

異世界迷宮で

6

ハムを



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6

パルムを



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Isekai meikyuu de dorei harem wo

(異世界迷宮で奴隷ハーレムを)

Slave harem in the labyrinth of the other world

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Story Description:

A man was about to commit suicide and decides to search for a way to die in the internet, but then he found an odd site that asked a lot of questions and had a point based system that allows you to create skills and abilities for a character. He took interest in it and when he finished setting his character he was asked "You will now be transported to a world with the settings you choose, coming back is not possible, do you still accept", Then without thinking much of it he pressed YES and he find himself in another world with the skills and abilities he choose to have.

Original Story can be found here: [Link](#)

Transation source can be found here: [Link](#)

Table of Contents

[Chapter 141 : The Road to the Waterfall](#)

[Chapter 142 : Earring](#)

[Chapter 143 : Fatty Tuna](#)

[Chapter 144 : Scissors Lizard](#)

[Chapter 145 : Searching for Fatty Tuna.](#)

[Chapter 146 : Loss](#)

[Chapter 147 : Sacred Spear](#)

[Chapter 148 : Gumi Slime.](#)

[Chapter 149 : The Waterfall](#)

[Chapter 150 : Priest](#)

[Chapter 151 : Shrine Maiden](#)

[Chapter 152 : Area Effect Healing.](#)

[Chapter 153 : 24th Floor](#)

[Chapter 154 : The Right Time](#)

[Chapter 155 : Being Drawn out](#)

[Chapter 156 : Shrub](#)

[Chapter 157 : Paralysis.](#)

[Chapter 158 : Intermediate Job](#)

[Chapter 159 : Non-homo](#)

[Chapter 160 : Soft-shelled Turtle](#)

[Chapter 161 : Lightning](#)

[Chapter 162 : Ester Baron](#)

[Chapter 163 : Admission Test](#)

[Chapter 164 : Lodge.](#)

[Chapter 165 : Shop](#)

[Chapter 166 : Carp](#)

[Chapter 167 : Ascending the Dragon Gate](#)

[Chapter 168 : Dragon Skin](#)

[Credits](#)

Chapter 141 : The Road to the Waterfall

*

“We will go to Quratar’s labyrinth tomorrow morning. Today, we will continue with Haruba’s 22nd floor. I will be relying on you, Roxanne.”
“Understood.”

We move to 22nd floor.
I decide to fight without using Cook.
If I kill a large number, I should be able to stock whole fish.

I choose Basic Earth Magic of Wizard as the skill of Jobless.
For Haruba’s 22nd floor, it is good to use earth magic as it is the attribute Ma Bream’s weak against.
And I can use earth magic against Hat Bat as well.

But despite that, my first encounter on 22nd floor is two Rtoll Trolls.
That’s troublesome.
I cast [Firestorm] when they enter my line of sight, followed by [Sandstorm].
The sparks and sand dance together.

Even though I cast sand and fire spells this time, it didn’t look like there was an interference between the two area of effect magic attacks.
I guess it is fine to push the monsters down with lava hell.

But the sand is not melting, so I guess it is sand bath, not lava hell.
It must feel good, I guess.
But Isn’t that actually bad?

Casting spells continuously, I take out the Rtoll Trolls.
It fell down even with the sand bath.
So I guess it must not have felt good.

“.....”

Sherry looks toward me suspiciously.
The reason being, I used earth magic against the Rtoll Trolls.

Which reminds me, didn't I mention earlier that I was able to cast continuous fire spells?

"It was fire magic on 21st floor but on Haruba's 22nd floor, it is better to use earth magic continuously."

"I see, it was like that, huh? So you can do even something like that."

Sherry buys my explanation and nods her head admiringly. Even though I felt like I missed with my first explanation, it turned out fine in the end.

"As expected of Master."

As far as Roxanne is concerned, I don't need to explain anything.

"Amazing, desu."

"So that's what it was?"

And these two are under Roxanne's influence. I am not sure if they even understood what I just explained.

I greet the next group of one Ma Bream and two Rtoll Trolls with continuous earth and fire spells.

I am not sure if it is a good thing to take out Ma Brems first by using continuous earth magic. However, since I am not sure if it is good thing, I decide not to worry about it too much.

Thinking about too many things will eventually cause me to freeze. The spells engulf the monsters.

"It's coming."

Ge. Ma Bream shoots water back to return the favor. Should I have taken it out first, after all?

Well, I would probably not have been able to finish it off that quick anyway.

Roxanne dodges it precisely. The water shot flies by my side. It is I, not Roxanne, who is in the rear, that needs to be careful behind her.

I cast spells while waiting for the monsters.
Two Rtoll Trolls move in front.

“XXXXXXXXXX”

“Vesta and I will handle the Rtoll Trolls. Miria, take care of the right.”

“Okay.”

“Understood.”

After Miria asks something, Roxanne gives instructions to organize the vanguard formation.

Roxanne and Vesta are dealing with the Rtoll Trolls.

Miria is dealing with the Ma Bream that arrived late for it was using water magic.

Even if Ma bream became stone, it would not be possible for me to take out the Rtoll Trolls first because I can only use earth magic using Jobless. But on the other hand, since there are two Rtoll Trolls, it would not matter if one of them were petrified.

In short, it doesn't matter what happens to the monster that Miria is fighting.

In the end, there was no petrification this time. I knocked all the three of them using magic.

The three of them died at the same time since I used earth magic, which is Ma Bream's weakness, and fire magic, which is Rtoll Troll's weakness, at the same time.

Because it has now reached a point where I can cast spells continuously, the duration of battles has become shorter, so there is even less chance for petrification to proc.

There is no helping it.

“White, desu.”

Miria brought the drop item white fish.

Because I don't have Cook selected, the drop rate of whole fish will be less.

There is no helping this one as well.

Miria seems happy even with the white fish.

Not being accustomed to luxury is good.

I will have you eat white fish tempura till you die.

“Because it took so much effort to find Ma Bream on this floor, how about we be content with the white fish for today’s dinner?”

“Yes, desu.”

“We will be having whole fish, too, of course. As for the whole fish, how about the day after tomorrow?”

“Ooh. Yes, desu.”

With this, she will probably not be disappointed when the drop rate of whole fish is low.

We explored until evening. Whole fish was dropped on more than two occasions.

As I thought, even without Cook, I would get a few after killing a large number.

I will stop by the Imperial Capital on the way to pick up the clothes. Today is the day when the maid outfit was supposed to be ready. I warp us to the adventurers’ guild in the Imperial Capital and head to the clothing shop.

“Welcome back. The clothes are ready, please wait a minute.”

The shop clerk immediately receives us when we enter the shop. Last time, I wasn’t given any such thing as a receipt.

It seems they remember their customers.

Can this be expected of a high-class shop in the Capital?

I move forward to the counter.

When the shop clerk heads inside, I manage to steal a peak. There’s a number of clothes inside.

All these clothes are custom-made. Does the shop clerk remembers what every single customer ordered?

I respect him.

It is impossible for me, at least.

There must be a register somewhere, though.

The shop clerk comes back with one set of clothes.

Since it looks like a maid outfit, I don't think there's any mistake.

Huh?

Inside, there's something similar to Uchikake. (TL: <https://en.wikipedia.org/wiki/Kimono#Uchikake>)

There is also a matching white dress for that Uchikake.

It's strangely Japanese.

It looks like a white kimono.

Is it really possible for this world to have something like this?

No, is it a gown?

It might be something similar to a bathrobe.

It is not exactly a Furisode either. (TN: <https://en.wikipedia.org/wiki/Furisode>)

"Is that a gown?"

"Does it look like that?"

I ask, pointing my finger to it, but Roxanne doesn't know either.

"Umm, that's..."

"Oh, do you know what it is, Sherry?"

Sherry seems to know about it.

As expected of Sherry.

"This outfit is lent to the people who apply to the priests' guild to become shrine maiden. Do you want to have a shrine maiden outfit arranged?"

It's a shrine maiden's clothing?

No wonder it looks Japanese.

So it's that, huh?

"A daughter of certain family plans to become a shrine maiden so they asked for one."

The shop clerk explains after he brings the maid outfit.

Is it a tradition of shrine maidens?

Which reminds me, Sherry tried to become a shrine maiden, too.

She didn't have sufficient level to acquire Shrine Maiden job. It must not be a pleasant memory, I believe.

“So it's like that, huh?”

“If you order it from our shop, we will use silk to make it soft and comfortable. Also, we will make the clothes to be perfect fit for the person. In the training to become a priest or shrine maiden, one needs to meditate under the waterfall. Beside being fashionable, it's functional as well; a lot of people order it. So, what about you?”

“If I get the opportunity, I guess.”

To acquire Shrine Maiden job, I need to perform waterfall meditation. Do I need to be in white clothes to perform waterfall meditation? Am I supposed to wear before entering the basin under the waterfall?

It is white, made from silk, so it's probably not that thick. What would happen if I were under the water, wearing thin white clothes?

.....'It' will.

“In the guild, the ascetic training is conducted at the waterfall separately for males and females. As long as the lower half of your body is properly covered, there will be no problem.”

The shop clerk tells me quietly.
Are you a psychic?
This clerk, he's good.

“I'll be visiting again soon.”
“We will be waiting for you.”

I receive the maid outfit and leave the shop.
Since I have received the clothes, I temporarily return home.
I warp us to home from the Imperial Capital's Adventurers' Guild.

“Then I will change my clothes.”

When we get back home, Roxanne starts taking her clothes off immediately.
Wait, wait, wait!

Calm down, Roxanne.

Because I know that Roxanne's magnificent things will pop out if she removes her clothes.

We are yet to buy the ingredients for dinner.

I remember that last time, I greedily savored their taste immediately after they got their maid outfits.

I am the one who is at fault.

"Not now, after the dinner. It will be better to wash our bodies first."
"Is that so?"

Somehow, I managed to calm myself down and went out to buy ingredients for dinner.

Afterwards, we had the dinner.

We had tempura tonight. I let Miria eat her fill of white fish.

I have been relatively reserved these past days but it will become hot from now on.

I don't want to make tempura on hot days.

It might be our last tempura this season.

"To acquire Shrine Maiden we need to perform ascetic training at the waterfall, right? Would any waterfall do?"

I ask Sherry while eating.
Even though she may hate recalling it,
I can't help it.
It is necessary.

"Although the location is determined by the guild, I didn't hear anything regarding specific waterfall or conditions."

"Really? But the problem is the location of the waterfall."

"Are you going to perform waterfall meditation?"

"I guess."

I'll have to do it sooner or later if I am to acquire it.
Especially, after having seen that outfit.
Nope, acquiring the job is important, too.

“Know, desu.”

Miria seem to know where it is.

Eating, and eating, and still eating white fish.

“Does Miria know where the waterfall is?”

“Fishing, desu.”

She probably caught fish in the basin under the waterfall at some point.
As expected of the big fish lover.

Eating, and eating, and still eating white fish.

“Did Miria chance upon the waterfall when she caught fish?”

“The other day the first time, desu.”

I can't get this code language.

When was this 'other day'.

“xxxxxxxxxxx”

“xxxxxxxxxxx”

“It was the other day when we had a day off. She heard someone talking about a waterfall in the vicinity.”

“Yes, desu.”

Roxanne translates after talking to Miria.

By fishing, did she mean fishing that time?

It was when I brought Vesta home.

“Is there a waterfall near that coast?”

“There seems to be a waterfall which the guild used as ascetic training ground until a while ago.”

“Freshwater, fishing, desu.”

I see.

So Miria collected information for that purpose, huh?

Considering the result, it turned out well, somehow.

Eating, and eating, and still eating white fish.

“It should be fine, especially, since it was used as ascetic training ground before. But the problem is, why is it no longer being used.”

“Dangerous, desu.”

“I guess it is no longer in use because monsters might have appeared. It is a common occurrence.”

Sherry comments this time.

Monsters start appearing in the vicinity if a labyrinth emerges. It will, of course, not be used if it gets dangerous.

In this world, there seem to be a lot of dangerous things. It seems to be common.

Since it's us, taking a little risk shouldn't be a problem, right?

“It seems usable then. But without seeing it once, I will not be sure.”
“See, desu.”

We are not going for fishing, though. I guess it will be fine.

Miria picks up another white fish tempura.

Eating, and eating, and still eating white fish. Is she from Edo?
She's the rebirth of Kanda.

During the dinner I enjoyed tempura; after the dinner, I'll enjoy their outfits.

Eating, and eating.

By the way, Vesta has put on her maid outfit, too. I carry them to the bedroom one by one.

Just when I was thinking as to why they are not changing in the bedroom, it turned out like this.

Is this the reason why Roxanne suddenly took her clothes off earlier in the living room?

Without having any particularly displeased expression about my face, without showing the thrill inside my heart, I carry all of them to the bedroom.

I embrace Vesta in both my hands, carrying her without any trouble. It is because I train hard everyday in the labyrinth.

I don't mean she is heavy or anything. It did not cause any pain in my back.

My back is perfectly fine even now.

I train myself everyday, after all. (TN: Yeah, as if casting spells will build your strength)

In the morning, after grabbing the map of Quratar's labyrinth, we move to 21st floor.

The monster native to 21st floor is Kettle Mermaid, the weakness of which is earth magic, so it's better to set it as the skill of Jobless.

Petrifaction didn't proc even after using Abnormal Status Resistance Down but we took the boss out safely.

This makes it two consecutive boss battles where petrifaction didn't proc.

I wonder if I was simply lucky the first time.

"The monster native to Quratar's 22nd floor is Clamshell."

"Do we have any clams remaining? Let's try fighting once for now. After that, how about moving to Haruba? Roxanne, can you guide us to a place with Clamshells?"

"Certainly."

After fighting Clamshells once, I warp us to Haruba's labyrinth.

We have fought against Clamshells in Haruba's labyrinth already. Also, because I have confirmed the strength of the monsters on 22nd floor, there will be no problem.

For both Clamshells and Kettle Mermaids are weak against earth magic, Quratar's 22nd floor shouldn't prove difficult for us.

Chapter 142 : Earring

*

After having breakfast, we head to the Imperial Capital.
I warp us to the wall of the adventurers' guild and move out.

"I'll go the clothing shop and have the clothes, which we saw yesterday, tailored for you."

"Shrine maiden's?"

When I tell everyone, Roxanne responds as the representative of the rest.

Because Sherry already has Shrine Maiden job, she doesn't need one. But I can't say out loud that Sherry will be the only one won't be getting one.

"It's alright. Sherry has already performed meditation under the waterfall. I'll have you teach us all about it."

"Y-Yes."

After I persuade her, we enter the shop.
The usual male shop clerk receives us.

"Welcome."

"I would like to have same shrine maiden clothes as yesterday tailored for these four here."

"Thank you very much. We already have their measurements but let us confirm just in case."

"Please."

The four of them were led inside.
They seem to keep personal information of every customer.
They must also have the three sizes of all the noble young ladies.
It's a treasure trove!

"We would need five days to have the clothes ready. Would that be okay?"

“I understand.”

“Because the silk will be used as fabric, one outfit will cost 1,500 Nars. Since you’re having four outfits same as our recommendation yesterday tailored, we will give you a special, discounted price of 4,200 Nars.”

Is 1,500 high or low?

I don’t understand well.

My money sense is numb.

It being Nar, which I’m not accustomed to from the beginning, not Yen.

After placing the order for the clothes, we enter the labyrinth and kick the exploration off.

The exploration is progressing smoothly.

Nah, I can’t say for sure as we have yet to reach the boss room.

I casually advance.

After I acquired Jobless, because the casting speed has essentially doubled, the duration of battles has shortened significantly.

But it’s sometimes favorable and sometimes not.

It’s not something which I should be complaining about, though.

After the noon break, we enter the labyrinth in the afternoon.

“It’s about to be evening soon.”

“Alright, let’s return after an experiment.”

After Roxanne informs me of the time, I finish the exploration.

Because it takes time to reset the skill of Jobless, it’s not convenient to test it.

So I decided to test it at the end of the day.

Because it’s the last experiment of the day, even if I fiddle with the skill of Jobless, there won’t be any problem.

“Experiment? Is it related to the bath?”

Earlier, I told Roxanne that we would finish the exploration ahead of time to take bath.

“Well, yeah, it’s an experiment related to the bath.”

“Is it because you can now use it continuously?”

Sherry seems to have a vague idea of what the experiment is. Because I can now use magic continuously, I can try it. The time required to prepare the bath will be shorter.

“Bath, desu.”

“Yes, I look forward to it.”

Miria and Vesta are genuinely pleased.

After buying ingredients for dinner, we return home.

When we arrive at home, there was a note left at the entrance. It's from Luke the broker.

“Master, there's a message from Mr. Luke. There seemed to be a successful bid of 5,500 Nars for a Goat Monster Card.”

“Oh, goat?”

With a Goat Monster Card, I can have 2x Intelligence skill attached. Although things are going smooth as they are, there's no harm in strengthening ourselves further.

Because the difficulty level of the monsters will jump up on the next, 23rd, floor; we have to become stronger.

“Increase in Intelligence, huh?”

“Say, it's possible to have it fused with an accessory, right?”

“That's right.”

I confirm with Sherry who was muttering to herself.

I can have 2x Intelligence skill attached to an accessory.

I wonder if it's appropriate to attach it to an accessory or not.

It's not currently a pressing problem for things are going smooth. Because I already have a spare Sacrificial Misanga, I might as well try other accessories now.

Even if I attach 2x Intelligence skill to both a weapon and an accessory, I won't be able to get 4x Intelligence – is what I have heard but who knows if it may work.

If attaching it to an accessory clicks, I can put the strategy of casting spells simultaneously with wielding Durandal to use.

“In any case, I’ll go receive it tomorrow. Ah, wait. Sherry, let’s go right away.”

“Okay.”

“I’ll be back in a bit.”

“Okay, please take care.”

I leave Roxanne at home and warp to the merchants’ guild with Sherry. In order to attach 2x Intelligence skill, I don’t have a Kobold Monster Card.

I placed an order with Luke but there has been no notification of a successful bid.

“Can you go and look at the last successful bid on Kobold Monster Card?”

“Understood.”

I have Sherry check the last successful bid in the waiting room of the merchants’ guild.

The notebook, which the results of the auctions are recorded in, is kept in the waiting room.

Sherry turns over the papyrus of the notebook.

“Did you find it?”

“There was a successful bid of 5,500 Nars for Goat Monster Card today. Kobold Monster Card had a successful bid of 5,200 Nars yesterday. There was another bid of 5,200 Nars four days ago.”

Goat Monster Card went for 5,500 Nars, indeed.

He seems to make bids in accordance with the instructions given at the time of placing order.

Kobold Monster Card went for 5,200 Nars two successive times.

I have a bad feeling about this.

The person, who I sold the weapon with MP Absorption skill to, bought it at 5,200 Nars, too.

Is someone else buying the cards this time?

It’s the same card, Kobold Monster Card, and the same price.

There’s a possibility.

I return home immediately.
I must prepare the bath.
I select Basic Fire Magic as the skill of Jobless and use Waterwall and Firewall simultaneously.

“Damn!”

When I hold my hand out into the water, which was falling in the bathtub, it was really hot.

Success!

It worked better than I expected.

It really is boiling water hell.

Hot water is being produced via Waterwall and Firewall.
Now that I can produce water and heat it at the same time, it has become fairly easy.

We can now have bath more frequently.

However, the rate of consumption of MP hasn't decreased, so I still have to recover my MP halfway through.

Rather, the efficiency of the process might have gone down due to Firewall.

For the first time after starting, I move to the labyrinth with Roxanne in order to recover my MP.

Because Wall magic designates the point of manifestation roughly, the points where the two magic spells manifest doesn't overlap often.

They often stray away.

I wonder if I'll get better at it if I practise more.

Another mistake I made was to have selected Basic Fire Magic as the skill of Jobless.

I should have selected water magic.

Because the water was quite hot, it would need to be regulated with more water.

Due to which, the frequency of Waterwall would naturally be more.

Oh well, it can't be helped now.

At that time, I didn't think it would go so well.

Next time, should I go with water magic then?

After having dinner, I take bath with everyone.

After getting our bodies washed, we soak ourselves in the hot water.

In the bathtub, I pull Roxanne close to me.

Sherry comes close, too.

I hold Roxanne and Sherry in both my arms.

Near my feet are Miria and Vesta.

It feels like I'm on a flowerbed.

Miria is floating excitedly.

Vesta... 's are floating, too.

I knew it! Having bath was the right decision.

Justice prevails.

As the skill of Jobless, I will try Critical Outbreak and Rare Ingredients Drop Rate Up next.

If I chose Gambler's or Cook's skills as the skill of Jobless, wouldn't it be a redundancy?

And it's not an immediate need anyway.

Also, even if it stacks, it'll only be 10% which is not much.

If it stacks, should I try Increased Vigor of Sex Maniac?

If Increased Vigor stacks, will the power of Abstinence Strike go up?

If it's true that the power of Abstinence Strike is directly proportional to the accumulated vigor, won't the speed of accumulation of vigor go up with two Increased Vigor skills?

I don't want to try it too much, though.

Since it will be really difficult for me to contain my sex drive.

Presently, I don't feel any need for more than one Increased Vigor.

So I won't try it forcibly.

After the bath, too, I didn't feel any need for more than one.

Next day. After having breakfast, I head to the merchants' guild.

I call for Luke and then enter the meeting room.

"Do you remember the broker who I received the Sacred Spear from?"

Luke takes out the Goat Monster Card.
It's the Goat Monster Card, undoubtedly.
The bid succeeded, after all.

“The heir of whose head family was receiving a noble's daughter as wife?”

“To tell you the truth, the bid this time was a little high, so I would like to withdraw. Rather, if I succeed in the fusion of the previous Goat Monster Card and attach 2x Intelligence skill, I would then like to return it.”

“2x Intelligence?”

“I know that it's unreasonable for there exists some kind of contract, still.”

Earlier, I placed order for just one Goat Monster Card.
Would this be a suitable excuse for that?
Whatever I said to deceive him, he won't remember, surely.

“Ah, un”

“Alternatively, I would like to repurchase it when I get my hands on a Kobold Monster Card.”

I bought two kobold monster cards from that broker.
If it's still remaining, I will repurchase it.

The ones I bought are all used up; I don't have any at hand.
If it's not remaining, will I be declined?
It can also mean that it's already taken.

“That broker has resumed bidding on Kobold Monster Card. For the time being, it will be impossible to have a successful bid within 5,000 Nars.”

That broker seems to be the one who won the Kobold Monster Card at 5,200 Nars.
That's why the price is same, too.

“Kobold Monster Card?”

“After acquiring a weapon with MP Absorption skill, and it being a staff, those nobles are extremely rejoiced. And now, they're looking for other weapons of a wizard's use.”

Is he being forced by those nobles?

Nobles are greedy. Rather, nobility wouldn't flourish without greed.

They have even sold their child, whom they took great pains to raise as a wizard, to that broker's house.

Even though they're called nobles, they're not worth it.

"This time around, it doesn't have to be one with MP Absorption skill?"

"Yes."

"Even if it isn't a staff?"

"Any weapon a wizard can use would do. However, because they're noble, it'll be troublesome if it's something common. Also, it should better be 2x Intelligence rather than Increase in Intelligence."

Now then, what do I do?

The price of Kobold Monster Card will stay high until that broker arranges a weapon.

Furthermore, the cards effective for a weapon of wizard's use will go extinct, too.

Goat Monster Card is secured but it will be really difficult to get a Scissor-esque Carnivorous Plant Monster Card.

And I'm afraid that there will be no Kobold Monster Card left, too. I want to avoid a zero-return scenario.

"I have a Rod of Offerings at hand."

"You have?"

"That's right. I'll be willing to sell it if I get at least one Kobold Monster Card."

Because I have just bought a Goat Monster Card, I'll be able to attach 2x Intelligence skill right away if I get my hands on a Kobold Monster Card.

"Is it really Rod of Offerings?"

"I'll gladly sell it if I get a monster card in addition."

"It's a weapon of wizard's use, but."

"Scissor-esque Carnivorous Plant Monster Card would do, too."

I got impatient for a moment but it's fine now.

“I see, so you need it for that shrine maiden.”

It seems to be fine.

“As for the Rod of Offerings, it’s not like I’m doing a favor. As long as it’s around the market price, it would do.”

“I understand. I’ll convey it to him.”

Although I won’t be able to try whether 2x Intelligence on an accessory stacks with the one on a weapon or not, it can’t be helped.

Well, it is supposed to be impossible anyway.

I finish the talks with Luke and return home.

After returning from the guild, I check some accessories out in the armor shop.

Earring seems to be the highest tier accessory available in the armor shop.

The most number of empty skill slots is three.

Earring, huh?

Would it be alright for me to put it on?

It’s not like the men who wear earring are weak or anything.

However, if I were to wear earring back in Japan, I would be absolutely laughed at.

I’d rather prefer to be ignored than be laughed at.

“I-Is there any problem if I wear earring?”

“There’s no problem, of course.”

“A-As expected, it’s a good accessory. Is its defensive capability high?”

“Accessories basically provide defense against magic. The better the accessory, the higher the defense, obviously.”

I ask Sherry curiously.

Does it increase magic defense?

It’s such a trap that earring doesn’t increase physical defense.

Although I had already guessed that it was related to magic in some way or another, I was of the idea that it was something worthless but it doesn’t seem to be the case.

It has a neat effect. Earring seems to be good.
Or is it good because it's not a piercing type?

Because it's an accessory in this world, no one will associate it to ladies' jewellery.

Roxanne, however, is choosing earring and ring with sparkling eyes.
But Roxanne is always like that when choosing, isn't she?
Isn't she?

"This one's shine is nice."

"Beautiful, desu."

"I think it looks pretty."

The criteria of selection of these three is funny.
However, fortunately, there are three empty skill slots on this one.
This one would do.

"How about this?"

"Un, this one?"

"Here."

"It doesn't look bad."

After Roxanne's approval, I pick another one with three empty skill slots.

It's for the sake of 30% discount.

To be honest, though, I don't get how this one is different from the rest.

Chapter 143 : Fatty Tuna

*

In the evening, I experiment with the skill of Jobless.
This time, I try Critical Outbreak.
I wonder if it can stack with Critical Outbreak skill of Gambler.
Will the rate be doubled?

How will Increase in Critical Rate bonus skill act?
Will it apply on just one skill or both?
There are so many questions.

Even though I can use magic continuously, it consumes MP just as quickly.
If critical proc's, more damage can be inflicted for the same consumption of MP.
It hasn't been confirmed, though. There's a possibility that consumption of MP increases if critical proc's.
However, even a normal physical attack, which doesn't consume MP, can turn out critical; so I believe that the consumption of MP remains same even if critical proc's.

If that's the case, it will be more efficient using Critical Outbreak as the skill of Jobless to increase damage than using Basic Magic as the skill of Jobless to increase spells.
Such a possibility exists in theory.
Therefore, I'm going to try various things.
I invoke Skill Settings and choose Critical Outbreak skill of Gambler as the skill of Jobless.

"This is the last experiment for the day. I won't be able to use spells continuously, so the duration of battle will be longer."

"No problem."

"Can you guide us to a place with a lot of monsters, please?"

"Understood. This way."

We advance under the guidance of Roxanne.
As expected, it's reassuring to have Roxanne.
I cast Sandstorm at a group of Ma Breems which we came across.
Because I can cast only one earth spell at a time, it's taking more time to finish off the monsters.

Before long, I conclude that this experiment is a failure.
A failure.
I should have realized it before undertaking it.

Whether critical proc'd or not, I can ascertain only on the basis of the number of spells cast.
What does that signify?

Even if the rate of critical hits is double now, the number of spells cast will reduce only by one or two.
Even if a monster, that dies in eight spells, died in seven spells, it would fall into the scope of trial error and would hence be ignored.
After recording results of about a hundred runs would a significant difference be evident.
Nah, I don't have time for that.

"Ah. Alright then, let's move to Quratar's labyrinth."
"Did you find out something?"

An experiment is something which results in failure most of the times.
And the person who can learn from a failed experiment is called a true, great scientist, Sherry-kun.

What I found from this experiment is that even if the rate of critical hits is double, consumption of MP doesn't decrease much.
Even though I had two Critical Outbreak skills on, the number of spells cast was reduced at most by one or two.
Which proves that it's better to obediently choose Basic Magic as the skill of Jobless.
Because it has been proven, can't it be said that the experiment was a success?

It was a success.

A success.

Actually, it may even be called a great success.

“Whole fish, desu.”

Miria brings a whole fish.

One of the Ma Breams seems to have dropped a whole fish.

This alone would warrant it to be called a success.

Thereafter, on Quratar’s 11th floor, I observe for a longer period of time whether Critical Outbreak stacks or not.

Normally, I can’t take out monsters on 11th floor in one strike of Durandal.

However, if critical proc’s, I can.

Once you figure it out, it’s easy.

It can thus be ascertained whether critical proc’d or not.

I should have undertaken the experiment on 11th floor from the outset.

The number of monsters that died in one strike were half the total, huh? The number is too high to deny that Critical Outbreak skills of Gambler and Jobless stack.

It may also mean that Increase in Critical Rate applies on both the skills.

The skill of Jobless has quite a potential.

It can be big, depending on how I use it.

Only regret is that there’s just one empty skill slot.

With the experiment over, we return home.

There’s a note from Luke left at the entrance.

I would like to hold the talks today.

“Master, there’s a message from Mr. Luke. He asks of you to visit him at once.”

“Oh well, I would have anyway.”

Even though he didn’t mention, I know what it’s about.

But there shouldn’t be any urgent need. I can visit tomorrow morning, too.

If I wait till tomorrow morning, we can reach the boss room of Haruba’s 22nd floor.

We are adequately strong, aren't we?

Although I bought earring, I'm not using it. There's no Kobold Monster Card either.

However, there won't be any problem with the level of our current battle strength.

Also, I haven't parted with the Rod of Offerings yet.

"Do, desu."

One certain individual is motivated already.

Instead of Cook, I switch Jobless to Warrior.

If I don't get fatty tuna after a number of tries, I'll think about selecting Cook.

If worse comes to worst, I have another ace up my sleeves. Choosing Cook's skill as the skill of Jobless and stack it with Cook's skill, that is.

"Please."

From the waiting room, we proceed to the boss room.

After casting Abnormal Status Resistance Down on Black Diamond Tuna, I take on Ma Bream.

Vesta confronts the Ma Bream from the front while I sneak attack it from the back using Durandal.

It isn't cowardly.

It's a strategy.

Because the attacks of the monster are directed to Vesta, I'm having it easy.

As long as I'm careful of the swing of its tail, I'll be safe.

When I hammer a Rush into the Ma Bream, I hear a sound.

"Did it, desu."

When I was trying to figure out what it was, the Black Diamond Tuna falls onto the ground, petrified.

It seems to have turned into stone before I could finish off the Ma Bream. I really wonder if the chance of petrification depends on the motivation of the user.

Nah, it must be a coincidence.

“Go there.”

Roxanne and company join us and encircle the Ma Bream.
There is no chance for Ma Bream to win now that all the members of the party have surrounded it.
We take it out easily.

After switching Warrior to Cook, I head to the petrified Black Diamond Tuna.

The Ma Bream dropped a white fish.
I wonder what the Black Diamond Tuna will drop.

I stab Durandal from right above the Black Diamond Tuna.
When it gets petrified, the tuna becomes easier.
It's not easy when it's moving.
It's an unpleasant opponent.

I keep on thrusting into the tuna like a piston.
Up and down. Repeatedly. Intensely.
Intensely. Violently.
My passion keeps surging up.

