that was enjoyable. The pink body had a slight sweet fragrance which only served to stimulate my appetite.

All of my dishes were delicious, and I ate happily as I did heartily.

Because both floor bosses were high-level monsters, my entire body brimmed with power after every bite.

[Ability learned [Hardened Scaled Husk Generation]]

[Ability learned [Intermediate Summoning: Fishman]]

[Ability learned [Erupting Thorn Generation]]

[Ability learned [Shell Generation]]

[Ability learned [Multiple Shells]]

There were a lot of generation abilities in particular this time around.

I received [Hardened Scaled Husk Generation] and [Intermediate Summoning: Fishman] from Dominaria, whilst [Erupting Thorn Generation], [Shell Generation] and [Multiple Shells] came from the Vortex Turtle.

The abilities certainly suited the both bosses' characteristics.

Giving into my temptation to experiment, I immediately used [Intermediate Summoning: Fishman] and a Sahuagin ^[1] appeared. It was a single class higher than a Gillman -- like hobgoblins to goblins. Though, at best I was able to summon a black Gillman Lord.

I found that they actually had a moderate amount of intelligence and were able to act autonomously when I allowed it.

They didn't need detailed instructions since they could move independently, though it became necessary for anything more complex. I'm sure that higher-ranking ones wouldn't require any commands to be able to act on their own, but it's good enough for the moment. I guess...

It does make the subjugation a little easier regardless, and they'll be a rather significant help in the future i'm sure.

I opted to take this as a good omen for the morning and went off to continue my grand dungeon conquest.

From the 31st floor onward, it was necessary to follow a myriad of intricate waterways that flowed in midair.

The stairs I came from earlier descend down to a semicircle that goes around for about ten meters, and then that's it, nothing else but air and the water path.

I could neither see a ceiling nor the ground below.

I basically felt that I was standing in an isolated area some two thousand meters in the air, it made it better to ponder my surroundings.

The foothold certainly gave that kind of vibe.

I separated a part of myself so I could test it out. It went out, and then a little while later it somehow appeared above me. Well, before it uneventfully dropped in front of me making a face and continued falling.

It appeared that the space in that place looped.

After falling to a certain point, it transferred back up into the air and... fell back down. Even though the possibility of crashing to one's death disappeared, the true risk remained. One carelessly awkward mistake would put me into this loop endlessly, and cause me to horribly starve to death. As that type of death was particularly undesirable, extra caution was demanded.

In order to advance forward, it was necessary to travel through the water cylinders that were several meters thick. I had made another attempt to bypass the floor by flying, but just as I was cautious about, the mysterious power of the floor denied me flight. I made several attempts, but there was simply a limiter placed on flight so I gave up.

Yielding the idea of an easy way, I proceeded steadily through the waterway.

However, I was certainly not going to swim.

I compensated my spirits and lack of flight with my magic and used [Intermediate Summoning: Fishman] to summon a black Gillman Lord and gave him the direct honor of becoming my surfboard. I do believe he enjoyed it, though a little more than expected...

Either way, because of the effects of the rare skill [Water Ride Johnny], I was able to go forward without getting tired. There truly are scores of ways to use these summoning abilities, I should experiment more when I return.....

As I progressed, I found that it was possible to switch between routes by dropping down to paths lower down, though transfer back above became impossible. As this type of three-dimensional maze was rather new to me, I had a considerably hard time with it.

The structure alone was difficult, it was only more troublesome as dungeon monsters attacked without mercy.

There were the “Four-armed Mantis Shrimp” that were as big as a bear with a hard exoskeleton. A single solid blow could knock you right out of the water path, and it attacked rather quickly with its four arms like an artillery bombardment.

The “Blue Mermen Knights” attacked in groups, though it was regrettable that there were only male knights. They had well-trained upper bodies and were equipped with blue magic-metal armor with the lower body of a fish. They were excellent weapon users.

The next were “Riot Sharks” that were basically sharks with five eyes and had an organ that shot lightning. The pectoral fins were as thick as my leg and the attacks had rather strange trajectories since their fins evolved into some sort of tentacles like an octopus.

So on and so forth.

All of them weren’t particularly threatening after the first encounter, though it did take a few hours whilst both warding them off and figuring out the maze.

Either way, I was able to reach the 35th floor without taking near as much time as I through at the beginning as I eventually got better at the maze puzzles.

The floor boss of the 35th reigned over a huge water dome that was formed from a nexus of various waterways intersecting at one point. Inside, there was a perfect sphere exactly six meters around. It was so smooth of a surface that even I couldn’t discern a single spot of unevenness. That was the boss, “Aquarium the Ball Golem”.

It wasn’t really clear what it was made out of, and despite the clarity of the spring water it was difficult to see the boss clearly. I had pondered how the Ball Golem attacked without limbs.

I had considered whether it attacked by just charging at high speeds using a super-hard body. Well, it did that, but it also had two different kinds of water cutters that temporarily extend to absorb water from the surroundings and released it with massive force. It was rather difficult to evade actually.

The internal core of the golem could rampage and cause a rather serious explosion, though concern on that was on the backburner since it was a self-destruction technique that certainly wouldn't be used at the onset.

Compared to Vortex Turtle from the other floor, this thing's defense was on the same tier.

My overall review rated this guy as the worst floor boss.

What was even worse was the fact that this guy kept running away which made it extremely difficult to get in to attack it head-on. It made the fight so much more difficult than it needed to be, though I suppose that is the intended purpose.

Simply the worst.

[Floor boss [Aquarium the Ball Golem] successfully eliminated.]

[Achiever Yatendouji is permitted to proceed to the next floor, floor boss [Aquarium the Ball Golem] can hereafter be passed without battle]

[Achiever Yatendouji has been Awarded the [Pursuer of the Fleeing Ball] as a first time subjugation bonus]

[Achiever Yatendouji has been Assigned the Rare Skill [Underwater Stalker] as a bonus for a solo kill]

Further elaborating about the Ball Golem was that it was able to use the battlefield to the maximum. Despite the fact that the water dome was a nexus of various paths, so the moment it seemed like you closed in to finally attack it, it flees away at lightning speed down one of the scour of waterways that surrounded the dome.

A good conventional floor boss tries to smash you with all of its power, this one preferred to just keep running away place to place without fighting.

All frustration aside, the strategy was assuredly effective as hours were spent chasing the cowardly rock around.

This entire place, the golem included, give off the vibe that it's not necessary to just outright kill you. In other words, the complete and utter intent of the entire floor and boss is to drain you of all your mental and physical energy, or until your body breaks. It's the kind of existence that will keep going on and on endlessly.

Combined with the fact that the energy that fuels the Ball Golem is drawn from the dungeon, giving it the ability to legitimately go on forever, whilst a living body will eventually get tired. It opts to just escape endlessly to allow you to give chance, and then run again. Letting your endurance, willpower, and fighting power exponentially be exhausted.

It also did a loop from the top to the bottom whenever you tried to ambush it, and it was near impossible to corner because of the myriad of waterways it could choose to escape down.

Really... Really dirty tactics...

It was as hard to see as it was to capture, though I was fortunate since it basically opted to almost never attack me.

The moment I lost focus for an instant it was gone, using that loss of focus to flee instead of making an attack.

I tried waiting for the opportune moment to approach it, but it never appeared.

I pondered whether or not if there were special conditions to approach it. Either way, I didn't see any and I was certain I couldn't attack it through normal means.

In the end, I grew highly frustrated and opted to summon a large amount of Gillman Lords and black Gillman Lords, then using [Human Bomb] on them for added effect. I even went the extra mile to show my consideration of the cowardly rock by using [Parasite] on the gillman to use their bodily fluids as fuel.

Thus my demonic Kamikaze campaign was initiated over the course of hours within this confined space. The time it took was a mix of wanting to savor destroying this boss, and biding my time to dull its movements to skewer it myself.

Luckily, I didn't destroy the nucleus of the golem, so I could eat it later.

The moment Aquarium was destroyed, a set of stairs appeared in the middle of the air as well. A rather strange spectacle to be sure.

While the fatigue from this long subjugation has begun to pile up, the bottom floor is near. I gathered up my fighting spirit for a moment then exited the water dome to the 36th floor.

It was a massive wetland with a multitude of waterfalls gushing down from the ceiling...

DAY 207

The 36th floor resembled the floors between the 11th and the 15th. There were not a lot of dungeon monsters and I was easily able to collect the dungeon items on this floor.

The waterfall poured down incessantly from the ceiling into the basin below, though there was a spot where I could enjoy fishing safely.

Aside from the “Steel Scaled Arowana^[1]” and the “Silver Scaled Pirarucu^[2]” that I caught in the previous lakes, there were also fish like “Seven-Colored Loach^[3]” and “Cherry Blossom Rainbow Trout^[4]”. It’s possible to obtain these delicious ingredients and bake them covered in salt.

Because there are only a few people that come here, and the fish are not accustomed to be allured, they are quickly biting after I attached bait to my line and cast it.

They’re biting at every cast.

I only let the line set in for several seconds, before reeling it in and catching the fish. After pulling a few of them, the fish learned from it, and the amount of biting became worse up to a certain degree. I’ll settle for now as I was able to catch a dozen of them.

In addition to the basin of the waterfall, there were places where the spring water came up to your ankles and a dense vegetation grew. I was able to obtain vegetables such as “Famous Spring Eggplant”, “Golden Watermelon”, “Red Emperor Tomato” and “White King Cabbage”.

My personal favorite was above all the “Famous Spring Eggplant”.

Even though it’s so delicate that it can already get damaged by rubbing it lightly, its bright violet skin and plump appearance looked really delicious.

It really was delicious.

When I took a bite, a large amount of juice overflowed from of my mouth, and it had the sweetness of an apple or a strawberry, even though it was an eggplant. Because the aftertaste was a little sour, it was hard for me to stop eating. Even though there were several, I had to put them away before I ate them all up in no time.

They're raw now. If you'd cook them, they'll be even more delicious.

The recovery speed of my body's magic increased just from eating them. Seeing as my physical strength recovered somewhat as well, this is a convenient item. I gathered them for as long as I could.

It normally takes a suitable period before new ones grow, but this a dungeon.

I'll harvest them again when I return home.

I roughly explored the place and understood that instead of dungeon items, there's an abundance of ingredients here. Chests and metals seemed to be scarce.

Though delicious items are welcome, it's disappointing they only grew here.

Perhaps, if I didn't have any obligations, I would have likely stayed here for a while. It is a very comfortable floor.

A splendid air fills my lungs. You won't lose interest in the large number of first-rate ingredients and no matter how many of them you eat, you'll spontaneously come back. The temperature is being kept at a moderate, comfortable level. The overflowing clean water can be used in countless of ways. There's no boredom because there are a lot of noises coming from large dungeon monsters that you occasionally meet and try to kill each other. Ha, this is considerably good.

I guess it might not be bad to build a cottage near the safe fishing spot by adjusting the Skeleton Centipede in a few ways.

Well, I actually must go back because there are various things going on outside. This must be a dream.

Because of the characteristics of this floor, I advanced without any particular hardships and arrived at the depth of the 40th floor.

There's a huge waterfall in the center here, and a basin of a corresponding size spreads out. The temperature here is low because of the spray of the waterfall that is flying around along the way the wind blows.

The surroundings are encircled by a rocky mountainside, and the location is overgrown with plants. There are also marshes with high viscosity.

Because the ground is not as steady as it was before, you have to pay attention to your foothold in order to not lose your footing when push comes to shove.

On a battlefield that looked more or less the same as the one where I fought King Crab · Crysora, something lay in wait. It's a four-legged beast with a strange appearance that reminds me of either a dog or of a wolf.

Its long, thick forelegs seem to have developed in a way to catch prey. Each paw had four sharp claws. Its thick, powerful hind legs were smaller than its forelegs, but exhibited an excellent sense of stability no matter what the state of the ground below is.

Eight pairs of short, thick, transparent blue feelers grew on its back and were wriggling back and forth. Water charged with electricity dripped from the tips of the feelers. *drip drip (sfx)*

Its tail was as thick as a tree and twice the length of a normal animal, with three claws on the tip that moved as skillfully as fingers. The sharp claws emit a light blue color, and it will likely use it to attack from a blind spot, using it as a fifth limb.

Its whole body is covered in silky, turquoise body hair that looked like it would feel good despite the fact that it can stiffen immediately like an armor of a countless number of blades upon impact. If you touch its body carelessly, that part of you will be cut and torn to pieces.

Serrated teeth grew in the front of the wolf's mouth and extended forward, like those of an insect. A long tongue flickered from the opening, with a blue liquid covering the

tip and dripping down from it.

The head had three transparent blue eyes and was firmly protected by a white exoskeleton resembling a mask. A pair of twisted horns extended from its temporal regions.

And so the floor boss “Lethal Dead · Blood Eater · Pochi” raised a roar to indicate the start of the battle.

It was an overwhelming howl like the one from Minokichi-kun. As the shock rippled through the surroundings, it made my body shiver. *biribiri (sfx)*

Right before the roar stopped ringing, a countless number of bulges appeared around Lethal Dead · Blood Eater · Pochi. Things jumped out of them as they split up. I recognized a countless amount of dungeon monsters coming out of the underground.

Four-sided Rebelling Mantis Shrimps, Blue Mermen Knights, War Helmet Octopus and Riot Sharks. All were dungeon monsters that I encountered while coming here, and there appeared to be around fifty.

However, they were not in their normal state.

Some had broken arms, others had crushed heads with their eyeballs hanging out. Some had missing body parts, others had their entrails hanging out.

The one thing in common they had, was that each one of them was dead. Were they so damaged up to the point that there wasn’t even a drop of blood left?

Apparently Lethal Dead · Blood Eater · Pochi drains the blood of the prey it kills until its appetite is satisfied.

When eating, it can also bite off an extremely low amount of meat, with the majority being left.

Though normally it would be left as is, Lethal Dead · Blood Eater · Pochi uses [Parasite] to grow a parasite inside the beasts’ body. It has the trait to make the corpse into a hotbed.

The parasite will absorb nutrients from the host's body in order to grow up until into a specific stage. It will act as a vanguard for Lethal Dead · Blood Eater · Pochi, who needs a large amount of blood. It manages the dead body for the sake of hunting, becoming somewhat like a partner.

Normally, it's my duty to purify the undead from this dungeon but seeing as these corpses are manipulated by a parasite, they're technically not undead. It's like that.

You could say that the technique of manipulating a corpse looks similar to that of a certain Shelled Insect Eiyuu.

The vanguard searched for the new prey, me, and the battlefield was immediately filled with wild excitement.

[Floor boss [Lethal Dead · Blood Eater · Pochi] successfully eliminated.]

[Achiever Yatendouji is permitted to proceed to the next floor, floor boss [Lethal Dead · Blood Eater · Pochi] can hereafter be passed without battle]

[Achiever Yatendouji has been Awarded the [Behemoth's Collection of Manipulated Corpses]]

[Achiever Yatendouji has been Assigned the Rare Skill [Master Manipulator – Water Intermediary] as a bonus for a solo kill]

The bodies of the summoned dungeon monsters were used as sacrificial pawns, while Lethal Dead · Blood Eater · Pochi moved around silently and at high speed, using the gaps to attack with its sharp claws and the tentacles on its back.

A swing of its sharp claws creates a violent wind. The electrified water that's gushing from the tentacles can melt any skin it touches and burns the body from the inside with an electric shock.

Because of [Thunder Attack Nullification] the damage probably wouldn't be of such an extent that you could call it high, but I don't think I would want to be covered in that strong acidic liquid even when using it.

Aside from its individual ability, he was pretty troublesome because he was accompanied by its subordinates. Other floor bosses up to now didn't have those. In the end, I succeeded in subduing it.

The price for killing a myriad of dungeon monsters was that my halberd became almost useless, but I guess that was unavoidable.

I threw it into my item box because it's still in a state where it could potentially be repaired. In its stead, I take out my [Giant's Long-Lasting Carving Knife].

Even though it's pretty much a kitchen knife, this magic item temporarily becomes something like a long sword for someone of my physique. While this kind of sword is hardly any better than other long swords, but it was better than nothing and above all there's the advantage that it'd be easy to make fresh sashimi.

I decided to stick with this for a while.

Nevertheless, while my abilities are now limited and I'm severely slowed, you might say that it was still up to a level that I'm able to manage somehow or another.

After collecting the treasure chest and the corpse, I pushed my feet forward to advance to the 41st floor.

On the 41st floor, there wasn't any land.

DAY 208

From the 41st floor onwards, a world of transparent spring water spread out.

Simply put, all the floors are lakes.

Only huge sacred lotus leaves could be used as footing. There was nothing else that could serve as a foothold. If I didn't move, there was no flow of air either. Not even one ripple could be seen on the water's surface.

The stairs ended on the sacred lotus leaf that seemed to be the biggest one around. I'd say it was around fifty meter in diameter? It had a stability to the extent that it wouldn't sink even if there were dozens of people standing on it.

In front of the first sacred lotus leaf, a straight path was made by a series of leaves of different sizes, with diameters going from several meters up to several dozens of meters.

At a point where the sacred lotus leaves split into left and right, I examined the possibility of flying straight forward, but it wasn't an option. I understood that I couldn't fly here.

Because the forks gradually multiplied as I went forward, it became more complex.

Even if the pathways had no walls, they looked similar to corridors. In other words, it's a labyrinth made out of sacred lotus leaves.

Because there were hardly any obstructions, the view was favorable. I was able to predict a rough route because I could see the previous area. On top of the sacred lotus leaves, I could confirm the wonderful ornaments of treasure chests and strong dungeon monsters that are clearly waiting to perform an ambush.

Though it would be difficult to gather everything because of the complexity.

From afar, I was unable to thoroughly see the extensive complexity. There are a lot of things that looked reachable, but that I was unable to reach, which was very irritating. Though if given more time, I would have been able to get there one way or another but I gave up because I didn't feel like it.

The one thing above all that made this floor difficult is that if you temporarily fell off of the sacred lotus leaves, you would be instantly returned to the first sacred lotus leaf at the stairs.

Like the floor before where the ceiling and the floor looped, I was able to deduce that this floor returns you to the beginning the moment you fall into the water.

There were fish-type dungeon monsters here that will push you into the water without mercy. There were also sacred lotus leaves that sink temporarily once you stand in front of the treasure chest that were placed on top of them. I was sent back to the beginning several times.

To be honest, stress was piling up. Nevertheless, I advanced while continuing to be careful.

While collecting treasure chests and corpses of the strong dungeon monsters that I took on, I arrived at the deepest part of the 45th floor at night.

At the deepest part, there was a sacred lotus leaf as big as the one at the stairs in the beginning.

However, the road on the sacred lotus leaves didn't continue as before, and the way I came from temporarily disappeared. The sacred lotus leaves that were there a while ago, seemed to have sunk the moment I arrived.

Only a slight ripple showed any remaining trace of it, and even that was gradually disappearing.

The floor boss of the 45th floor that fights on the sacred lotus leaf, appeared at the same time the leaves sank. Two beautiful women were the only thing left standing on the very large surface of the lake.

The name of the floor boss was "Crimson Armed Gemineuvia".

Blue, glittering long hair extended to their waist, reflecting the light. I stared at their

blue eyes that drove their prey that sank in their blue eyes to insanity – I have to mention it didn't happen to me this time. The cold, murderous intent of these smiling twins was hidden by their beautiful, doll-like faces.

They were wearing beautiful mercury evening dresses, decorated with an ornament that had a skull-like gem embedded in the seedbed of blooming water lilies. Red dress gloves covered everything until halfway up their upper arms. They wore scarfs so pale, they were almost transparent.

They were approximately 160 centimeters high, and had a very thin, delicate build in general. Nevertheless, because of their soft feminine curves and nonchalant behavior, they gave off a strong sex appeal. It looks like they had a natural [Charm] magic, like dryads.

Intending to look frail, they looked like they could be beaten by just looking at them.

Crimson Armed Gemineuvia is related to the Vivian race, a water fairy consisting of 2 persons.

The Vivian live near watering holes such as lakes and are, in essence, a gentle race. That being said, everything has its exceptions.

Crimson Armed Gemineuvia, being one of the exceptions, adored to torment others. They're a dangerous monster that would kill any fool that was done in by their pretty face and [Charm].

Their red dress gloves seemed to be composed out of the blood of the creatures they killed. Looks like a deep-seated grudge dwelled in them. Anyone flirting with them gets mesmerized and any liquid they touch gets boiled. Through their magic, any liquid could become as hot as 500 degrees Celsius.

So if you got bewildered by their beauty, there's the possibility that you'd get killed the moment you get touched, because even your blood will boil when touched.

By the way, if you decapitate one of the Crimson Armed Gemineuvia, while the other is still alive, she gets revived immediately. It's necessary to kill both at the same time in order to subdue them.

And, seeing as they're a water fairy, they can absorb magic if there's a large volume of water nearby, which apparently also restores some health.

Seeing as the surroundings of Crimson Armed Gemineuvia are a place filled with water, it became their weapon, making it their perfect hunting ground.

[Floor boss [Crimson Armed Gemineuvia] successfully eliminated.]

[Achiever Yatendouji is permitted to proceed to the next floor, floor boss [Crimson Armed Gemineuvia] can hereafter be passed without battle]

[Achiever Yatendouji has been Awarded the [Crimson Armed Lady]]

[Achiever Yatendouji has been Assigned the Rare Skill [Hot Water Torrent] as a bonus for a solo kill]

A tsunami of hot water approached the sacred lotus leaf from all sides.

The twins cooperated and manipulated the hot water, creating many dragon heads.

Several hundreds of them were floating midair, creating an artillery targeting the water dome.

The knitted sacred lotus leaf was burnt down after their relentless fury ended.

Because of the variety of attacks, it was hard to defend against the wide array of water attacks.

I was very likely to receive splash damage if I avoided a direct attack, and there was no other way to deal with its attacks. Even if there would have been, it wouldn't have made any difference. Because of the high volume of water, defending against it would have gradually whittled me down.

One annoying thing about the twins is that they kept a constant distance from me. One took up position in front of me, another behind me. I had to fight while trying to kill these two at same time.

Crimson Armed Gemineuvia rotated intelligently, circling around the lake's surface while attacking me remotely. Honestly, I was fed up with it.

Eventually, I used one of the abilities of my Vermillion spear combined with my marksmanship. The extraordinary power of my fourth-grade Demise magic bombarded them and pierced both their hearts at the same time. And so, I subdued them.

I collected the treasure chest and the corpses, and descended the stairs that appeared at the center of the sacred lotus leaf.

The 46th floor introduced the final levels, and had characteristics of all the floors that I went through up until now. It is a fantastic space!

DAY 209

The 46th floor and everything under it consisted of a waterfall that poured down from the ceiling. A countless amount of waterways stretched out in mid-air, while the ground below held a countless number of neighboring lakes and subterranean lakes.

The structure and its characteristics were somewhat similar to what I'd seen before.

There's the vertical loop trap that surrounds the countless number of waterways in mid-air. In the lakes, there's also the trap of the sacred lotus leaves that returns you to the beginning. The small rooms in the underground lakes also held sinking traps.

There are some places where you can collect items where your ankles are submerged like in the wetlands, there are rapids, and there's even a place where a rainbow is created by the spray of the waterfall that is pouring down.

However, there are also things that weren't there up until now.

In the center of the floor, whereas the waterfall only counted as one floor, it has now become a huge cascade that is several kilometers in height that pierces through every thick layer separating each of the floors between the 46th to the 50th.

The heart of the waterfall connects to the lowest part of the 50th floor. It would be one method of reaching the bottom floor immediately by leaping in and plunging down. Nevertheless, there's a high probability that one would die if one were to jump.