How about that, huh?
How about that?

The tuna is just lying there like a dead fish.
It's not answering.
The piston is doing all the talking.

I can also use magic but currently, I'm using Cook's skill as the skill of Jobless.

I should be able to take it out with Durandal.
Ah. Since there's no fear of getting attacked at the moment, Should I remove Monk?

Oh well, whatever.
I can finish it off with Durandal alone.
It will take a few more stabs at best.

The Black Diamond Tuna turns into smoke. Durandal hits the ground.
It's dead?

When the smoke dissipates, there was an item remaining.

“Fatty tuna, desu.”

Miria exclaims and jumps at it.

Her movement was faster than any monster's I have ever seen.

I wonder if Miria's motivation has something to do with the chance of it dropping fatty tuna.

Not really. It's due to my selecting Cook.

Miria brings both the white fish and the fatty tuna.

One person alone can't carry both.

It did drop fatty tuna, huh?

Come to think of it, who taught Miria the Brahim word 'fatty tuna'?

She learnt it before I even knew it.

Like I thought, she learns fish related words quickly.

“We will have fatty tuna for tomorrow's dinner. Miria will be cooking it.
Actually, we will have two.”

“Yes, desu.”

I was prepared to do several rounds anyway. Because we got it at first attempt, however, all my preparation will go to waste.

So we will keep doing it until we get one more fatty tuna.

I would also like to try fighting the boss with magic.

“Which monster appears on Haruba's 23rd floor?”

I ask Sherry after we were out of the boss room.

Even though I intend to fight Black Diamond Tuna again, it's better to advance to 23rd floor for now.

“Scissors Lizard. It uses fire magic and is also resistant to fire magic. It's weakness is earth magic. It drops leather, albeit rarely.”

“Leather?”

“It's a raw material used in making equipment. Monsters on 23rd floor and onward use area of effect magic attacks. Because it can't be dodged,

it's troublesome. I don't think we will die in one hit, though."

Sherry gives us the bad news.

Area of effect magic attack, huh?

Firestorm, which I use, hits with certainty. Now monsters will be able to use it, too.

"Will it be alright?"

"With Master here, there won't be any problem."

"It still hasn't been long since we first entered the labyrinth. I haven't heard any account of anyone advancing to 23rd floor so quickly. I have heard that Dragon Knight brings stability to the party but again, it hasn't been long since Vesta joined us."

Sherry adds to my unease.

Normally, people train for years before stepping into 23rd floor.

It's still too soon for us which is the cause of my unease.

That said, we have an advantage over other people and that's Gained Experience 20x.

It has only been half a month since Vesta joined us.

But she has already reached Dragon Knight Lv29.

"Oh well, we won't know unless we fight. If worse comes to worst, there's Sacrificial Misanga. If we're lucky, it'll sacrifice itself for us."

"Th-That's right. There's Sacrificial Misanga."

I convince Sherry on the pretext of Sacrificial Misanga.

It's the equipment Sherry made herself.

My sixth sense says that there will be no danger.

If there was such a big difference between the difficulty levels of 22nd and 23rd floors, I must have heard something in this regard.

Not just Sherry, there must have been some warning from the guild, too.

Or I must have discovered the difference between mortality rates of 22nd and 23rd floors.

The attacks of the monsters on 22nd floor were not fatal.

I don't believe I will die in one blow on a floor that's just one level above.

Even though there's a difference between area of effect magic attack and

physical attack.

If it weren't so, 23rd floor would be full of dead bodies.

I understand this because I often go to the front when I use Durandal in order to recover my MP.

My bad.

“Are you all fine with it?”

“Of course. I will follow Master.”

“Yes, desu.”

“I think it'll be alright.”

The three of them seem to be fine with it.

I thought that Vesta will be apprehensive about the impending crisis for it has only been half a month since she first entered the labyrinth with us.

However, Vesta has already been attacked by the monsters on 22nd floor.

At that time, she looked as if nothing happened.

It has reached a point where she doesn't need even one Heal.

Now that she has leveled up, she has become a lot stronger, surely.

“Let's go then.”

“Yes.”

From 22nd floor, we move to 23rd.

Even though it's 23rd floor, there's same small room at the entrance.

There's same black wall behind us. And there's same cave ahead of us which separates into three different paths.

“Roxanne, do you know the smell of Scissors Lizard?”

“I haven't encountered it before but there's a monster which I haven't smelled before. That's probably it.”

“Is it nearby? The fewer the better.”

“Although it's not close, I can smell a group of monsters which I haven't smelled before. They seem to be small in number.”

Roxanne is, as expected, useful.

Since they seem to use area of effect magic attacks, the fewer we

encounter in the beginning, the better.

Imagine a group of five Scissors Lizards all shooting area of effect magic attacks at the same time.

And all the attacks hit.

Huh?

Now that I think about it, spells can't be cast simultaneously but what about monsters?

Because they don't use incantation but construct magic formation, is it different?

What if they all invoke their skills and Sherry's Incantation Interruption skill doesn't make it in time?

Bad monster is bad, indeed.

Anyways, the point is, we should avoid fighting five monsters right away. Stress reduces lifespan.

"Well then, let's return to 22nd floor and retry the boss battle."

"Yes, desu."

We return to 22nd floor and take out the Black Diamond Tuna again. Petrification didn't proc this time, neither did it drop fatty tuna. Nor I had cook on, so it can't be helped.

"Roxanne, is there a small group of Scissors Lizards nearby?"

After finishing off the boss and returning to 23rd floor, I ask Roxanne.

"No, it's same as before. No one seems to have passed through here. There's no small group nearby."

Ah

If no party passes through and disturbs an area, the position of the monsters in that area remains the same?

So if someone kills them, a different combination spawns?

There are less people in Haruba's labyrinth to begin with and even less on 23rd floor.

When time passes, the monsters move about but not much time has passed since we were last here.

Should I pass some more time and see what happens?

Chapter 144 : Scissors Lizard

*

I decide to continue fighting the boss of 22nd floor.
Using Dungeon Walk, I move to a small room close to the boss room and then walk to the room.

“I plan on fighting the next boss battle using magic. I want to test if the magic will work in the boss battles or not.”

“Understood. I don’t believe you will have any trouble since it’s you, Master.”

“Even if the boss is strong, we defeated Ma Breams in quick battles, so I don’t think we will have any problem. Black Diamond Tuna is similar to Ma Bream as it’s resistant to water and weak against earth magic.”

It should be fine since sherry said there is no problem, shouldn’t it?
I feel a bit of relief.

“What should we do with the battle formation?”

Roxanne brings up a question.

This time around, there is an issue with the formation, too, huh?
If I am going to defeat the boss using magic, there is also the possibility of waiting instead of attacking first.
It wouldn’t buy us that much time, though.

“We will do it like we usually do. Roxanne, Sherry and Miria will encircle the Black Diamond Tuna; Vesta will take care of the accompanying monster.”

“Understood.”

Also, the boss room is not that large.
So I guess there is no need to change the battle formation unnecessarily.

“I will lend Vesta this sword since this is only a test.”

“Yes, thank you very much.”

I pass Durandal to Vesta in the waiting room.

Although Vesta can't use Rush, her battle prowess shouldn't be any low. Overall, it will be rather efficient since I will be using magic.

However, if that's the case, won't it take less time?
I have to wait for the change in positions on 23rd floor.
Oh well, if it doesn't work, I'll just do more rounds.

The door to the boss room opens immediately and we go inside.
I'm no longer sure if having scarce number of people is a good thing or bad.

The smoke gathers and monsters appear.
This time, it's a Rtol Troll accompanying the Black Diamond Tuna.
It is disadvantageous to fight monsters using magic when they have different elemental weakness but there is nothing I can do about it.

I cast Sandstorms continuously while standing close to the door.
Because the boss is stronger, I have to use the magic of same element as the boss' weakness.
After shooting two Sandstorms, I cast Abnormal Status Resistance Down on the Black Diamond Tuna.
Roxanne, Sherry and Miria surround the boss.

Vesta charge the Rtol Troll with Durandal.
The Rtol Troll raises its arms up.
Vesta calmly takes her stance.
She evades the punch and attacks the monster's arm from the side using both her swords.

Her two sword didn't hit the same spot but slashed top and bottom.
Brutal.
It must have been more painful since it was not at the same spot.

I am not sure about monsters.
But its arm would be disabled if it were human.
Actually, if it's Durandal, it will cut the bone of a human into two.

As for the Black Diamond Tuna, Roxanne is attacking from the front while Miria is running around and attacking it from behind.
Sherry is thrusting her spear from the side.

I cast earth spells continuously.

A magic formation appears under the Black Diamond Tuna for an instant.

Sherry, however, cancels it immediately.

This battle formation doesn't appear to have any flaw. The boss battle is going smooth. Using the spacious room, we have separated both the monsters. It is difficult for me to concentrate on two monsters at the same time. Because we have separated both the boss and the accompanying monster, Sherry can't keep an eye on both of them.

Earlier, I used to suppress the accompanying monster myself using Durandal.

This time, it's Vesta who is using Durandal.

Although the boss possesses more powerful magic and skill, it is not a good idea to let the other monster run lose.

We have two weapons with Incantation Interruption skill.

If I can fight using magic, won't I be able to send Durandal back when fighting?

It doesn't make any difference for me to fight using Durandal and [Rush]. But it is safer for me to fight from the distance using magic.

The Rtoll Troll collapses.

The finishing blow was delivered by Vesta with Durandal instead of my magic.

After handing Vesta Durandal, it's even more impossible for me to deliver the finishing blow.

I slip next to Sherry and cast Sandball at the Black Diamond Tuna from the back.

Vesta moves to the opposite side and attacks it with both her swords. After everyone circles it, we defeat the boss.

Vesta delivers the finishing blow with Durandal again.

The tuna falls onto the ground and turns into smoke. Leaving lean tuna behind.

We decide to retry it. There's no helping it.

Even if I defeat it with my magic, I didn't have Cook on.

“Lean tuna, desu.”

Miria brings over the lean tuna only.

She doesn't seem interested in the item dropped by the Rtooll Troll.

“Although It took quite some time, it's not like I can't fight using magic. Nevertheless, I will fight like I used to onward from next battle. We will continue with the boss battle until it drops fatty tuna.”

At any rate, if I have to bring out Durandal when fighting, there is a little meaning in using magic when fighting.

From now on, it will be better to fight as usual.

“Okay, desu.”

I receive the tuna meat and put it inside my Item Box.

“I believe it was good to check whether you can fight using magic or not, especially, since it will be two accompanying monsters to come out in the boss battles onward from 23rd floor.”

“Really?”

“Yes.”

Sherry advises.

Onward from 23rd floor, since the number of monsters in the boss battles will increase, it will be better to use area of effect magic, huh?

It will difficult in various ways.

A labyrinth is a living being, after all. I doubt it would want to be done for so easily.

On the other hand, although it feeds on people, no one would go inside if it became strong right from the first floor.

The first floor is easy.

However, moving up the floors, it reinforces its defense.

It's actually good in a way.

Thanks to it, people are gradually getting stronger, too.

“If there will be three monsters in the boss battles, it may be better to fight using magic.”

“I guess so.”

“However, we need to come up with a battle formation.”

The only two weapons we have with Incantation Interruption are Durandal and Sherry’s spear.

We can’t deal with them one to one if there are three monsters.

“If I use spear, I cover some distance, so I think I can deal with two monsters by myself.”

“Really? I will be depending on you then.”

Sherry can do it, apparently.

She’s extremely reliable.

Sherry is also quite useful in battles.

Doesn’t that make me look even more useless?

“That way, we should be able to find a group of Ma Breams. There is a strong smell of Ma Breams coming from there, so there should be quite a number of them.”

Upon reaching 23rd floor, Roxanne confirms the smell.

There seems to be change in the positions.

“Good, as expected of Roxanne. Let’s head that way then?”

We advance under Roxanne’s guidance.

If we are going to fight anyway, it’s better to fight sooner.

On the way, I switch Gambler to Alchemist.

I cast Plating on all party members.

Just in case something happens.

“Next time, when we meet the monsters, it will be better to approach them rather than waiting for them like we used to.”

“N? Ah, I see.”

“Because we have this.”

Sherry suggests while showing off her Steel Spear of Authority.

Even if the enemy tries to shoot area of effect magic attack, it will be

possible to cancel the attack if they are within the range of the spear.
Is that why it is better for us to close them down instead?

This weapon is more useful than I thought.

“Got it. However, I am planning to receive the first one, so try not to cancel it quickly, please.”

“Understood.”

We can't afford to cower forever. We should try to receive one area of effect magic attack, at least.

I issue instructions to Sherry in this respect.

I think it will be fine to wait instead of rushing over to attack but they may shoot a second attack while we are waiting.

I guess it is better to approach them after all.

Monsters appear.

Two Ma Brems and one Scissors Lizard.

As expected of Roxanne.

It is the combination I wanted.

The four of them start running.

I fire a barrage of Sandstorms.

Ma Bream and Scissors Lizard have the same elemental weakness, that is earth, so there is no need to change the skill of Jobless.

Scissors Lizard is a lizard with scissors.

It has scissors hands just like crayfish.

Its body, however, is that of a lizard's.

Its face is like a reptile's. It has a tail, too.

Maybe it's because of the tail that it somewhat looks like a crayfish.

FOFFOFFOFFO, I burst into laughter inwardly.

It is a crayfish serving.

With the sand dancing, I close in.

I was planning on casting another spell once it faded but it didn't go well for I was on the move.

In order to interrupt incantation, it's needed to keep a certain degree of focus.

Just like it is difficult to cast spells while swinging a sword around. It's the same.

I stop and cast the next magic spell.

Roxanne and company confront the monsters quickly.

“That one, Miria.”

“Okay.”

Miria seems to be attacking the Scissors Lizard.

I thought Roxanne sent her there because it was the enemy closest to her but she seems to be betting on petrification.

Sherry positions herself diagonally behind Miria.

She doesn't seem to be attacking.

Because I told her that we need to receive the first shot.

Because there is a chance of cancelling the lizard's magic attack if she thrusts her spear while it's constructing magic formation.

The Scissors Lizard swings its scissors down.

Miria blocks it with her shield.

After blocking, she thrusts her estoc of petrification.

Petrification didn't proc.

“It's coming.”

Before I arrive at the front, Roxanne warns.

Magic formation appears under the Ma Bream.

It's gonna be Ma Bream, huh?

Sherry hits it and cancels the attack with her spear.

It was correct decision to close in from the outset.

We wouldn't have arrived in time had we waited.

Roxanne would easily dodge it, however, if it was a mere water shot.

I catch up with the vanguards and stand behind Vesta.

It is dangerous to stand behind Roxanne.

I cast an earth spell.

The two Ma Breams collapse.

Both Ma Bream and Scissors Lizard are weak against earth magic.

Since they didn't fall at the same time, it means that the Scissors Lizard is stronger.

I switch to Sandball and blast the lizard.

After throwing quite a number of Sandballs, the lizard falls. The monsters onward from 23rd floor seem to be a lot stronger. However, the Scissors Lizard didn't use magic until it fell down.

Could it not use it?

Was that really so?

Well, if it were to shoot a barrage of attacks every battle, the difficulty of 23rd floor would be terribly high.

All that remains is to ascertain as to how frequently it uses area of effect magic attack.

"The difficulty of the battles on 23rd floor is a lot higher, to the point that we need to approach them fast. Also, the duration of the battles will be longer. Will you all be alright?"

"Its movement itself wasn't special at all, so I think it will be alright."

I knew it would be so for Roxanne.

Miria also confronted the Scissors Lizard from the front and she didn't allow it to get closer.

"The problem is the area of effect magic attack."

"True."

Sherry understands the main problem.

"Petrifaction, desu."

"I will be relying on you then."

"Okay, desu."

Petrification didn't proc this time but the more prolonged the battle, the higher the chance of Miria successfully inflicting petrification.

"I think it will be alright."

Vesta is reliable.

"Roxanne, is there any easy group of Scissors Lizard around? If not, we

will go back to 22nd floor.”

“This way, I think.”

We advance following Roxanne.

I cast Plating on us all.

I want to fight until I am hit with an area of effect magic attack.

If I go back to the boss battle, I will have to remove Alchemist and add Cook or Warrior, which will remove the effect of Plating.

The next group comprises two Scissors Lizards.

Roxanne and Vesta rush, taking positions in the front.

Miria runs around, doing sort of hit-and-run.

When did Vesta get promoted to the main tank?

Well, she has the required physique, after all.

It gives a reliable feeling, watching her from the back.

Vesta repels the Scissors Lizard with her two two-handed swords.

The lizard's stance breaks after getting repelled.

Without missing this chance, she hammers it with her swords.

Miria thrusts her estoc of petrification into it from the side.

Like always, Roxanne is dodging the lizard's attacks by a hair's breadth.

The attacks appear to be hitting her when I look from the back.

But none of the attacks have landed.

From the back, Sherry is keeping an eye while holding her spear.

The way it is, our party looks solidly stable.

In the end, we finished them off before they could shoot area of effect magic attack.

I wonder if Scissors Lizard Lv23 can't use magic frequently.

Even though I just want to get hit once.

Next was a group of Scissors Lizard and Ma Bream, one each. Miria's attack succeeded against the Scissors Lizard and petrification proc'd.

After that, we came across a lone Scissors Lizard. Everyone surrounded it because it was alone, and defeated it before it managed to shoot area of effect magic attack.

Moving further on, we encountered a group of Scissors Lizard, Ma Bream

and Hat Bat, one each. The Scissors Lizard ended up petrified.
It's useless, isn't it?

Chapter 145 : Searching for Fatty Tuna.

*

“Still no area of effect magic. I guess it can’t be helped, can you guide us to a place with lots of scissor lizards?”

“That seems to be the case, I’ll do that then.”

I changed Roxanne’s instructions.

My MP will run out early at the rate things are going.

I take out Durandal and finish off a Scissor Lizard that had been petrified.

We continue forward under Roxanne’s guidance.

She led us to a place with four Scissor Lizards.

Gah.

Suddenly the difficulty has gone up quite a bit.

Four people started running.

I use [Sand Storm] from my position.

After using two spells, I run after them.

The Scissor Lizards are coming this way as well.

The demons confront the vanguard formation.

Four lizards cram into a line.

There doesn’t seem to be a guy staying at the back.

If someone stayed at the back, they’d use magic, and that’s scary as well.

Scissor Lizards gathered, and swung their scissors.

Roxanne avoided it, Miria fended it off with her shield, and Vesta blocked with a sword.

Roxanne in particular is skillfully dodging the attacks of two Scissor Lizards.

I feel sorry for the Scissor Lizards whose attacks have become so useless.

Sherry is attacking one of the four with her spear.

She is ready in case they try to use multiple magic in quick succession.

I used another double [Sand Storm].

We are steadily defeating the Scissor Lizards.

“It’s coming.”

“I did it, desu.”

Roxanne and Miria shouted at the same time.

A red magic formation is at the feet of one of the Scissor Lizards.

Another Scissor Lizard has become petrified.

Is this finally the debut of the magic?

The magic formation disappears, and the lizard spits out a ball of fire.

Isn’t this single target attack magic?

The Scissor Lizards magic doesn’t seem to be area effect magic.

Roxanne could easily avoid it... but instead is hit by it.

Why?

“It doesn’t feel like anything we need to worry about.”

She seems to have taken the hit on purpose.

The exchange of attacks with the Scissor Lizards continues on.

While I continuously use magic, the petrified Scissor Lizard becomes smoke.

A little later, the other Scissor Lizards collapse as well.

“Are you alright?”

“There’s no problem. This isn’t enough damage to require healing either.”

I ask Roxanne while I heal her.

Are you alright?

For a Wizard, I do not believe there is a difference in strength between the single target magic and the area of effect magic.

Is it the same with demons?

Roxanne let herself be hit by the magic on purpose, but how should I estimate it?

Since they are demons, there is the possibility they have multiple types of magic.

Though the demon just now didn’t do anything else.

Scissor Lizards should have at least two types of magic, single target and area of effect.

“Here, desu.”

Miria brought leather.

It's the first time leather was dropped.

We defeated this many, and there's just one?

Since it isn't a rare cooking ingredient, its drop rate won't even increase if I use Cook.

“Leather, lea-th-er.”

“Leather, desu.”

It's not the skin of a fish, so she'll have forgotten by tomorrow.

“Can you make equipment with this?”

“Yes, though it normally takes many years for a Master Smith to get to that stage.”

“You won't have a problem Sherry. You can do it.”

“Right.”

I reassured Sherry.

I'm more worried about the Scissor Lizards magic.

I'd like the opinion of Sherry's common sense.

“The problem is the Scissor Lizards magic. Do you think it's safe?”

“I think you don't need to worry about a single blow. Even in the worst case we can endure a number of them, but they don't seem to use them often. It looks like we'll be able to fight fine.”

Sherry seems to trust Roxanne's evaluation.

Are you alright Sherry?

Area effect magic will hit all of us.

With that in mind, it would be a cheat if the strength of it became too high.

We can probably believe that its power isn't any different from the single target attack magic.

The Scissor Lizards still haven't used the area effect magic.

We can't wait for it forever.

It looks like we are fine on the 23rd floor at least.

“Shall we head back to the 22nd floor now?”

“Yes, desu.”

It's no use just waiting around for the area effect magic. We move to the small room nearby the floor 22 boss room using [Dungeon Walk], and then head to the boss room. Along the way I switch out Alchemist for Gambler. For the Black Diamond Tuna, it will be good if I can use [Abnormal resistance decrease] and have the boss petrified again, and then switch to Cook.

I use Durandal against the boss, and recover MP. Sherry makes the decisive blow against the Black Diamond Tuna, and Vesta did the Ma Bream. Fatty Tuna did not drop. Next time?

“It's hard to reach the demons with the spear like this. Roxanne and Vesta, can you draw the demons a bit closer together?”

“I understand. I'll do it.”

“Yes. I think I can.”

Sherry seems to be practicing for using [Incantation Interruption] on multiple demons.

It wouldn't be good for her to be running around.

Vesta will use Durandal on the boss fight on the 23rd floor. Sherry will be in charge of backing up Miria and Roxanne. It might be better to practice with Miria and Roxanne.

But, Miria has the important role of petrifying the Black Diamond Tuna. She isn't an Assassin yet so we could pass the Estoc of Petrification to Roxanne, but it's best to just leave it as her job.

I don't need to switch it.

In the following boss battle, we didn't charge straight at the demons, but instead waited for them to move a bit closer. Roxanne stood in front of the Black Diamond Tuna, and Vesta waited for the Rroll Troll.

Sherry stood behind the two people.

Miria and I joined in after the demons had approached.

I defeated the Rtol Troll with Durandal this time.

The strategy is a little better.

“I did it, desu.”

Miria’s petrification worked.

The Black Diamond Tuna is a dead fish.

Even though I used Cook while defeating it, only lean tuna is dropped.

Another round?

“I think we’ve got the positions alright. You can fight as normal now Roxanne.”

“Okay.”

“On the 23rd floor boss you’ll be backing up Roxanne and Miria, Sherry.”

“We only had to wait a moment, so there should be no problem letting Roxanne handle positioning.”

With the planning, I don’t think there will be any problems for the time being.

Now we just need the fatty tuna.

“I’ve gotten a rough idea of it, so it should be alright. Miria, do you understand too?”

“Yes, desu.”

“Ok, on to the next round then.”

We try the boss again for the fatty tuna.

That round, there was no petrification and Sherry got the finishing blow.

The demon fell to the floor.

“Yes, desu!”

Oh?

Was it petrified?

I thought that, but the tuna turned to smoke.

Miria ran over to the wall.

“What happened?”

“A magic crystal, desu.”

A magic crystal seems to have been made.
You left the lean tuna to get the magic crystal?

Fish savings seem to be more important than lean tuna.
We probably wouldn't find the magic crystals without Miria.
Even if Miria doesn't pick up the lean tuna, someone will get it.

Since it was just lean tuna, we decide to go again.
Miria handed the magic crystal to me with a smile, so I praised her with a
“You did well”.

When we find magic crystal, we can decide on having fish for the next
days dinner.

Well, tomorrows dinner is already fatty tuna.

So we repeat the fight again, trying to get fatty tuna.
I'll set Cook's [Increased drop rate for rare ingredients] as Jobless's skill if
it doesn't drop soon.

Since [Critical outbreak] skills seemed to work together, there is a good
chance that Cook's [Increased drop rate for rare ingredients] skill will
work together as well.

There's the problem that I can't quickly change it again, but we'll have a
break to eat breakfast after this anyway.

After another two tries, Miria's petrification worked, and fatty tuna
dropped.

When I stabbed the tuna to death, it became smoke and left fatty tuna
behind.

Probably because I'm using Cook's [Increased drop rate for rare
ingredients].

It's quite useful.

“Good. This will be tomorrows dinner.”
“Yes, desu.”

Finally the repeated boss battles are over.
Miria passes the fatty tuna to me reluctantly.
I receive it, and place it in the [Item box].

“How is the time?”

“The sun should already be up.”

“We’ll stop here then.”

“Okay.”

I check the time with Roxanne, and finish the exploration. I don’t know if changing Jobless’s skill would have helped or not. Oh well.

Even if I test it, it will be hard to tell for certain if the two effects overlap.

The single effect isn’t that big to start with.

It’s not worth doing an experiment to check either.

I use [Warp] from the labyrinth, to the wall of the adventurers guild. We buy ingredients for breakfast, and then return home.

“There is only one leather, can we make something with that much?”

At the end of the meal, I ask Sherry.

“Ah, yes. The leather mitten equipment can be made with it. It uses one leather, and one hide.”

“It uses two kinds of materials?”

“That’s right.”

Do they overlap to reinforce the leather?

The outside might be hide, and the inside might be leather.

Or maybe since it’s for the hand, the part in the palm might be hide.

“We have hide too, so make it when your finished eating.”

“Ah... yes.”

“We’ll get plenty of leather as we fully explore the 23rd floor. We’ll make another piece of equipment tonight.”

“Um, ah, okay.”

Sherry is worried about it, but she doesn’t need to.

Master Smith has risen to Lv34.

Sherry worried whenever I asked her to make new equipment up to now.

She hasn’t noticed there’s no problem yet?

“We haven’t had any problems so far.”

“Making leather equipment is a graduation for a Master Smith from apprentice. Only dwarves who have had ten years experience can do it.”

“It should be fine for Sherry. If it isn’t, we can try it again another time.”

“Yes.”

Sherry agrees.

Even if I say another time, it won’t take long to reach Master Smith Lv35.

We don’t need to wait a year to try again.

This time feels serious.

I hope you succeed.

Sherry seemed to succeed making the leather mittens easily.

When she finished, leather mittens were left in her hand.

Like I thought, there doesn’t seem to be any problem.

“As expected of Sherry, you don’t need to worry so much.”

“Oh, I can do it.”

Sherry passes me the leather mittens.

I let myself relax.

“Amazing, Sherry.”

“As expected, desu.”

“That’s incredible.”

I didn’t start cleaning up, and listened to Sherry being praised by the other three.

“I’m heading to the merchants guild, please finish up here.”

“Yes. Have a safe trip.”

From her appearance, Sherry doesn’t seem to have overused her MP.

I leave Roxanne to organize the rest, and [Warp] to the merchants guild.

Luke and the other broker met me in the waiting room straight away.

The other broker is the same weapons dealer from recently.

The talks seem to have gone smoothly.

“I have the Rod of Offerings.”

I start speaking in the conference room straight away, since greetings are annoying.

“Here, this is it.”

“Let me have a look.”

I pull the Rod of Offerings from my [Item box], and the weapons dealer analyzes it straight away.

“How is it?”

“There’s no doubt, this is it.”

Luke asks, and is answered.
There can’t be any mistakes.

“The Rod of Offerings is alright?”

“It’s good.”

The weapons dealer is interested.
The Rod of Offerings is a follow up trade to the Soul Sucking Staff.
It would be bad if I seemed too reliable, but with Sherry we could do work to a certain extent.
It will be difficult to strike a balance.

“You need at least this much to enter the labyrinth.”

“Yes, you seem quite young, are you from a good family?”

“Well, I’m from a long way away. I’d prefer to talk about the trade.”

The gossip chat stops a bit abruptly.
I’m not much for idle chatter.
If I say something accidentally I might be troubled later.
If I say that I’m from far away, there might be less problems.

I told Roxanne and Cassia that I’m from far away, so there’s no contradiction.

It would be dangerous if I said I was from somewhere local like Vale.

This isn’t the kind of society where a youth leaves their area to head to the city.

You’d need some kind of circumstances to leave your village and move away.

You don't need to come to Quratar just because you are an Explorer, there are labyrinths everywhere, and that would just lead to abandoned villages. I won't tell them about my circumstances.

Chapter 146 : Loss

*

“These are Kobold Monster Cards. There are two of them. I have yet to acquire other cards.”

“Is that so?”

The weapons merchant takes out the monster cards as per the deal.

Two Kobold Monster Cards.

He has placed orders for different monster cards but he hasn't acquired any yet.

There's a possibility that he's not telling the truth.

He probably wants to bargain with me using cheaper cards. Oh well, even if he possesses other cards, it's no use.

There's no guarantee that the fusion will succeed.

“Instead, I was able to acquire a staff this time. If it's of use to you, I can give it to you for cheap.”

The weapons merchant brings out a stick.

It's a staff.

Is he selling it because he no longer needs it?

I'm not too sure that he arranged it this time.

He must have acquired it earlier, before he bought the Sacred Spear.

After all, a short-sighted person can't be a broker.

“It's not the best but it's a staff nonetheless.”

“I guess. I knew you would have many in possession.”

“I acquired it back then, before I got the Sacred Spear.”

The staff, which the weapons merchant brought out, doesn't have any empty skill slot.

If he fused monster cards with this one, he would fail.

I'll be better off without it.

“There's this, too.”

The weapons merchant withdraws the staff and takes out another stick. It seems to be called Damascus stick. It's a stick with a striped pattern. It comes with one empty skill slot.

“Damascus stick?”

“So you know, huh? It's a Damascus stick, indeed.”

“I don't have many stick-type weapons but if you want one, you won't find many better than this.”

For it's called Damascus stick, is it made of Damascus steel? Damascus steel weapon with an empty skill slot is valuable, surely. Even if you want to buy one, you won't find it easily in a weapons shop. Although I don't need it, I can fuse an appropriate monster card with it.

But I have never seen a Damascus stick at the weapons shop, so it may be risky.

Yet this weapons merchant brought it out just like that?

Is it a counterfeit and the striped pattern is only there to make it look genuine?

Nah, it can't be a counterfeit for Appraisal is showing it as Damascus stick.

“Thank you very much. Also...”

“Is there something else?”

The weapons merchant puts the Damascus stick on the table.

Next, he takes out one more monster card from his Item Box.

High Kobold?

“To tell you the truth, it's rare but this time I was able to get my hands on a High Kobold Monster Card. So, how about this? A High Kobold Monster Card in addition to the Damascus stick and two Kobold Monster Cards. Even a Rod of Offerings may not necessarily be equivalent to this offer.”

The weapons merchant offers.

As for the High Kobold Monster Card, I know what it's called, obviously, but what is it used for?

It's my first time seeing it.

I have no idea.

What do I do now?

I should have brought Sherry with me.

"High Kobold?"

Looking at Luke, I gesture.

If there's anyone who can help me here, it's Luke.

"In exchange for a successfully fused monster card, it's not a bad deal. As for the High Kobold Monster Card, it's rarely exhibited at the auction, so it's difficult to speculate its market price. It's my first time seeing one, too."