The surroundings of the huge waterfall have been set up as an area where you cannot fly and where you have no choice but to fall. If you'd jump in the huge waterfall, you'd first of all be confronted by an enormous quantity of water and its corresponding water pressure. That alone might crush one's body.

And, even if you're fortunate enough to arrive at the lowest level, you'd have fallen down several kilometers from the sky.

When doing this, you'd surely feel an impact that's harder than being thrown into solid concrete. You wouldn't even be aware that you'd have died the moment you hit the

water. And even if you didn't die, it would be more than likely that you'd end up with a considerable serious injury. On top, you might not even be able to surface by the constant volume of water that falls on top of you.

Only a fool would challenge the dungeon boss in this situation. Because of these reasons, I basically decided not to be lazy and travel down the stairs in a normal fashion.

While I advanced normally, as I expected of the final levels, I came across a rampant amount of dungeon monsters that frequently appeared on the previous levels. The area here is so wide, it cannot be compared to anything I've seen before.

On top, there were:

- “[Warpidron] children, who are inferior to the [Warpidron] floor boss”
- “War Skull Lizards”
- “Crysora Crab Lords”
- “Vortex Turtles”
- “Lord Gillman Riders”
- “Charybdis”
- “Ball Golems”
- “Blood Eaters”
- “Gemineuvia”

If you classify floor bosses as underbosses, these give off the feel of being powerful enemies like mini-bosses.

A mini-boss is not a floor boss, but it is still an existence with a considerably delicious

taste if you defeat it.

Because I also earned the extravagant treasure chests they are guarding when I defeated them, I found it more useful to eat the corpses.

The treasure chests often held [Ancient] -class magic items and even when I got unlucky, they still held a lot of magic metal ingots and a large amount of gold coins.

After killing the mini-bosses that caught my attention, I went ahead and advanced. In the middle of the 48th floor, I spotted a party of 8 people fighting. They were still considerably far away. Their party was composed of a vanguard consisting out of 3 people, a middle guard out of 2 people and their rear guard of 3 people.

The last party I saw nearly died trying to capture the 15th floor.

I'm guessing their leader is the [Swordsman] whose body is wrapped in crimson armor. He probably is either a [Hero] or a [Great Hero].

His presence closely resembled the Avenger and the Hero of Darkness, and by that I mean that he looks more delicious to me than a floor boss.

I observed the state of the fight because I was interested. The roaring downpour of the waterfall evaporated for several seconds because of the high temperature created by a blaze of hell fire that covered the leader as well as the large sword he carried. He vaguely resembled Minokichi-kun. There's no doubt that he received a divine blessing of a [God] from the Fire lineage.

Though I don't understand it in detail, but I wonder if it's close to the [God of Fire Arts] or the [God of Flash Fires].

For sure he's a considerably strong [Hero], possibly even a [Great Hero].

For him to dive into an [Age of the Gods dungeon], while having a poor compatibility with his blessing... I'm pretty sure he's aiming to shut down his weak points.

He's likely challenging this dungeon because you receive a rare ability related to water if you subdue a floor boss here under specific conditions.

If an enemy aims for your weak point by using an attack of the water/ice system, it's possible that it doesn't exhibit its original attacking power if you've already acquired the skill.

Even if you didn't obtain the rare ability, you can still learn how to fight an enemy that you're not compatible with, which is almost like raising a level. Though there's still the apparent disadvantage, there's still a big merit to it.

Having said that, it's not something that can be easily done. To capture a dungeon that is overflowing with strong monsters that focus on attacking my natural weak point, is something quite difficult.

There are quite big obstacles to overcome, such as the floor bosses. In order to overcome them, a corresponding amount of ability is needed.

The ones that only depend on unskilled usage of their abilities, would end up being killed without mercy.

Even when speaking in terms of a [Hero] or a [Great Hero], when their time has come, they'll still die in the end.

Putting aside this explanation...

Considering the potential of a party that is on the brink of diving the deepest part of a [Demigod class] dungeon, is indeed really appetizing.

All party members present seem competent and their weapons are solid. Making them subordinates through [Enslave] might also be good.

Can I attack them? I would certainly attack them if we were outside of the dungeon.

However, because we're in a dungeon at the moment, I decided not to do it.

I'm close to reaching the dungeon boss, and I shouldn't get worn out for no reason.

My goal is to capture this dungeon. And I should give priority to that above all else.

On top, I want to start doing business in the labyrinth city. I exhibit some self-control for the group members that are looking forward to my hasty return.

Him and his party members, for sure I want to meet them in a different location in a more hostile environment.

By the way, it looks like the ones over there noticed me over here as well. And seeing as I look like a monster, with him motionlessly gazing at me, it must look like a scene where heaven and earth are upside down.

Though when I didn't notice any further reaction anymore, I advance in a direct path towards the stairs that descend to the next floor which results in me continuously fighting with the mini-bosses. I use my [Giant's Long-Lasting Carving Knife] to dismantle the bodies of the nine mini-bosses while they were still alive.

Even when I arrive at the stairs, I still felt their eyes behind me staring at me. I ignored it and pressed onward.

Around the time where it would normally start to get dark outside, I arrive at the bottom of the floor, at the stairs that lead underground to the 50th floor.

Because I allowed myself a slightly longer break, I didn't have any problem with my stamina or magic.

I restricted my abilities in order to look and see how far I could go in this state, and set off for the bottom floor of [Aquarium · Forlia] where the dungeon boss lied in wait.



The battlefield where I'll fight the dungeon boss was an enormous basin of a waterfall. This enormous basin was right under the huge waterfall that poured down from the 46th floor to the 50th floor. The 50th floor became exactly like the name [Waterfall Basin of Spring Water - Aquarium Forlia].

When I jumped down from the stairs that are suspended in mid-air, I ended up underwater and my body got pulled down immediately.

Spring water filled the entire floor and trashed around violently because of the huge waterfall.

In general, it's different from the large vortex at the Grief Charybdis, because that one was whirling in a constant direction. Top to bottom, left to right... Every sense of direction disappeared the moment I entered the water here.

The air got forcefully squeezed out of my lungs by the furious rotations. And when the oxygen is gone, the mouth will open reflexively. And so, a large amount of spring water flowed into my mouth. My esophagus expanded, while my windpipe closed off and my stomach got filled up.

If I didn't have [Anaerobic], I would have suffocated at this stage. Is my consciousness becoming hazy as well?

This place... I honestly wanted to avoid fighting here, if possible.

Oh dear, such wishful thinking never comes true.

In the center, in the deepest, most tempestuous part of this waterfall's basin, it appeared.

DAY 210

The battle with the dungeon boss has been going on unbroken since yesterday.

After a day of fighting in a location where the likelihood of drowning was very high due to the swift currents in the basin of the huge waterfall, it was settled.

Even though I honestly didn't think I'd be able to graze it while my abilities were restricted, I was able to finish it off.

I beat it in the following manner:

The name of the dungeon boss of [Aquarium · Forlia] was "Shark Head · Bolt Wyrm".

It was a kind of lesser dragon. A big shot with a snake-like body of 50 meters in length and 5 meters in diameter.

When it attains a size like this, it normally becomes a [Wisdom Dragon]. But it's classified as a lesser dragon because its intellect is still low and it basically acts instinctively.

Its head closely resembles that of a shark. Its whole body is protected by a rough skin covered in dragon scales and dragon shells. A countless amount of dorsal fins made out of thunder gems are on its back. Sharp pectoral fins made out of thunder gems spread out on its side like wings.

While its whole body always emits a blue light, it changes from blue to yellow when it attacks. Red aposematic lines makes this easy to understand.

A basic method of attack is a large torrent created by the fins made out of thunder gems. It basically becomes a sort of a sound attack that moves faster than on land and tears up one's body. It uses its fins for a slash attack that can even slice and cleave apart the torrents momentarily. After one would take a great deal of effort to weather through this, it would charge at high speed with its big frame. By manipulating the water currents, it can raise itself to ultra-high swimming speeds. It demonstrated a strength that was appropriate for a dungeon boss.

The best part was the fact that it could swim freely in these rapids. It wore a dignity fit for the master of the basin of the huge waterfall.

Even though it was a lesser dragon, its existence rivaled that of a dragon nonetheless. The creature's status slightly exceeded that of a Lord.

Though, right now, its head was sliced clean off. I rolled over its long body and sliced it in several pieces. Even though I cut off its head, it still lived for quite a while. In the end, it finally seemed to have died.

My limbs were blown off several times, half my body was shaved off and I was comparatively in a serious half-dying state. But I survived.

Even though I had restricted myself, this is what happened in a [Demigod rank] dungeon. What would happen in a [God rank] one?

I can't even imagine a [Great God rank].

How long will I have to wait for those delicious dishes?

I unconsciously started drooling. *slurp slurp (sfx)* I shouldn't do that.

While I'm thinking about all of that -

[Floor boss [Shark Head · Bolt Wyrm] successfully eliminated.]

["Lost God Psalms" Condition to Clear [Aquarium · Forlia] Achieved: [Solo Kill] [Fall of the Lesser Dragon] [Drowning Capture]]

[Achiever Yatendouji has been Assigned the Rare Skill [Ruler of Aquarium] as a bonus for a solo kill]

[Achiever Yatendouji has been Awarded the [Lesser Dragon Shark's Placoid Lightning Scales] as a first time subjugation bonus]

[As a privilege to the one who captures the dungeon, the restriction on the use of the Warp Gate has been lifted.]

[Please note that only those who captured the dungeon can use the Warp Gate.]

[For Those Who Have Awakened the Psalms／The Key Figures of God's Lost Psalms, a portion of the [Demigod of Spring Water]'s divine power will be granted]

[As the collector is an important figure of a Great God, the quality of the Divine Power collected is inferior]

[The portion of the Divine Power rejected by this rule will be turned into an object]

[Yatendouji has obtained [Spring Water Deity's Treasured Stone Rings – Ankletorium]!!]

-- That's the announcement that resounds in my head.

A treasure chest appears in front of me, containing a bracelet made out of 5 rings tied together with a golden chain.

First of all I collected the corpse and the treasure chest and put them in my item box. After that, I try to read the information on the gem with [Magic Item Appraisal]. When I touched it, I could feel a powerful surge of extraordinary magic.

Name: [Spring Water Deity's Treasured Stone Rings – Ankletorium]

Category: [■ ■ / Ornament]

Rank: [■ ■ ■ ■] Rank

Abilities: [Ankletorium] [Five Divine Water Treasure]

[Spring Water Fountain] [Increased Abilities]

[Divine Damnation] [Divine Power Conversion]

[Subordinate Promotion] [Form Alteration]

[Unholy Penetration] [Life Force of the Five Spirits]

Description: Yatendouji cleared [Aquarium · Forlia] in the Lost God Psalms. The ■■■■■-grade ornament was obtained because of the rejected Divine power.

The design of the bracelet was 5 rings tied together with a golden chain. Each ring on the bracelet is decorated with an ornament resembling a blue jewel.

Only Yatendouji and those he has given permission to touch this ornament are able to do so. Any person who touches it without permission will have an unimaginable disaster befall them.

There are some rare exceptions, but since it is ■■, destruction is fundamentally impossible.

Do you wish to view additional information?

<YES> <NO>

This is great.

It has more released abilities than Hisperiol.

Does this stack with the bracelet of black silver that I already had equipped on my right arm -- [Fury of the Haughty King – Beowulf]? If that's possible, my equipment will become even more excellent.

I thought about trying to bite it, just in case.

It's hard. I don't seem to be able to eat it though. When will I be able to eat a magic item like this? I feel dissatisfied and uneasy for a moment, but I decided to return as I was tired.

It's honestly surprising that a transfer system like the warp gate exists in this world.

At any rate, it's here in this [Age of the Gods dungeon].

I guess it wouldn't be a miracle if something like this transfer system existed somewhere else as well, and it's most welcome if you think about the fact that collecting items could be made easier by this.

Hrm, it took me longer than I thought to successfully capture this [Age of the Gods Dungeon]. After a long time, I'm finally outside again.

Feeling the sun again after such a long time, it felt more radiant than I remembered.

DAY 211

Last night, I didn't fly back to the Royal Capital. Instead, I spent the night at the labyrinth city <Aquarium>.

Because it took me a bit longer than I thought to come out of the dungeon, I decided to eat the local dishes here at the labyrinth city where the dungeon is located.

The name of the hotel I stayed in <Bongiorno>.

While the room had a steep price, the service and facilities were up to the standard of being <Aquarium>'s leading high class hotel.

The bed linens were made with materials coming from the dungeon and provided an extraordinary sleeping comfort. Their standard room features included a refrigerator filled with soft drinks and liquor, and beautifully crafted lighting. A vase filled with rare flowers and a painting of a beautiful woman that was standing still next to a lake served as decorations. Because of the hotel's height you could overlook the surroundings, such as <Aquarium>'s night skyline.

While you do have to be able to spend a large amount of money comfortably in order to stay here, not only royalty and nobles did. It's also a popular hotel amongst the adventurers that can conquer the deepest recesses of the dungeon.

There's an exclusive restaurant at <Bongiorno> on top, and a luxurious supper can be brought to the room if I call an employee.

Since they're boasting that the menu is really delicious, it sets certain expectations.

However, with great reluctance, I decided not to eat at <Bongiorno>. I walked further down the streets. They were filled with a unique liveliness because of the way they were illuminated by the street lights. I went to <Aquarium>'s best and most famous haute cuisine restaurant: <Pana Cotta>.

<Pana Cotta> is a huge 5-story building, built of stone that's similar to marble. It can change in to 1 of 7 colors depending on the time of day and the temperature. The stone is called [Rainbow Rocks], which is mined in the dungeon. The interior design is further polished with a lot of magic items. The restaurant has a very refined atmosphere.

In order to enter the restaurant, it looks like you need to wear an appropriate evening wear. I had put on the clothes that Tomboy Princess had provided before.

It's very durable and has a smooth feel. Above all, the dress clothes boast a high elasticity and they rarely tear. It mainly consists out of [Demon Soul Cloth] sewn together with [Demon Soul String], of which they were only able to gather a small amount from the "Large Demon Silkworm". It's very comfortable. I like it because it's not just a single-use decoration.

As it's made out of scarce material and it can only be created by a specific artisans, it costs as much as building a house in the Royal Capital.

Even though I was a bit bothered by it, I decided to receive it because it was free. Now I feel it can become useful in similar settings in the future.

Putting aside the talk about clothes, if I had to give my opinion of the main dishes cooked by the kitchen staff led by Ririmura in one word: everything was simply put delicious. Ririmura Enbern is a famous, high level [Dungeon Cook] that uses high-quality ingredients from the dungeon.

There was roast beef that consisted of the well-tempered meat of the "Road Kill Gator". Its legs were well developed for striding, and it killed adventurers in the dungeon by running them over one by one.

When slicing the meat with a silver knife, the knife ran through without resistance, like cutting tofu. As I put a thin slice in my mouth and took a bite, my mouth was overflowed with juices. The spices from the dungeon that were used to cook, enhanced the taste of the meat even more.

Their bouillabaisse looks like a jewelry box as it includes [Golden Scaled Coelacanth^[1]] and [Silver Scaled Pirarucu^[2]] that were caught from the lake, as well as [Blue Armored-Tail Shrimps].

[Cannon House Onions] are also used for it, making the taste of the thick seafood soup more delicate.

The recipe used for grilling the highest grade meat that drops from the “Warpidron” floor boss is quite plain, but the taste of the meat speaks for itself.

The outside has been grilled crispy, but the inside is still surprisingly soft. The luxurious meat has the best smell and tickles the nose, while the juices play on the tongue.

My hands didn't stop until everything was finished and the taste disappeared.

Then came frozen yoghurt made from the milk of a peaceful water buffalo type monster “Big Stone Water Buffalo”.

It's slightly acidic, but the deep flavor and hint of sweetness is delicious.

For some reason, they made use of a “Golem” pseudo-lifeform technique to deliver the dish. Bowls the size of human hands were carried on top of a glass plate that came out of a massive freezer. They did various performances for the guests, such as a simple dance with umbrellas as ornaments. I finally ate this amusingly strange dish, and it was delicious.

In addition, I enjoyed fresh croissant that had a crispy texture and a buttery flavor. There was pizza with a crispy roasted texture and a variety of colored toppings such as rich cheese, fresh meat and vegetables. Vintage dungeon alcohol was lined up on the table.

Because all of these looked appetizing when I read the menu, I couldn't control myself and I ordered without looking at the price. As a result, a table for six people was brought in and filled with dishes.

Because I placed a lot of additional orders, I needed several tables for space even while I was eating alone.

All the ingredients used are first class, and the cook preparing it was top class. The way they cook might be considered sort of an art-form.

The dishes were decorated vibrantly. I enjoyed the sight of it, and it set my expectations. The moment I ate a mouthful, my body shook more than I expected.

Once I started, I didn't stop. After I finished eating everything, only my sense of satisfaction and fullness remained.

Frankly speaking, by combining an artisans' best techniques, they were able to bring out the maximum of the best parts of the ingredients.

Could the one that made all this, Ririmura, be on the same level as the cook of the royalty such as the Tomboy Princess and the First Queen? He might even be better.

I shouldn't compare them because he used different ingredients, and even if the same ingredients were used, the freshness would be different based on location. However, that doesn't take away the fact that this world-class taste can only come from cooking with the highest quality ingredients.

After I finished eating all the dishes I order, I spontaneously called Ririmura.

Though I didn't wonder if could actually meet him; why should I worry about asking for him after ordering in impossible amount of food?

In any case, he came shortly after.

Ririmura arrived. He looks like a middle-aged man that is hard to please.

He has short light-brown hair streaked with grey, pale emerald green eyes and a slim but trained body.

There are no wrinkles in his spotless, pure-white clothes, and it has a unique vibe of being his favorite clothes that he has worn for years.

If you observe his everyday habits, you would get the impression that Ririmura is a docile cook. He bowed as I give off a smile that shows my satisfaction.

Since he has an imposing aura of being very confident in his work, I wonder what I should say.

Because I liked the dishes Ririmura provided, I intended to come back with Kanamichan, Minokichi-kun and the others next time.

Since I asked if I could bring my own ingredients, let's bring the corpse of a boss class monster that we'll hunt right before we come over and cook it.

For now, I order what's on stock to take back home, in order to eat it with the rest.

Oh my, I enjoyed the dishes here so thoroughly, that I didn't really want to go back to <Bongiorno>. I'll enjoy a comfortable sleep tonight. I tried out what I ordered last night as breakfast this morning.

After having eaten at <Pana Cotta>, I was slightly unsatisfied. But the dishes of <Bongiorno> were so skillfully prepared, that it removed my dissatisfaction.

There's no need to buy any souvenirs, as I collected a lot in the dungeon. Since I finished all my business, I quickly checked out and left for home.

While I did talk to the others through my clones while I was conquering the dungeon, this was the first time that they've been on their own for ten days.

Because even a single demon can get into a lot of trouble after a few days, I was a little anxious this time around. I couldn't fly leisurely at the moment and I raised my flight speed without any concern for safety. And so, I arrived at the Royal Capital.

I went straight back to the mansion without stopping to spend pocket money on snacks at the stalls in the Royal Capital.

The moment I met Kanami-chan, I was passionately embraced.

Her arms were surrounding me and were slightly, but surely digging in to my body, creaking my bones.

If it wasn't me, would all my internal organs have burst out through my mouth? Or maybe I would have been divided in two halves? That's passion for ya.

[Vampire · Noble · Variant] has impressive strength.

However, even with such a passionate embrace there's hardly a problem. I realized that due to my level, my natural endurance was considerably strengthened by some mysterious power.

After I conquered the [Age of the Gods dungeon], my level went up greatly.

Since it's an [Age of the Gods dungeon], the dungeon monsters that spawn there are viciously difficult. Even the small fry offer considerable experience.

Various bonuses are added to the huge amount of experience that you get from floor bosses, due to their nature.

Would I get another [Rank Up] if I dive a [Demigod rank] [Age of the Gods dungeon] again?

In a [God rank] one, it's likely that it might go even faster.

Speaking of [Rank Up].

I'm satisfied with my current state as [Apostle Lord · Extinct Species], but when I think about the future, I worry in a lot of ways.

I want to fight a [Wisdom Dragon], which has high intelligence, a huge amount of magical power and above all a huge, tough body.

Even Wyverns, like the Jadar Wyvern, are tasteful up to a certain extent, and the

materials you can get from them can be processed in good quality magic armor.

It only feels natural for me to make an effort to eat one.

Up to now, I've been aiming for existences such as [Heroes] and [Great Heroes], but there's a possibility of fighting against other existences that have a high likelihood of owning different [Psalms] such as [Demon Kings], the [Demon Emperor], the [Beast King], the [Spirit Emperor] and the [Regal Order].

Of course, I'd probably still get decent experience from fighting [Heroes] and [Great Heroes], but I can't confirm that as I've never fought one. Then again, I did hunt the "Shark Head · Bolt Wyrm" while going easy on him.

There's the chance that as long as I'm an apostle lord, I'll run into a situation in the future where it's possible that I won't have enough strength to overcome it.

If I think about fighting the existence of the White Stag that I came across while I was going through the <Cluster Mountain Range> where the "Fomor" live; I'd say it might be possible if I strengthen myself.

However, now due to my [Rank Up], it'll be even harder than before to obtain abilities.

Though maybe there's no need for any concern because the current me is good enough, and I have a wide range of a lot of abilities and its uses. But umm, I'm still worried.

Oh well, I'll think about it when the time comes.

I've stopped to give it any more thought.

DAY 212

Since yesterday, Kanami-chan didn't leave my side, aside from the time I went to the restroom.

With her arms around my neck, she clung to my back. I don't want to say that it currently looks like a child clinging to an adult, but it's hard to describe our current appearance in another way.

Well, I can't say anything about this scenario, I can't do anything but smile with satisfaction. "Is it ok like this?" I think to myself.

I guess so, as I'm not particularly tired and I do not dislike being embraced.

Seeing Kanami-chan like this, and with Argento and Auro on both my arms, I didn't have any problems with it.

I gave up because it was some form of physical contact.

And because I'm a father as well, I can be serious in some cases. Because I normally don't have a lot of time, I really do not have any reason to complain.

Aside from that, I decided to open the collected treasure chests today.

Even though I could have done it yesterday as well, I wanted to see how much the remodeling of the store had advanced yesterday. I also wanted to see how much the training of the leader of <Solitude> had progressed. I also wanted to check how much Redhead and Boy Knight had grown. On top, there were a lot of other miscellaneous duties, like arranging the pricing of the items on display in the store. Because of all that, I postponed it until today.

By the way, the one thing that was most troublesome to do yesterday, was the pricing.

The items that I got from the [Age of the Gods dungeon], were similar to [Artifacts]

exactly because they came from an [Age of the Gods dungeon]. In other words, they were superior articles to items that showed similar effects.

Even if you take just one recovery potion for instance, its effect was several percentages higher than something with the same quantity and same size.

So among customers there are a lot of people that want and need recovery potions, such as soldiers and adventures.

However, when it comes to [Divine's Lost Legacy], because of their heightened effect, they're used the moment they're found by the person conquering the dungeon in most of the cases. Therefore, there's a considerably low quantity that is up for sale.

Even if you put something on the market from an [Age of the Gods dungeon] because the demand is high, they're often bought by other adventurers.