Although it's your first time seeing it, you don't have any hint of surprise.

Doesn't it feel like they have some sort understanding?

He claims that his offer is higher than the market value of a Rod of Offerings but there's a possibility that it's actually lower.

I have no idea as to what skill a High Kobold Monster Card gives. But he said that it's rarely exhibited. So, isn't it better to acquire it? It won't be a waste.

"If you think it's too low, how about additional 3,000 Nars?"

When I was contemplating, the weapons merchant raises his offer.

"I think it's equivalent to the market price, don't you think?"

What I mean is, if it were the case, you would include 3,000 Nars in the offer from the outset.

It shows your dishonesty.

"Then how about 5,000 Nars?"

He raises his offer further.

If the offer with additional 3,000 Nars was equivalent to the market price, doesn't that make the offer with additional 5,000 Nars higher than the market price?

Should I drag it some more?

“I don’t particularly need a Damascus stick.”

“Well, how about 6,000 nars then?”

“Un”

“How much do you want?”

“How much do I want? I want the value of the Rod of Offerings.”

I wonder if I should cancel the deal.

30% Up will probably not work, too.

I mean, which one will work? 30% Up or 30% Discount?

Because I came here with the intention of selling the Rod of Offerings, I only selected 30% Up.

“Very well. Then in addition to three monster cards and Damascus stick, I’ll give you 10,000 nars. Also, I’ll bear the cost in respect of the guild temple usage fee and the weapon appraisal charges. You will surely not have any complaint now, will you?”

This time, he seemed a little angry.

Have I angered him?

I’m still not fully convinced, though.

Should I call the deal off?

“You said that if it’s around the market price there won’t be any problem. I think this offer is adequate.”

Luke interjects.

I’m not greedy or anything. It’s not like I’m troubled for money.

I’ll get my hands on a High Kobold Monster Card and a Damascus stick, so it’s not that bad.

So, is there nothing else that I can do?

“Oh well, it can’t be helped. I think this offer is acceptable. Also, there’s no need for weapon appraisal. I trust that it’s Damascus stick.”

I accept the offer.

And receive the monster cards, the Damascus stick and gold coins.

30% Up doesn’t seem to have worked.

I put everything in the Item Box.

Thereafter, we proceed to the guild temple.
To verify the monster cards.
Because I can use Appraisal, I don't need verification but I can't say that out loud.
Oh well, it's not like I have to pay for it.

“How was the deal?”

While leaving the waiting room, I part with the weapons merchant and ask Luke.

“It was not a bad deal, in my opinion.”

“The ending wasn't happy, though.”

“He's a merchant, too. He won't agree to a deal if it's not profitable for him, so I don't think he's angry.”

Was that anger just an act?

Brokers are terrible.

The weapons merchant gets angry and then Luke cuts in to play it down.
Isn't this a classic yakuza tactic of bargaining?

A technique also used by police to draw voluntary confession.

In other words, yakuza and police are essentially the same.

I can't compete with them.

I wonder if I should have exerted myself more.

Oh well, it must be around the market price; it was probably not a lie.

Nothing can be done about it now.

I'll forgive them this time.

“Since I have acquired a spare card, too, I'll temporarily withdraw from buying Kobold Monster Cards. However, if you find one for cheap, you can bid on it.”

“Understood.”

I cancel the order for Kobold Monster Card and return home.

I take out a Kobold Monster Card and prepare the earring.

“Sherry, can you perform Monster Card Fusion?”

“Yes, I can.”

After all, she didn't seem to have overused her MP when she made leather mittens.

I mean, if she had overused her MP, she would have refused, right? It's risky.

If needs be, I will have her use recovery medicine.

“Do you know about High Kobold Monster Card?”

“It's the monster card dropped by high-ranked Kobold.”

Sherry does seem to know about High Kobold Monster Card.

“Can it be fused together with other monster cards?”

“It seems to be so. If fused together with a High Kobold Monster Card, it's believed that the skill of a card becomes stronger than if fused together with a normal Kobold Monster Card. However, there has been no account of successful fusion.”

“No success?”

I question subconsciously.

Is it perhaps a useless card?

“However, just like Kobold, other high-ranked monsters drop high-ranked monster cards, too. There has been a case of successful fusion of a High Kobold Monster Card together with a high-ranked monster card.”

“Is that so?”

“Furthermore, there has been no instance of successful fusion of a standalone high-ranked monster card. Therefore, it's believed that a high-ranked monster card must be fused together with a High Kobold Monster Card.”

Are there conditions of use?

A high-ranked monster can't drop a useless card, surely.

If you meet the conditions, it can be a powerful monster card.

You're supposed to fuse a High Kobold Monster Card together with another high-ranked monster card, huh?

In other words, if I am to fuse this High Kobold Monster Card, I'll have to first acquire another high-ranked monster card.

So that weapons merchant was actually getting rid of his nuisance.

Why do I feel like I have been had this time?

“Oh well, I’ll get my hands a high-ranked monster card sometime.”
“Umm, there’s a theory that a master smith can’t fuse a high-ranked monster.”

Sherry conveys apologetically.

“So it’s no use?”

“There’s no case of successful fusion by a master smith. However, it’s believed that a high-ranked monster card can be fused by a person with an advanced job of master smith called Sekigan 《One-eyed》.”

“One-eyed?”

“It’s a job which every master smith strives to get. Only a master smith, who has performed smithing for a long period of time, can acquire it.”

One-eyed – sounds cool, doesn’t it?

Dragon Knight sounds cool, too.

Yep, when she uses the skill of Master Smith, her hands do glow.

If I keep on looking every time, my eyesight will eventually get bad.

“Is their eyesight bad?”

“Even though it’s called One-eyed, it doesn’t mean that their eyesight is bad.”

It’s not?

Oh well, it would be a terrible job indeed if it made you lose your eye.

If you restored your previous job, would you get your lost eye back?

“Can you please fuse these Goat and Kobold Monster Cards with this earring then?”

“Yes.”

I pass the earring and the monster cards to Sherry.

I’m not using High Kobold Monster Card this time.

If I did, it would end up failed, most likely.

I’m not sure whether it can be fused with a normal monster card, nor am I sure if Sherry, a master smith, can fuse it.

It’s too big a risk.

Because I no longer have the Rod of Offerings, my first priority is to get 2x Intelligence skill.

Sherry fuses the monster card.

After the light subsides, an Earring of Offerings was remaining.

The 2x Intelligence skill has been attached successfully.

“It’s a success. As expected of Sherry.”

“Thank you very much.”

I receive the Earring of Offerings from Sherry.

I put it on my left ear.

When I use Appraisal, it was not showing.

Do I have to remove Sacrificial Misanga?

Only one accessory, whichever is equipped first, seems to be enabled.

If I put earrings on both my ears, not both of them will be enabled.

I remove Sacrificial Misanga and re-equip the earring.

It’s scary to remove Sacrificial Misanga.

Oh well, I’m a rearguard anyway.

I won’t be in a crisis as long as I’m casting spells from the back.

Thus far, there has been no opportunity for Sacrificial Misanga to activate.

What I’m worried about is when I will have to move to the front in order to use Durandal to recover MP.

When that time comes, I’ll equip Sacrificial Misanga.

It’s bothersome.

Although it’s bothersome, it’s still better than regretting ‘why did I not wear Sacrificial Misanga!?’

Not regretting ‘why did I not wear Sacrificial Misanga?’ but ‘why did I receive an attack when I wasn’t wearing Sacrificial Misanga?’

It’ll be really bad.

Where am I? ‘Go to Murasakino’ ‘Go to Netherworld’ (TN: Murasakino is a railway station in Japan)

Just because it was bothersome, this is where I ended up.

There are two more empty skill slots on the Earring of Offerings.
I better get a Caterpillar Monster Card as soon as possible and have it
fused.

Chapter 147 : Sacred Spear

*

I enter Haruba's 23rd floor.

I plan to test both the Sacred Spear and the Earring of Offerings.

It's scary to suddenly test it against Scissors Lizards but we have already tried it prior to testing the Sacred Spear.

There won't be any trouble, hopefully.

I manage to defeat the monsters faster than when we tried earlier. I'm becoming fairly stronger.

The basic Sacred Spear is weaker than the Rod of Offerings but the Earring of Offerings has 2x Intelligence skill attached.

So it's alright.

There's another merit in using the Sacred Spear.

Like Sherry, I can thrust the spear from the second row.

It's possible to attack the monsters from behind Miria or Vesta.

As for Roxanne, it's too dangerous to stand behind her.

With the Sacred Spear, I can attack during the cooldown period of the spells.

For now, I will only be able to poke them but once I get used to it, I may be able to kill them.

Also, it will become much easier once I attach MP Recovery skill.

"The only monsters ahead seem to be Ma Breams."

"Oh, I see. Amazing as always, Roxanne. Because I'm going to test something next, it will take longer to defeat the monsters."

After Roxanne's suggestion, I put the Sacred Spear back and take out the Damascus stick.

After all, it will be better not to test Damascus stick against Scissors Lizards.

The monsters appear.

Two Ma Breams.

I cast two [Sandstorm]s.

I start running once I was done casting but no one else moved.

Why?

Eh? I see.

Because they are just Ma Breams, it isn't necessary for us to close in to them.

Is that the reason why Roxanne suggested it?

I didn't tell them that I will be using Damascus stick or that I want to test something against Ma Breams.

Was there an instruction not to run when it's just Ma Bream?

I hate running with the Sacred Spear so I put it back in my Item Box. Had I known we would be engaging them like this, I wouldn't have removed it.

Neither Miria nor Vesta started running.

Sherry wouldn't in any case.

When I passed by the two of them, I'm pretty sure they were surprised. I'm probably the only one who didn't understand.

I cast spells again with a face as if nothing happened.

I'm glad a wizard can cast spells while moving.

I would be embarrassed if I were the only one to start running like a noob.

The Ma Breams have been defeated.

As for the attack power of the Damascus stick, it's higher than a rod's but lower than a staff's, huh?

There's also the effect of 2x Intelligence skill of the accessory, of course. Although I can't use it as main weapon for it's weaker than the Sacred Spear, it's more than enough as a spare.

I equip the Sacred Spear again and continue with the exploration.

We encounter four Scissors Lizards and one Rroll Troll.

It's a big family.

This time, the four girls start running immediately.

They understand it fully, huh?

It's confusing.

From the same spot, I cast two [Sandstorm]s and follow them.

I have to cast fire spells if I'm to defeat the Rroll Troll first but I can't for the Scissors Lizards are resistant to fire. Even if they weren't resistant, it would still be difficult to decide whether to give priority to the Rroll Troll or the Scissors Lizards. Right now, it doesn't make any sense to reduce the group by one Rroll Troll.

The Scissors Lizards is stronger compared to the monsters from 22nd floor. I can't afford to delay finishing off the Scissors Lizards.

Roxanne and company confront the monsters. The front row, comprising the Rroll Troll and three Scissors Lizards, attacks.

"It's coming."

A magic formation appears under the Scissors Lizard in the back row. Sparks start dancing immediately after Roxanne's warning. It's an area of effect magic attack. It looks like the monster's area of effect magic attack isn't much different from [Firestorm].

In an instant, my whole body heats up. My chest tightens and my joints start hurting. My toes feel like they have been plucked. My skin burns *chirichiri*; A scream of pain leaks out of my mouth.

The three Scissors Lizards, without missing the chance, start attacking. Roxanne dodges it by twisting her body; Miria leaps back; Vesta blocks it with her swords.

It's good that they avoided the attacks. I would have been hit for sure had it been me.

Albeit for a moment, I felt pain. When the heat cools down, the pain eases up. It doesn't seem to have spread to the clothes and the rucksack. Only the body seems to be affected by the heat.

The Rroll Troll is late as it smacks its big arms down.

Roxanne, however, dodges it like nothing happened.

I exact my revenge and cast [Sandstorm].

Sherry readies her spear and keeps a close eye on the monsters to prevent them from attacking again.

Scissors Lizard's area of effect magic attack doesn't seem to possess enough power to be fatal.

It isn't strong enough to cause death in one or two hits.

I cast [Sandstorm]s in succession and defeat the monsters before they could pull something off again.

"Was that the area of effect magic attack?"

I'm still not confident that I can withstand a second one.

And it would be even more dreadful if it were in quick succession.

"It felt like the area of effect magic attack was stronger. Was it my imagination?"

I had [Plating] cast on Roxanne when she received the single target magic attack before.

It's impossible to accurately measure the power of the attack anyway.

To measure it accurately, you would need to take several attacks and die. That's the only way.

I don't want to measure it.

"I'm not sure but it isn't like we can't withstand it. Even if it were strong, nothing could be done about it. But there shouldn't be any problem since most of us can withstand it."

Sherry says something reliable.

"Yes, desu."

"Did any of them drop leather?"

Miria brings leather over while I was healing everyone.

She has already forgotten how to say leather in Brahim.

"You are right. If it's this much, there's nothing to be worried about. Ah, I don't need healing anymore."

Vesta declines healing after only once.
She's reliable, too.
Is she sturdy because of she's dragon knight?

“Even if there's no danger anymore, I would hate it if any damage were left.”

“Okay, I'm fine now. Thank you very much.”

She didn't decline out of modesty, did she?
As for me, I heal myself once more, even though I feel just fine.

What's the difference?
Is resolution the difference?
I continue with the exploration after healing was needed no more.

When we receive area of effect magic attack, it's troublesome to heal everyone right then.
If I didn't heal them now and they were to receive damage during the next battle, I'm afraid I wouldn't be able to help them at that time.
I hope I will be able to heal everyone at same time after I acquire Priest.
Or should I have Sherry take up the job of Shrine Maiden?

It would be better to make Sherry a shrine maiden but I would like her to level Master Smith up.
Even more so, when I think of all the new equipment she will be able to make in the future.
Miria would be an assassin and I would like to have Vesta carry on as a dragon knight.

After the process of elimination, only Roxanne remains, huh?
Roxanne seems to be able to take up any job.
I guess it will be better as things are going to be more difficult from now on.

Thereafter, I finished the exploration in the evening, prepared the bath and completed rest of the day's activities.
After Roxanne, Sherry and the girls tidied up after the dinner, only smithing was left.
It was easy to prepare the bath this time for I set up Basic Water Magic

as the skill of Jobless. Today, the temperature seemed high.
I felt refreshed after the bath.

I raked a bit of sweat today.
It wasn't that hot inside the labyrinth, though.
Will night be sweaty, too?
It was chilly early in the morning, though as I was sticking to Vesta.

Anyways, we finished the day's activities with the bath.
After the bath, I finished the night's activities.
Because of Sex Maniac, I didn't get tired.
Even after the hips workout, I didn't get tired.

The next morning. I grab the map and enter Quratar's 22nd floor.
It isn't necessary to enter 22nd floor early in the morning but I would hate it if it were crowded.

"As for Miria's job, I'm thinking of making her an assassin since she has the Estoc of Petrification."

I tell them at the entrance of 22nd floor.
Miria has finally reached Warrior Lv30.
She has acquired both Knight and Assassin, obviously.

I told them because I would feel bad if I changed it quietly.
Even though it's Assassin.
Would she dislike it?

"Okay."
"Sure. I think it'll be great to be able to inflict poison."
"Okay, desu."

Even though the title of the job is Assassin, they didn't dislike it?
I was worried for nothing, it seems.
Being Lv1 is a concern, however.

"Since it's a new job, Miria will need a little time. How about placing Miria in the back?"
"I don't think it's necessary."
"There's no such consideration when a party changes a slave's job in the

guild. Such consideration isn't needed."

"Fine, desu."

Roxanne, Sherry, and Miria insist that it's fine.

In a party, the job effects of every party member are shared.

She wouldn't be any weaker even if she became Lvl.

"Err, is there really no problem?"

"Since we don't know as to how long she will need to stay in the back, and since the monsters on 23rd floor can use area of effect magic attacks, she won't be safe even in the back."

What Sherry said seems reasonable.

I have Gained Experience 20x on, and I can see the level, too.

The only floor, where Miria will be safe in the back row, is Quratar's 22nd floor, probably.

"I understand. Still, be extra careful for a while."

"Okay, desu."

"Do you want to give the Estoc of Petrification a try, Vesta?"

"Umm, I think I want to."

"Alright then, when there are fewer monsters, Miria will pass her sword to Vesta and go to the back row. There shouldn't be any problem in falling back to the second row."

I propose a compromise plan.

It will be better to switch Miria's job to Assassin when there are no more than two monsters.

It's easy for me for I can use Party Job Settings whenever I want.

She won't be able to notice if I switch her job back to Warrior Lv30 when there are three or more monsters.

"Okay, desu."

"Thank you very much."

"Well then, can you please find places with fewer monsters along the route?"

I hand the map to Roxanne and ask of her to guide us.

If there are two monsters, I will leave it to Roxanne and Vesta.

When Miria's job is Assassin, I will send her to the back row.
I can let her attack from the side if there are no more than two but it's better for her to stay safe.

Leveling up of Miria's Assassin job is going smoothly.
I now look forward to Vesta inflicting petrification.
Vesta manages to petrify a monster after advancing to some extent through 22nd floor.

"I was able to do it."
"Did it, desu."

The Clamshell has been petrified.
I finish it, along with the one Roxanne was keeping company, with a [Sandstorm].

"With this, Vesta has experienced the Estoc of Petrification's power, too."
"Yes, I think it's a great weapon."
"From now on, Miria will be using it. Don't overdo it, however, since I just changed your job."
"Okay, desu."

Her Assassin job has now reached Lv5.
She should be fine fighting on the frontline.

"You can take us to the boss room now. There's no longer any need to find places with fewer monsters."

I change my instructions. Roxanne continues to guide us.
We fight on several occasions on the way but Miria's chance of inflicting petrification doesn't seem to have increased.
That's fine.
Rather, I should say it's better.

There's a skill of Assassin: Abnormal Status Rate Up.
If the chance of petrification increased after becoming an assassin, it means the skill was effective.
However, if it didn't increase, it doesn't necessarily mean that Abnormal Status Rate Up skill didn't work.

If the chance of petrification doesn't increase after becoming an assassin, then it means Abnormal Status Rate Up skill depends on the level of Assassin.

Regardless, I plan on having Miria carry on as an assassin. Her level will go up soon.

If Abnormal Status Rate Up skill depends on the level, the chance of petrification will increase eventually.

I look forward to her level increasing.

Miria manages to petrify the Oystershell.

Is it due to Assassin or not?

Its affinity with Gambler's Abnormal Status Resistance Down skill seems to be good.

I don't understand, though, as to how the shell of Oystershell, which is stone to begin with, turned into stone.

I wonder if it just stopped moving.

Without selecting Cook, I clean it up using magic after sending Durandal back.

As expected, the Oystershell didn't leave Oyster behind. It would be a problem if we obtained just one.

I hand Vesta the Volley which was left behind.

Considering Vesta's need for Volley, she will be receiving a lot of favors on Quratar's 22nd floor.

Also, I can perhaps confirm as to how crowded the boss room is in the evening.

Chapter 148 : Gumi Slime.

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“The demon on Quratar’s 23rd floor is the Gumi Slime. It is weak to fire, wind and water magics. It doesn’t have a resistance against any magic. It uses earth area of effect magic, but it doesn’t seem to have any resistance to earth magic.”

We arrive on the 23rd floor.
Sherry gives us a briefing.

“The Gumi Slime? That’s nostalgic.”
“It’s difficult to fight because it’s resistant to swords and spears. It will also absorb a person into it, and the absorbed person will suffer damage when it is attacked, unless it’s a magic attack.”
“Can you melt it away?”
“Yes, and it needs to be defeated before the absorbed person is digested.”

It’s a troublesome demon that I’ve encountered before.
Since I’m on the 23rd floor now, they will be Lv23 and stronger than last time.

“Demons other than those one the 1st floor can appear outside?”
“If there is a village near the labyrinth then only the demons on the first floor will appear outside, that’s because there are lots of people nearby, and the demons won’t need to move far from the entrance. They also won’t be very aggressive. Demons from the 12th floor will show up if there isn’t many people nearby, and they’ll travel further from the labyrinth. Demons from the 23rd floor will come out if there is nobody nearby, and they will travel long distances and aggressively attack people for food.”

That happens?
I understand that a labyrinth eats people for food. So that’s what a labyrinth does if there is nobody nearby?
It sends out stronger demons to travel and attack people.

There were Gumi Slime's near Vale. They must have come from a long distance.

It didn't seem like it was unusual, and the route was patrolled.

It seems like a nuisance.

"Roxanne, can you find a group that just has one or two of them for us to fight?"

"I think so."

I'd like to set the skill of Jobless to one of the Gumi Slime's weaknesses, but I won't be able to change it for a while after I set it.

Basic Earth Magic will do for now as the skill of Jobless.

Earth magic is the weakness of the Clamshell on floor 22, and the Kettle Mermaid on floor 21 in Quratar.

We could keep hunting here until breakfast, but the hunting speed might not be that good.

The Gumi Slime has a lot of weaknesses, just not Earth magic.

We'll fight to test it out a couple of times, and then we might go to Haruba.

The first time you encounter a demon you should be wary, but I've fought a Gumi Slime before, and I've already experienced Lv23 with the Scissor Lizards.

There shouldn't be a problem.

Roxanne guides us to a place with three Gumi Slime Lv23.

It's a nostalgic gel demon.

There are no other demons either, so each vanguard can take one on.

As expected of Roxanne.

Four people start running at once.

I use Lava Hell, the combination of earth magic and fire magic, and then run after them.

The Gumi slimes didn't use their area effect magic before the vanguards met them.

The three vanguards confronted the three Gumi Slimes.

Roxanne easily avoided the body slam of the Gumi Slime.

Vesta drove both her swords into the Gumi Slime.

“It really doesn’t feel that effective.”

“Don’t worry about attacking it Vesta, concentrate on defense and evasion.”

“Yes, I think so too.”

Vesta nods to Roxanne’s opinion.

Though it’s possible to evade even if you aren’t focusing on it if you’re Roxanne.

Since Miria has the Estoc of Petrification, she should attack it.

The skill will work even if the damage doesn’t have much effect.

A magic formation appears under the Gumi Slime on the left.

Did it try to use area effect magic or regular magic? I don’t know, because Sherry cancelled it.

The Gumi Slime in the center shakes wildly as it attacks Roxanne.

Roxanne sways and parries it.

“I did it, desu!”

The Gumi Slime to the right is petrified.

The slime becomes hard.

It has a strange shape like it’s defying gravity, probably because it was petrified in the middle of an attack.

It seems the petrification skill does work like normal.

Miria moves around the back of the petrified demon, and attacks the demon in the center.

I destroy the Gumi Slime with magic.

After the Gumi Slime that had become a stone, I defeated the other two as well.

The combat time was longer than it was with the Scissor Lizard, but that’s probably because Jobless’s skill was earth magic.

That will be the standard as we move up in floors.

If both the Scissor Lizard and Gumi Slime appear, I can only focus on one.

“Roxanne, was the Gumi Slime going to absorb you?”

“Yes. You need to be careful not to be absorbed.”

Sherry asks Roxanne after the combat ends.
Was it that thing where the Gumi Slime shook wildly?
Is that how it absorbs you?

“It’s good that we could experience that right at the start. With this, I think we’ll be fine on Quratar’s 23rd floor.”

“Yes. I think we’ll be alright.”

I said to Roxanne after she had confirmed the smell of the surroundings.

Are you checking to see if there’s an easy fight nearby?

It’s good.

Roxanne picks up a slime starch and passes it to me.

“It seems we’ll be able to fight against the Gumi Slime.”

Sherry’s approval gives me peace of mind.

“Starch, desu.”

Miria and Vesta also bring slime starch.

You remember the name because it’s used to fry tempura?

If fish are involved, you are strong.

Slime starch doesn’t seem to be a rare drop since three were left behind. After putting them in the box, we head to Haruba’s 23rd floor.

We’ll explore until breakfast, and then enter the labyrinth again later.

The opponents are Scissor Lizards.

Earth magic is the Scissor Lizards weakness.

Ma Bream from the 22nd floor’s weakness is also Earth magic, so Haruba’s 23rd floor is a floor which is relatively easy to fight on.

Since the demons become more powerful on the 23rd floor, this is welcome.

We should be able to adapt to the upper levels relatively smoothly.

Though the Scissor Lizards have gotten stronger, I’ve gotten stronger as well with my earrings and saint spear.

We can fight without a problem.

The 23rd floor is fine.

Our party will be fine even if we go up a few more floors.

Our levels started rising again too.

By evening, I became Explorer Lv46

For an Explorer, it's easy to notice that your level has increased when you use your item box.

Explorer reached Lv45 several days ago, but Lv44 was a long time before that.

The time it took to pass Lv45 was quite short.

With the stronger Scissor Lizards, the experience must have gone up as well.

If not, it would have taken longer to reach Explorer Lv46.

I can't hope that the level will go up every day, but it should go up easier for a while.

My level became difficult to increase at Lv40, and Roxanne's slowed down at Lv30, so I think the next wall will be Lv50.

That's good.

Since Explorer Lv50 is the condition for Adventurer, I can switch to Adventurer when Explorer stops at Lv50.

Roxanne's level went up yesterday.

Roxanne is Beast Warrior Lv32, Sherry is Master Smith Lv35, Miria is Assassin Lv21, and Vesta is Dragon Knight Lv30.

Roxanne became Knight Lv33 yesterday, and I changed it in secret with Beast Warrior Lv32.

It has not gone up yet since I switched it.

Sherry became master Smith Lv35, so my worries about smithing are becoming less and less.

If she fails in the crafting on a new piece of equipment, we can re-try it reasonably soon.

We should succeed.

Of course, Miria's Assassin went up because it's level is still low.

I think petrification may have occurred more often this evening?

Maybe it's my imagination?

You can consider that Vesta is full-fledged now because she made it to Lv30.

She is a reliable vanguard.

There is a sense of security that you get standing behind the giant Vesta as she wields two swords.

Demons appear, and four people start running.

One Scissor Lizard, and one Ma Bream.

I use double earth magic, and start running as well.

Roxanne and Vesta face the demons.

Miria goes to the side and attacks the Scissor Lizard.

Sherry arrives at the same time, so we don't get hit by area effect magic.

I also caught up after shooting magic.

I attack Ma Bream with the saint spear.

I attack it from Vesta's diagonal so I don't interfere with Sherry.

I don't know if attacking with the saint spear will decrease the amount of times I have to attack with magic.

Sometimes it's not enough.

I'd rather do it than not though.

I need to keep training.

"I did it, desu!"

The Scissor Lizard became petrified.

It's petrified with it's scissors raised.

Is it easier for Miria to petrify things?

All attacks concentrate on Ma Bream.

Ma Bream was defeated with [Sand Ball].

Saint spear is put away in the item box, and Durandal is pulled out with [Character Reset].

My MP was getting low.

I'm the only one attacking the Scissor Lizard.

The lizard is killed from the continuous attacks from Durandal.

I defeated it with no trouble because it did not move.

“I’ll be fighting with the sword Roxanne, so lead us to a place with just a few demons.”

I remove the earring of offerings, and take out my sacrificial misanga. It’s troublesome, but I have to think of safety.

I don’t want to regret it later.

I make my sixth job Warrior as well.

“Um, I’ll tie it on.”

“You will? Then please tie it to my wrist.”

I specified because Roxanne might try and tie it to my ankle.

I hold out my right hand, and the sacrificial misanga gets tied on.

“I’m glad to help, Master.”

“You’re always useful Roxanne, Thank you.”

“Thank you too.”

Roxanne ties it on as she checks the smell of the surroundings.

When she finishes tying it, she leads us off.

When we follow her, a group of one Scissor Lizard and one Ma Bream appear again.

Everyone begins to run.

Vesta stood in front of Ma Bream.

I come from the side and use [Rush] against Ma Bream.

It’s quite cramped in the cave with four vanguards.

With me using Durandal, and Vesta swinging two swords, it’s almost impossible to fit.

So we are guided to a place with few demons.

I could pass the Sacred Spear to someone, but it would be a waste to remove Roxanne from the front line.

Miria has the Estoc of Petrification.

Vesta is the Lv30 Dragon Knight.

So I just decided on Roxanne guiding us somewhere with few demons.

If there’s not many demons, there’s less chance I’ll be attacked.

If there’s just two, I can fight safely from the back, like with the boss.

Ma Bream first, and then Scissor Lizard are killed.

After another group, Durandal is removed.
I can absorb a considerable amount of MP from one Scissor Lizard.
Even if there isn't many, I don't need to fight much.

“Can you take this off?”
“Um, can Sherry do it?”
“Ok, Sherry, can you remove this?”
“Yes.”

Are they taking turns?
I hold out my right hand, and the sacrificial misanga is removed by Sherry.
After that I equip the earrings of offerings.
It's still troublesome.

After recovering MP, we'll make this the last bit of exploration for today.
We are hit by area of effect magic.
A Scissor Lizard stayed behind to shoot it, so Sherry's spear did not reach it.

The area of effect magic isn't dangerous, but it's painful.
If it's used more often, or the damage becomes large, we'll have to make counter measures. If it stays like this, it's fine.
It's not a problem, but it's not light enough to ignore either.
It's just annoying.

There's no problem if it's not fired in rapid succession, and we defeat a demon.
A Ma Bream is defeated, and the Scissor Lizard comes forward.
It can't fire in rapid succession like this.
The Scissor Lizard that came forward is petrified, it and another Scissor Lizard are defeated, and an Rtoil Troll is defeated last.

I treated everyone as they collected the items.
Vesta still doesn't need much treatment.
Does she have low sensitivity to damage?

It's troublesome to treat everyone separately, but it can't be helped.

It could be serious if I don't stop to treat everyone properly.
It's a good thing to do.

There are some plans for medical treatment too.
Tomorrow is the day the clothes I ordered are ready.
We should train immediately.
A waterfall awaits me.

Chapter 149 : The Waterfall

*

For the dinner, we have special fatty tuna boiled in fish sauce, made by Miria, and breaded pork cutlet.

After all, because Miria would hog the fatty tuna all for herself, I fried some pork, too.

It's a little hot, so we'll have to wait.

Tempura shouldn't be fried for too long.

“So this is fatty tuna, huh? It's as delicious as I expected.”

When I put the fatty tuna boiled in the fish sauce, made by Miria, in my mouth; it crumbles and melts.

Soft.

It's rich in fat.

It's rich but not excessively rich.

As for richness, it's the flavor that's rich.

After slicing a piece, I quickly pass it to Roxanne.

“It's delicious.”

“This is amazing.”

Roxanne and Sherry swiftly pass the dish between them.

Next, I try the pork cutlet.

Because there's no sauce, I'm eating it with plain lemon juice.

If I think about it, the fatty tuna broth can do the job.

I run a trial. Pass.

It tastes like miso cutlet.

But we didn't use miso.

It's probably due to the fish sauce.

“Miria, can I have just the broth?”

“Okay, desu.”

“Can I have it, too?”

When I take some broth out of the dish, which Miria was holding, Roxanne shows interest in it as well.

It's B-grade gourmet. When I say it's B-grade gourmet, I mean that it's not recommended.

Sherry seems to be content with the lemon juice.

"Hee, may I have some broth, too?"

"Eat fatty tuna, too, desu."

When Vesta asks for some broth, Miria presents her the dish. I don't recommend it, though.

"Okay, thank you very much."

"Onee-chan, desu."

Is she looking out for Vesta as her senpai? But I still don't recommend it.

I don't mean to refrain you guys from eating or anything.

The combo of fatty tuna broth and pork cutlet is a new discovery. Let's try it again sometime.