For that reason, the amount that's being exported is very limited, considering the expenses can increase in various ways, by things such as tariffs and transportation fees. Even if, in the best circumstances, if I'd part way with a large amount of [Divine's Lost Legacy] that I got from the [Age of the Gods dungeon], people would need to come from the Labyrinth cities, or would need to send a subordinate to come and collect the goods. It'll be even harder if they do not possess the suitable financial assets.

These goods might not be sold straight away, even if they're highly desirable.

Regardless, if I consider the death toll of the enemies I crossed in the pathways and corridors as I advanced, I was able to collect a countless amount of treasure chests, and take their contents back home with me.

Looks like [Luck] and [Golden Rule] did their job, because the drop rate was high and there were a lot of items inside the treasure chests. It included items such as low-grade recovery potions, which I could still sell separately for a high price.

Even though the cost of acquiring them for myself was almost zero and I pretty much got them for free, the Famous Spring Eggplant is a high-value ingredient. One piece of ingredient is worth several silver coins. It's also common for magic items such as armor to reach up to value of a golden plate.

In other words, if I can sell them, I can make an easy profit. Even if I lower my prices

and sell it, I'd still get a considerable profit.

However, that's what makes pricing difficult.

It'll still be difficult to collect the same amount on a regular basis in the future. Additionally, if I get carried away and rake in too much profit, more than necessary, I'll be resented by other merchants, which is troublesome.

If that resentment accumulates too much, it'll come back to bite me in the ass. Even if I could read their minds and conspire against from behind the scenes with my clones, it would still be a bit irritating.

Because I don't want to do a futile job, I better take as much time as I can.

And because Blacksmith-san wasn't sure on it, I contacted an experienced vice-manager.

The new vice-manager was the vice-manager of a corporate branch of the Farumeru company in the Fortress City <Trient> that we came across when we first came out of the Great Forest^[1]. His love of gambling robbed him of quite a few important items as well as all of his cash. This fat, bald, middle-aged man was excellent, despite his gambling problems that were giving him some worries.

Due to the cooperation of the vice-manager, we were able to save a lot of time. After that, we had some discussion on his remuneration.

After all, what you need is an able friend, with a big network. Though might they all possibly be connected through money? Anyhow, should I personally scout the vice-manager for the future? There is his unpleasant gambling habit, but I am secretly thinking of taking advantage of that.

I pull myself together and start opening the treasure chests.

I collected a treasure chest after each boss fight, making a grand total of 10 chests. They are, as listed below:

- The chest from floor boss “Warpidron” [Great Whale’s Storm Horn]
- The chest from floor boss “Skull Lizard · War Salamander” [Lizard’s Corpse Sticky Liquid]
- The chest from floor boss “King Crab · Crysora” [Crystal Crab’s Bubble Poetry]
- The chest from floor boss “Vortex Armored Turtle” [Shell of the Vortex Mary River Turtle]
- The chest from floor boss “Dominaria · Gillman Lord Rider” [Ancient Flower Petals of the Silvery Blue Fish]
- The chest from floor boss “Grief Charybdis” [Maiden of Grief]
- The chest from floor boss “Aquarium · Ball Golem” [Pursuer of the Fleeing Ball]
- The chest from floor boss “Lethal Dead · Blood Eater · Pochi” [Behemoth’s Collection of Manipulated Corpses]
- The chest from floor boss “Crimson Armed Gemineuvia” [Red Armed Lady]
- The chest from dungeon boss “Shark Head · Bolt Wyrm” [Lesser Dragon Shark’s Placoid Lightning Scales]

Each casket had particular decorations that were representative for the bosses that awarded them. Each one is something that can be considered a work of art. They’re all a sort of magic item that holds a storage ability.

Seeing as I obtained a large amount of money and potions from the chests I collected before, I wonder what it’ll be this time.

I thought it might be fun to suddenly open them all at once, making all the treasure spill out before me, but I was wrong.

There really was no reason to think like that.

And so I began to open the first five chests, going from [Great Whale's Storm Horn] up until [Ancient Flower Petals of the Silvery Blue Fish], because I felt it would be a waste to open them all at once.

I decided to leave the rest for tomorrow, and enjoy myself with what turns up today.

[Aporou obtained “[Weapon · Staff] Gold Tin Horn Stinger · Lightning Whale”!!]

[Aporou obtained “[Weapon · Sword] Water Shell Scaled Sword · Water Scale”!!]

[Aporou obtained “[Weapon · Hammer] Crushing Quake Hammer · Crab Pincer”!!]

[Aporou obtained “[Weapon · Spear] Cursed Four-pronged Water Spear · Fish Fin”!!]

[Aporou obtained “[Armor · Shield] Lightning Horn Whale’s Meat Shield”!!]

[Aporou obtained “[Armor · Shield] Water Thorn Shell Barrier”!!]

[Aporou obtained “[Armor · Armor] Extremely Dense Water · Vortex Turtle”!!]

[Aporou obtained “[Armor · Back] Blue Mantle of Many Arm Bones”!!]

[Aporou obtained “[Armor · Greaves] Crystal Grieves of the Conquered Crystal”!!]

[Aporou obtained “[Armor · Boots] Crystal Sabatons”!!]

[Aporou obtained “[Armor · Head] Horned Crystal Helm”!!]

[Aporou obtained “[Armor · Gauntlets] Fin Bladed Blue Water Gauntlets”!!]

[Aporou obtained “[Medicine] Small Bottle of Young War Salamander’s Sticky Nucleus x 4”!!]

[Aporou obtained “[Medicine] Powered Water of Barrier Defense x 5”!!]

[Aporou obtained “[Material] Huge Bottle of High-Grade Whale Oil x 3”!!]

[Aporou obtained “[Material] Vortex Turtle’s Cure Disease Jelly x 10”!!]

[Aporou obtained “[Material] Magic Armored Medium Ship Manufacturing Kit x 5”!!]

[Aporou obtained “[Material] Blue Plant Metal Ingot x 10”!!]

[Aporou obtained “[Book] Magic Book containing the written principles of Water”!!]

Those are the 19 items that were included. Each box had three to five different kind of items.

To be honest, I expected there to be more because these came from the lowest rank of the 3 of an [Age of the Gods dungeon], a [Demigod Rank]. There were the items that I obtained for defeating the floor bosses and dungeon boss for the first time though.

“I have no base for comparison though, as I haven’t done this kind of dungeon anywhere else yet. But I hope there’ll be a little more?” is what I’m thinking.

But, seeing as the clearing conditions were hard, the obtained items were all useful.

[Gold Tin Horn Stinger ·Lightning Whale] was a khakkara ^[2] that had six rings in its circular head. It had the shape of a golden horn attached on top. When shaken, it creates the sound of a thunderstorm.

[Water Shell Scaled Sword ·Water Scale] was a magic item that apparently closely resembled the organic sword of the Skull Lizard · War Salamander. It was made out of materials like scales, and it was so sharp that it could cut rock if handled properly.

[Crushing Quake Hammer ·Crab Pincer] was a hammer that looks like a huge crab’s pincer and that was composed out of rainbow-colored crystals that could vibrate at high speed. It was able to crush rock merely by touching it. Because it was like a pincer, if you pulled a trigger that was close to your hand, it had a trick where its jaws started moving.

[Cursed Four-pronged Water Spear ·Fish Fin] resembled the spear Dominaria · Gillman Lord Rider was wielding, and had four abilities. It had a length and sharpness that was just right, and it felt familiar in my hands.

In addition, there was the [Lightning Horn Whale's Meat Shield], a bulky lump of meat shield that was halfheartedly hardened. The [Blue Mantle of Many Arm Bones] that had an outbreak of a countless amount of arm bones on the inside. [Water Thorn Shell Barrier] was a tower shield grown out of a huge shell that held a thorn which gushes out an infinite amount of high-pressured water. [Extremely Dense Water ·Vortex Turtle] was an armor that would cover your whole body like an exoskeleton armor. It was designed as a smooth blob that had many uses. Most of them were magic items of [Ancient] rank.

[Huge Bottle of High-Grade Whale Oil] and [Blue Plant Metal Ingot] could be used in a lot of different ways. And because it was an item that one would be rarely be able to buy, I planned to divide them amongst the various groups later.

For the time being, I decided to use [Cursed Four-pronged Water Spear ·Fish Fin] as a substitute for my halberd, until the former was repaired. I decided that the rest should be given to the Parabellum members that had earned it.

My war assets will definitely be increased with this.

After I finished my inspection, I decided to gift the [Magic Book containing the written principles of Water] to Supesei, who had expressed a desire in it. The [Blue Plant Metal Ingot], I entrusted to Blacksmith-san. I put the [Magic Armored Medium Ship Manufacturing Kit] in my item box for the time being. I wanted to use the [Small Bottle of Young War Salamander's Sticky Nucleus] to see what would happen.

Oniguma "Kumajirou" and Orthrus "Kurosaburou" will be my test subjects.

I could have prepared some disposable Black Undead Knights, but because there was a limited amount of small bottles, it would be a waste to let them consume it. I judged that as long as I read the information, there won't be any harm to the test subjects. And so I hesitantly chose my two pets under these circumstances.

The usage of the small bottles is easy. I applied the gooey contents, the sticky nucleus',

to each of their chests. After that I poured spring water on it that I had prepared in a large bottle beforehand.

Then, the nucleus mysteriously absorbed the large amount of spring water, and immediately transformed into a viscous liquid. Now those two are wearing a slime armor just like Skull Lizard · War Salamander did.

Apparently, the sticky nucleus was permeated by this slime and became larger and crystallized. In addition, the form that appeared was now embedded in both chests.

The vicious liquid normally wraps around the silver nucleus to protect it, but when in combat, it covers the entire body.

Their attack power increased as well because of the tentacles. And the slime armor is a superior ability to provide simple defense. It looks like these two, that were already strong, will have their combat effectiveness improved by this.

What are they now able to do and what not? Either way, I gave them each a Warpidron leg as compensation for going through the experiment.

They ate it with great relish.

When I stroked their heads, they gave off a different feeling from what they used to before. Looks like the gloss of their hair also improved. Did the effect even take to such an extent?

Seeing as this is a safe way to quickly obtain strength, I held on to the remaining two.

Though it'll take a while to get new ones, I wonder who I'll use them on.

Even though I was a little bit worried, I already decided on who to use one of the bottles.

DAY 213

I opened the remaining treasure chests today.

I will leave out the detailed explanation this time because it's irksome. In total, I received 31 items from the remaining 5 treasure chests going from [Maiden of Grief] to [Lesser Dragon Shark's Placoid Lightning Scales].

Though the items had different classifications, each treasure chest had at least one item such as [Gold Tin Horn Stinger · Lightning Whale] and [Water Shell Scaled Sword · Water Scale]. They are symbolic magic items made in relation to each floor boss.

Each of the previous five items were strong and were a great hidden gem with their nasty abilities.

From the [Lesser Dragon Shark's Placoid Lightning Scales] I obtained a [Legendary] rank magic item which I was very pleased with, named [Lesser Lightning Dragon's Call · Shark Rope].

[Lesser Lightning Dragon's Call · Shark Rope] was braided in three different colors: black, blue and yellow. Because of its elasticity, it could be worn as an everyday belt. In case of an emergency, it's very practical because it can become a lightning whip.

However, its real value is that, in return for a huge amount of magic power, you can summon the Shark Head · Bolt Wyrm – not with the dungeon specifications, but potentially strengthened by inheriting a part of the special characteristics or abilities of the user.

Though unfortunately the Shark Head · Bolt Wyrm isn't able to display its real abilities on land. However, it'll greatly flourish in a sea battle. There's a chance to use it if you want to rage as much as you can.

And while I obtained a Magic Armored Medium Ship Manufacturing Kit yesterday, now might be an unnecessary time to use it.

What I understood from the conquering the dungeon, is that the contents of the

treasure chests on the deeper levels are of better quality. It looks like the number of items gradually increased as well.

In a way, the improvement of quality is natural.

Because the deeper you go, the more difficult it will be. There should be a difference in rewards. And the increase in quantity fits in as well.

In this particular case, the chests from the 5th and 10th floor held 3 different items, the ones from the 15th and 20th held 4, 25th and 30th held 5, 35th and 40th held 6 and the 45th and 50th floor held 7. In total, I obtained 50 different items from the 10 treasure chests.

While I thought in the beginning that there might be only a few items, now that I went through the dungeon up until the end and finished it for the first time, I obtained several magic items of good quality. If that's the case, I will need to change the way I think about it.

Rather, I would think such things might even be convenient, as long as I have the power to conquer the dungeon!

While I cannot say that this will probably be the same for other [Age of the Gods Dungeons] because there's a possibility they have a different mechanism, I still guess that the chances are high it's similar.

To make more profit, and to confirm my assumptions, should I go further with my conquering? And so, I start planning which dungeon to conquer next.

The training in the morning was finished around the same usual time, and after that I returned to our base in the Great Forest with Kanami-chan.

During this visit, I'd like the damage to my halberd to be repaired, but the main reason I came is to give the magic ores and plants I gathered in the dungeon to the group that stayed behind.

The results of the alloy will come out slowly, so I'll expect the halberd to be further reinforced by Blacksmith-san. I am convinced it will surely beat my

expectations.

Blacksmith-san is being trained by a dwarven blacksmith, who excels in smithing by nature. Working alongside dwarfs and Alchemist-san, her technique will be nurtured. But her smithing knowledge will be even deepened by being taught by a member that became a Half Smith Lord. Recently, her level and abilities rose abnormally.

The main reason that will make her able to deal daily with high-level raw ingredients such as spirit stones, might be because she's boosted by a powerful correction caused by [Consort of the ■ Demon].

Blacksmith-san mentioned the interesting characteristics that the various magic metals had. It made me very anxious to see what she'd do with the halberd.

Though it's not likely that it'll reach [Ancient] rank, but there's the possibility that the halberd will be strengthened enough to reach [Unique] rank.

Additionally, the spear I obtained this time – [Cursed Four-pronged Water Spear ·Fish Fin] will be handled at the same time, so that my battle-style can evolve from now on.

Because there'll be many more situations where I'll have to battle one-to-many after this, a style with two spears might be good.

By the way, I didn't mention that Redhead got the same [Consort of the ■ Demon] title, which is similar to what Alchemist-san and the sisters have. It boosts a lot of their skills and abilities.

The medicine Alchemist-san currently makes is so high-quality, that it cannot be compared to what she made before.

By using the various materials from the Great Forest, the recovery potions had a healing power that was higher than the average value of those that were being sold. A lot of her poisons cannot be easily cured without a specific antidote and there are some that deteriorate someone's power as well.

If I sell them in the shop at the royal capital, they might be popular and give me more regular customers.

By the way, recently, she sometimes devotes her so much to her studies that it becomes somewhat of a frenzy, though I find her kind of cute in such a way.

The dishes the sisters cook also improved in quality. The treatment of the subordinates became very good.

In other words, for those who did not have command and followed orders, the taste changed considerably. I wonder if I'm getting the same changes that the subordinates got to their dishes.

If they increases their current abilities like that, they may one day rise to up to be as good as Ririmura.

Even though it's sort of a wish, it has started to become a little bit the expectation.

Fresh farm produce is being grown in the <Farmlands>, which are being tended to by Dorian-san. On top, her massage skills have improved remarkably.

The vegetables raised by Dorian-san are being sold in the shop in the royal capital and are very popular, while the visitors to <Parabellum Springs> have become addicted to her massages.

If they don't receive her massage at fixed intervals, their limbs start trembling, they start having small hallucinations and their willpower declines. It acts like a dangerous drug, with the ones addicted showing withdrawal symptoms.

Seeing as I'm a friend of Father Elf, he decided to turn a blind eye and remain quiet about it.

Like in everything in life, it's not good to overdo it.

DAY 214

After I requested Blacksmith-san to do the repairs, I advanced the preparations to send my products to the Royal Capital and relaxed at <Parabellum Springs>. After that, I finished my overnight stay. I didn't go back to the Royal Capital today but decided to go to the labyrinth city <Purgatory> instead.

I've already sent some members to the labyrinth city <Purgatory> near the royal capital, and I bought an unoccupied three-story house. As I wanted to run an integrated company, I planned it to be <Parabellum>'s second shop.

I might need to change the model from the shop in the royal capital, which deals in arms and medicine. The business in the labyrinth is distinctive in a lot of ways.

It will be [Dungeon Sherpas].

The business model will be extremely simple: it will take care of transporting the luggage for those that are conquering dungeons, but are unable to purchase anything useful that can store magic items.

There's a high demand for them, so the current items that can store magic items are highly priced. This decreases the source of income of the adventures conquering the dungeon, which is solely based on the items drops.

Even though the weight and volume differs for each and despite the fact that it obstructs your movements and increase your risk of dying, backpacks where you try to put in as much as possible in order to take home, are quite coveted.

Even if you distribute it among your party members, you'll have to tearfully throw away some dropped items in the end.

The quantity of dropped items that you need to throw away can be high. And for the people who make their living from processing and selling these dropped items, it really was a waste to throw away item drops.

It might also be that if the supplied quantity can become more constant, it can prevent the product from becoming exhausted and prizes from skyrocketing.

Because of my various assumptions, I founded a business in order to eliminate waste in dungeons – a [Dungeon Sherpa] that carries items drops for those that are conquering the dungeon.

Because there are a lot of potential customers walking around the labyrinth city, it was convenient that the damage won't be relatively high if there were any failures.

Of course, there are some pitfalls for this business though.

Adventurers, merchant, dungeon sherpas... The former's point of view is that the dungeon sherpas are the weakest.

A merchant can be as good as an adventurer, but to begin with, dungeon sherpas are persons are employed by adventurers.

Adventurers spend as much money as they can on their equipment, because you risk your life when enter a dangerous zone like a labyrinth. That's why the pay for dungeon Sherpas who run around carrying the heavy luggage is considerably lower than average.

On top, depending on the employer's intention, they may cut their fee every time they make a trivial mistake.

There are a lot of people in different circumstances that can become a dungeon sherpa: children of dead adventurers, who end up having no relatives anymore and that want to do it out of protest, those forced to retire because of an injury or those that cannot match the power of adventurers

There are also quite a lot of problems that unified dungeon sherpas can come across and make them fail. For instance, even though they're below adventurers, dungeon sherpas risk their lives just the same. It is indeed, cruel work.

Naturally, I would get personally involved when they are mistaken for slaves and dues are not being paid. I won't permit something like that even as a joke.

If the promised amount of the official documents signed at the store is not being upheld, I am allowed to recuperate it in a different way.

In the beginning, there were a lot of idiots that jumped the bill, making me brandish the fist of retribution. Right now, it settled down.

As for those who'll work in the labyrinth city <Purgatory> branch: there are quite of hobgoblins and half-lords that finished their training up to a certain level already. All staff members are able to travel to a deepest level of a Derived dungeon in <Purgatory> on their own. Only powerful people can return unscathed.

Because they had improved equipment on top, it's a better option then the storage systems the adventurers have now for magic items.

Even if there are people who aim to steal the magic items in the dungeon, my people are quickly able to sense the ones with killing intent through the clones in the ear cuffs, so at least they can escape.

The base rate for transportation is around ten silver coins, which are each worth about 10.000.

If you want support such as information about how to approach the traps and dungeon monsters, it will also include 10% of the total earnings of the obtained items drops after you return from the dungeon.

If you want them to be involved in combat, the total fee will be increased to 20%.

Getting an additional lecture about battling the dungeon, it will increase the total to 30%.

Being rescued from a life-threatening situation will increase the total sum to 40%. The rate increases rapidly.

Frankly speaking, the price to employ the dungeon sherpas does not even compare to what can be gained from successfully conquering a dungeon.

The employment cost of 10 silver coins, can turn into tens to dozens in returns of extra

items.

Even if all options are chosen, that increases cost up to 40% for now. Still the adventurers who are not able to readily buy storage systems for magic items are likely to pick it.

However, looking at the size of customer base of the dungeon sherpas, it became unexpectedly popular when you consider the price to employ a person more powerful than yourself is rather cheap.

Our reputation spread by word-of-mouth, and there are already some regular customers.

We might even have possibly established close relationships with those who could become famous in the future, which is already having an increasing effect on the amount of customers who have come to buy the goods at our store.

Because the store also bought item drops, I will need to establish a way to export them. This will make a lot of things easier.

I plan to govern all dungeon sherpas in the labyrinth city <Purgatory>. I've been working behind the scenes in a lot of ways already, and I'll expect some results in the near future.

DAY 215

Remember the war that started around the 150th day?

In a country other than Kingdom or the Empire, another war was happening between countries that were far away from the Kingdom.

I left it unattended because I was recently busy over here, but it looks like the victorious nation was the <Lumen Holy Kingdom> — which I'll call the Holy Kingdom from now on. It makes my dealings a bit more troublesome, both on and under the table.

The Holy Kingdom that advocates human supremacy will now even be more powerful because it absorbed the defeated country <Erinbe Iron Forest Country>.

This made an already vast country expand even more. It will even surpass the Empire, which in itself is more powerful than the Kingdom.

It's not only that, but on top, because of the war, they took in <Erinbe Iron Forest Country>'s [Legendary Heroes] — who are both [Heroes] and [Great Heroes]. Because the [Legendary Heroes] now also belong to the Holy Kingdom, their number has increased to a surprising amount of 24.

When you look at the Kingdom, it only has 4. And when I think about the Empire, they have about 12 of them. Isn't their remarkable war potential bizarre?

There's also the <Estgrand Beast Kingdom>, ruled by [Beast King] Lionel, that has a long-time bad standing with the Holy Kingdom — I'll call them Beast Kingdom from now on. Perhaps, if you would consider the allied forces of them together with the Demon Empire ruled by [Demon Emperor] Hyulton, it would be possible to balance the odds, which is something you'd want before any fight.

While I left out some details, you could say the Holy Kingdom is moving gears.

I've caught more spies and assassins than before in other countries, and while I assumed these cases were sporadic, they might have been happening for a reason.

Even though I'm not sure, there might be a high possibility that they also attacked Minokichi-kun.

Beastmen of low standing were trained and sent as assassins. It's a classic trick used by the Holy Kingdom in high-risk missions.

Looks like Minokichi-kun possibly came across one of their mission. They were probably assaulted because I am regarded as dangerous because of my actions in the Kingdom and they were only few in number.

But unfortunately, because they were annihilated, I don't know if that's true. Even for me, it was impossible to gather any more information on it.

I would have known in an instant if there would have been but one survivor, but I guess it cannot be helped that they were annihilated.

Should I provoke a fight in order to see if my assumptions are truly correct?

And if they have 24 people, would they notice if 12 of them disappear? I wonder...

If the Empire's [Regal Order] took in the four [Legendary Heroes], then there wouldn't be a reason for these [Legendary Heroes] to be part of the Holy Kingdom anymore.

Yes, it's highly likely they'd be hostile against the Holy Kingdom.

While I'm seeing signs that a Great War is not far off, my [Intuition] tells me there's "something" more behind this. Therefore, I ordered some clones to go to the Holy Kingdom for more detailed intelligence gathering.

What is in that country? There might be something relating to my [Psalms].

DAY 216

After a calm day, there was nothing special about this evening either.

I finished the morning training, handled the store's paperwork and ate a delicious dinner. Because I had a lot of things going on recently, it wasn't bad to end such a day in such a relaxed way.

It's good to take some rest and feel relieved. It looks like some of the built-up stress had disappeared. At night, an announcement resounded in my mind.

[World Psalms [Legend of the Black Eclipse Demon], [Sub-cast Member] Dodomeki has ranked up]

[Since the "1st" Condition [Rank Up] has been cleared, the title [Shiki Koukan] will be granted]

[World Psalms [Legend of the Black Eclipse Demon], [Formation of the 8 Demon Generals] has been completed. All abilities of the [Formation of the 8 Demon Generals] have been released alongside it.]