The next day. After the breakfast, we head to the clothing shop in the Imperial Capital.

"Welcome, sir. The clothes you ordered are ready."

The male shop clerk leads me in after greeting and hands me the clothes.

It's a pure white, silk gown.

By the way, the price of Sherry's clothes is the same as others'.

But it's not unreasonable since they are not charging extra for Vesta's either.

"Sherry, can we change clothes on-site?"

"Yes, there shouldn't be any problem, I think."

"I think you can change clothes at the priests' guild."

The male shop clerk interjects.

He's not aware of the fact that I won't be going to the priests' guild.

Was it careless of me to ask Sherry here?

Actually, even before that, wouldn't he be wondering as to why four people of the same party are trying to be shrine maiden? However, not everyone who applies to be a shrine maiden can become one, so it's not strange to let all the members have a go at the ascetic training.

"Got it."

"I look forward to your next visit."

After the four of them put their clothes in their respective rucksacks, we leave the shop.

From the Imperial Capital's adventurers' guild, I warp us to Hafen. Because the day market would be open at this time and Miria would, therefore, be overly noisy; I warped us to the neighboring woods.

"Miria, do you know where the waterfall is?"

"This way, desu."

Miria starts walking confidently.

She seems to know it, surprisingly.

Information related to the fishing spots can't elude her, is that the reason why?

I was thinking of soliciting Field Walk of an adventurer should we be unable to find the location but it doesn't seem to be required.

"Well, let's go and have a look then?"

"I guess."

"O-Okay."

"Because such an experienced person as Sherry will be teaching us, we are in safe hands."

I urge Sherry forward and follow after her.

"Go, desu."

"My pleasure."

We proceed under Miria's lead.

The monsters are said to have appeared in the vicinity of the waterfall, so I have Durandal prepared.

Everyone is following Miria.

We advance through the woods on a pathway.
Before long, the pathway narrows down to an animal trail.
Because the waterfall is no longer in the guild's use, no one would like to go there unnecessarily.

When we move deeper into the woods, it turns into a forest.
Even the animal trail, which was narrowed down from the pathway, has disappeared but we continue to advance.
Durandal has turned into a sickle but we continue to advance.
We advance on the pathway which is no longer a pathway.

There's no pathway in front of us.
There's no pathway behind us either. It's all forest.
Aah, nature.

Aah, Miria.
Does she really know where the waterfall is?
Does she even know that she knows?
She never came here for fishing, I'm certain.

I really wanted to say that but I decide to keep quiet or it'll be taken as if I don't trust her.
The other three are following without complaining.
I knew I should have asked of an adventurer, who has visited the waterfall, for help.

The forest opens up a bit after a while.
"XXXXXXXXXXXX"
"There seems to be a river ahead."

Although it's not wide, it isn't narrow enough to be called a stream, so it can be called a river.
Because there's a waterfall nearby, it's natural for there to be a river.
Was Miria following the sound of the river?

"It's river. R-i-v-e-r."
"River, desu."
"The waterfall seems to be upriver"
"Let's go then?"

Now that we are close to the river bank, it has become easier to walk. Since there's a river, there must be a waterfall, so I'm feeling better. While peering into the river water, Miria advances.

Something seems to be ahead.
The moment I thought that, appears a bee.
It's a Grass Bee.
There's a Grass Bee at the other end.

Because it's yellow and black in color, it's visible inside the forest even from a distance.
The Grass Bee Lvl closes in on us.

The Grass Bees here seem to actively attack people.
We have walked a distance off Hafen. Is there a labyrinth nearby?
Or is it their route?

"Here it comes."
"It's alright."

I have Roxanne stay put and step forward myself.
I take it on with Durandal which had turned into a sickle.
When I slash the bee, it collapses.
One hit.

"As expected of Master."
"So the guild seems to have abandoned this waterfall because the Grass Bees appeared."

According to Sherry, this ascetic training ground has been abandoned due to the Grass Bees.
Most of the people performing the ascetic training to become shrine maiden must be young and low level.
So they won't take unnecessary risk.
If someone died during the ascetic training, it would be troublesome.

When we move further upriver, there was a waterfall.
The sound of the falling water can be heard.
Although it's not a big waterfall, it's a waterfall nonetheless.

The waterfall spans over a 10-meter-wide area.
Its height is about 3 meters.
There's adequate quantity of water.

"It's quite a big waterfall."
"I guess."

Roxanne nods.

"Of course, that's why the priests' guild used it."

Sherry says affirmatively.
If the waterfall were too small, it would be difficult for the guild to use it as an ascetic training ground.

"Wow, desu."
"I think it's a magnificent waterfall."

If it's this high, Vesta won't have any problem.

"Well then, change your clothes behind the waterfall."
"Umm, okay."
"No one's watching. I'll be on the lookout."

I send the four of them and patrol the perimeter.
I so wanna watch them changing clothes.
If we were at home, I could see all I wanted.
Here, however, someone has to be on the lookout.

I'm patrolling with Durandal in my hands.
The weather is cool in this part of the forest – the vicinity of the waterfall.
It was hot when we were walking but here, around the waterfall, it's not.
The breeze is chilly.

On the contrary, it's good that it's summer.
We are doing it only for the purpose of acquiring the job. Otherwise, the religious austerities in winter are out-of-fashion now.
Cold weather is terrible.

Patrolling around the waterfall, I tidy up the Grass Bees.

There are quite a few.

They are not appearing in groups, however. It looks more like their route. Still, I need to be cautious.

After I take some out, Roxanne comes out from the behind the waterfall.

In white clothes.

All four of them are wearing the same, white clothes.

Although it's not as fitting on the body as a kimono, it still looks sexy, strangely.

There's just one sheet of fabric on top of the undergarment.

The seam on Roxanne's and Vesta's chests is loose.

They look savory.

At some places on the arms and the shoulders, it's see-through. It feels same as seeing the bra-line through the shirt of a highschool girl. But there are no bras here, so no bra-line can be seen. The only undergarment they're wearing underneath is the pumpkin-pantsu.

I want to push them down but I restrain myself after I remind myself of the purpose of this visit.

Patience. Patience.

“Do I have to stand in line with the waterfall so that the falling water strikes my head?”

“Yes. It's said that it eradicates impure thoughts from your mind and unites you with the god. After you unite with the god, you receive a holy power. The power to heal those whom you hold dear.”

Sherry teaches me the steps.

There were some parts in her explanation full of mysticism which I ignored.

“Can you demonstrate, please?”

“O-Okay. I couldn't become a shrine maiden, though.”

“It's alright, you just have to show us the steps.”

“Err... Umm... That... We need someone to be on the lookout up the

waterfall.”

I urge Sherry to demonstrate but she lacks confidence.
Even though it's all good.

“Well then, I'll be on the lookout.”

When Roxanne volunteers, Sherry resignedly enters the basin of the waterfall.

The white clothing, now wet, sticks to her skin.
Like I thought, the white, thin silk is see-through.
Ooh

No, don't.
I must not lose sight of the purpose.
I take my clothes off, too.
It's all for the sake of the purpose.

The falling water strikes Sherry.
While the white splashes were scattering off her head, she was
withstanding the force of the water.
If it's this season, the temperature of the water won't be an issue.

Roxanne and Vesta are taking turns on the lookout and observing
Sherry.
I'm not watching just Sherry. I'm paying attention to the surroundings,
too.
But I can't see clearly through the waterfall.

“Fish, desu.”

A certain someone is on the lookout for something totally else.
Before long, Sherry comes out of the waterfall.
The water is dripping off her.
The white clothes, which are now completely wet, are sticking to her skin.

Don't. Don't.
Don't lose sight of the purpose.

“Such a feeling.”
“Is that so? I'll be next then. Vesta, take this sword. I'll leave the monsters

to you.”

I ask of Vesta and pass Durandal to her.

I try not to look at the girls and enter the basin.

The purpose comes first.

Don't get caught up in the evil thoughts.

The basin of the waterfall is about 1-meter deep.

It may be even deeper but I choose the shallower spot and stand under the waterfall.

The flow is quite strong.

The water keeps on falling.

It's difficult.

When the water falls onto me, the force shakes my entire body.

In order not to get washed away under the flow of water, I have the axis of my body parallel to the waterfall.

Perfectly straight and perpendicular (to the ground).

The water is striking the top of my head.

The water is falling.

The water is falling. The water is falling.

The water is falling. The water is falling. The water is falling. The water is falling. The water is falling. The water is falling. The water is falling.

The water is falling. The water is falling. The water is falling. The water is falling. The water is falling. The water is falling. The water is falling.

The water is falling. The water is falling. The water is falling. The water is falling. The water is falling. The water is falling. The water is falling.

The water is falling. The water is falling. The water is falling. The water is falling. The water is falling. The water is falling. The water is falling.

Don't think about anything else.

The water is falling on top of my head.

A lot of water is falling on top my head.

There's no other place for it to fall onto.

After withstanding it for a while, I come out of the waterfall.

I open Job Settings interface and check my jobs out.

Priest Lvl

Effects | Small Increase in MP | Minute Increase in Intelligence
Skill | Area of Effect Healing

This?

I have acquired Priest.

Getting struck by waterfall is considered ascetic training, surely.

I can't think of anything else.

The ascetic training is a method of mind unification.

Mind unification seems to be the requirement of acquiring Priest and Shrine Maiden.

Priest's skill is the same as the skill of Sherry's Shrine Maiden.

Priest and Shrine Maiden are the same jobs.

Priest is for males while Shrine Maiden is for females.

"How was it?"

"To stand in line with the waterfall really was terrible. By the way, Sherry, you seem to have acquired Shrine Maiden, too."

"Is that true?"

"Why would I lie to you?"

Well, technically, it's not a lie.

It's true that Sherry has acquired Shrine Maiden.

Did I ever say that she acquired it now?

"Thank you very much."

Sherry seems to be pleased, so it was worth it.

"Well then, go up and swap places with Roxanne."

"Understood."

I have Sherry go up.

The white clothing, stuck to her back, is looking sexy.

The purpose has already been fulfilled.

I can now watch slowly and thoroughly.

"Miria, Vesta, stand in line with the waterfall. You already know the steps, I believe."

“I think it’ll be alright.”

“Yes, desu.”

Miria was puzzled but when I point to the waterfall, she nods and goes ahead.

Vesta hands Durandal over to me before entering the waterfall. Her watermelons, covered by the gown, tied with a string, look magnificent.

Roxanne, too, has come down the top of the waterfall.

“Roxanne, stand in line with the waterfall.”

“Okay, understood.”

When she enters, her chest shakes intensely.

Because her clothes are loose, it’s shaking even more violently.

This destructive force is immense.

Even more so than the waterfall.

Chapter 150 : Priest

*

Following Miria and Vesta, Roxanne enters the waterfall and starts the ascetic training.

The figures of the three, lined up in white clothes, look extremely sexy. Even though I can't see clearly due to the splashing water.

Miria comes out of the waterfall first.
Her wet hair looks beautiful.
Her skin, which can be seen through her wet clothes, looks sexy, too.
But she hasn't acquired Shrine Maiden.

It was a little too early for it to be acquired.
Even I was struck by the waterfall for a longer period of time, I think.

“Try again.”

I have her start again.
Miria enters the waterfall again.
The next to come out is, again, Miria.
This time, she entered last, so she ought to have come out last, no?

“Difficult, desu.”

“Unify your mind properly.”

“Do, desu.”

I send her back.
Will it be alright?
In the worst case, Miria won't be able to acquire Shrine Maiden.
That'll be alright, too.

Vesta comes out next.
She's panting; her chest is heaving under her white clothes.
Chest...

Thin, wet silk is clinging to her chest.
Her large fruits are gently wrapped.

Her light-brown skin can clearly be seen through her white clothes.
I wonder how the contrast of dark skin under the white clothes would look like.

“I think I was able concentrate but I’m not too sure.”

She did concentrate.

For she has acquired Shrine Maiden.

I, however, can’t concentrate.

No, wait. Am I not already concentrating on ‘it’?

“Is that so? Well, Vesta doesn’t have to stand in line with the waterfall anymore. You have acquired Shrine Maiden.”

It really is convenient to be able to check the jobs of the party members.
I can immediately tell if they have succeeded in acquiring the job.

“Thank you very much. There’s a monster.”

Vesta points.

I was concentrating only on ‘Vesta’ but she seemed to be attentive of the surroundings.

She saved us.

I attack with Durandal and cut the Grass Bee.

I don’t have any equipment on but I was still able to take it out in one hit?

I only put the shoes on.

There’s no problem in getting wet for it’s summer.

I return after finishing the bee off.

From Vesta’s side, I check her and Roxanne out.

“Again.”

Miria comes out of the waterfall but I send her back.

I doubt she’s concentrating properly.

Roxanne has yet to come out.

Based on the Party Job Settings, she hasn’t acquired Shrine Maiden yet.

She seems to be struggling.

Vesta and I acquired the job immediately.

Is this what you call 'cut out for the job'?

"How was it to get struck by the waterfall, Vesta?"

"It was very relaxing. My consciousness faded in comfort."

Was that so?

Did it really feel good?

It was a waterfall, after all.

It wasn't a hot water shower.

Dragon Knights are tenacious, is that why?

Because she's taller than me, the force of the water would be relatively less on her.

But I don't think it was just that.

Because it's Vesta, I'm pretty sure she wasn't thinking about anything. People who don't think about anything seem to acquire Shrine Maiden quickly.

I acquired Priest quickly, too.

Was I really not thinking about anything?

Nah, Sherry acquired Shrine Maiden, too.

I hope she's okay.

"It's difficult."

Roxanne comes out.

She's wet; her clothes are sticking to her skin.

It matches well with her white skin.

Miss Cherry in white silk. (TN: Sakuranbo-san)

My consciousness is completely concentrated at one place.

This seems to be the way of acquiring Priest.

"When the water was falling, was your consciousness not concentrated on the flow of water?"

"Un, the water was falling here like this and there like this."

I don't get what she means by 'here like this and there like this'.

It's not good for the cognitive faculties to be too strong.

I wonder if Roxanne's perception is oversensitive.

Although it's useful in perceiving movement of a monster and dodge its attack but it's not suitable for mind unification.

“Perceive the flow of water as a whole.”

“I'll try.”

After giving a piece of advice to Roxanne, I send her back.

Right after, Miria comes out.

Miria's perception is, likewise, too strong.

But I get to look at her wet figure, so it's good.

After I send Miria back, Roxanne comes out.

She has acquired Shrine Maiden.

“Ooh, you did it. You have acquired Shrine Maiden.”

“Yes, thank you very much. I was able to understand the flow of water as a whole, somehow.”

Did you understand?

Even I don't understand, although I was the one who taught you.

I wonder what it was that you understood.

Oh well, because Miss Cherry seems pleased, it's good.

“What's Miria's progress?”

“She has understood the flow of water as a whole but...”

Miria came out but she still hadn't acquired Shrine Maiden.

Roxanne demonstrated it to her via exaggerated movement.

“Miria, if you are trying to catch fish and it senses you, it flees, right?”

“Yes, desu.”

“Therefore, in order not to let the fish escape, you hide your presence, right? Similarly, when you're under the waterfall, you have to become one with it. If you become one with the waterfall, the fish won't be able to flee.”

“Understand, desu.”

After coming up with some bullshit, I send her back.

It's the only piece of advice I can give her.

After getting struck by the waterfall for quite a long period of time, Miria

comes out.

She has acquired Shrine Maiden.

“Alright. Well done, Miria.”

“Fish, catch, desu.”

Do I have to make some fish food for her?

“Everyone has acquired the job. Very well done.”

After calling Sherry back, I appreciate everyone.

“Thank you very much.”

“It’s great that I could acquire it this time.”

“Catch, desu.”

“I think it’s great.”

Sherry didn’t acquire the job this time but, like she said, it’s great nevertheless.

The four beauties, lined up in white clothes, wet, are looking spectacular.

Sherry’s clothes, however, have dried up, somewhat.

What a sight. A sight for sore eyes.

“In the future, I’ll normally be the healer. However, the higher we move up the floors, the more difficult it’ll get to heal, so I’ll have everyone try Shrine Maiden out. The more healing options we have, the better.”

“Okay. I would like to try it.”

As expected, Roxanne steps forward.

Making Roxanne a Shrine Maiden is an option, too.

“Earlier, because Shrine Maiden was attractive, I tried to acquire the job. Now, however, I would like to stick to Master Smith to gain more experience in order to be able to make more equipment.”

“Sherry will be Master Smith then. As for Miria, her main job will be Assassin.”

“Okay.”

“Do, desu.”

It’s a good thing that she wants to be an Assassin, isn’t it?

Then why am I feeling uneasy?

“I think I’ll do fine as a Shrine Maiden, too.”

“In your case, Vesta, I think Dual Wielding brings a good balance, so I’ll have you keep Dragon Knight as your main job.”

“Okay.”

So, is Roxanne the only one able to take up Shrine Maiden? Under present conditions, she can reach Lv10 in a blink of an eye. It’s better to try various things out.

“Alright. For now, let’s go back home.”

I decide to return home. Although spending some time playing in the river may not be a bad idea, there may be Helicobacter Pylori. Also, there’s another reason.

“It’ll be a waste to use this outfit just once.”

“It can be used as nightwear once dried.”

“I guess.”

I go behind the waterfall while talking to Roxanne. After confirming that everyone has packed their baggage, I cast Warp and head back home. It goes without saying that I removed Priest immediately upon returning home and selected Sex Maniac. There’s a limit to my patience.

After a short break, we entered the labyrinth. I tried Priest out. I removed Monk and selected Priest but could find no opportunity to test it. Was the time insufficient?

The next morning. I get to use the skill of Priest for the first time. After the Scissors Lizard launches area of effect magic attack, I cast Area of Effect Healing.

“Did you guys recover properly?”

“Yes, we are fine.”

After taking the monsters out, I confirm.
Everyone seems to have been healed properly.
Because Area of Effect Healing can heal all the members at the same time, it's really convenient.

There's no way of knowing exactly but the extent of Priest's healing seemed somewhat less than Monk's.
Should I revert back?
It may be due to the fact that Priest is low level at this point.

Ooi, MP consumption is high, too.
But it can't be helped.
If Priest could heal everyone at the same time for the same consumption of MP, no one would go for Monk.
The reduction in the efficiency of MP consumption is unavoidable.

After the breakfast, we played with the Scissors Lizards till the evening.
During the entire day in the labyrinth, we were bombarded with a few area of effect magic attacks.
In a large group of monsters, the Scissors Lizard in the back row was especially troublesome.
Even if it used magic attack, we couldn't do anything for Sherry's spear can't reach that far.

Now, however, even it attacks continuously, there's nothing to be worried about for I have Area of Effect Healing.
There's nothing to be concerned about on 23rd floor anymore.
There shouldn't be any problem in moving up to the next floor.

“Master, there's a message from Mr. Luke. He has successfully bid on a Caterpillar Monster Card.”

Evening. When we return home after buying food ingredients, there was a note from Luke at the entrance.
He seems to have successfully bid on a Caterpillar Monster Card.
Now that I have Earring of Offerings, I can't switch accessories every time I use Durandal.
With this, every problem we could encounter on 23rd floor would be

solved.

“There’s still some time left? I’ll be heading to the Merchant’s Guild. I’ll have to ask of you guys to prepare the dinner.”

“Okay, understood. Please take care.”

Strike while the iron is hot.

I should obtain it as quickly as possible.

I returned a little ahead of time to prepare the bath but I decide to head to the Merchant’s Guild.

Lately, with the skill of Jobless, it has become easier to heat the bath, so we take bath almost everyday.

Although we were struck by the waterfall just yesterday, relaxing in the hot water is something entirely else.

In the Merchant’s Guild, I call for Luke.

Luke comes over right away.

I go to the meeting room and buy the Caterpillar Monster Card.

It’s a genuine card.

If I fuse it with the Earring of Offerings, I’ll have two spare Sacrificial Misangas.

It’s more than enough, isn’t it?

Should I withdraw the order of Caterpillar Monster Cards then?

Or should I get one more monster card as a spare?

I’ll withdraw the order next time.

I would be able to give an excuse that the Monster Card Fusion succeeded last time.

Only after buying several times can I say that it succeeded.

“Also, there’s a message for you from the order of Harz Duchy knights. You are required to appear at your earliest.”

In addition to the monster card, Luke also had a message for me.

A summon from the Duke of Harz.

His stock of mirrors must have depleted.

“Got it. I’ll go tomorrow.”

“Please.”

Now that I have been called, I can't not go.
After receiving the message, I return home.

After the dinner, I take out the Earring of Offerings and the Caterpillar Monster Card, and hand it to Sherry.

“Do you want to have it fused?”

“It's the Caterpillar Monster Card which I bought just now. Would it be fine with an earring? The equipment would break if Sacrifice skill were to activate but...”

When Sacrifice skill activates, the equipment will break. This is the reason why this skill is normally attached to such a cheap equipment as misanga.

It's a shame that an equipment could break if this skill were attached to it.

However, because the number of equipment one can put on is limited, I can't waste a precious space on Sacrificial Misanga.

Also, thus far, it hasn't activated even once, so I don't care.

“Although it may break, it can't be helped.”

“If I remember correctly, isn't this the same earring which the Goat Monster Card was fused with last time?”

“This is the same earring.”

Sherry stiffens.

“It's alright.”

“Umm, if the fusion fails, the previously, painstakingly attached skill will be lost.”

“No problem.”

Although I have told her that I can tell whether a skill can be attached or not, I haven't expressly told her that I can use Appraisal.

She's under pressure.

Oh well, as long as there is an empty skill slot, the fusion will succeed.

“O-Okay, I'll perform the fusion then.”

After calming herself down, Sherry picks up the Earring of Offerings and the monster card with difficulty.

When she invokes the skill, her hands start glowing.

The moment the light subsides, the Earring of Offerings was remaining.

Earring of Offerings | Accessory
Skills | 2x Intelligence | Sacrifice | Empty

Even though there are two skills now, the name of the Earring of Offerings has still not changed?

One skill slot is still empty.

“Ooh, you did it, didn’t you? As expected of Sherry.”

“Thank you very much.”

Like I conjectured, if there are multiple empty skill slots, multiple skills can be attached.

Sherry’s playing field has expanded from this point onward.

Chapter 151 : Shrine Maiden

*

The next day. I [Warp] to Bode's castle after the breakfast.
I take the Alba and the Earring of Offerings off.
The Sacred Spear is already inside the Item Box.
These equipment are not suitable for an Adventurer nor there's any need to put on luxury items.

"The leader is inside."

The knight at the reception indicates with his hand when I show up.
It seems I can enter without permission, like always.
I enter and knock on the office's door.

"Come in."

"It's Michio."

"Oh, Michio-dono? I'm glad you came. Gozer will be here shortly."

"Okay."

I go in.

He is alone in the office, sitting behind the desk, doing paperwork.
Gozer isn't here at the moment.

I hate to be with the Duke without Gozer present.

"I'll try to finish my work before Gozer comes back. By the way, I was thinking of inviting Michio-dono's party to the dinner. What do you think?"

Oh no.

Which reminds me that the Duke had his eyes on Roxanne.
Didn't he give up?

"After all, I want to meet the party members that Gozer praised."

Damn it.

It seems he still has his eyes on her.
Is there no way out? I won't accept it.

Even if she were to become Lady Omone Cha, or Lady Cha Omone, the concubine of Tokugawa Ieyasu; I would not let go of Roxanne.

“But I don’t know the table etiquette.”

“Etiquette won’t be a problem when there’s no audience.”

So it’s a problem when there’s audience?

“But my party members are all slaves.”

“I don’t mind. Even this house has slaves employed.”

It’s not a problem?

I wonder if the Duke and slaves eat together.

Because he said there’s no problem, there’s nothing else I can say.

“Is that really alright?”

“Michio-dono has helped me a lot, I have to invite your party to the dinner, of course.”

“Haa”

It’s a valid reason.

There’s no room for argument.

Help me, Gozeraemon.

“How about tonight’s dinner?”

This is going too fast.

He’s hasty as ever.

“I need time to make preparations.”

“There’s no problem even if you attend in normal clothes. There’s no need for preparations.”

“Even if you say that-”

“Then tomorrow? No, it won’t be possible since I have plans for tomorrow’s dinner. How about the evening after tomorrow?”

I have succeeded in postponing it by two days.

It’s something.

But I don’t know whether it was a good idea to postpone it or not.

It can’t go worse, I guess.

What if he passes away?
It's possible since the Duke enters the labyrinth.
Well, I'm at more risk than him.

"Let me see."
"Nope, don't I have plans with Cassia for the day after tomorrow? A dinner with the Countess, if I remember correctly? Actually, isn't that in three days? Err, there's no problem with the evening after tomorrow, I guess."

The Duke mutters.
Will Cassia be joining us, too?
Since there will be five of us, I don't think the Duke will be hosting us by himself.
The couple will be hosting us, it seems.

I can't refuse a dinner with Cassia.
Or rather, I want to have a dinner with her.
There will be no problem if we will be having the dinner together. I will be able manage it.
He won't be able to ask for Roxanne in front of his wife.

"I don't mind if you are insisting this much."
"Do you accept then?"
"Excuse my intrusion."

After I accept the dinner invitation, the door opens and Gozer comes in.
You are late.
I have already accepted the unreasonable demand of the Duke.

"Gozer, Michio-dono has accepted the dinner invitation. It will be the evening after tomorrow."
".....Did my Lord forget? I will be going to the Imperial Capital the day after tomorrow."
"Oh, that's right. You of all people. Cassia has plans in three days and it will be inconvenient for me tomorrow. Michio-don, how about the dinner tonight, after all?"

The Duke's unreasonable demands are not over yet.

Apparently, Gozer has some business the day after tomorrow. It seems Gozer will be joining us at the dinner, too. That's good for me as well.

"It will be fine in a few days."

"But."

"I will do something about my plans. Although I will be asking too much of the other side, it should be fine tomorrow. I will go to the Imperial Capital tomorrow. As for the dinner with Michio-dono, there will be no problem the evening after tomorrow."

Gozer has compromised.

The ordeal was Gozer's this time around, too.

He really is a man of the world.

You really are a good friend but your Lord is incompetent.

"I see. My bad."

The Duke is so swift.

"I am really sorry."

I also lower my head in apology.

I don't think I am the one in the wrong here, though.

"No, no, don't concern yourself with it, Michio-dono. It's not that important a business."

"Then Michio-dono, I will be having you for the the evening after tomorrow."

"Very well."

"Well then Michio-dono, please take a seat."

"Sure."

Gozer insists me to sit on the guest's sofa.

Gozer takes a seat, too, facing me.

"Actually, it's regarding the Palmasque mirror. It's quite difficult to obtain it in the territory, so it has become a favorite gift. Furthermore, the special decorated frame made in Talem of our territory, its value outside the territory is high, too."

“I am really glad to hear that.”

“Some of them even asked if we are willing to sell the mirrors. Although we are using them as gifts, the request this time came from someone who is difficult to refuse.”

Is there really such a person?

Looks like that person is more influential than the Duke's house.

I guess there's always someone, who is hard to turn down, for everyone.

“I see.”

“If we are to sell the mirrors, we need to increase the stock. We must secure a reliable source of supply, so that we can get one immediately if we need it urgently. In this regard, we had a discussion. We have decided to prepare the Adventurers from our house to be able to go to Palmasque. If we prepare several Adventurers, it will perhaps be possible to go as far as Palmasque.”

“It will be possible.”

Gozer is honest.

I wouldn't know if he kept quiet.

Is it about letting them through to the source?

“It's okay even if you don't answer right now. When you visit the day after tomorrow, can you please tell me if it's fine with you or not?”

“Will it be okay till the day after tomorrow?”

“I am really sorry, especially since we owe Michio-dono. On the day after tomorrow, please bring as many Palmasque mirrors as you can with your party members; I will buy all the mirrors.”

So, what you mean is, it will be the last time you will be buying the mirrors from me?

If the Duke's house manages to secure a source of supply for themselves, I will just be in the way.

There will no longer be any need to pay higher, buying from me.

There is also the honor of the Duke's house.

If they are going to officially deal in the mirrors, dealing with an Adventurer of unknown origin will not be in their favor.

Also, it will be troublesome for them to summon me every time.

So, will that be the end of the mirror peddling?

It is not like I am troubled with that.

If you are worried that I am concerned, I am not.

After the conversation was over, I leave Bode's castle.

I head back home and have Sherry do some smithing.

Roxanne is doing the laundry, Miria is doing the dishes after the breakfast and Vesta is doing the cleaning.

"Isn't the housework tiring, Roxanne?"

I ask Roxanne while she was drying the clothes.

I think it's better to talk it over now.

"Not at all, it's fine."

"I was thinking of hiring a person who can do the housework while we are in the labyrinth."

Hiring a person, it's more like increasing the number of slaves.

A very beautiful slave doing the housework.

I will be able to hire a beautiful maid to do the housework.

Roxanne most likely understands what I am thinking about.

If I manage to increase the number of slaves, there will be many ways to increase the income.

If I am going to lose the option of selling the mirrors to the duke, I will need to find other ways to earn.

Or I can ask Gozer to let me continue selling the mirrors the same way as before.

If I don't increase the number of slaves, the mirror business is as good as gone.

However, because the revenue from the labyrinth increase has increased, there shouldn't be any problem.

Lately, I have been able to get a gold coin upon selling the items to the guild with 30% Up.

Also, I still have that white gold coin.

“No, it really is fine. There is no problem because we divide the work.”

“Really?”

“We don’t want to trouble Master in any way. We can do all the housework by ourselves.”

I have been completely rejected.

It means Roxanne didn’t get my plans at all.

It will not be a good idea to keep on increasing the number of slaves without a justified reason.

I don’t want to force it on them either.

I can have up to six party members.

Roxanne hasn’t objected to it thus far.

So, does that mean I can have only one more member?

I better choose carefully.

“What do you think, Sherry?”

“As things are, I don’t have any trouble, so I don’t think there’s a need to employ someone.”

I have been rejected coldly.

However, in another words, I can employ one if you are troubled?

“What do you think, Miria? If I hire someone who can cook while we are in the labyrinth, we will get to eat delicious fish dishes.”

“I will cook, desu.”

I have been rejected by Miria, too.

Even fish couldn’t bait her.

“Vesta?”

“I think we will be fine without hiring anyone.”

She’s such an airhead.

If all the members are against it, there is no way I can forcibly go against them.

From now on, should I check with my finger if there is any dust speck left?

And then, if Roxanne-san wasn’t able to clean it properly...

I would employ a new maid-san to clean since she wasn't able to clean. If I do that, I will be able to increase the number of slaves, right? I can't become fraught with emotion.

After waiting for the laundry and the cleaning to be finished, we enter the labyrinth.

"I plan on changing Roxanne's job to Shrine Maiden. Although I'm not worried for it's Roxanne, be more careful at the start."

I switch Roxanne's job to Shrine Maiden as soon as we enter the labyrinth.

Miria's Assassin is Lv29.

Initially, I was intending to do it when she reached Lv30 but it has been going well.

I thought of going to Palmasque as it might be the last time.

However, the MP consumption of [Warp] increases depending on the number of people, the weight of the object being transported and the duration of use.

The last time, it was terrible when I went to Palmasque after adding Miria.

This time, it will become even more terrible with the addition of Vesta.

Because it has become increasingly difficult to level up, there shouldn't be that much difference between this time and the last time.

My MP has probably not increased that much either.

It means I will be carrying Vesta with the MP that hasn't increased much.

That said, I can at least try and see if I'm able to do it.