[When all members of the [Formation of the 8 Demon Generals] are joined in battle, they will be able to use united attack [Devastating Attack · 8 Demon Formation's Massacre].]

[When all members of the [Formation of the 8 Demon Generals] are joined in battle, they will be able to use formation effect [Unique Formation · 8 Demon Battle Formation].]

Apparently, Dodomeki was the correct assumption to be the last person, and not the 5 ogre squad.

Though I was worried what would happen if it was the 5 ogre squad, I put those thoughts aside for now.

I asked Dodomeki about it through the ear cuffs. She became a “Kugimeki variant”.

Kugimeki, like her name suggests, is a kind of female ogre that has nine eyes. Though she has less eyes than when she was “Dodomeki”, who had them all over her body. Unlike when she was a Dodomeki that needed her high number of eyes to supplement her intelligence gathering, her current number seems much more efficient as the quality of each eye improved.

The positions of her eyes are as follows: she has a pair of eyes in the same place as humans, another pair as part of her eyebrows, an eye bigger than the others in the center of them, a couple in her palms and a pair on the back of each hand.

Kugimeki, compared to Dodomeki-chan, has long, black, glossy hair held together by an ornate hairpin and she had the appearance of a beautiful Japanese woman with a thin veil of make-up. Though the others wouldn't know about that.

Her Japanese clothes are sort of an organic armor. The black cloth is embroidered with the image of a blooming cherry tree along with petals.

As she whirls around with her red Japanese umbrella, which is her organic weapon, her red geta^[1] makes a clip-clop sound. If she went out on a night when there's a full moon, it would certainly be attractive.

As far as her combat abilities go, they were as unimpressive as before. At least she is able to self-defend by emitting mysterious rays from her eyes.

Like before, her significance is in the fact that she gathers intelligence and commands the army from the rear.

After having heard the general announcement, I quickly fell asleep. I'll start work early tomorrow.

DAY 217

When I got up, the belly of Redhead, who slept next to me, had grown.

It's the same thing that happened with the Sisters, Blacksmith-san and Alchemist-san.

In other words, she got pregnant, and another child will be born.

Though I might have gotten nervous before, I've grown used to it after the fifth time. I didn't panic and quickly went on with the preparations.

Fortunately, we were in our mansion in the Royal Capital. I was able to prepare the necessary things immediately, no matter what it was. On top, we had a sense of security.

Will it be a boy? Or a girl? I'm starting to worry about the name now.

By the time evening was there, it was born. While the evening sun was setting over the mountain range, my fifth child was safely born.

[World Psalms [Legend of the Black Eclipse Demon], [■■■■] the was previously locked, has been obtained]

[[[■■■■] became [18 Demon Warlords]. The [18 Demon Warlords] will be chosen from Yatendouji's subordinates.]

[The [18 Demon Warlords] will each be chosen and announced when the conditions have been fulfilled]

It was the second consecutive day that an announcement resounded in my head.

While I got it at the same time I unlocked the [8 Demon Generals] and [Demon's Wife] in my [World Psalms [Legend of the Black Eclipse Demon]]. Now I understand that [■■■■] was [18 Demon Warlords], but it wasn't released at the time because the conditions weren't cleared. Since that mystery was solved, I can put it aside.

Redhead's child wasn't a [Mixblood] like Auro and Argento. Nor was it a [High Ogre] like Oniwaka or a human like Nicola.

It was an [Apostle Lord Variant]. Because it was a variant, it was born with a Divine Blessing. It got both the Divine Blessings of the [God of Jewels] and the [Demigod of Dark Beasts].

Seeing as I was from an extinct species, I did have thoughts about my child being of an extinct species as well. Did I became a variant because it no longer counted as an extinct species the moment I became it?

My fifth child was a girl.

Her hair was the color of the ash that is left behind after something burnt out. Her eyes were as beautiful as rubies. A pattern which resembled my tattoos was drawn all over the brown skin of her body with a material like diamonds. Apparently, part of her skin can transform as well. It might be a characteristic from the [God of Jewels].

Her forearms and legs were covered in dark red hair. I wonder if it's the influence from [Demigod of Dark Beasts]. Though the hair on her forearms and legs feel very smooth, they seem to be some kind of armor. Even if cut by a steel knife, not even a scratch is left behind.

A horn grew on her forehead, like the ones ogres have, with a hidden radiance like an obsidian. The horn was soft at birth, but after 10 minutes passed, it's so sharp that it can break a steel knife.

Luckily, her horn is still short, so there's no risk of her cutting anything unintentionally. But because it's still dangerous, I made a horn sheath out of the skin of a Jadar Wyvern and put it on in order to prevent any accidents, for now.

By the way, she has 2 Demon Orbs that Lords also have. They are hidden in the bristles of her forearms. Her Demon Orbs are like beautiful jewels, with a color that's a mix between blue and red.

Like her 3 siblings, aside from Nicola, her growth spurt sets in early. Her size cannot be compared to a common human baby anymore. She might already start to move after weeks, like Auro and Argento did.

Five children have been born. As for the name of my third daughter, I'll call her Opush.

In terms of potential power, she might have the most out of my 5 children. She's a very lovely child.

DAY 218

This morning, the remodeling of the first floor of the mansion was finally completed.

A strong wind is blowing snow around and it looks like it's very cold outside. Because the first floor is fully equipped with a high priced air-conditioning magic item, I didn't notice it was cold.

Many massage tables were lined up in a large room to be able to apply treatment to as many people as possible. I divided each by barriers so that one space could be separated from another, while still maintaining a sense of freedom.

I designed the interior in a way that it's not too showy and it gives off a sense of relaxation. But I still used accessories of considerably high quality, because my main customers will be noble ladies.

I could have prepared a small private room for our guests, which would have been absolutely fine for the time being. However, I scheduled it to be done in the large basic room.

Aside from the large room, I prepared another room where one can enjoy sweets and a stone sauna.

Seeing as it had special minerals in this world suitable for a stone sauna, I was so excited I wanted to try it for myself. I was lucky that I could obtain this at a cheap rate because of my connections with the Tomboy Princess.

Because I performed beekeeping with the Bearbees, I have regular access to high quality honey. Our offering of sweets will become good advertising materials that can be offered at a low price.

Oh my, because the preparations were already completed to this extent, it will now be necessary to invite the Tomboy Princess or the First Queen for advertising.

There are still a ton of things to be done though.

However, I let it be for now, and decided to take the rest of the day off.

I did this because I wanted to spend time with Auro and Argento, who were taking care of Opush, and Opush, who grew very big overnight.

While I lovingly take care of my children, I noted to myself that I have great kids.

DAY 219

Even though it has been snowing since this morning, and it kept on going, Minokichi-kun and the others reached the Royal Capital today.

The skeleton centipedes were camouflaged as carriages with our group flag shown as best as possible. The fact that I was currently waiting at the gate of the Royal Capital with the Tomboy Princess sitting on my shoulders didn't cause a big uproar, but the form of Minokichi-kun coming through on top of his Armored Big bear, that was as big as a house, resembled the incarnation of a Gokusotsu.

They've never seen a Minotaur species before, and now they see one leading his subordinates while approaching the Royal capital from afar. If I didn't make arrangements beforehand, it would have been a serious affair, forcing them to gather the [Heroes] to meet them head-on.

Thank god I handled this before any blood was spilled.

Minokichi-kun had returned to the Great Forest through a separate route — along with Asue-chan, Oniwaka, Supesei-san and Burasato-san. Now, I summoned all troupes to the Royal Capital in order to gather all my generals together.

Because I only summoned the executives and influential people to Royal Capital, they're not a high number. As for the rest that were in the Great Forest, I arranged for them to eat the ingredients I left behind.

By the way, there are 5 main kinds of ingredients I want us to eat together.

It included all bosses from Warpidron to "Lethal Dead · Blood Eater · Pochi", except for "Skull Lizard · War Salamander", which we've eaten before and "Aquarium · Ball Golem"; which no one else can aside from me because it's a golem. I've also excluded "Shark Head · Bolt Wyrm".

I left out Grief Charybdis and "Crimson Armed Gemineuvia" as a precaution because they look similar to humans.

Because there were humans among the group members, there could have been resistance.

Since I'm going to eat these 2 corpses personally later, I'll conceal their existence.

The floor bosses are enormous, so there should be more than enough quantity. I cooked the dishes together with the ingredients I gathered in the dungeon. The dishes were huge and luxurious.

While it still wasn't enough because Minokichi-kun was a big eater, everyone was laughing with satisfaction and the residence was lively all day long.

Fooling around from time to time isn't bad.

Ability learned: [Parasitic Beast Injection]

Ability learned: [Beast Corpse Chastising Technique]

Ability learned: [Blood Eater Beast]



ミノ吉

ミノタウロス
牛頭鬼・新種となったアポ朗の親友。
超重量級の身体と武具により、
圧倒的な実力を誇る。

アス江

アースロード
地雷鬼・亜種。
ミノ吉の恋人でもある。

女武者

アポ朗同様、別世界からの
来訪者である【異邦人】。
意外な才能でアポ朗を
助ける。

女騎士

シュテルンベルト王国出身
の気丈な女性貴族。
自身を打ち負かした
アポ朗に身も心も捧げ、
妻の一人になった。

**ダム美 改め
カナ美**

アポ朗と共に生まれ育った
仲間にして正妻。
ヴァンパイア・ノーブル
現在の種族は吸血貴族・
亜種。

アポ朗

ゴブリンに転生した主人公。
アソープ・シン
【吸喰能力】によって、
喰えば喰うほど強くなる。
アポカルロード
現在は使徒鬼・絶滅種に
ランクアップ
【存在進化】している。

DAY 220

Last night's feast left the corpses of drunk people lying about.

Even though I mentioned corpses, they weren't dead. Most of them were brought down by the bad side-effects of their hangover.

It was inevitable as we emptied several barrels of labyrinth liquor with a high percentage of alcohol. Even though it had nothing to do with me, I decided to make today a holiday. I started off the morning by doing easy dissection work. I cut open the "Shark Head · Bolt Wyrm" and took out the internal organs.

Dissecting in itself is not difficult because I've gotten used to it, but it still took a while due to its sheer size. Nevertheless, I completed it before noon.

After I took out any internal organs that were in its body, it took a pause from cutting up the meat. I was at a level where I was able to tell apart the fat from the flesh only by looking at it. I could easily imagine that it had the finest taste of anything I've eaten so far.

However, I didn't eat anything, I only dissected it.

While the internal organs that I extracted will be delicious for sure, its entire body is going to be the material for [Equip Exoskeleton].

The external skeleton [Red Bear Beast King's Prestige], which I obtained from the Red Bear, excelled in land combat; while the external skeleton [Jade Eagle King's Flight], which I obtained from the Jade Eagle, excelled in aerial combat.

Because I had an exoskeleton that was superior on land and one that was superior in the air, the only thing that was left was the one for the sea.

The material from "Shark Head · Bolt Wyrm" was ideal for it.

I immediately noticed its huge head. I leveraged my break to put on the body with [Equip Exoskeleton] and get some practice with it.

And so, the 3rd exoskeleton was fine-tuned and registered without any issues.

The following information is projected in my head:

[Ability [Equip Exoskeleton]

Entry “1” [Red Bear Beast King’s Prestige]

Entry “2” [Jade Eagle King’s Flight]

Entry “3” [Thundershark Dragonlord’s Scales] successfully registered

Entry “4” [Empty]

Entry “5” [Empty]

It is still possible to register 2 additional exoskeletons

How many would you like to register?]

It looks like the name of the exoskeleton had become [Thundershark Dragonlord’s Scales].

One of the characteristics of the exoskeleton was that it had an overall blue theme. It had a fluent form and there were few irregularities.