For now, however, I will do what I can do. I change Roxanne's job to Shrine Maiden.

Shrine Maiden has an effect Small Increase in MP.

Because the effects of all the party members are shared, my MP should increase a little.

I can also switch other members to Shrine Maiden but that will make the party weak.

Because the job effects increase with level, there's no use even if I switch

them to a low level job when using [Warp].

If I designate Roxanne as a Shrine Maiden right now, her job Lv can increase from 1 to 20 in a mere day or two.

Later on, I can also choose Medium Increase in MP as the effect of Jobless.

My MP will increase with that, too.

It'll be good to set it just before going.

The only problem is, I won't be able to recover (MP) in the labyrinth, heading back with the mirrors.

“I will be a Shrine Maiden? Thank you very much.”

Roxanne shows motivation toward Shrine Maiden.

It's a good thing.

I select Alchemist and cast Plating on Roxanne.

Because Shrine Maiden is only Lv1, I can't allow any mishap to befall.

“Just in case, I will teach you the incantation Area of Effect Healing skill.”

“Okay.”

“To relieve those who err is the Shrine Maiden's 《Priest's》 prayer 《spell》.”

“Umm, to relieve those who err is the Shrine Maiden's prayer.”

The name of both the Priest's and the Shrine Maiden's skills is the same, so the skill incantation should be the same.

If I remove Incantation Omission and invoke the skill, the incantation should float up inside my head.

I teach that to Roxanne.

It should also appear inside Roxanne's head, though.

It's my turn, however, since I can somehow handle Brahim with ease.

“It may be difficult to use in the middle of a battle.”

“I guess so. It may be difficult while dodging but I will try it.”

I know the difficulty of casting spells while running.

However, I can invoke [Rush] and [Overwhelming] while fighting monsters.

There may be a slight difference between the skills in respect of the difficulty of use.

There is no other way but to try and see if it is feasible or not.

Two Scissors Lizards appear.

She seemed to be listening to me when I said to take it easy at the start.

The four of them start running.

“Since it’s her first time, Miria, Vesta, you will be taking care of the enemies.”

“I think it will be alright.”

She declines.

Roxanne crams into the vanguard.

“Err”

“Vesta, take on that one, please.”

“Understood.”

Looks like the vanguard team listens to Roxanne instead of me.

Roxanne and Vesta clash directly with the Scissors Lizards.

Miria thrusts the Estoc of Petrification from the side.

“Those who err.....”

Roxanne gets interrupted in the middle of the incantation.

The Scissors Lizard swings it’s scissors down.

Roxanne withdraws from chanting the incantation in order to dodge the monster’s attack.

Chanting incantation seems difficult while dodging.

“It’s relieve.”

“Thanks, Sherry. To relieve those who err is the Shrine Maiden’s prayer.”

She didn’t get it?

It looks like she didn’t withdraw from chanting the incantation in order to dodge the attack.

Roxanne has now chanted the skill incantation.

She lightly dodges the next attack of the Scissors Lizard.

“Did it, desu.”

The Scissors Lizard, which Roxanne was keeping company, gets petrified.

We encircle the remaining one and finish it off.

“It looks like I can cast Area of Effect Healing while fighting monsters. At least, there will be no problem if I’m fighting one monster.”

“That’s good to hear, really.”

“You stood in line with the waterfall in order to acquire Shrine Maiden; I think it’s thanks to that.”

Sherry interjects.

I see.

She means that it’s possible with Shrine Maiden because the concentration of mind is a requirement to acquire the job.

It’s well balanced.

“If I can grasp the flow of the area of effect magic attack of a monster as a whole, I will probably be fine no matter how many I’m against.”

I think it’s impossible, though.

For normal people, at least.

Roxanne seems to have awakened a strange ability.

Chapter 152 : Area Effect Healing.

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Next, Roxanne guided us to a place with two Scissor Lizards, two Ma Bream, and a Rtooll Troll in a group.

We'll need to be careful.

This type of group doesn't worry you?

Maybe it's just a coincidence that two Scissor Lizards were in both groups.

Four people start running.

I use [Sand Storm] twice, and then follow them.

Even though I've trained my mind to get the Priest job, it doesn't feel like my magic is any easier.

I don't think I'd be able to use an incantation while dodging demons attacks.

It's difficult to use skills while running.

I use magic when I stop, and then start running again.

The three vanguards face off against the demons.

Sherry stays in the back.

The Scissor Lizards are at the front, so the chance of the area effect magic being used is small.

Cancelling the magic takes a little while, but them using magic in rapid succession is rare.

With just two Scissor Lizards, we should be fine.

If there were five Scissor Lizards, they might have used the area effect magic before coming into range of Sherry's spear.

Some of them would be stuck at the back if there were five of them.

The area effect magic is a higher probability if they are in the second row.

The only thing they can do at the back is use magic.

The difficulty has increased quite a lot when coming to this floor.

On the 23rd floor, the Scissor Lizard uses area effect magic.

Rtoll Troll and Ma Bream from the 21st and 22nd floors appear a lot too.

The Scissor Lizard will still use area effect magic as we continue up to the 24th floor.

When we get to the 25th floor, the Scissor Lizard, and the demon from the 24th and 25th floors will all use area effect magic.

We need to be prepared for a lot of area effect magic.

It must be hard moving towards the top.

Should I stop exploring on the 23rd floor?

I don't particularly have any reason to go to the upper floors.

I can make enough money on the 23rd floor.

It's enough if I don't buy slaves one after the other.

In regards to strength, I already defeated the guy who picked a fight with Roxanne.

I won't have a problem getting to Lv50 on the 23rd floor, so I can get the Adventurer job sooner or later.

The 23rd floor should be fine.

Why do I keep advancing up in floors?

If there is a mountain, you must climb it.

That's probably it.

I'm going up in floors because there is a labyrinth here.

It's a bit different from curiosity or ambition, it's just that there is a labyrinth there, so I want to explore it.

But, I might stop as the floors get harder.

There's no real reason to keep going.

If there's no problem, I should keep advancing.

After all, the upper floors do allow me to earn more money.

The upper floors are stronger, and will strengthen us faster as well.

I'll go up if there is a chance.

Still, I need to do it carefully.

There's no reason to over do it.

The risks increase as we go up.

After I decide that we can easily handle the current floor, we'll probably go up.

Roxanne is in the front, taking on a Scissor Lizard.

Miria is taking on another Scissor Lizard.

Vesta is keeping an Rtoll Troll busy.

Disregarding Roxanne at Shrine Maiden Lv1, it's good judgement to have Miria take on the other Scissor Lizard.

Because of Rtoll Troll's weakness, it will be the last one standing, but Scissor Lizard is stronger than Rtoll Troll.

It's better to petrify a strong demon.

The lizard swings it's scissors down.

Roxanne dodges easily, and thrusts at a Ma Bream with her rapier.

You'll even take on a Ma Bream that came to the front row?

Scissor Lizard and Ma Bream start attacking Roxanne at the same time. Roxanne skillfully evades both.

It's hard to complain when she's doing so well.

"I did it, desu."

The Scissor Lizard in front of Miria is petrified.

Now the front row is back to one on one.

Even though I thought that, Miria goes around the side of the petrified Ma Bream and attacks the Ma Bream in the second row.

"It's coming."

A magic formation appeared below a Ma Bream.

Ma Bream don't have area effect magic.

For now, I'll move away from the area behind Roxanne.

It's dangerous behind Roxanne's back.

Ma Bream spits water.

The water doesn't go towards Roxanne, instead, Miria is attacked.

She's quite close.

Miria can't avoid it, and get's bathed in water.

"Are you alright?"

“Yes.”

I called out, but she seems to be alright.
Miria will be fine if it's just one magic attack.

“May I use area healing?”

Roxanne asks.

“Sure, you can experiment with it.”

“Okay, To relieve those who err is the Shrine Maiden's prayer.”

Roxanne easily used [Area Healing].

While evading the Scissor Lizard, and the Ma Bream, she spoke the incantation.

Even while being attacked by two opponents, she didn't have a problem.

Since it's only Miria who has received damage it's a bit of a waste, but it's good practice.

We only needed [Area Healing] once, the first demons to be defeated are the Ma Bream's.

Next is the Scissor Lizard which had been petrified.

Then the other Scissor Lizard, and the Rroll Troll last.

“It seems to be fine even if two demons are your opponents.”

“Yes. If you can see the flow of the demons attacks then there is no problem. It would be easier if I was talented.”

Roxanne answers.

Her MP seems a bit low.

Is that as much as Shrine Maiden Lv1 can handle?

The demon is defeated, and Roxanne has become Shrine Maiden Lv2.
I don't think MP recovers when you get a level up though.

That's how it was for me.

“It might be hard at first, but it will be easy when you get used to it,
Roxanne.”

“Yes, Thank you.”

If Roxanne doesn't have talent, then nobody does.

I seem to have awakened a strange ability.

“How is your MP?”

“Magic for skills? It might be a bit low.”

“Managing MP is important work. You need to have enough left for emergencies. Please make sure you don’t overuse area healing.”

“I understand.”

I made Roxanne use a strengthening medicine for now.

I used Monk to finish healing Miria.

We continued exploring when Miria had recovered.

Roxanne’s Shrine Maiden level went up again.

It’s going well.

With every battle it feels like it’s going up.

When Roxanne became Shrine Maiden Lv5, I stopped using Alchemist.

Plating is probably unnecessary already.

I’m still worried, but Roxanne hasn’t received any attacks yet.

It seems my worry is unfounded in Roxanne’s case.

There was no area effect magic either.

Were we lucky, or did Miria’s petrification help?

Miria became Assassin Lv30, and the chance to petrify seemed to increase.

Petrification goes off in the next battle.

Miria normally fights a Scissor Lizard, so it’s a Scissor Lizard that gets petrified.

He can’t use area effect magic if he’s petrified.

I think Miria would rather fight the Ma Bream.

She didn’t complain about fighting the lizard though.

The strength of the Scissor Lizard and the Ma Bream is different, so it’s better to petrify the Scissor Lizard.

I don’t know if that’s what she’s thinking.

She probably just wants to go back to the Ma Bream floor.

The items dropped are probably her only goal.

Those thoughts are normal.

We explored until evening.
We finished a little early, and I prepared the bath.
After getting out of the bath, Roxanne begins to put on her white outfit instead of the usual camisole.
It's the outfit from the waterfall line.

“The white clothing?”
“Yes, since it dried well, I was thinking of using it as pajamas.”

It seems to have dried without staining or losing shape.
I didn't consider reusing it as pajamas.
It's a high class item.
It shouldn't go to waste.

It might seem odd, even in the dim bedroom.
It's not transparent either.
It may have the same feel as a silk nightgown though.

I thought something like that before too.
The white clothes are good.
They are wonderful.
They'll be good pajamas.

It's good.
It's good.
This is good.

I quietly insert my hand through the opening in the front.
This feeling of conquest.
This feeling of immorality.

The white clothes which were shut, come open.
This seduction.
These loose clothes.

They are made so my hand can move about freely under the silk.
This smoothness.
This softness.

I feel an impossible weight in my hand under the silk.

Fruit in my hand.

A hill in my hand.

I catch the mountain in my hand.

I don't need Sex Maniac now.

Fight.

I'll fight.

The beast.

I will become the beast.

Stand.

I'll stand.

Until I burn white hot.

At noon the next day I went to Bode.

Of course, I will fight again tonight.

I used [Warp] to the adventurers guild instead of the castle, and went to the amber merchants place.

"Hello, how can I help you today?"

When I enter, the amber merchant greets me.

He seems energetic as well.

When I lose the mirror work, I probably won't trade amber again either.

Well, Sherry has been the one negotiating in Palmasque.

"Can I get some uncut amber again?"

"Yes, I can do that straight away."

"I'd also like an amber necklace that suits her."

"Certainly."

I indicate Vesta, and the amber merchant gives us a bow and goes to the stores interior.

"A necklace?"

"You're doing well in the party. It's a reward. Roxanne and the others have one too."

"Okay, Thank you."

We were told our regular clothes were fine, but they can wear their

necklaces to dinner with the Duke of Harz.

It would be bad if only Vesta didn't have one.

I go further into the store and sit on a chair.

The amber merchant comes back.

“I have eight stones of uncut amber.”

“I'll take them all.”

“I think this necklace will match the customer, how is it?”

The merchant pulls out an amber necklace.

The necklace has some very big amber stones side by side.

It's quality looks considerably good.

“It looks good.”

“It's beautiful.”

Roxanne also agrees.

“It's a necklace with large pieces of amber, and good workmanship. The shade of the amber is light, and I believe matches her well.”

Amber of this shade matches Vesta's light brown skin well?

That's probably true.

“That's right.”

“Yes. It's beautiful.”

“Well...”

The necklace is held close to Vesta.

The depth of colour is similar to Vesta's skin.

It's shining too.

Roxanne gives it a nod.

“Even though I regret to part with an item like this, since you're a special customer I'll give it to you for 50,000 nars.”

You're an amber merchant, I'm the one who has to part with something regrettable.

It's not a bad item though.

But at that price?

50,000 is the same as Roxanne's necklace.

“It’s a good, beautiful necklace.”

“I think it suits her.”

“Beauty, desu.”

All three of them agree.

If nobody is complaining, there shouldn’t be any problem with it.

“What do you think Vesta?”

“Is it alright? It’s amazing.”

“It’s fine. I’ll get it for you then.”

“Yes. Thank you.”

I pass the necklace back to the merchant.

He places it in a small wooden box.

The uncut stones and the necklace are bought with a 30% discount.

“We’ll return to the house next. Vesta hold onto it until then.”

“Okay.”

I pass the small box to Vesta.

I’m holding onto the uncut stones.

“Are we going to Palmasque now?”

“No, we’ll do that tomorrow.”

I put them into my rucksack instead of giving them to Sherry.

I plan to go to Palmasque tomorrow.

I want to raise Roxanne’s Shrine Maiden level more before then.

It would be good to raise it until the last minute.

Chapter 153 : 24th Floor

*

The next morning. We reach the boss room of Haruba's 23rd floor. The labyrinth seems to be expanding with every floor. With the monsters becoming stronger and the area expanding, it took us a while to find the boss room.

Most of the monsters that appear on Haruba's 23rd floor are weak against Earth magic.

So the exploration went smoothly.

It might have been even quicker.

“The Scissor Lizard boss is called Mother Lizard. It's the same as Scissor Lizard: weak against Earth magic and resistant to Fire magic, that is. As for its distinguishing feature, it can give birth to a monster. Because it's not a magic skill attack, it can't be cancelled by Incantation Interruption. If it gives birth to multiple monsters, the situation will turn dire, so we'll have to be careful. Also, because it's 23rd floor, there will be two accompanying monsters.”

Sherry briefs.

Now that's some terrible enemy.

Incantation Interruption won't work?

It would be an easy pass, indeed, if Incantation Interruption could cancel every attack.

“We'll use the same strategy we used against the Black Diamond Tuna: we will separate the monsters because we can't use Incantation Interruption. For it's our first time, I'll have to ask of you to confront the boss, Roxanne.”

“Understood.”

To tell the truth, I would like Miria to take on the Mother Lizard. For we can't use Incantation Interruption, we can only rely on Miria petrifying it.

However, since it's our first time facing this enemy, our best bet is the one with the highest battle ability who happens to be Roxanne.

Because Roxanne's Shrine Maiden is now Lv25, there won't be any problem.

Also, we don't know as to how resistant the boss of 23rd floor is to petrification.

There's another option, which is to give Estoc of Petrification to Roxanne, but it's better for Miria to use it due to the constitution of Assassin.

Should I have made Roxanne Assassin and Miria Shrine Maiden? Nothing can be done about it now.

"Vesta, take this."

"Okay."

I hand Durandal to Vesta.

Everyone rushes into the boss room.

Smoke gathers; three monsters appear.

In the centre is the Mother Lizard. On both of its sides are Ma Breams.

We are lucky that the monsters that came out are Ma Breams, not Scissor Lizards.

Nope, inscrutable are the ways of heaven. (TN: A Japanese proverb)

So I can't say that we are lucky.

It may be a weaker enemy but we can't be careless.

I cast two Sandstorms and use Abnormal Status Resistance Down on Miria's opponent.

The Mother Lizard is a bipedal lizard, same as the Scissor Lizard.

But there are no scissors.

The moment it emerged, it came under the baptism of Earth magic. It didn't seem to like it for it's glaring at me.

A red magic formation appears under the Mother Lizard.

Geh

It's a magic attack.

Because our strategy was to separate them, it can't be helped.

Had we made our move the moment it appeared, we would probably have made it in time.

I better arrange another weapon with Incantation Interruption ASAP. That said, I can't prevent the Mother Lizard from giving birth to a monster even if I have another weapon with Incantation Interruption.

“Here it comes.”

Sparks start dancing; my body starts heating up. My chest constricts; my joints start hurting. I curl my body up to mitigate the feeling of pain.

Its area of effect magic attack seems to be more powerful than the Scissor Lizard's. It's the boss, after all.

When we were under the magic attack, the Ma Brems approach us, preparing to attack. Miria wards one off while Vesta repels the other. We have avoided them.

The Mother Lizard comes over and attempts to head butt Roxanne. It doesn't need to be mentioned that it didn't hit Roxanne. If it's a normal attack, there's no need to be worried.

“Did it, desu.”

Miria thrusts her Estoc of Petrification into one of the Ma Brems and petrifies it. That was quick. Leaving the petrified Ma Bream aside, Miria turns around and goes behind the Mother Lizard. I cast Abnormal Status Resistance Down on the Mother Lizard.

“To relieve those who err is the Shrine Maiden's prayer – Area of Effect Healing.”

While dodging the attack of the boss, Roxanne chants the incantation to Area of Effect Healing. Sherry was within the area of effect. Because she keeps running around,

attacking; it's not a given, so I'm grateful that she was able to be healed.

Including the management of MP, I have left the discretion of use to Roxanne.

“Did it, desu.”

After a short while, the Mother Lizard gets petrified.

That was even quicker.

The combination of Assassin and Abnormal Status Resistance Down seems great.

The only one capable of moving now is a Ma Bream.

The four of them encircle the fishkin.

The Ma Bream collapses right after.

Vesta was the one to deal the finishing blow.

The Ma Bream that Vesta was keeping company died even before the petrified Ma Bream. It must be thanks to Durandal.

However, that Miria was able to shut them out doesn't necessarily mean that it was thanks to Abnormal Status Resistance Down.

“Vesta, the sword, please.”

“Yes.”

Now that only the petrified monsters are left, I take Durandal back from Vesta.

I first take the Ma Bream out before finishing the Mother Lizard off.

I wanted to see the place where the Mother Lizard gives birth to a monster but I don't want to willingly experience it.

Ah, there's a whole fish.

“Whole fish, desu.”

“It'll be for tomorrow's dinner.”

“Okay, desu.”

Miria jumps at it and brings it over.

It's good that she didn't insist on fatty tuna for the celebration of clearing the floor.

I put the whole fish in my Item Box.

“Sherry, will it be safe for us to move on to 24th floor?”

“Of course. There shouldn’t be any problem.”

When I try to enquire Sherry, she returns an assertive reply. If it’s Sherry’s opinion, there shouldn’t really be any problem. Asking for the opinion of the other three would serve no purpose.

“With Master here, there won’t be any problem.”

“Do, desu.”

“I think it’ll be alright.”

This is why I didn’t ask for the opinion of these three.

Oh well, now that Sherry has no objection, should we proceed then? If we fail, we will simply have to improve our strength. We are moving up just one floor, so I don’t expect us to get wiped out right away.

If push comes to shove, I can use all the recovery medicines in my Item Box to weather the storm.

“Let’s move on to 24th floor then?”

“The monster native to Haruba’s 24th floor is Cyclops. It’s weak against Wind magic and resistant to Fire magic. It can use Fire magic. It’s also threatening in close quarters combat due to its menacing physical attacks.”

Sherry briefs.

It’s weak against Wind magic?

Should I switch the skill to Jobless to Basic Wind Magic then?

Although we can fall back to 23rd floor, I think we should challenge it.

While stepping into 24th floor, I switch the skill of Jobless.

“Can you please guide us to a place with fewer Cyclopes?”

“Okay, understood.”

“Since it’s our first time, please be careful.”

I give instructions to Roxanne.

“It should be close by, right?”

Roxanne guides us to the right.
I wanted the place to be nearby because I wanted to expedite.
Will it be alright?
Thus far, we haven't encountered any problem because we have been prudent with our first times.

After advancing for a while, we encounter a group of three Cyclopes.
It's a reddish-brown giant with one eye.
One huge eye in the centre of the face.
So this is the Cyclops, huh?

The four of them start running while I cast two Breezestorms.
When the wind starts blowing, the Cyclopes stop and shut their eyes.
They stand still in the same posture for a while.
When they open their eyes, they restlessly move their faces about and confirm their surroundings.

Ah. It's their weakness, evidently.
To have big eyes doesn't seem to be a good thing.
If that's the case; I should, rather than casting two Wind spells at the same time, delay the second spell a bit.

Thereafter, I cast Breezestorms with a slight interval in between.
I alternately cast Wind spells of Jobless and Wind spells of Wizard.
The Cyclopes stop moving whenever the wind starts blowing.

The four of them close in on the monsters in the meantime.
The spear and the swords strike.
Cyclops is one size larger than Vesta.
It's a giant, after all.

While I cast Breezestorms, they close in.
That I'm casting two spells alternately, there's little room for the Cyclopes to attack.
They occasionally swing their arms which Roxanne dodges.

"Did it, desu."

Moreover, one of them is down.
Eventually, We take all three Cyclopes out.

When the smoke dissipates, clumps of metal were left.
Copper, to be specific.

So, will three monsters not be a problem?
Or will it be a problem?
A dropped item is a part of the body of a monster, after all.
It's foul play that the body of the monster contains metal.

“Copper, huh? Did you guys have any problem in attacking them with swords?”

“No, we didn't have any problem. We'll be fine even if our opponents are Cyclopes.”

Oh well, I didn't expect any different from Roxanne.
Miria was able to inflict petrification once which helped us a lot.
However, considering the skill of petrification, it may not be the same every time.

“Whether we'll be fine or not depends on whether we can take care of five Cyclopes or not. We'll fight and see. Copper is the material used in making equipment. It's even more important than leather. Although it's difficult to treat, I'll try my best.”

Sherry says something positive again
I wonder if she has experienced some sort of spiritual enlightenment.
Or perhaps, she just assumes defiant attitude when she wants.

“Five Cyclopes?”
“Five Cyclopes and Scissor Lizards.”
“This way then.”

Although I would like to observe some more, we have observed once already.

Now that everyone is motivated, I can't not be motivated.
Roxanne guides us.
A group of three Cyclopes and two Scissor Lizards appears.

“As expected.”

Now that I think about it, wouldn't it be better if I just specified the

composition of three-to-two monsters?

The four of them dart forward.

I follow them after casting a Breezestorm.

“Here it comes.”

A red magic formation appears under one of the Scissor Lizards.

Sparks start dancing.

Fire magic engulfs us.

Like I thought, if there are five monsters, there'll be more instances of the area of effect magic attack, huh?

Roxanne halts and casts Area of Effect Healing.

Dodging the attacks while running seems to be difficult.

Even if you dodge the attacks of the monsters while running, using Area of Effect Healing in conjunction is difficult, surely.

Miria and Vesta take over the vanguard, and confront the monsters.

Vesta takes on a Scissor Lizard.

The Scissor Lizard that used area of effect magic attack is still in the back row.

The Cyclopes, that stop moving every time a wind spell is cast, are further behind.

The monsters are scattered all over the place.

However, this scattered positioning is not tactical.

Only Sherry here has a weapon with Incantation Interruption.

Vesta and Miria surround the Scissor Lizard which Sherry was keeping company.

Roxanne, who was a little late, takes on the Scissor Lizard that was likewise late.

“Did it, desu.”

“Here it comes.”

The moment the Scissor Lizard gets petrified, a magic formation appears under one of the Cyclopes.

Although the movement of the Cyclopes can be obstructed by Wind magic, it's troublesome if they appear together with other monsters.

Sherry's spear could reach but it acted at the same time as the Scissor Lizard.

Even though I cast Breezestorm, the magic formation doesn't disappear. It doesn't seem to have 'cancel' function.

The Cyclops spits fire.

Is it a single target magic attack?

Roxanne dodges it without any trouble.

If it's single target magic attack, there's nothing to be worried about as long as it's targeted at Roxanne.

While she was fighting the Scissor Lizard, Roxanne had taken over the position of the central vanguard.

Cyclops seems to be able to target accurately even with its eye closed. That's actually better.

If it weren't able to aim properly, it would probably use area of effect magic attack just like my Wind spell.

It would be embarrassing if my exploiting its weakness triggered it to use a dangerous attack.

The Cyclopes finally arrive at the front.

But only one of them steps forward.

The one that spat fire seems to be staying in the back.

Because Wind magic delayed the one-eyed giant, is that why it fell back to the second row?

Thankfully, it was not due to using area of effect magic attack.

However, on this floor...

Not all of the monsters use area of effect magic attacks.

The area of effect magic attack was used just once before the Cyclops in the back was taken out.

Because there was just one instance with the two of them, it's not much.

Obstruction in the movement by Wind magic seems pretty effective.

"Did it, desu."

At the same time as Roxanne casting Area of Effect Healing and the Cyclopes collapsing, Miria petrifies the remaining Scissor Lizard.

Both the Scissor Lizards ended up getting neutralized by Miria.

“Ooh, as expected of Miria.”

“Yes, desu.”

I finish the two petrified monsters off with Durandal.

In the meantime, Roxanne casts Area of Effect Healing again.

I don't need it for I have HP Absorption of Durandal.

“There's no problem with MP, is there?”

“No problem at all. The day before yesterday, it felt like I can't use it too much. Today, however, it seems I can use it over and over again. It's a mystery. Is it perhaps because I have gotten accustomed to it?”

No, it's because you were Shrine Maiden Lv1 at that time and Lv25 now. The number of times it can be used seems to have increased.

If we receive area of effect magic attack, Roxanne can heal us. If the battle is protracted, Miria can inflict petrification.

We seem to be able to fight on 24th floor, too.

Chapter 154 : The Right Time

*

When it was about noon, Roxanne's Shrine Maiden levels up once more and reaches Lv26.

I take out the amber necklaces and the uncut amber gemstones, and head to Palmasque.

I am not sure if she will be able to reach Lv27 by the evening. Even if she does on the last moment, it will not be much use.

So this is the right time, I guess.

"Sherry, please get me four mirrors."

"Okay."

After recovering my MP in Zabir's labyrinth at the border of the Empire, I hand the amber gemstones and the funds for the mirrors to Sherry.

"Also, this may be our last work, so you can say your byes to Palmasque."

"This will be our last work?"

"I don't know the details yet but it will most likely be."

"I understand."

After finishing the preparations in Zabir, I [Warp] us to Palmasque. It really is as tough as I thought.

However, I had already prepared for it by keeping a recovery pill inside my mouth.

It is an idea the incompetent me came up with.

"Wa-amazing. This town is so white and beautiful, I think."

Vesta is genuinely delighted at seeing Palmasque.

I take the pill immediately in order to recover.

I'm safe, somehow.

I see the four of them off and move to as far as Haruba's labyrinth. In the labyrinth, I recover MP by myself. There was no issue with this

[Warp].

I fight Fly Traps on 18th floor and replenish MP recovery pills.

I want to produce strengthening pills from the item dropped by the boss, Animal Trap, but it will not be possible.

Since it will be 1 vs. 2 in the boss battle on 18th floor.

I think it will be an easy battle for Roxanne, though, even if she's by herself.

I, however, don't have to go to that extent.

Although it's tough, I head back to Palmasque, making full use of the pills.

I consume the recovery pill after arriving at the Adventurer's Guild of Palmasque. Soon after, Roxanne and the girls return.

Everyone holding a mirror each.

I jump from Palmasque to Zabir's labyrinth.

It is difficult for there is no relay point in between.

Actually, Zabir itself is a relay point to Palmasque.

"I informed the owner's wife that I don't know when our next visit will be. The owner's wife doesn't want the amber necklaces to spread. It would probably not be a good thing if everyone had it. I wonder why it will not be a good thing if others have it."

"I see. Thanks."

Sherry explains Palamsque's status to me really well.

As expected of Sherry.

They all are great party members wasted on the useless me.

The value of the amber necklaces would depreciate if everyone had one. It's already a godsend for the owner's wife to have one.

I don't know as to which route the adventurers of the Harz duchy will be using.

From Zabir, instead of going directly to Quratar's labyrinth, I stop at the towns along the way.

Moving at intervals instead of in one-go, I will be able to save myself from having low MP.

While I recovered my MP using the pills, we return home
Since it is not some suspicious pill, I don't think I will get addicted to it.

Because there was still some time left, we drop the luggage at home and enter Haruba's labyrinth.

The Duke didn't say anything in regards to the time I was supposed to be there.

I'm just required to be there for the dinner.

Well, there are no clocks here even if he specified time.

I wonder as to when will be a good time to be there.

Because they need to prepare, it will not be a good idea to be there early. Also, since Bode is in the north of Quratar, the sunset will probably be late.

Should I ask the rational Sherry instead of racking my brains?

"I received dinner invitation from the Duke of Harz. Later, we will head there with the mirrors."

I tell Roxanne and the girls during the exploration.

"With the mirrors? Understood."

"This will be our last time selling the mirrors. It is to celebrate that. Or rather, to apologize."

"Then we will obediently stay outside."

Roxanne seems to have misunderstood what I meant.

"No, all of us were invited."

"Even us? Is that really fine?"

"They insisted on it."

Or rather, the Duke is aiming for Roxanne.

"Isn't the Duke of Harz a noble?"

"He is."

"Even the nobles have slaves employed. She probably believes it is a taboo for them to eat together with slaves."

Sherry explains Roxanne's doubts.

As expected of the rational sherry.

She said the same thing as the Duke.

“When do you think will be a good time to go?”

“In the evening. However, I think it will be better if it’s a little early. Since they are nobles, I don’t think they will be busy.”

Really?

His servants will be the ones doing the preparations, not the Duke himself.

Every argument from Sherry seems to possess a persuasive power. I was right to consult Sherry.

“Got it. Then let’s go a little early.”

“Is that really fine?”

Roxanne is anxious, just like I am.

For different reasons, though.

“As long as we have fighting spirit, it will be alright. Fighting spirit!”

“Fighting spirit?”

“I will never let go of you, Roxanne.”

“Umm, okay. Thank you very much.”

It is alright.

The Duke will not be able to carry on with this foolishness even if he wants to.

No need to be scared.

After leaving the labyrinth, I first go to the Adventurer’s Guild to sell the items off.

I then return home to make preparations.

I prepare the mirrors and the necklaces.

“I was told that casual clothes will be fine but you may as well put the necklaces on.”

“Is that really fine?”

“Yes, I don’t think there will be any problem.”

I can rest assured now that the rational Sherry says there won’t be any problem.

I take out all the items from my Item Box to finish preparations.
I remove the Earring of Offerings and equip Sacrificial Misanga.
And set Jobless as the first job.

After all, my Explorer is still at Lv48.
Just one more step to Adventurer. Actually, two more steps.
I don't think they will verify our Intelligence Cards but if they did, I would be in trouble.

It will be painful going to the Adventurer's Guild of Bode since I am carrying the mirrors.
It will be painful to walk from the Adventurer's Guild all the way to the castle carrying the mirrors.
But If I were to [Warp] directly to Bode's castle, I wouldn't be able to cheat my way as an Explorer.