A countless amount of fins made out of lightning gems formed a line on the back, and there are sharp blade fins on the forearms as well. There is webbing between the fingers, and a big fin at the end of a long tail which grew from my hip region. The webbing and the back fin are support to the latter, as the tail is the main way of propulsion.

One could say the design is a compact human version of the “Shark Head · Bolt Wyrm”. I personally like it.

While I check out the touch and feel while performing various movements, I found out that there was a transformation mechanism built into the exoskeleton.

During said transformation, the tail expands, and the lower part of my body becomes like a snake.

I imagine it like a lamia, which is half human, half snake.

Because I can make interesting movements even on land with this shape, it looks to be amphibious.

It was a very satisfying day, I obtained an excellent exoskeleton.

Starting from tomorrow, I'll put great effort in gathering more things. I am planning to challenge the [Age of the Gods] dungeons where I haven't been before.

I'm looking forward to it.

This time, I am going to choose a place where a mountain of ingredients can be obtained.

ゴブ爺(故) & 赤髪ショート 監修

Encyclopaedia of Monster

モンスター大図録 Vol. 4

弱肉強食のサバイバルを日夜繰り返し、
時に人間をも脅かす幾種ものモンスター達。
その知られざる能力や特徴を、
ゴブリンのご意見番・ゴブ爺と
元冒険者・赤髪ショート監修の元に解説!



ウェイルピドロン

脅威度 ★★★★★★

経験値 6500

ドロップアイテム

雷角鯨の一角
特選鯨油壺
上品質な分厚い鯨肉
初回討伐ボーナス宝箱【大鯨の角嵐】

特徴

一角を備えた鯨のような外見で、
半端な攻撃は分厚い肉に阻まれ、
ダメージとならない。雷撃を自在に操る。



リザードスカル・ウォースラーマード

脅威度 ★★★★★★

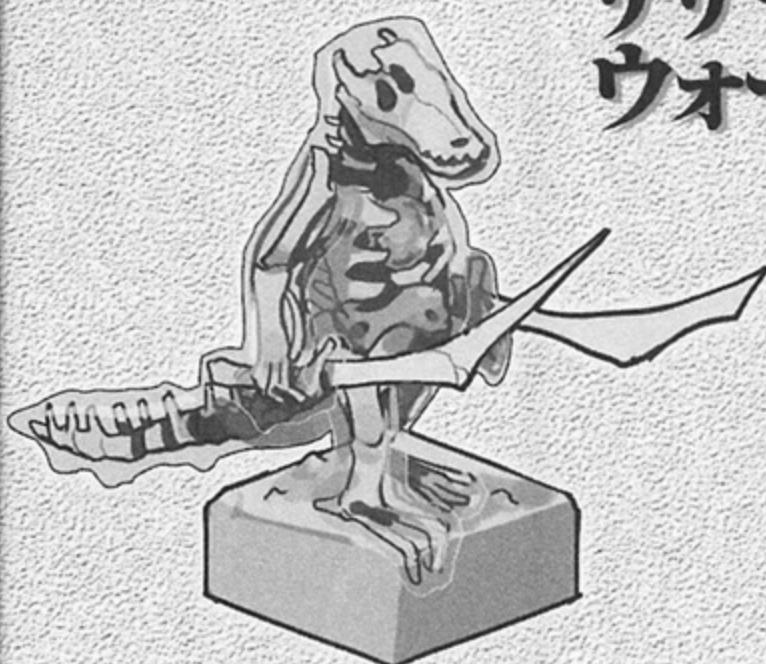
経験値 6700

ドロップアイテム

上品質な蜥蜴骨／流水骨の手甲
武装水粘液の核
初回討伐ボーナス宝箱【水粘の蜥蜴骸】

特徴

スライムを纏う骨の蜥蜴。
とにかく攻撃の手数が多く、
接近戦に強い。



クリスオラ・キングクラブ



脅威度 ★★★★★★★

経験値 7300

ドロップアイテム

クリスタル各種

おかにはさみ

歴戦の大蟹鉄

極上の蟹ミソ

初回討伐ボーナス宝箱【水晶蟹の泡歌】

特徴

身体からクリスタルを生やす蟹。

はさみ 巨大な鉄を振り下ろし、

その衝撃に比例した強さの電撃を放つ。

ヴォーテックス・シェルタートル

脅威度 ★★★★★★★

経験値 7500

ドロップアイテム

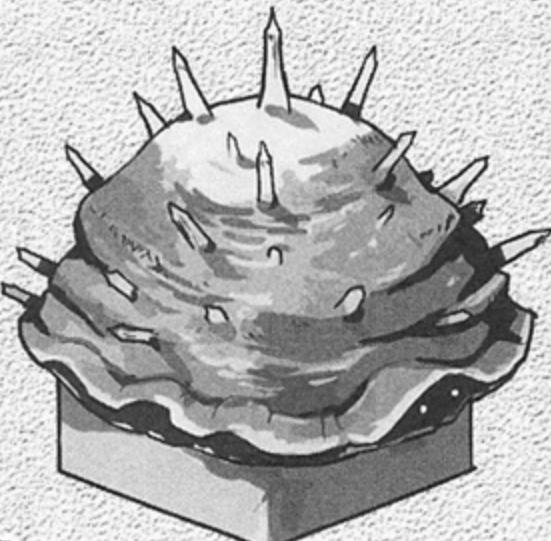
頑強なる積層甲羅

噴水の棘剣

きれいこう

極上の亀苓膏

初回討伐ボーナス宝箱【渦隠亀の甲羅】



特徴

自身は動く事なく、水流を操って敵を溺死させる亀。

甲羅は非常に堅牢で、半端な攻撃では傷一つ付かない

ドミナリア・ザ・ ギルマンロード・ライダー

脅威度 ★★★★★★★

経験値 7800

ドロップアイテム

半魚人化の丸薬／フィッシュライダーベルト

鋭刃なる鰐

初回討伐ボーナス宝箱【古英の青銀魚】

特徴

怪魚に乗る半魚人。槍の使い手で、
全般的なバランスが非常にいい。

グリーフ・カリュブディス

脅威度 ★★★★★★★

経験値 7850

ドロップアイテム

嘆きの仮面／美女の落涙酒

想いの涙石

初回討伐ボーナス宝箱【嘆きの乙女】

特徴

攻撃さえ當てられれば容易に倒せるが、
自身を中心に大渦を発生させてるので近づく事は困難。
遠距離攻撃も、周囲の水を操作してほぼ完璧に防ぐ。



アクリアム・ゴーレムボール



脅威度 ★★★★★★★

経験値 8200

ドロップアイテム

上品質なゴーレムコア
高性能なゴーレム装甲板
ゴーレム追加武装・水撃装置【ポードーン】
初回討伐ボーナス宝箱【逃走球の追跡者】

特徴

とにかく逃げ続けるよう設定されたゴーレム。
ただし稀に攻撃してくる為、油断は命取りになる。

リザルデッド・ ブラッドイーター・ ポチ

脅威度 ★★★★★★★

経験値 8500

ドロップアイテム

蠢く触手／怪忠犬の心臓
寄生獣の卵／初回討伐ボーナス宝箱【寄屍操の巨獣】

特徴

血を主食とする、獵犬のような怪物。
死体を操って群れを形成する。





レッドアーム・ジェミニュヴィア

脅威度 ★★★★★★★★

経験値 8700

ドロップアイテム

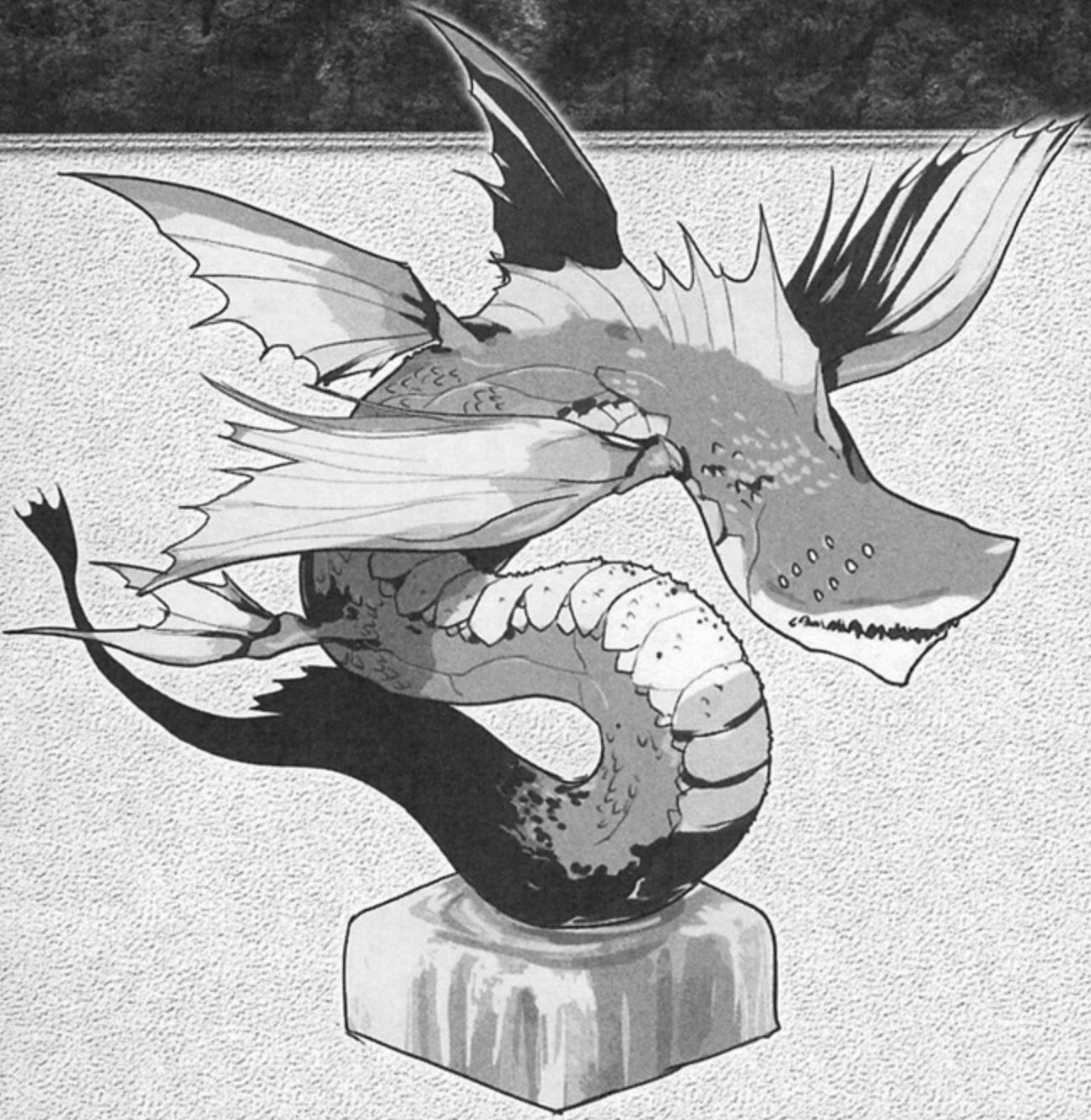
淑女の礼装用手袋／赤い貴婦人の夜会服

淑女の赤き指輪／初回討伐ボーナス宝箱【赤腕の貴婦人】

特徴

同時に殺さない限り再生する双子の美女。

魔熱水を自在に操り、攻撃方法は非常に多い。



シャークヘッド・ボルトワーム

脅威度 ★★★★★★★

経験値 12000

ドロップアイテム

鮫亞龍の龍鱗／鮫亞龍の龍殻／鮫亞龍の雷宝玉
雷鳴宝石製の鳍／初回討伐ボーナス宝箱【鮫亞龍の雷楯鱗】

特徴

アクリアム・フォルリア

下手な龍よりも優れた体格を持つ【清水の滝壺】のダンジョンボス。
凄まじい雷撃を放つ事が出来る。



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