And that's when Jobless comes into the fray.
As a Jobless, there will be no problem using [Field Walk] even if I am not an Adventurer.
I should be able to set Adventurer's skill as the skill of Jobless since I am supposed to possess Adventurer.

Even though I'm afraid that Jobless is not widely known, I will be less likely to face any trouble if I am using it.
At least, it is better than an Explorer using [Field Walk].
And as a Jobless, I can come up with a lot of excuses.
There will be no question even if I use magic.

Of course, I don't plan to expose that myself.
It is just an insurance.
It is just an insurance for contingencies.
If there was no need for the insurance, I would be even happier.

After we were done with the preparations, I [Warp] us to Bode's castle.
I put the necklaces on the four of them and have them hold the mirrors.
I'm without my sword.
As for why I'm without my sword, because I am afraid that I would have to remove the sword anyway during the dinner.

What would I do to the sword after removing it?
As an Adventure, I can put it in my Item Box.
But it will be strange for a Jobless, not an Adventurer, to use Item Box.
The empty skill slot of Jobless has not increased from one thus far.

Anyways, it is better not to have a sword right from the start.
If I stepped on the stone bridge, it would crumble.
I have to be attentive and act prudently.
It's risk control.

“I will call the leader immediately. Please wait a minute.”

When I arrived at Bode's castle and was about to enter without permission, I was stopped.

Oh

It is different from usual.

Am I being treated differently because it is dinner invitation?

No. I am not alone today, is that perhaps why?
Even though they know me, they can't allow a human of unknown origin, who brought other people with him, to meet the Duke right away.
It's the ABC of risk management.

“Michio-dono, I am glad to see you. Please come this way.”

Gozer comes over.

This time, the Duke didn't come out in quick strides, as expected
The crisis control of the knight order seems to be solid.

The duke was inside a big room which we were guided to.
There were other members of the knight order waiting inside.
It is a beautiful, wooden, empty room.

“Michio-dono, it is nice of you to have come.”

“I came to join you tonight per your invitation.”

“Good, good. There is no need for formal greetings.”

“Okay.”

The Duke is, after all, a duke.

“And these girls with Michio-dono?”

“Yes, they are my party members: Roxanne, Sherry, Miria, Vesta.”

The four of them bow their heads toward the Duke.

“I am the Duke of Harz.”

“Yes, I thank you in anticipation.”

Roxanne greets him as the rest’s representative.

“Hmm, Michio-dono, you brought only four people?”

“They are the only members of my party.”

“You didn’t bring your siblings, parents or other acquaintances?”

“Ah... I see.”

When I answer the Duke’s question, confused, the Duke clarifies. Was I supposed to bring six people no matter what even if it included other people than my party members? Since it was a dinner invitation, it would normally be so. I didn’t understand whether by ‘members’ he meant people whom I fight together with in the labyrinth or other people.

But I don’t have such other people to bring along. I wouldn’t be able to handle it if I brought some stranger and they behaved badly.

“He really is from a faraway place, huh?”

The Duke mutters to himself. Why would he think that I came from a faraway place? It must be Luke. I told Luke that I was from a faraway place to keep him from spying on me.

The Duke seems to have heard from him.

Walls have ears. Information travels quickly. This may actually be the reason behind tonight’s invitation.

The Duke was probably trying to sniff a connection with the order of my hometown’s knights.

I knew something was off with this invitation.

However, it’s unlikely for him to have a connection with the order of my

hometown's knights, it being faraway.

He will cut our connection if he finds anything suspicious.

The Duke's aim was perhaps not Roxanne.

If it's not this way, then it will be that way.

Either way, I won't be having a peaceful time, it seems.

"Pass the mirrors to me, please."

Perhaps having sensed the delicate situation, Gozer steps in.

As expected of the man of the world.

I am glad Gozer is here.

The four girls lean the mirrors against the wall.

"Here are the four pieces."

"Very well. I will pay a little over the price later. As for the future—"

"As for the mirrors, it will be difficult for me to continue. I think it is about right time. It was a good sideline income. I would like to thank you for giving me the opportunity."

I simply withdraw from peddling the mirrors.

And I don't think it would have gone well even if I had complained.

If the Duke exercised his authority, I don't think I would have any chance to resist.

It is not like I absolutely need it.

"However, it will be better if you join the order of knights and assist in the transportation. It will be like killing two birds with one stone."

Was the Duke aiming for this all along?

If I negotiated to somehow continue, he would ask me to join.

I could continue peddling the mirrors and the Duke could stock up the mirrors using the regular members of the order of knights.

It's indeed killing two birds with one stone.

"It's not that good a job, I guess"

"Is it?"

He doesn't seem to be pursuing it in particular upon my simply withdrawing.

It might not be a bad decision, though, if I joined the Duke's order of knights.

There would be no need to be worried about missing a meal in the future. As long as the Duke is alive, at least.

However, there are a number of elves in the order of knights. I heard that elves don't have a good impression of humans. I didn't particularly feel that from the Duke and the members of the order of knights but I may experience it if I go down the order.

I would have to interact with a lot of elves if I joined the order of knights.

It would be an unpleasant experience, surely.

I don't have to trouble myself with their relationship with humans.

Also, it would be dangerous to enter the labyrinth. The risk would increase if I entered per the order of knights' instructions. I would have the option to consider it, of course, but sometimes, I might have to take unreasonable orders.

I prefer to be free as much as possible. I should leave as much room to be free as I can. In addition, I will have to conceal a lot of things during the battles.

"I understand."

Gozer withdraws just as simply.

"And who is the person that Gozer acted as witness for?"

"She is the one if I am not mistaken."

The Duke's eyes was on her after all, huh? And Gozer didn't forget about Roxanne either. It has finally come to this.

"She is Roxanne."

"There's no gap in movement. She looks strong, indeed."

The Duke praises Roxanne when I reintroduced her. Is that really so? He realized that she is strong from just a glance? Well, she does appear

strong.

It's Harlow's Effect.

"Yes. Her stance is brilliant."

Even Gozer has been tricked.

Gozer has watched Roxanne fight, though.

I mean, she is merely standing there, right?

"Perhaps even my attack may not be able to land on her."

"Her strength can't be neglected either."

Is it really like that?

Can they really figure that much out?

"What do you think?"

"Umm, with all due respect, I would like to duel with her at least once."

"Michio-dono, how about it? This person is one of the talented people in my order of knights. I hope you will allow him to duel with her at least once."

The Duke was talking to one of the members of the order of knights and he requested a duel with Roxanne.

This man's job is the same as the Duke's, Holy Knight.

He is the Holy Knight from Gozer's party.

Is he one of the most talented members of the order of Harz Knights?

"No, no, it's a messed up match."

"They will be using wooden training swords, so there will be no danger."

"Master, I would like to duel with him, too."

You, too? Roxanne!

There doesn't seem to be a way to escape from this duel.

Chapter 155 : Being Drawn out

*

The mirrors are taken away by a member of the knight order and wooden swords are prepared.

You're going to do it here?

Well, it is quite a large room.

Did the Duke invite us into this room just to make Roxanne play a game?

It's shrewd.

Was this the plan right from the start?

Roxanne also removes her Rapier from her waist and unfastens her necklace, and passes them to Sherry.

She's totally motivated.

"Try not to get hurt."

There's no other choice, so I give my permission.
Since she wants to do it, there's no reason to deny it.

"Yes. Thank you."

Roxanne selects a wooden sword.
It's a one handed sword.
A wooden shield was prepared by the order of knights.

I'm glad they prepared a shield.
I don't need to pull Roxanne's shield from the Item Box.
I'd prefer not to use the Item Box.

Roxanne and the Holy Knight head to the center of the room.
They are facing each other from a small distance.

"Okay."

The Holy Knight yelled and rushed in.
He swings his wooden sword down with both hands.

The Holy Knight seems to be using a two handed sword.
Roxanne parried it away with her sword.

The next blow is knocked away without room to spare.
Roxanne slightly bends her waist and parries it.
The Holy Knight continues on with a wave of angry attacks.

The Holy Knight swings his sword.
From right to left, then left to right, then upper right to lower left.
He slashes from the left to the lower right, then swings it up.
A powerful attack has come out quite early.

Roxanne handles them all with minimal movement.
Dodge, dodge, all missing.
Occasionally she deflects the sword and it will miss her by a millimeter.
Roxanne also swings her sword and the Holy Knight repels it.

The Holy Knight swings his sword up strongly.
It's a swing that could cut through a tree trunk.
Roxanne sees through it and avoids it.
The Holy Knight's sword just cuts the air.

"That will do."

The Duke's voice is heard.
That's it?
I let out a sigh of relief.

I didn't think the match was very long.
It might have felt short because of the tension.
The Holy Knights attack was probably a high level finishing move, so
they probably understand Roxanne's ability.
It's good that there weren't any injuries.

"Thank you."

"Thank you."

The two of them lower their swords.
Roxanne comes over here straight away.

"Well done, Roxanne."

“Yes, It finished without me embarrassing Master.”

I wouldn't really mind if you lost.
The Duke has his eyes on you.

“She is strong.”

“I just couldn't touch her.”

The Holy Knight is speaking with the Duke.

“Yes. It was quite perfect. Hard to believe if I didn't see it for myself.”

Gozer calls out.
Is this because of you?

“You have a good party member, Michio.”

“Yes, she's someone I am proud of.”

“As expected of someone that can be called a party member of Michio.”

The Duke comes to me.
This is it.

“Your excellency, it's nearly time.”

“Hmmm. It seems the meal is nearly ready. Come.”

Gozer makes a suggestion. The Duke agrees with it and leaves the room.

He didn't get a chance to say that he wants Roxanne.

It's good.

Should I be thanking Gozer?

We follow the Duke as well.

We move down a passage until the Duke opens a door. A wide room like a banquet hall appears.

A huge table is in the center of the room.

There are many dishes lined up on the table.

We enter the room and see Cassia, with a woman waiting on her at either side.

She seems to be more dressed up than the last time we met, probably because we are having dinner now.

She is beautiful.

“I’ve been waiting. I’m glad you came.”

When we enter, Cassia gives a bow.

She is wearing a light blue dress.

It looks good on her.

I think anything would look good if she were the one wearing it, though.

It doesn’t expose much but it’s not a full dress either.

The two women at her sides are wearing similar dresses.

One is wearing navy blue and the other is in dark red.

The two elves are beautiful women but they don’t compare to Cassia.

“These are Michio’s party members: Roxanne, Sherry, Miria and Vesta.”

The Duke says their names.

It’s perfect.

The great Duke.

Did you remember them already from earlier?

Apart from Roxanne, the others names were only said once.

Do you have Analyze?

A person named Kakuei Tanaka remembered all of the DIET members’ faces, names, electoral districts, winning frequencies and their careers as a bureaucrat after joining the ministry.

He could remember their winning frequencies, involvement with retainers, involvement with directors at the bureau and conflicts with rivals after just hearing them once.

Is that what this is?

Remembering peoples names might be a necessary ability of an aristocrat.

The Duke continues and introduces the two people at Cassia’s sides. I might be imagining it but it feels like they’ve been introduced as the Duke’s wife.

One of the two women seems to be Gozer’s wife.

“I will hold onto your swords.”

A person, who seems to be a servant of the castle, makes a request.
Four people, excluding me, hand over their swords.
Should I have brought one to pass over?
It probably doesn't matter, does it?

Gozer also hands over his sword.
The Duke goes around to the other side of the table and turns in his sword to one of the guards.

“Michio and everyone, please sit. Let's start our meal.”

The Duke sits.
His chair is at the left end of the other side of the table.
There are six chairs along the side of a table.
For party members.

Perhaps I should sit opposite the Duke.
I sit face to face with the Duke.
Roxanne is next to me, then Sherry, Miria and finally Vesta.

Cassia sits next to the Duke.
Gozer is next and after that is the woman who I think is Gozer's wife.
Sherry doesn't have anything to say.

“Would you like to drink liquor?”

A servant asks.

“Could I possibly have some herbal tea?”
“Of course.”

Drinking is bad.
I might start saying strange things if I get drunk.
The servant asks everyone if they want liquor.
Nobody wants liquor except Sherry.

“Then lets start the feast with Michio and his party members. I'm glad you came. Eat today without holding back and enjoy yourselves.”

The Duke begins the dinner with a greeting.
The dishes are carried around and the first one seems to be the main

meal.

Is the appearance of hot dishes a luxury?

Miria should also be happy because there is a fish dish.

Roxanne and Cassia engage in some passable small talk.

It's about the amber necklace.

This shows we live well?

"Where are you fighting at the moment?"

"We made it to 24th floor in Haruba's labyrinth."

"Oh, that's quite good."

It's necessary to leak some information that is not sensitive.

If it's about the floor, it can't be helped.

Roxanne doesn't speak about anything I've said is a secret, though.

I also choose a topic and speak with the Duke.

I need to keep it on safe subjects as much as possible.

I eat the dish while considering it.

"What's this?"

The dish is like a dissected frog.

It's just baked.

"It's thrush, prepared especially for today's dinner."

"Such a rare ingredient for hospitality. It's a cooking ingredient of the highest class."

The Duke answers and Roxanne adds to it.

It's not a frog but a bird?

Gozer is eating it by hand, without using a knife.

It's in one piece so you can just bite into it?

I bite in as well.

It is similar to chicken with fish sauce.

The tender meat comes loose in my mouth.

It tastes quite good.

There's not much meat on it.

It's mostly bones.

That's why it was roasted whole.

I finished eating it quickly.

After that, the meal continued.

I was wary but is this a regular dinner party?

The Duke doesn't seem to be acting any different to normal.

"Michio, can I speak with you for a minute?"

When the number of dishes on the table starts to decrease, the Duke stands up.

He's holding a glass in his hand.

I also stood with the glass of herbal tea I had.

I'm taken to the side.

"What is it?"

"Michio, do you know about the Empire Liberation Society?"

"No."

The Duke mentions something that sounds like a suspicious underground organization.

He lowers his voice.

Is it an organization that is bad to speak about?

"It's a group that helps people who enter the labyrinth. They aim to be liberated from labyrinths and demons."

"I see."

That's why it's a liberation society?

It doesn't seem to be an organization aiming at liberation from the empire.

"It's the main body of the order of knights in the Empire which is under the direct control of the Emperor. I want to invite Michio to the Empire Liberation Society."

"The Empire Liberation Society..."

"You've done service of merit in the labyrinth. There's no doubt about that. I've seen your party members' ability. In Michio's case, I can invite you with confidence."

Is that why you made Roxanne have a match?
You can recommend us without shame if we have Roxanne.
This is surely because of Roxanne.

“Our ability?”
“We can mutually benefit each other while fighting in the labyrinth.
People without ability won’t get anywhere.”

“That’s true.”

“You’ll get various kinds of help in the Empire Liberation Society.
Locations of labyrinths and approval to access them. Buying and selling
equipment within the Empire Liberation Society. Also, information on
labyrinths.”

The Duke recommends us.
There are advantages.
Otherwise people wouldn’t join.

The buying and selling of equipment.
There aren’t any Orichalcum swords in the weapons shop.
Checking for empty slots isn’t easy in the auction.

“The buying and selling of equipment?”
“There are some limits to buying and selling but there is no disadvantage
to joining. There are some obligatory duties and discrimination against
different races is forbidden because we aim to liberate all races but I
don’t think that will be a problem in your case. There’s also the
obligation to keep secret any information about members in the society.”

There’s a forbidden matter?
I can understand them wanting to keep secrets.

“I see.”
“That’s all of it.”
“Why me then?”

I’m worried there’s still some downsides.
And why is the Duke recommending me?

“With your power, Michio, you’d end up joining sooner or later anyway.
It’s natural to recommend you. In your case, you’d defeat a labyrinth and

become a noble sooner or later. I can say this after seeing your party members' ability."

"A noble?"

I wonder if that will happen soon?

I've heard you can become a noble in this world if you defeat a labyrinth. The Duke has judged that I am strong enough to defeat a labyrinth. Just by watching Roxanne's match.

No, maybe it's just our potential?

Well, anything is possible.

It wouldn't be bad if we can get a little help.

"It's good that you are on 24th floor. The admission exam for the Empire Liberation Society is given on 23rd floor if there is a recommendation. I heard you were fighting around 10th or 11th floor before."

Was it bad for Roxanne to mention we were on 24th floor?

When I met Gozer I said 10th or 11th.

He seems to have gotten some information from that blunder.

"I'd like to hold off a bit."

"Whatever's convenient. I can get you an application."

"What is the admission exam?"

"Just if you have the ability to pass the boss of 23rd floor. Once that is confirmed, then you should have no problems fighting on 24th floor."

The Duke pushes forward steadily.

Is it alright?

It feels like it might be bad.

Still, there is no reason to decline.

"Well..."

"You can take time to think it over. It will be ten days before I can speak with them even if I apply now. Please come back in ten days, Michio."

In ten days, I can acquire the Adventurer job.

Then there's no problem, right?

There really is no problem, is there?

Chapter 156 : Shrub

*

I'm being forced to join the Duke of Harz's suspicious association.
Damn!

There's an entry test prior to joining, though, so it has yet to be confirmed.

However, because it was introduced by the Duke, I don't think it's an evil organization.

I don't think he's palming a pot off to me.

"Sherry, do you know about the Empire Liberation Society?"

Having returned home after the dinner, I ask Sherry.

"I have only heard the name. It's an organization which only the most influential amongst those who fight in the labyrinths can join. It's more of a secret society, so there's no information regarding its members. It's to keep the members from being targeted."

Huh?

Which reminds me, the Duke said something regarding confidentiality of the members.

It means I can't leak that the Duke is a member.

Because the Duke is recommending me, he must be a member, surely. The Duke didn't declare, however, that he's a member. Do I have to observe the duty of confidentiality? I'm not a member, after all.

But I will become a member, so I decide to remain silent. Must I not even tell Roxanne and the girls? It's not confirmed yet.

I want to discuss it with Sherry but I can't. It's troublesome.

Isn't it a pro technique to keep the victim from calling others for help?

There's an entry test, too. I wonder how it'll go.
Will I be taking it by myself?
The difficulty level will be considerably higher compared to doing it with the party, so I don't think it'll be the case.

Or will I perhaps form party with the examiner?
When the time comes, I'll just perform terribly and fail the test.
However, that the Duke recommended me, won't it be bad?

"I-Is that so? Oh well, it's quite late already. Let's just wipe our bodies and go to sleep."

Because it was unwise to discuss it, I change the topic.
There shouldn't have been a problem in being a bit open about it, though.
And Sherry is under the effect of alcohol, too.

Because the bath isn't heated, it'll be terrible to enter, so I decide to end the day without taking bath.
I produce some hot water.
And wipe the bodies of everyone.

It's my duty to wipe their bodies, of course.
It's my duty to wipe their bodies when we take bath.
I won't abandon my duties no matter what.
After lathering the soap, I get down to it in order, starting with Roxanne

"It was so tiring today. How was your duel? Did it go well?"
"Yes. It wasn't to the extent to be called duel. They were just assessing my strength, so they didn't go all out."

Are you sure?
I do believe Roxanne's words, of course.
Her glossy skin and her supple chest are as splendid as ever. I never get tired of her.

"How was the food?"
"Even though the Duke's wife is the same sex as me, I couldn't help but be in awe at her beauty. The way she used knife was so refined that I could only sigh."
"Really?"

“Furthermore, she enters the labyrinth and fights without flinching. It’s so inspirational.”

So even Roxanne finds Cassia beautiful, huh?
And this fellow seems to have drunk some strong liquor.

“Although it was not a strong liquor, its mild taste was somehow delicious.”

That’s Sherry’s impression.
Because I can’t smell liquor, she doesn’t seem to have consumed a large quantity.
Even so, her complexion has turned slightly pink which looks seductive.
Consequently, I end up fondling hers more than usual.

“As expected of nobles. They drink some fine liquor.”
“It was terrible. Even the knight leader-sama was troubled.”

Which reminds me, Gozer was sitting in front of Sherry.
They might have shared various stories with each other.
I don’t think he was particularly troubled.

“Fish, tasty, desu.”

But I’m sure Sherry was troubled, taking care of this person who has a craze for fish.
I wipe the body of Miria who was bursting with energy just like a fish.
When I wipe her body, she quietens.
It’s all peaceful again.

“How was your day, Vesta?”
“Although I was a little tensed, it was great. I got to visit a beautiful, white town and I also received a gift from Master, so I’m extremely happy.”
“If you enjoyed it, I’m glad.”
“Yes. When I put on that lovely, amber necklace, it felt like I was someone entirely else.”

Nah, I can never mistake Vesta’s chest for someone else’s.
I take my time wiping her meat buns which were not fitting in my palms.

The next morning. We grab the map and enter Quratar's labyrinth. We safely clear 23rd floor.

Because I have been Abnormal Status Resistance Down in the boss battles, Miria is on a petrification spree.

This time around, too, it was all thanks to her.

The monster native to Quratar's 24th floor is Tur Turtle. It's weak against Earth magic. Bad timing.

The monster of 23rd floor, Gummi Slime, is weak against Fire, Water and Wind magic. It's weak against every magic but Earth.

That's what you call 'made for each other'.

The labyrinth will obviously match the monsters with differing weaknesses up.

Because the combination of monsters was not favorable, we cut our time on Quratar's 24th floor short.

Thereafter, until the evening, we explore Haruba's 24th floor.

"Master, there's a message from Mr. Luke. Apparently, he has successfully bid on a Mermaid Monster Card."

When we return home, Roxanne informs. There seems to be a message from Luke.

He successfully bid on a Mermaid Monster Card once before. That time, I made Water Resistant Leather Mittens.

Is it not popular?

That's probably it.

"Sherry, Mermaid is water-type, right?"

"That's right."

"Is it okay if I go get it tomorrow?"

I want to take bath today since we didn't yesterday. It's not because the time has run out. I'll go to the Merchant's Guild tomorrow and get it.

"When you go tomorrow, I think you should place an order for Shrub Monster Card."

"Shrub?"

“Yes. Upon fusion with a weapon, Shrub Monster Card bestows Paralysis skill. I don’t know, though, whether Paralysis skill can stack with Petrification skill or not. However, those of dual-sword style use both in the battles. As an Assassin, Miria already has a weapon with Petrification skill. If Paralysis skill were attached, too, I’m sure it would be more useful.”

Sherry suggests.

Paralysis skill can be added to Miria’s Estoc, indeed
The probability of inflicting abnormal status will be twice, hopefully.

“Got it. Thanks. I’ll tell him.”

Apparently, she’s no longer concerned about fusing a monster card with Estoc of Petrification.

I’m glad.

The next morning. After having breakfast, I head to the Merchant’s Guild.

I call for Luke to buy the Mermaid Monster Card.

“Here’s the Mermaid Monster Card.”

Again, Luke passes me a genuine card.

He doesn’t seem to be scamming me. For now, at least.

“Indeed. Also, I want to use it with Kobold Monster Card. Because I have run out of spares, I’ll have to ask of you to bid on one.”

“Very well. As for its price, it hasn’t changed much.”

“Alright then, you can bid up to 5,000.”

“I’ll comply.”

That I have specified 5,000, I’m pretty sure Luke won’t knock it down below 5,000. Oh well, it can’t be helped.

I want to obtain it ASAP.

“Also, try to bid on Shrub Monster Card. Even if it’s slightly high, I don’t mind. Can you, please?”

“Shrub? Very well.”

I place an order for Shrub Monster Card.

Because Miria now plays an important part in the boss battles, the stronger she gets, the better for us.

Also, the earlier, the better.

After all, the Empire Liberation Society's entry test comprises the boss battle.

And most likely, I will have to do it without magic.

If it will be invigilated, I won't be able to use magic.

I will have to do something by then.

If it will be invigilated, Petrification and Paralysis skills will get exposed. But there's no helping it.

I won't be able to partake in the boss battle without using both the magic and the Durandal, so I'll have to expose Durandal at any rate.

They won't be able to help but have their eyes on such a holy sword as Durandal.

However, Durandal is not the only weapon with multiple skills, so it may elude the examiner.

It's absurd to have an Estoc fused with two monster cards but it's not impossible.

Compared to exposing Durandal, exposing an Estoc with two skills is not that big a deal.

Moreover, there are Sacred Spear and Sherry's spear with Incantation Interruption skill.

Thanks to such good equipment, our party is able to fight well.

However, Sacred Spear is a weapon used by Monks, Priests and Shrine Maidens.

It would be weird if I were to use it.

Should I give it to Roxanne or should I give it to Sherry?

To be invigilated is so troublesome.

"Which reminds me, the fusion of Caterpillar Monster Card succeeded last time. Therefore, henceforth, bid on Caterpillar Monster Card only if it's extraordinarily cheap."

"Congratulations. Do you have no intention of selling the equipment

fused with monster card?”

“It’ll be possible if it’s a spare.”

“Very well.”

I stop him from bidding on Caterpillar Monster Card any further. My greed tells me not to stop but it’ll create confusion in the market, so no.

After receiving the Mermaid Monster Card, I return home.

I can’t have it fused just yet.

I have only one Kobold Monster Card left, so there’s no need to rush.

The evening two days later. It turns out that my decision was right. When we return home, there was a message from Luke.

“Master, there’s a message from Mr. Luke. Apparently, he has successfully bid on a Shrub Monster Card. As for the price, it’s 6,900 Nars.”

Roxanne reads the message.

He was prompt to successfully bid on Shrub Monster Card.

I plan on using Kobold Monster Card together with Shrub Monster Card. Leaving it aside the other day was the right decision.

“The price is only slightly high, huh?”

It’s not as expensive as it was quick.

It may be a bit expensive but it’s within limit.

However, that it was kept within 6000’s somehow suggests artificiality.

Just like Rokkyuppa ‘super value’. (TN: ロッキユツパ. I have no idea what this is. Must be SALE price)

“Unlike Petrification, Paralysis fades over time. Therefore, it seems to proc easily. Because the weapon attached with this skill is easier to use, it’s more popular. That’s probably why it’s more expensive.”

Sherry explains.

“It proc’s easily?”

“The probability will be low in the boss battles, though.”

So it's no good then?

I want it to help with the boss battles, after all.

"That'll depend on Miria. I'll be relying on you, Miria."

"Okay, desu."

We will also have Abnormal Status Resistance Down to our rescue in the boss battles.

We will manage it, somehow.

The next morning. I go to receive the Shrub Monster Card.

When I call for Luke, he brings a Kobold Monster Card along with the Shrub Monster Card.

I select 30% Discount in a flurry.

"Fortunately, I was able to successfully bid on a Kobold Monster Card. It's 5,000 Nars."

So it's exact 5,000 Nars, after all.

"Because I'll be using this Kobold Monster Card, I'll have to ask of you for one more at 5,000 Nars."

"Very well."

"The Shrub Monster Card was a bit expensive this time. Next time, bid on it when the price is considerably low."

I twist the fact that the Shrub Monster Card was expensive in order to stop him from bidding on it any further.

I can't just tell him that Sherry has 100% success rate in respect of Monster Card Fusion.

I pay him 1 gold coin and 26 silver coins, and leave the Merchant's Guild. 30% Discount was effective on the commission for two, hence the total amount.

After I return home, I call Miria and Sherry.

I take out both the monster cards.

"Miria, can you lend me your Estoc of Petrification?"

"Yes, desu."

"Give it to Sherry. Sherry, fuse these cards with the Estoc."

“O-Okay.”

Sherry replies somewhat nervously.
Even though she was the one to suggest it.

Miria obediently hands the Estoc of Petrification to Sherry.
She doesn't seem to care that it may break.
She's perhaps not aware of such a possibility.

Sherry's breathing heavily.
Holding the Estoc and the monster cards, she invokes the skill.
Her hands start glowing.

Estoc of Petrification | One-handed Sword
Skills | Annex Petrification | Annex Paralysis | Empty | Empty

“Ooh, as expected of Sherry.”
“Thank you very much.”
“Did it, desu.”

There was no reason for it to fail, of course.
It has succeeded.

Chapter 157 : Paralysis.

*

We enter the labyrinth with the Estoc of Petrification that now also has the skill of Paralysis.

Miria will still be the one using it, and we'll explore the 24th floor of Haruba's labyrinth.

The first group to appear is two Ma Bream, a Cyclops, and a Scissor Lizard.

I use [Breeze Storm] and [Sand Storm] in succession.

Earth magic is good for this combination, but I have Jobless's skill set as beginner level wind magic.

I can't use two [Sand Storm]'s.

Four people run forward to engage the demons before they can use area effect magic.

Three demons line up.

The Cyclops is at the back because the wind magic slowed him down.

The lizard is in the middle.

The Ma Bream are to the right and left of the lizard.

I'd normally like to petrify the lizard.

"Miria, left. Vesta, right."

"Yes."

"I understand."

The central position can be attacked by multiple demons, so Roxanne takes that.

Roxanne will handle an extra demon in the center if there are more than three lined up.

Roxanne's instructions aren't wrong.

Miria is on the left.

Miria might be fine in the center this time, but we don't need to overdo it. She is on the left because the Cyclops has moved towards the left.

Between the Ma Bream and the Cyclops, it would be good to petrify the Cyclops.

Miria attacks with her Estoc of Petrification.

The Ma Bream in front of Miria doesn't move at all.

One shot?

Is it because of her skill increase?

"It's not white, desu."

So, according to Miria does the demon get whiter when it's petrified?

Then, this demon is not white, it's paralyzed instead of petrified.

I can't notice the colour.

While the Ma Bream wasn't moving, Miria attacked the Scissor Lizard.

It seems a little difficult without moving around to the side.

After the third attack, the Cyclops came.

The lizards movement was not able to be stopped.

Miria returns to her position and takes on the Cyclops.

While I unleash magic, the Cyclops stops moving.

"Miria, is it paralysis?"

"It's not white, desu."

I check with Miria to see if it's paralysis.

Does the paralysis happen often?

Miria moved sideways and attacked the Scissor Lizard.

"It's moving."

Roxanne calls out a warning.

The Ma Bream has begun to move in front of Miria.

Miria dodges the attack and returns one of her own.

"It is white, desu."

The Ma Bream that had begun to move has stopped moving again.

She said it's white this time, so it's petrified.

It seems that both the petrification skill and paralysis skill are properly working on one sword.

Maybe it's three times more often than petrification.
The paralysis skill seems to be a wonderful one.
Even though I'm not sure the exact percentage of paralysis.

"Miria, lets switch."

At Roxanne's instruction, Miria swaps with Roxanne for the position in front of the Scissor Lizard.

The Ma Bream is petrified to the left of the lizard, and the Cyclops is a stone next to that. Miria might get attacked from both sides.

Roxanne moves while attacking the Scissor Lizard, just as the Cyclops begins to move.

Roxanne thrusts her rapier at the Cyclops.

Roxanne avoids the Cyclops attack with no problems.

Miria attacks the Scissor Lizard with the Estoc of Petrification while avoiding it's attacks.

The Scissor Lizards movement stopped.

If Miria doesn't say anything, is it paralysis?

Miria moves to the side and attacks the Cyclops.

As I thought about it, the Scissor Lizard began to move at once.

What happened?

Paralysis seems to happen easily, but getting out of it easily is a problem.

The petrified Ma Bream became smoke because of my magic.

The blockage between the Scissor Lizard and the Cyclops is gone, and Miria is in the center.

The Ma Bream that Vesta is handling soon becomes smoke as well.

There's just two demons left.

"I did it, desu!"

"Is it petrified?"

"Yes, desu."

The Scissor Lizard seems to have been petrified.

Only one remains.

I switched to [Breeze Ball] and attacked the Cyclops.

The Cyclops stops moving again because of Miria, and falls before it begins moving again.

After the Cyclops, I pull out Durandal to finish off the lizard.

“Paralysis seems to happen often, but is a bit troublesome.”

“We can handle it.”

“Well, it did stop the demon moving quite a few times.”

It’s probably alright for Roxanne, and it doesn’t matter for Sherry at the back.

“It’s fine, desu.”

“I don’t think it’s a problem.”

Miria and Vesta don’t mind, so it should be fine.

“Miria, you can tell the difference between a petrified monster and a paralyzed one?”

“I can, desu.”

“You don’t need to let us know if it’s paralyzed, only let us know if it’s petrified.”

“I’ll do it, desu.”

When a demon stops moving, I can’t tell the difference between it being petrified or paralyzed, so I gave out instructions.

It’s a surprising blind spot.

It would be bad if it began to move when I thought it was petrified, and I don’t want to waste magic because I think it’s paralyzed.

The next group has two Cyclops, and two Scissor Lizards.

Four people start running as I use my wind magic.

I use double wind magic because there are two of each.

After using [Wind Storm], I run in.

Sparks are dancing as the four people arrive at the demons.

It’s the area effect magic of the demons.

Since there are four demons that can use area effect magic, it can’t be helped.

We’ll try and stop them getting a second shot.

Roxanne stops and uses [Area healing].
Once might not be enough so I use it as well.

A party normally can't use the same skill at the same time because of incantation resonance.

That doesn't apply to me though since I have [Incantation Omission].
I tried it earlier, and it works fine.

Miria and Vesta take one Scissor Lizard.
Sherry arrived before they got a chance for a second shot.
Sherry uses her spear from the back.

When one of the lizards tries to use area magic again, it's movement is stopped.

Miria didn't say anything so it must be paralysis.
Roxanne catches up and takes on the other lizard.
Sherry and Vesta attack the hardened Scissor Lizard.

The other lizard swings it's scissors.
Roxanne avoids it easily.
Miria uses the chance to strike with the Estoc of Petrification.

Oh, it's movement stopped.
Both the Scissor Lizards aren't moving.

"I'll go forward. Come with me if you can Sherry."

Roxanne casually slips between the two who had stopped moving.
Aren't you worried they might recover from paralysis.
Vesta keeps slashing away with two swords, doing as she pleases.

"Okay."

Sherry checks to make sure the lizards aren't moving, and then carefully moves along the side.

Miria and Vesta are attacking the two Scissor Lizards that aren't moving.

I use the Sacred Spear to attack during the intervals of my wind magic shots.

I'll be able to notice the moment they begin to move from here.
I can attack without having to worry about a counter attack.

Roxanne arrives at the Cyclops.

The Cyclops are hindered by the wind magic, so they hadn't advanced much.

Sherry reached them a little later.

The two of them line up in front of the Cyclops.

There's no longer a worry about area effect magic.

There's still the possibility the Scissor Lizards might recover and try to use it though.

Sherry is at the Cyclops now, but Roxanne's judgement is correct.

The demons who can't move can't conjure.

The lizard that Vesta is attacking starts moving again, but Miria slashes at it and it stops moving again.

The paralysis is quick.

The paralysis skill really seems to happen a lot.

Of course that's because Miria is an assassin.

It's a considerably useful skill.

"I did it, desu."

Petrification finally happens.

I don't think that the speed of petrification has changed since the paralysis skill was added to the Estoc of Petrification.

It can happen around twice during a fight with a group.

Paralysis is happening at minimum two times more often.

I think the chance is at least double that of petrification.

"Vesta, come forward."

"I understand."

Since one has been petrified, Vesta has been called away.

Miria attacks the paralyzed lizard.

There's not much distance to the Cyclops, but it's better to petrify the Scissor Lizard because I am using wind magic.

Vesta ran forward.

As she charges in, she swings her two swords from the right and left at

the Cyclops as it flinches from the wind magic.

Sherry steps back a step to keep watch of the two Cyclops with her spear. It's safer like this.

I keep the wind magic going as I attack the Scissor Lizard with the Sacred Spear.

Paralysis happens often, and petrification happens moderately often. The two Cyclops were defeated before the second Scissor Lizard was petrified.

"I did it, desu."

When the Cyclops were defeated, the three people there started running over but the Scissor Lizard was petrified before they arrived.

Two petrified Scissor Lizards are lined up.

It's turned out there was no need for the three of them to run back, but it's safer this way.

Vesta returns to the Cyclops and then comes back with copper she picked up.

I take out the two petrified demons with Durandal.

The lizards became smoke one after the other.

If they are petrified then there is no risk, and I can absorb some MP.

With paralysis on the Estoc of Petrification the battles have become easier.

Even though both skills are on a single weapon they seem to be working properly.

The paralysis is a bonus.

The frequency of the petrification has not changed.

Even if the chance of petrification has fallen because of the paralysis skill, it isn't enough to notice.

There is no difference I can see.

It also seems like a paralyzed demon can be petrified.

Paralysis can be removed naturally, and the vanguard has to move a lot. I hope you don't mind that much.

When the smoke from the Scissor Lizard dissipated, there was a card

remaining.

A monster card.

“Oh. A card.”

“The lizards monster card from the Scissor Lizard. It has the skill for fire resistance if you add it to a piece of equipment.”

“Like the mermaid monster card I have?”

“Yes. The same sort of thing.”

Like Sherry said, I can tell it's the lizards monster card even without [Analyze].

The mermaids monster card puts the water attribute on equipment.

The butterfly monster card puts the wind attribute on equipment.

The fire attribute version comes from the lizard monster card.

I have one kobold monster card.

I also have a mermaid and a lizard monster card.

Should I fuse the lizard monster card?

At the moment we have to deal with the Cyclops and Scissor Lizard, both of which use fire attribute area effect magic.

I can decrease the damage.

But, even if fire attribute magic is used, we can fight fine on Haruba's 24th floor.

Should I prepare for future problems?

Tur Turtle on Quratar's 24th floor user water attribute area effect magic.

I was thinking of fusing the mermaids monster card when I tried Quratar's 24th floor.

“Roxanne, which do you think I should use?”

“Well, I think it would be best to use the resistance to fire attribute for now.”

The mermaids monster card or the lizards monster card.

No matter which I fuse to the Wind Resistant Damascus Steel Forehead Protector it will only be Roxanne that benefits from it.

Even though Roxanne said to use the protection from the area effect

magic of the Cyclops and the Scissor Lizard, maybe the water attribute would be better.

Maybe the Tur Turtle won't be too much trouble either?

Hmmm.

"We might be able to get another kobold monster card before we pass the 24th floor."

As Sherry says, there's that possibility as well.

It might be best to fuse it with the lizard monster card.

Chapter 158 : Intermediate Job

*

Thereafter, the battles continue.

As speculated, paralysis proc's approximately twice as much as petrification.

This skill seems to be easy-to-use even for someone who's not an Assassin.

I want it attached to Roxanne's and Vesta's weapons, too.

Was it a bad decision to have withdrawn from bidding on Shrub Monster Cards?

Oh well, it can't be helped now.

It would seem suspicious if I asked of him again.

After the dinner, I have Sherry fuse the Lizard Monster Card.

She still seems to be a bit tensed but it succeeds without any issue.

As expected, the name of the Damascus Steel Forehead Protector is still the same.

The name of an equipment is decided based on the first skill attached.

The Damascus Steel Forehead Protector has now both the Wind Resistance and the Fire Resistance skills attached.

And I have yet to use the Mermaid Monster Card.

Just a bit more and it'll have the resistance to all four attributes.

"Roxanne, what's the status of the forehead protector?"

"Yes, the damage has decreased, indeed. As to how much, I can't say."

The next day. After Roxanne receives an area of effect magic attack, I enquire the status from Roxanne.

Since the resistance to fire has now increased, the damage seems to have decreased.

However, that's only in Roxanne's case.

Now that I can recover MP from petrified monsters, I rarely move to the front with Durandal.

Originally, I had a Hard Leather Hat equipped because I used to exchange it with Miria's Poison Resistant Hard Leather Hat or Vesta's Strengthened Hard Leather Hat when moving to the front.

Now that I don't move to the front, I can equip the Wind Resistant Damascus Steel Forehead Protector myself.

From safety viewpoint, it would perhaps be better for me. Roxanne, too, would probably say the same thing but I decide to keep quiet. It's not nice to hog all the good equipment to myself.

Without exchanging our equipment, we continue with the exploration. There's no need anyway for we can safely fight on Haruba's 24th floor. Also, now that we have the Paralysis skill, it has become even easier. The next day. My Explorer job finally reaches Lv50. When I open Job Settings interface, the Adventurer job was there.

Adventurer Lv1

Effects | Medium Increase in Endurance | Small Increase in Spirit | Minute Increase in Dexterity

Skills | Item Box Operation | Party Formation | Field Walk

Finally, an advanced job, huh?

It took long.

Actually, my long doesn't necessarily mean long nor my short necessarily means short.

The people in this world become Adventurers after a long struggle, so I shouldn't complain.

As for the verification of Intelligence Card, there's no longer any fear. I can now live in this world with my head held high. Even if it's the entry test, I can push through it like a don.

The requirement of Adventurer seems to be Explorer Lv50, indeed. Even if the requirement is something else, it seems to have already been met.

Like moving via Field Walk of another Adventurer?

The job effects of Adventurer are pretty good. But the skills are bland.

They're not any different from Explorer's.

Explorer Lv50

Effect | Small Increase in Endurance

Skills | Item Box Operation | Party Formation | Dungeon Walk

This is what Explorer looks like.

Even though it's Lv50 now, the effect and the skills haven't increased.

However, the effects of Adventurer are vastly superior.

If every party member had an advanced job, it would be totally awesome.

I add Sixth Job and select Adventurer.

Originally, I didn't plan on using it except for during Intelligence Card verification. However, now that I have seen the job effects, I decide to level it up.

Because First Job is connected to the bonus points, I can't replace Explorer Lv50 with Adventurer Lvl.

Since I can't dispense with Jobless, Hero, Wizard and Priest, I had to add another job in order to select Adventurer.

To be honest, I would like to remove Explorer as First Job.

Even if Explorer is not First Job, I can keep items in its Item Box and when there's verification of Intelligence Card, I can freely select Adventurer as First Job.

But Hero and Jobless are not as high leveled as Explorer.

And unlike Jobless, I won't be able to rest easy with Hero as First Job.

There wouldn't be much difference if I replaced Explorer with Wizard. If Wizard were First Job, it would be troublesome to use the magic skill of Jobless.

If there are multiple jobs with magic skills, that of the lower numbered job invokes first.

Setting Jobless, which can have no more than one skill, before Wizard, which has four attributes magic, will be more effective.

In summary, there's no problem in selecting Explorer as First Job and adding another job to select Adventurer.

There's no pressing need to remove Explorer as First Job.

In order to add another job, I have to abandon Required Experience 1/20th but it can't be helped.

Kaga Michio | Male | 17 Years Old
Explorer Lv50 | Hero Lv46 | Jobless Lv41 | Wizard Lv49 | Priest Lv39 |
Adventurer Lv1
Equipment | Sacred Spear | Hard Leather Hat | Alba | Dragon Leather
Gloves | Dragon Leather Shoes | Earring of Offerings

As for the Item Box of Adventurer, I've heard that its size is 50 types of items x 50 units.

It's probably fixed, regardless of the level.

The Item Box of fixed size, it's same in case of Cook.

And in case of Sherry's Master Smith.

As for Field Walk, since it can't be used inside the labyrinth, I can't ascertain it now.

More than failure, I'm afraid of Sherry's eyes.

But I better try it soon.

While I was exploring Adventurer, we arrive at the boss room of 24th floor.

Finally, huh?

It took quite some time.

After all, it seems to have expanded more than 23rd floor.

"In this boss battle, there will be a slight change in the tactics. I'll still be using magic; there's no change in that respect. However, we won't be waiting to separate the monsters. We will actively attack from the outset. Roxanne will take on the boss. Miria and Vesta will take on the two accompanying monsters. Sherry will keep an eye on the boss from the centre."

I issue the instructions in the waiting room.

If we waited, we would come under area of effect magic attack.

I mean, we already have once before.

I remove Adventurer and select Gambler.

In the boss battles, we rely on Miria's abnormal status inflicting sword.

Now that the Paralysis skill has been added, too, it'll be even better to leave it to her.

Whether or not the number of area of effect magic attacks Miria's opponent uses is less than the number of area of effect magic attacks we would receive if we waited is yet to be seen.

“Understood.”

“The Cyclops boss is called Silver Cyclops. Its resistances are same as Cyclops.”

“Do, desu.”

“I think it'll be alright.”

I hand Durandal to Vesta and rush into the boss room.

Three monsters take form.

Three giants, huh?

There are two Cyclopes and in between them is a Silver Cyclops.

The Silver Cyclops is bigger than the Cyclopes but not by much. It's color isn't red; it's grey.

Or is it silver? It's name is silver, after all.

After casting one Wind spell, I use Abnormal Status Resistance Down on the Cyclops which Miria was confronting.

When I cast the Wind spell, the Cyclopes close their eyes.

The Silver Cyclops, however, is unaffected.

The resistance of the boss seems to be higher.

The Silver Cyclops advances two to three steps and swings its fists down.

Roxanne dodges with ease and thrusts her Rapier out.

The boss counters with a backhanded blow which barely misses her head. It loses its balance.

When the Cyclopes falter after the second Wind spell, Sherry and I use the gap and move behind the boss.

While Roxanne was playing with the boss, I harass it by poking my spear. I'm keeping some distance for I'm afraid that I may get attacked.

While casting Wind spells, I poke my spear from the safe zone.

“Did it, desu.”

One of the Cyclopes has been petrified already.
That it was petrified, not paralyzed, does the probability of paralysis decrease considerably in the boss battles?
It's the Cyclops that was petrified, though, not the boss.
So, was it random then?

I cast Abnormal Status Resistance Down on the Silver Cyclops, too.
Miria attacks from the side.

“Sherry, do you want to change position?”
“I guess.”

When I call out to Sherry, she changes position.
Sherry was diagonally behind the boss, next to the petrified Cyclops.
This deployment was in order to tackle area of effect magic attacks of the Cyclopes.
Because the petrified monster can't use area of effect magic attack, it's better to move next to the Cyclops which Vesta is keeping company.

Since Vesta has Durandal, she can cancel the attack herself.
Besides, Sherry's spear may not reach in time for there's some distance between the Cyclops and the boss.
Still, it's better to be next to it.
In case of a contingency, we will have a back up.

Ah, it has been paralyzed.
When I move diagonally behind the boss from behind Sherry while casting a Wind spell, the Silver Cyclops gets paralyzed.
Because it's paralysis, Miria continues to attack it without saying anything.
So paralysis proc's in case of the boss, too, huh?

Sherry moves and thrusts her spear into the Cyclops.
Roxanne and Miria are still attacking the boss.
You might think as to why Miria is not moving to the other side. However, because the boss is still under the effect of Abnormal Status Resistance Down, it's the right decision to continue as is.

“Did it, desu.”

Before the Silver Cyclops becomes able to move again, it gets petrified. Roxanne and Miria join in the attack on the remaining Cyclops.

I switch to Breezeball and join in the attack, too.

This one shouldn't require me to cast Abnormal Status Resistance Down.

With one more monster, Miria can completely shut the battle out but there's no need to go to that extent.

In the end, without getting petrified or paralyzed, the Cyclops dies to Vesta's Durandal.

Is the effect of Abnormal Status Resistance Down really that big?

After Vesta hands Durandal over to me, I tidy up the remaining two. I finish the boss off.

After a series of strikes, the boss turns into smoke.

When the smoke dissipates, there was a small item left.

I thought it was a monster card but it's a silver coin.

Was it there from the beginning?

Is it perhaps a lost article of the previous party?

“Silver coin?”

“Yes, I have heard that Silver Cyclops drops silver coin.”

Sherry explains.

Because it drops silver coin, is that why it's called Silver Cyclops?

It must have silver somewhere on its body.

A monster shouldn't be carrying money.

Is it just the people who call the silver dropped by Silver Cyclops silver coin?

No, Appraisal is showing it as silver coin, too.

If a monster were to drop silver coin, it would be farmed by those who are strong. (TN: Literal translation was overhunting but I changed it to farming.)

Wouldn't it cause inflation?

Or because it's the boss, it can't be farmed?

Does it perhaps perish after some time?
If I didn't put it in the Item Box and it perished, I would be heartbroken.
Just like proton decay.
It must have something like half life.

Because silver coin is a dropped item, is that why it can be put in the Item Box?
If it's kept in the Item Box, it shouldn't perish.

Thereafter, I take out the petrified Cyclops. With that, the boss battle concludes.

This time, the boss was paralyzed throughout. With the addition of the Paralysis skill, it has now become easier.
Miria is flourishing in the boss battles.

"This time, Miria petrified two which made it easier. I'll be relying on you from now on."

"Okay, desu."

Although I want to stroke her cat ears, I can't in the labyrinth due to her protective gear.

After leaving the boss room, we move to 25th floor.

"Sherry, which monster appears on Haruba's 25th floor?"

"Gummi Slime."

"Gummi Slime, huh? It's weak against Wind magic, too, right?"

"Yes."

Gummi Slime is weak against many attributes of magic, including Wind, which is the weakness of Cyclops, too.

There's no need to change the skill of Jobless.

25th floor can be explored as is.

We advance while taking the monsters out.

Although the duration of battles has increased on 25th floor, it doesn't mean we can't fight.

Even if the battles are protracted, Miria's abnormal status inflicting sword makes it easy.

As for paralysis, its duration doesn't increase proportionally with the

duration of battles.

We can manage 25th floor, somehow.

However, I'm not sure if we should advance to any higher floor than this.

Before that, we need to strengthen.

Should I have abnormal status inflicting skills attached to all of our weapons?

While I was thinking over various possibilities, my Wizard job reaches Lv50.

I have acquired Grand Wizard.

It's the same job as Gozer's.

Grand Wizard Lv1

Effects | Medium Increase in Intelligence | Small Increase in MP | Minute Increase in Spirit | Minute Increase in Endurance

Skills | Intermediate Fire Magic | Intermediate Water Magic |

Intermediate Wind Magic | Intermediate Earth Magic | Basic Ice Magic |

Basic Lightning Magic

The job effects clearly tell that it's a job of higher tier.

Moreover, magic skills have been upgraded to intermediate.

The tier of Grand Wizard is higher than Wizard's but it's actually an intermediate job.

Chapter 159 : Non-homo

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(TN: ~~ノンホモ~~ Don't ask me the rationale behind the title because I have no idea It's supposed to mean non-homogenized milk, you dirty minds)
I have acquired Grand Wizard.

However, the name of the skills are, again, something like Intermediate Fire Magic, Intermediate Water Magic, etc. It still doesn't show the name of the actual magic.

So cruel!

“Do you know about the magic which Grand Wizards use?”

I ask Sherry since I'm stumped.

After having left the Adventurer's Guild, I ask her while shopping.

“Umm, yes. If I'm not mistaken, six types of magic are: Burn, Aqua, Wind, Dirt, Ice and Thunder.”

She knows, huh?

As expected of thunder-I mean, Sherry.

“Thanks. Is there a job that's higher tiered than Grand Wizard?”

“In theory, there is but up till now, it is merely a legend.”

“And what types of magic does that job allows one to use?”

“Even I wouldn't know that.”

Since she went as far as to call it a 'legend', I expected as much. Because Grand Wizard's skills are 'intermediate', I am pretty sure there must be another job with 'advanced' magic.

Will it be the advanced job, then?

Until I'm able to use the magic, I won't be able to understand.

Even if I acquire the advanced job, I will have a hard time figuring out the magic spells.

As for the Wind magic, the first was Breeze. After that is Wind. The next one will probably be Tornado then?

I can't make out the others.

When the time comes, I'll have no choice but to experiment.

“For Ice and Lightning magic, it will most likely be Ice and Thunder.”
“Correct. Both of them are special magic. The Ice magic seems to be effective against monsters that are weak to Water attribute and/or Earth attribute. In other words, unless you have resistance to both the Water and the Earth attributes, you won't be able to reduce the damage.”

The Ice magic seems to combine both the Water and the Earth attributes of magic.

Is being solid the characteristic of Earth magic?

Since the monsters match their strengths and weaknesses to form groups, it will prove to be quite useful.

Even if they are not weak against any attribute, it won't be possible for them to have resistances to both the attributes.

“I see.”

“As for the Lightning magic, while it is not a weakness of any of the monsters, it is a special attribute that none of them is resistant to. In addition, there is a chance of getting inflicted with paralysis if hit by the Lightning magic. It is this characteristic that makes it an excellent magic.”

The Lightning magic is perhaps the most suitable magic for me.

The reason being, I have Jobless and I can use multiple jobs.

If I set Lightning magic as the skill of Jobless, I'll be able to cast two spells at the same time.

Won't that make my chance of paralyzing the enemies double?

If that didn't work, casting the spells alternately would do, too.

Moreover, I may be able to complement it with the [Abnormal Status Probability Up] skill of Assassin.

I look forward to it tomorrow.

The problem, however, is the jobs which I should be using.

Because Adventure is currently at low level, I can't afford to set another job.

It will be difficult to set Gambler and Assassin.

I can also cast three consecutive magic spells with Jobless, Wizard and Grand Wizard.

Fantastic.

It is quite attractive.

Whether I should give up Adventurer or Explorer or Priest or Hero, I have to think it through.

Wizard can't use Lightning magic.

If I set Lightning magic as the skill of Jobless, even setting Wizard as First Job will no longer be a problem.

Should I give up Explorer then?

Both Explorer and Wizard are Lv50 now.

Since it was difficult to increase the level beyond Lv30 and Lv40, it would be even more so beyond Lv50.

The difference between levels of Explorer and Wizard shouldn't be that wide.

Even if Explorer reached Lv51 earlier, a difference of one bonus point would not be fatal.

However, won't it be problematic during the verification of Intelligence Card?

If I remove Explorer, I will have to put the items in the Item Box of Adventurer.

In that case, I won't be able to set Adventurer as First Job during the verification.

Because Explorer can easily be set as First Job, there's no need to remove it now.

If it wasn't for Adventurer, I wouldn't feel the difference whether it was Explorer or Wizard.

I wonder when will the time come when I can stick my chest with pride as an Adventurer during the verification.

"Is it used the same way – Ball, Storm and Wall – as before?"

"I have heard there are three types of spells, certainly."

There is no variation in this regard, huh?

After shopping, I [Warp] back home from the Adventurer's Guild.

Because the walls of Quratar's house are made from protective cement, [Field Walk] won't be usable.

Without [Warp], I won't be able to move directly to and from the labyrinth.

As for the difference between [Warp] and [Field Walk], I haven't compared the two yet.

Now that I have acquired Grand Wizard, should I try various things out then?

First, I went to the bathroom in order to prepare the bath.

As I'm always alone in the bathroom, I can undertake whatever experiment I like in here.

I cast [Aqua Wall].

A wall of water emerges.

It's one size bigger than [Water Wall].

Not just bigger, thicker as well.

If it can produce this much quantity, it's great, isn't it?

The consumption of MP, however, is a bit higher, or so I feel.

Because I can only rely on my feeling, I can't be accurate about it.

But if I feel it's higher, it should be higher.

When the spell breaks, the water falls into the bathtub.

Since the water directly fell in the bath, I couldn't accurately measure the difference in quantity.

I can measure it using the buckets but I'm not sure if I need to go to that extent.

After setting Intermediate Water Magic as the skill of Jobless, I cast [Burn Wall] and [Aqua Wall] simultaneously.

The water is boiling inside the wall of hellfire.

The Burn Wall, too, seems to be one size bigger than Fire Wall.

The method of use did not change between intermediate and basic level of magic.

I try [Ice Wall] next.

I was able to create a wall above the the Bathtub.

The Ice magic seems to be used in the same manner.

Over time, the wall of ice drops as is.

After initially falling vertically in the bathtub, it collapses sideways.

After hitting the edge of the bathtub, it slides back into the boiling water and floats up the surface.

Even though it's the hot water I painstakingly boiled using [Burn Wall] just now.

Oh well. Since it is a test, there is no helping it.

The ice, which was still intact and floating on the surface of the water in the bathtub, is melting little by little.

The Ice magic seems to produce frozen water.

Since the water produced by [Water Wall] is safe to drink, It should be the same in case of [Ice Wall].

I bring Durandal out and crush the Ice.

I'm using a holy sword as a replacement for an ice pick.

Here, however, it is better to use Durandal than doing it with bare hands.

Think hygienically.

I try to taste a piece.

It's chilled.

It's ice.

It feels good.

Although it's not hot in the bathtub yet, ice will be refreshing in the summer.

It will be amazing.

I have got a great magic.

“Labyrinth?”

When I was going to the kitchen holding Durandal, I run into Roxanne. It's my routine, going to the labyrinth in order to replenish my MP while heating the bath.

“Nope, I wanted to share crushed ice with you. Everyone, come to the

bathroom.”

“Crushed ice?”

Disregarding the puzzled look on everyone’s faces, I take out a small bucket as a substitute for a cup.

If I don’t hurry, it will melt.

Well, even if it melts, I’ll simply have to produce it again.

When I come back with the cup, only a little thin ice was left. Because it has now become thin, it shatters once I poke it with Durandal. I scoop the ice with the cup.

“This is crushed ice. Try putting it on your hand.”

I have everyone present try it.
I put the ice pieces on their palms.

“It’s cold.”

“Is this by any chance ice?”

“xxxxxxxxxxx”

“I think it’s certainly ice.”

It’s really popular since it’s summer, after all.
And she doesn’t seem to be weak against ice.
I have no idea what Miria said, though.
I take the initiative of eating it and then instruct them to try eating it, too.

“The ice is floating on the water. So, it really was true.”

Sherry is looking at the bathtub.
Which reminds me, I taught her this before.
So she didn’t believe me back then, huh?

“It was like I said.”

“Is this Ice magic?”

“Yup.”

“Were you perhaps able to acquire Grand Wizard?”

Sherry is unnecessarily sharp.
Although you didn’t believe me back then.
The Ice is clearly floating on the water.

“I just happened to acquire it.”

“As expected of Master.”

“But-in order to acquire a superior Job like Grand Wizard, you require tens of years of hard and dedicated training. Without using Dope medicine, it’s impossible.”

“It’s to be expected because it’s Master.”

Did Sherry believe it couldn’t be achieved without tens of years of training before witnessing me?

Even though I didn’t do any such training.

I wish you learn from Roxanne’s obedience.

Also, I don’t think using the Dope medicine will turn out good. Because the Dope medicine does not necessarily strengthen you, the increment in your stats will be small, if any at all, should you level up using the Dope medicine.

If there is a stats requirement to acquire Grand Wizard, you will not be able to acquire it using the Dope Medicine.

Furthermore, you will end up in a miserable state after consuming a large quantity of it.

“Amazing, desu.”

“I think it is amazing.”

Miria and Vesta praise me.

I stroke Miria’s cat ears over and over again.

Later, I will make some ice cream for you.

I have the four of them leave the bathroom and get back to preparing the bath.

I try to cast [Thunder Wall] as an experiment.

There is no point in doing it inside the bathroom but it can’t be helped.

A white, flashing wall emerges.

Is this Lightning magic?

I undertake [Field Walk] experiment, too, inside the bathroom.

The black wall doesn’t appear after I invoke [Field Walk].

Apparently, it doesn’t even invoke under the effect of protective cement.

Midway through, I enter the labyrinth with Roxanne.
Even with the intermediate magic, recovery of MP is necessary.
The efficiency of MP consumption doesn't seem to have improved.

Grand Wizard is only Lvl, though.
It will become easier once it levels up.
Its effects are splendid, after all.

“Roxanne, I would like to take some time with the experiments.”
“Okay.”

After informing Roxanne in advance, I try to invoke [Field Walk] inside the labyrinth.
The black wall doesn't appear.
[Field Walk] doesn't seem to even invoke inside the labyrinth.

It was the same when I tested it inside the bathroom under the effect of protective cement.
Does the labyrinth has same effect as the protective cement?
Nope. Since [Dungeon Walk] can be used, there's no such relationship, is there?

Anyways, since the black wall didn't appear, I don't need to tell her about the experiment.
I am glad it wasn't in front of Sherry.
Although it took some time, Roxanne did not even realize the experiment was already underway.

Without saying anything, I [Warp] at once to Quratar Adventurer's Guild.
From there, I move to the forest in the outskirts of Vale via [Field Walk].
It's nostalgic.

Here, we are out of everyone's sight.
I imagine the house wall and invoke [Field Walk].
A black wall appears.
However, I'm not able to go inside.

Will it likewise fail if I use [Field Walk] from a place, where it is usable, to another place where it is not?

I return home using [Warp] this time.

The way of using [Field Walk] is similar to [Warp].

As for the consumption of MP, there may be a difference but I didn't notice it.

“Un, I see.”

“Did it turn out the way you wanted it to? As expected of Master.”

It wasn't anything great, though.

We separate and I carry on preparing the bath.

After preparing the bath, I try to make ice cream.

It failed.

I failed to make ice cream.

Although I was trying to make ice cream, I ended up making a sort of sherbet.

I wasn't able to make ice cream.

Is it impossible to make ice cream?

Well, I have never made ice cream before.

I don't know the detailed procedure of making ice cream.

I added some salt to the ice in order to maintain the temperature and kept stirring it *guruguru* until it was cold enough. I don't think I made any mistake up to this point.

I added less sugar than required, it seems. It was probably insufficient. It looks like I need to add more.

“It's chilly and delicious.”

“This sensation, I never experienced it before.”

“Amazing, desu.”

“Wa, it's cold.”

Even though it's a failure, it's still popular with the four of them. If I stop thinking about ice cream for a minute, it won't be that bad, huh? But I wouldn't have needed to trouble myself with stirring for a mere sherbet.

Since it's called ice cream, maybe I need to add cream as well before cooling it, not just milk and sugar.

Fresh cream does exist in this world.

Rather, if I leave the milk as is overnight, I can obtain fresh cream by skimming the milk skin.

The milk in this world is a little weird, though.

As you would expect from another world.

It is different from the milk in Japan.

I thought it was rotten when I saw it for the first time.

Besides, I didn't get the quantity of milk skin I needed for the fresh cream.

Just a little float.

I tried it once before because I wanted to put cream in the crepe.

However, when I didn't get the quantity I wanted, I gave up.

I can try again for the sake of ice cream, though.

This time, I will buy a large quantity of milk.

Chapter 160 : Soft-shelled Turtle

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When I went to bed that night, I placed ice into the tub near the side of the bed. It didn't provide as much cooling as expected. To the degree where you wouldn't even know whether it cooled at all. This didn't go so well.

Vesta's skin was much cooler than that of a human's. It was so refreshing that I ended up moving close to her. It seems cooling with ice is quite difficult.

The wind that passes over the tub is still cold. The idea itself is not wrong. Do I get someone to fan it overnight? I really can't say I should.

If it was some rich person in this world, they would likely have someone to do it. If that was their only job they'd work at night and be able to sleep during the day so it should be fine. Do I buy a dedicated maid as well? If I bought one in the summer and got rid of them in the autumn it'd be too cruel.

Or do I make enough ice to fill up the bedroom? The ice would melt of course. Dealing with the aftermath might be more troublesome.

Ice magic isn't a magic that cools things. It only creates ice. There seems to be a barrier that prevents the effects of heat.

Waking up only slightly cooler than yesterday, we entered the labyrinth. Making Wizard the first job, I remove Explorer and add Grand Wizard. When I made ice last night, I had the skill of Jobless set to Basic Ice Magic. Ice magic will be effective on 24th floor of Quratar.

Gummi Slime is weak against the Water attribute and Tur Turtle's weakness is the Earth attribute. Because Tur Turtle has resistance to the Water attribute, it's unknown how Ice magic will affect them. Will the resistances and weaknesses offset each other? Because it is not resistant to both the Water and the Earth, the resistance should not be completely effective.

If Ice magic is useless, then I will try Lightning magic next. Since Ice magic was set as the skill of Jobless last night, I can freely set a new skill now. The Wind attribute becomes effective if we head to the 25th floor of Haruba with Gummi Slime and Cyclops appearing there. It is possible to set it to Intermediate Wind Magic if the skill remains unchanged at that time.

I handed the map to Roxanne and proceeded to the 24th floor of Quratar and came across Tur Turtle and Gummi Slime groups. Perfect. I cast Ice Storm two times.

The Wizard job is also active, but I left it at two shots of Ice magic. This is because it's to test the difference between Gummi Slime and Tur Turtle. Four people start running while the snow dances. Does it become snow when it is an Ice Storm?

I also give chase while casting Ice magic once again. Four people arrive at the demons. This time they don't use area of effect magic. It's a good sign right at the start.

The demons all fell at the same time. Four people only just arrived at the demons. Even if Water attribute is resisted, Ice magic still seems to be a weak point of Tur Turtle.

So, the demons fell quickly. Basic Ice Magic is more powerful than regular basic magic. It is because of this that the low level demons are falling this quickly. Battle time has immediately shortened.

"This is quite good."

I did not even reach the demons. I ran to join up with the four people.

"As expected of Master."

"It seems that Grand Wizard really has greater magic power than Wizard."

"Fast, desu."

"I didn't think it would be so amazing."

The last thing you would want to hear from a girl is that you're fast. I received the dropped items.

Then we came across a group of 3 demons – Tur Turtle, Gummy Slime and Clam Shell. I fire a volley of three shots using Wizard’s Basic Earth Magic. It feels like there is a dust cloud mixed in with the snow. When compared to the snow of the Ice Storm the sand of Sand Storm would feel just a little dusty. Luxury is an enemy.

By the second shot, the Clam Shell became smoke. Again this is fast. If it is a demon of the lower level, it ends up an easy victory.

At the third barrage, Tur Turtle falls. Even this is fast. It was faster than before after mixing the Sand Storm in.

Even using the basic magic of Wizard has an effect if used properly. It is a difference in the weakness of Earth attribute that causes the Gummi Slime to not fall. The remaining Gummi Slime will probably fall if hit with one shot of Burn Ball or Aqua Ball or Wind Ball. I do not know whether or not to take down the enemy with a basic magic shot.

However, there is no gap to shoot. Roxanne stands in front of the demon enemy, three other people surround the demon, I’m still further back. It is difficult to aim only at the demon with magic attack from this position.

Even though only one Gummi Slime is left, should I use an area of effect magic attack? When I was think that, the movement of the demon stopped. It is paralysis. This is a chance.

“Everyone move back!”

I cry out and cast Burn Ball. I will not let this opportunity go to waste. A ball of fire appears overhead.

Burn Ball is about the same size as the Wizard’s Fire Ball. Not much change in size. However it feels hotter. It is the normal orange color so it’s not a thousand times hotter.

The Burn Ball went flying towards the Gummi Slime. It is traveling at quite a speed. The speed is above that of Fire Ball. Faster than that of a ball in a game of tennis.

I say tennis but I mean the lawn tennis you did in high school classes. Moreover, it was hitting the ball against a wall. In the class I almost

always hit against the wall. Leave me alone (Don't judge me).

Even if it was fired from further away, it would be difficult to avoid with this speed. The Burn Ball passes beside Roxanne and crashes into the Gummi Slime. The Gummi Slime fell. After all, there was only one hit remaining?

The number of times I can fire magic increased and even the type increased as well. It has become bothersome to calculate the shots, so I don't waste any. Well, it can't be helped.

“Yes, desu.”

Running to join up, Miria passed me the slime starch. It's also annoying that I can't join in the combat at the end. Should I have them return to me at the end again? I wonder how that would work.

“There seems to be a little problem but does it seem to be alright?”

“We have it easier thanks to Master.”

“It is thanks to Roxanne that I can make it easier for everyone.”

Because there is no change in the need to approach the demon while running, Roxanne and the rest still can't relax. Combat time is shortened. It is better to approach the demons in order to cancel the area of effect magic attack, even if the possibility is just a little.

I'd like to try other magic but Lightning magic would be good to use when going to the 25th floor. Other attributes can be used depending on the combination of monsters. We advanced towards the boss room.

I recover MP along the way. It is good that combat time has shortened but the petrification of demons by Miria has also almost disappeared which kinda hurts. Easily absorbing MP from a petrified monster has stopped happening.

If a petrified monster does not remain, then there is no choice but to assault moving demons with Durandal. I rush to the Tur Turtle and Gummi Slimes in a group of two.

Three monsters against three people. Since an area of effect magic attack has been used once, only a Tur Turtle is left. Roxanne used Area of

Effect Healing from the back.

I swung Durandal into the Gummi Slime. I somehow avoided the counter attack and gave another blow in return. Because there is no room for the job of Warrior, Rush cannot be used. Since I am using Item Box, I cannot remove Adventurer.

Before I finish the Gummi Slime, Miria paralyzed the Tur Turtle. I would like to attack it since I won't be counterattacked when attacking a paralyzed demon but it is better to leave it to Miria and Vesta. Even if I do get counterattacked I can recover quickly due to Durandal. It does hurt, though.

“Did it, desu.”

Miria has petrified the other Gummi Slime. For it to happen this early in a lengthy battle, I am thankful. Two of the three at the front have stopped moving now.

“Miria, go to the demon at the back.”

Miria went to delay the Tur Turtle as instructed by Roxanne. Since the second row often uses magic, I will keep them company and go to them. I can cancel the area of effect magic attack with Durandal. I went towards them as soon as I finished the Gummi Slime.

“Did it, desu.”

I finally defeated the Gummi Slime that had been my enemy from the beginning. At almost the same time, the Tur Turtle, that Miria was attacking, was petrified.

As expected of Miria. Splendid.

Since combat time is normally shorter, petrification no longer proc's regularly, so keeping Durandal out to recover MP has become necessary. Because Abnormal Status by Miria seems to activate in longer fights, it's not too big of a problem.

We surround the paralyzed Tur Turtle with everyone to defeat it. Before Miria could turn it to stone, I took care of it. The remaining two petrified animals were taken care of by me. It would be good if we continued like

this.

Before arriving at the boss room, I also tried using Dirt Storm when we came across three Tur Turtles. Dirt Storm, Sand Storm, combined with Ice Storm. Sand, snow and dirt dance. After two volleys of three shots, the demons fell to the first Dirt Storm.

Faster than the triple combo of Ice Storm, Ice Storm and Sand Storm. The weakness of the demon seems more Dirt Storm than Ice Storm.

Well, that's to be expected. If Basic Ice Magic is lower-class than Intermediate Earth Magic in power when I attacked the weak attribute, Ice magic might be compatible with higher ranking Earth magic. There is a possibility of difference in the consumption of MP. Normally, for the demons with the Earth attribute weakness, it would be more effective to pinpoint which is more effective; Intermediate Earth Magic or Basic Ice Magic.

Because I did not meet a group of Gummi Slimes by themselves, I was not able to confirm it with the Water attribute. The circumstances will be the same even with the Water attribute, probably. I entered the waiting room after supplementing my MP with Durandal. I receive the briefing from Sherry in the waiting room.

“The boss of Tur Turtle is Total Turtle. Like Tur Turtle, it's resistant to Water attribute and weak to the Earth attribute. Since the Total Turtle specializes in biting attacks, please be careful. Once it bites, it will not let go unless it is attacked with Lightning magic.”

It is a soft-shelled turtle. It looks like a fearful enemy who does not let go if it bites.

I pass Durandal to Vesta and adjusted my jobs. Because I depend on Miria inflicting Abnormal Status in a boss battle, I had better put on Gambler. Because I am using the Item Box, I cannot remove Adventurer. I add the seventh job and add Gambler.

This is the first time I have up to seven jobs. Even though I have a good number of jobs, this number will likely end up not being enough. Common sense would mean that the Wizard being only able to use basic

magic would be a candidate for removal.

Smoke gathered when I entered the boss room and three demons appeared. There is a Tur Turtle and a Gummi Slime, and in the center is Total Turtle. Tur Turtle has a bulging cylindrical body, like a barrel. The body of the Total Turtle has a normal flat shape. It's just a turtle.

But the shell is covered in grass. It has a head like a crocodile, feet like an elephant, a tail like a fish, and the shell covered in grass. If you look at the separate parts, it doesn't really look like a turtle. However, it is a turtle when viewed as a whole. So it's a turtle in total, huh?

Dirt Storm, Sand Storm and Ice Storm in a triple combo were cast. I also cast Abnormal Status Resistance Down on the Gummi Slime Miria is approaching. Since Total Turtle and Tur Turtle have the same weakness attribute, it is the correct decision for Miria to take charge of the remaining Gummi Slime. Roxanne and Sherry move to the boss while Vesta runs to the Tur Turtle.

Taking a little detour, I moved to the back of the boss. I stab with the Sacred Spear during the intervals between magic. Since I do not know whether it was effective to attack the shell, I mainly aimed at the foot. Rather than a giant tortoise or elephant, the foot of the Total Turtle is like a big pillar of meat.

You must be cautious of the tail because a kick won't be able to reach me. Because I hit it with a spear, the distance opens up to some extent. Roxanne is in charge of the head that won't let go if it bites you. However, if it's Roxanne, it should be safe enough.

“Did it, desu.”

While being cautious of the tail, Miria has petrified the Gummi Slime. Almost at the same time, Vesta defeats the Tur Turtle. Because magic offensive ability rose, this too is fast. I was not able to give the decisive blow.

“As expected. I'll rely on you for the boss like this.”

Abnormal Status Resistance Down was applied to the Total Turtle. I fire

a Dirt Ball, Ice Ball and Sand Ball towards the boss in sequence.

“Did it, desu.”

The boss turned to stone right away. As I thought, Miria’s efforts really shine during boss battles. It is a complete victory. I had Vesta return Durandal and cleaned up the Gummi Slime and the boss.

When the boss falls and becomes smoke, a shell-ish thing remains. It seems to be called “soft shell” when I try to appraise it. The Total Turtle even drops a soft shell item, so it really is a soft-shelled turtle, huh?

“Soft shell?”

“It is a material for anti-petrifaction medicine.”

Sherry told me. It becomes anti-petrifaction medicine because it’s called soft shell. I feel like that’s a little too simplistic.

Chapter 161 : Lightning

*

After selecting Herbalist and creating softening medicine, I move to 25th floor.

Will I be able to obtain intermediate job of Herbalist once it reaches Lv50?

However, it is really troublesome to level it up to Lv50.

I only try it now and then. It will be much easier to level it up when I go to higher floors.

“Sherry, which monster appears on Quratar’s 25th floor?”

“Black Frog. It is resistant to Water magic and it can use area of effect water magic attack. It is weak against Fire attribute. Its skin is slimy and it can repel blade unless slashed skillfully.”

Frog, huh?

Its weakness seems to be Fire magic.

However, now is not the time to set Intermediate Fire Magic as the skill of Jobless.

The Wind magic will be effective if I move to Haruba’s 25th floor.

Should I try to engage in one or two battles while keeping Ice magic as the skill of Jobless?

Black Frog has resistance to Water magic but not to Earth magic, so I can use Ice magic.

Using Ice magic will be optimal in case Gummy Slime and Tur Turtle appear, too.

“Roxanne, can you please lead us to a place with Black Frogs?”

“Understood.”

I should have specified ‘a place with a small number’ but Roxanne probably understood what I meant.

We advance under Roxanne’s guidance.

We encounter a group of monsters.

It is a group of 3 Black Frogs and 1 Tur Turtle.

So she did not understand it, after all?

Nope, since there are three Black Frogs, the three vanguards can take on one each.

So she understood it to some extent, huh?

Because the number of Black Frogs is higher, I cast [Burn Storm], [Ice Storm] and [Fire Storm] in succession.

Whether the Fire and the Ice magic can be used simultaneously or not, there is no way to know but to test it out.

Will they offset each other?.

Black Frog, like its name indicates, is a frog the color of which is black. Because it is big in size, it looks gross.

If it had a scroll in its mouth, I would stand atop its head. (TN: Like a certain ninja)

Although its back is black, its abdomen is white.

It is not the best of the camouflages.

If it advanced while showing only its back, it would be tough battling it for everyone except Miria.

Roxanne, Miria and Vesta strike their respective opponents.

Without the girls receiving a single attack, the three Black Frogs collapse. Since the duration of battles has shortened, there is no problem.

Using the Ice and the Fire magic at the same time seems to be fine. Thereafter, I finish the remaining Tur Turtle off with [Dirt Ball], [Sand Ball] and [Ice Ball].

I shot a single target magic attack at a time. Eventually, it took three.

I'm not sure if [Sand Ball] was needed or not.

I thought it would collapse after [Dirt Ball] and [Sand Ball] but it did not. Maybe I would have been able to kill it using [Dirt Ball] and [Ice Ball]. This floor is not the ideal but we will have to fight nonetheless.

“Since we have fought Black Frogs, how about moving to Haruba’s labyrinth?”

“Yes, I guess. It will be alright, I think.”

After receiving Roxanne's approval, I move to Haruba's 25th floor. As for the skill of Jobless, I leave it unchanged to Ice magic. The Wind magic is effective against Gumi Slime and Cyclops but it is preferred to use it one at a time.

There is another option: Lightning magic.

Should I ask Roxanne to initially search for either of the monsters? Or should I search for both the Gumi Slime and the Cyclops since I want to test Wind magic?

But it will be a waste to use the Ice magic against Cyclops.

Should I search for a combination of Gumi Slime and Scissor Lizard then?

The Ice magic is effective against both the Gumi Slime and the Scissor Lizard.

Well, any would do, I guess.

It should be fine leaving it to chance.

I stop thinking about it and kick off the exploration without any instruction.

First group we encounter comprises two Gumi Slimes, one Cyclops and one Scissor Lizard.

Conducting a number of tests will be possible when there is a variety of monsters.

Leaving it to chance was the right decision.

Against Gumi Slime, both the Wind and the Ice magic are effective. I launch a barrage of three spells – [Wind Storm], [Ice Storm] and [Breeze Storm].

Since I'm using Intermediate Wind Magic and the Ice magic, the Gumi Slime should fall first.

Wizard's Basic Wind Magic, [Breeze Storm], should be effective equally against Cyclops and Gumi Slime.

Gumi Slime does not have any weakness against Earth magic.

With the types of magic and the types of monsters increasing, the difficulty of decision-making is increasing, too.

I have no choice but to think it through.
To keep myself from getting laughed at by Sherry.
It would be embarrassing if they thought that their master is having problems.

Amidst the storm, the Gumi Slimes turn into smoke after three barrages of three spells.

Next, I try casting [Wind Storm].

The Cyclops collapses.

One was enough to finish the Cyclops off?

I shoot an [Ice Ball] at the remaining Scissor Lizard.

The Lizard has yet to fall.

I fire a [Sand Ball] next to finish it off.

In order to take a Lv25 Scissor Lizard out, 4 Intermediate Wind Magic + 4 Basic Ice Magic + 3 Basic Wind Magic + 1 Basic Earth Magic was needed.

I wonder if I will be able to use the optimum combination of magic if I solve this equation.

It seems unreasonable, seriously.

And there still is Lightning magic which I have yet to try.

As it is, even Sherry will not be able to solve it.

This would do for now.

I can reliably measure the difference in power of various magic if I move to a lower floor where I can take a monster out in one spell but there is no need to go to that extent.

And even if did, it would be of no use against Lv25 monsters.

After accumulating enough battle experience, I should be able to feel it naturally.

When I do, I will move on to 26th floor.

And strangely, I'm doing it.

Next, we encounter a group of two Gumi Slimes and one Cyclops.

I try [Thunder Storm], [Ice Storm] and [Breeze Storm].

It was my first [Thunder Storm].

Amidst the fluttering snow, something seems to be flashing *chikachika*.

The flash is not distinct, though.
It is flashing dimly.
Is it alright to call it lightning?
It would be a problem if I received a shock, however.

After a barrage of three spells, the Gumi Slime stops moving.
It has been paralyzed.
Because Miria has yet to reach that monster, it must be due to my
Lightning magic.
I wonder for how long it will remain paralyzed.

The remaining Gumi Slime charges.
Roxanne takes it on from the front.
Miria and Vesta surround it from the sides.

When the Cyclops, that was obstructed by the Wind magic, arrives,
Miria confronts it.
As [Ice Storm] is effective against Gumi Slime, and [Breeze Storm]
effective against both Gumi Slime and Cyclops, only the Cyclops is left
among this lineup in the end.
Letting Miria, who is holding the Estoc of Petrification, take care of the
Cyclops was the right decision

However, the reason as to why Miria is taking on the Cyclops is because
there are two Gumi Slimes and one Cyclops.
Since it was a combination of two-to-one, I would be taking care of the
larger number first.
Although I have got a hang of the attributes of magic, I'm still unable to
solve the equation.

Soon after the Cyclops comes to the front, I launch second barrage of
three spells.
Paralysis did not proc this time.
As soon as I thought that, the Cyclops stops moving.
It is probably due to Miria's attack.

Paralysis did not proc even after third barrage of three spells.
None of the monsters has turned into smoke either.

Intermediate Wind Magic is more effective against Gumi Slime and Cyclops, after all.

The Lightning magic is probably similar to the Ice magic. Using intermediate magic to attack the weakness will be better.

Next, I try casting [Wind Storm].

The two Gumi Slimes collapse.

Is this how far a Gumi Slime can make it?

Only the Cyclops is left. Per Roxanne's instruction, the four of them clear the front.

She does understand it well.

I send out a [Breeze Ball].

But the Cyclops has not gone down.

"Did it, desu."

Even though it did not go down, it has been petrified by Miria.

The Cyclops was already paralyzed. With no fear of counterattack, she attacked it aggressively from the side, most likely.

I take Durandal out and run to the four of them.

I wanted to check as to when will the Cyclops collapse but it cannot be helped now that it has been petrified.

The monsters become weak to magic when petrified.

It will complicate the equation.

"Was that Lightning magic?"

"That's right."

I strike the Cyclops using Durandal while answering Sherry's question.

The petrified Cyclops goes down after one hit.

It had accumulated a lot of damage already, it seems.

"But it felt like you used the Lightning, the Ice and the Wind magic."

"I did."

Sherry is at a loss for words.

This might probably be the first time I used the magic of three different attributes at the same time.

I was able to add one more to the number of spells I can cast simultaneously after I acquired Grand Wizard.

But I will not tell her.

It would not end at just that. It would raise various other questions.

I shot Lightning magic thrice but paralysis proc'd only once. Since the number of times I attempted it is not much, I cannot say with certainty but it seems to have its limits.

It can proc more if the number of monsters increases.

Or I can perhaps cast it twice at the same time if I set it as the skill of Jobless.

However, using Intermediate Wind Magic against both the Gumi Slime and the Cyclops is better.

Although the difference in the number of spells required to take it out is originally not much, there is a difference nonetheless.

If it makes a difference in the duration of battles, using Intermediate Wind Magic will be better.

Gumi Slimes and Cyclopes appear more often on Haruba's 25th floor. However, it is better to have Lightning magic instead of Intermediate Wind Magic on Haruba's 25th floor since I would have a hard time if Scissor Lizards appeared.

There are not that many groups with that combination, though.

On a floor where many groups of monsters with opposing weaknesses and resistances appear, it will be better to set Basic Lightning Magic as the skill of Jobless.

Should I set Intermediate Wind Magic as the skill of Jobless then? I invoke Skill Settings and set the skill of Jobless to Intermediate Wind Magic.

We encounter a group of Gumi Slimes and Cyclopes, two each, next. I slaughter them using only Wind magic.

A barrage of three spells – [Wind Storm], [Wind Storm] and [Breeze Storm].

To be exact, two barrages of three spells and an additional [Wind Storm]. The Cyclopes collapsed without getting a chance to do anything.

After all, it is more effective to use Wind magic when the monster's weak point is Wind attribute.

I can fight on Haruba's 25th floor without any trouble.

Without specifying any monster, I proceed with exploring the labyrinth.

The only problem with killing them quickly is that Miria's petrification will not proc much.

It is more of a luxury concern.

Should I mix in a Scissor Lizards or two then?

Miria will be able to neutralize them that way.

We continue to explore till the evening without encountering any problem.

We come across a group comprising a Gumi Slime, a Cyclops and a Scissor Lizard.

I take care of the Gumi Slime and the Cyclops first.

With a lone monster left, Roxanne and Miria open up a line for the Scissor Lizard.

The Scissor Lizard does not stop moving.

I should try [Thunder Ball] here.

I will be able to restrict the movement of Scissor Lizard by inflicting paralysis.

I have yet to use a single target Lightning magic attack.

This is my first chance.

I cast [Thunder Ball].

A bright ball emerges overhead.

Lightning is coiling around the ball.

Ooh

Somehow, it looks cool.

Yep, it does look cool.

It looks same as the props used in the background when a Demon Lord makes appearance.

It is a flashing Thunder Ball of lightning.

KUKKUKKU

People of Yamato.

My name is Gore. (TN: Originally Goa but I changed it to Gore. If it's a reference that you guys are aware of, do tell us)

The [Thunder Ball] flies.

However, the Scissor Lizard neither got paralyzed nor got killed after getting hit.

A failure?

Although it is an enemy, for it to be able to keep standing after receiving the attack is appreciable.

I launch Wizard's [Sand Ball] but the Scissor Lizard endures it. After a pause, it starts running and closes in.

Next, I fire a barrage of three spells.

With this Thunder Ball, surely.

I will kill it with this [Thunder Ball], surely.

"Did it, desu."

Huh?

The lizard stops moving.

What? Petrified? WhydidyouthavetodosomethingwhichIwasabouttodo!

Oh well. Now that it has been petrified, I can finish it off using magic. I would have preferred to use Durandal, though, to deal the finishing blow in order to recover MP.

This is the first time I feel displeased with Miria's petrification.

Chapter 162 : Ester Baron

*

When we return home after hunting and buying a large quantity of milk, there was a message from Luke.

I leave both the activities for the next day.

After enjoying the fried whole fish (it was actually Miria who enjoyed it), taking bath and producing a large quantity of ice, I go to the bed.

With the bed surrounded by five buckets of ice, it feels refreshing.

I wonder if the room temperature has fallen by 1-2 degrees.

But it's just 1-2 degrees. Well, it's still 1-2 degrees.

It's some achievement to cool a midsummer night, which tends to be quite hot, down a bit.

I need a human cooler.

Setting up five buckets, with one person carrying a bucket each, was no issue.

Roxanne gleefully carried a bucket from the bathroom.

Lately, it has been getting too hot sticking to all the members while sleeping.

I have no intention of stopping, though, of course.

I put the buckets on a piece of cloth which I laid out.

Otherwise, it would wet the floor.

A bucket that gets wet is not a good bucket.

I don't think the molten ice is particularly leaking, though.

The next morning, I receive the Kobold Monster Card from Luke.

I hand it to Sherry along with the Wind Resistant Damascus Steel Forehead Protector and the Mermaid Monster Card.

".....This one has multiple skills already, doesn't it?"

"It's alright."

For she fused herself, she clearly remembers.

Sherry's eyes are swimming.

I can't let you off just because of that.

"I-I'll try."

"As expected of Sherry."

Since I was tired, I had put the items on the table. Sherry picks the forehead protector up.

Wind Resistance, Fire Resistance and Water resistance skills have been attached but the name has still not changed.

That's the way it's supposed to be, I guess.

We go to and stay in the labyrinth till the evening. After returning, I collect the fresh cream.

I have recalled about the fresh cream. Some years back, I watched a show on TV where they made ice cream at home.

They definitely used fresh cream.

If I remember correctly, they added egg yolk, too.

I remember them saying how it tasted like egg, so I can't be mistaken. Also, they heated it over fire, I think.

Although I don't understand it fully, it's better to heat the milk, which was left as is for a day, over fire before using it.

After preparing the bath, I heat the fresh cream, milk, egg yolk and sugar over fire, and gently mix it.

After it was mixed, I remove it from fire and put it in the container with salted ice. I have Vesta stir it until it's chilled.

Because it's the second time, there's no problem in having Vesta do it.

Quantities of ingredients are about right. Even if it fails, we will have sherbet, at least.

I add a bit of egg white.

Using low fat milk in stew is not recommended but it can't be helped.

I have to compromise.

"Umm, it seems to be going well but it hasn't hardened."

Vesta reports.

When I check, it looked a lot like ice cream.

"Ooh, it's good. It's a success. You did well."

“Is it really good?”

“It’s nicely smooth. After stirring it a little more, we will leave it to chill in the ice.”

“Okay, understood.”

Only, it’s strangely yellow.

Did I add too much egg yolk?

I’m worried now. Doesn’t ‘egg flavored ice cream’ sound a bit odd?

We try the dessert after the dinner.

I take a scoop with a wooden spoon and put it in my mouth.

It’s smooth and soft, and slowly melts on your tongue.

It’s delicious.

It’s a true ice cream.

I didn’t eat such a delicious ice cream even back in Japan.

The rich cream has a tender flavor.

If this is ice cream, what was it that I ate back in Japan?

Is it because of the natural ingredients? Or because of the time and effort I put in?

That it’s smooth shows how well Vesta stirred it.

“Master, it’s really delicious.”

“It’s sweet, it’s chilly and it melts in your mouth. It’s amazing.”

“Amazing, desu.”

“It’s soft. I think it’s amazing.”

It’s not ‘I think it’s amazing’, it actually is amazing!

It seems to have received great reviews from the four of them.

“It’s Vesta who stirred it which made it so delicious, so thank you.”

“Not at all.”

“When I make it next time, I’ll have to trouble you.”

“Leave it to me, please.”

Vesta says, gratified.

It’ll be even more delicious next time because I have already succeeded once.

The next day, I try to make jelly.

While making the breakfast, I put some water, some fruit the name of which I don't know, kobold sucrose and coral gelatin in a pot, and heat it over fire.

I put some ice in a bucket and leave the pot to cool inside the bucket for a day.

I replaced the ice twice during the day, once at noon and once at dusk. By the dinner, it had chilled.

It's a chilly and *purupuru* jiggly dessert.

Unlike ice cream, it can be made in large quantity.

"The one yesterday was delicious but this one is terrific, too."

"That's right. Compared to the one yesterday, this one is light. It slips down the throat so easily."

"Tasty, desu."

"Will I get to eat such dishes everyday?"

Jelly is easy to make, it refreshes you, and it's definitely a dessert. The fruits in this world are too sour, so you don't find many desserts. With jelly, however, there's no problem because it contains sugar. Pineapple doesn't harden successfully but this fruit hardened properly.

You can simply leave it to cool.

You don't have to maintain low temperature like in case of ice cream.

It's easy and convenient.

All you need is ice.

If you have ice, you can use it in many ways. It really is convenient. Other than ice cream, there's another thing I can make. Frozen yogurt, that is.

Since it's claimed to be low fat and low calorie, fresh cream won't be an issue.

"Yogurt.....There's that, too."

I'm glad.

That it was properly translated to Brahim.

I try to enquire from the four of them.

“I think it will be available in the winter.”

“Winter?”

“That’s right.”

Roxanne replies.

Yogurt seems to be a seasonal item in this world.

So that’s the reason why I haven’t seen it yet.

Would there really be any need to make frozen yogurt in winter?

“If you go to a farm, it may be available there.”

Sherry interjects.

Where’s the farm? I have yet to see one.

Well, I have yet to look for one specifically.

“Why don’t they sell it here?”

“Basically, only milk is consumed in the summer. Yogurt appears in the winter because milk is completely consumed by then.”

“Is that so?”

“Is that really so?”

Roxanne wasn’t aware as to why yogurt appears in winter, it seems. However, the reason as to why she is surprised is most likely not the same as to why I’m surprised.

Why is there no milk in the winter?

Why is it seasonal?

“Cows bear calves in the spring season. They produce milk for half a year postnatally. Therefore, milk is available from early spring till early fall. In the winter, the aged milk is converted to yogurt. In this region, yogurt is the winter food.”

Indeed, a cow doesn’t produce milk unless it bears a calf. Cows bear calves in the spring and produce milk for half a year thenceforth.

Therefore, fresh milk isn’t available for the rest of the seasons.

Furthermore, yogurt is fermented milk. It can be preserved for longer period.

“I didn’t know that. As expected of Sherry.”

“Thank you very much.”

“Amazing, desu.”

I thought Sherry’s eyes would be cold again that I didn’t know even such a trivial thing but they were not.

It doesn’t seem to be general knowledge for even Roxanne and Miria weren’t aware of it.

Although Miria said ‘amazing’, we weren’t talking about fish, so it must merely be superficial.

“Did you know about it, Vesta?”

“My previous master had cows, so we used to squeeze milk for half a year. It was a good work because we got to drink milk. There, they used to produce cheese, too.”

So you’re supposed to know that only if you have cows?

Vesta seems to like milk.

Or all the dairy products, perhaps?

Dairy products, huh?

“Milk.....”

Sherry mutters.

The same night, I make full use of the milk.

When the dawn breaks, I’ll have to go to the Duke of Harz.

After hunting early morning, I rearrange the jobs and head to the Bode castle.

“The leader is waiting for you in the office.”

When I go to the reception, they let me in without authorization.

When I’m alone, they are not cautious.

Rather than ‘not cautious’, it’s more like ‘careless’.

Do they allow anyone who they’re familiar with inside the castle?

I don’t know any other place inside the castle other than the office.

I arrive in front of the office and knock the door.

“Come in.”

It’s Gozer’s voice.

He seems to be here today.

“It’s Michio.”

“Ooh, Michio-dono. We were waiting for you.”

When I go in, the Duke receives me.

This time, there’s one more person inside apart from the Duke and Gozer.

A huge, dog-eared Holy Knight. And a male.

He’s tall and imposing.

“Hou, so this man was the one who defeated Sabo Baradam, huh?”

He suddenly starts talking to me.

His head is covered by the droopy dog-ears.

At first glance, it is difficult to tell that they are dog-ears.

They look just like a Saint Bernard’s ears.

“Err”

“Michio-dono defeated him in a duel.”

When I was flustered at the abrupt question, Gozer supports.

Duel?

I did have a duel with someone from Baradam family.

“Although Sabo Baradam was a violent person, his ability was on par with me in the wolfkin tribe. If you were able to defeat him, then I don’t have any objection.”

“There’s no doubt that Michio-dono defeated him. I was there as a witness.”

That he said ‘I don’t have any objection’, he seems to be a member of the Empire Liberation Society.

Or is he perhaps the examiner?

“Michio-dono, his name is Ester. He will be conducting the Empire Liberation Society entry test.”

The Duke introduces him.

So he’s the examiner, after all.

“I’m Ester.”

“Michio here.”

“As for his official position.”

“No, there’s no need. My official position has no relation to my position in the Empire Liberation Society.”

The man declines to be introduced any further.

I already know via Appraisal that he’s Ester Baron, Ester Esterretse n’Esterra.

His name is quite complicated.

Either of his parents could do without ‘Ester’ in their name.

“Oh well, if Ester says so.”

“Michio can call me Ester. There’s no need for honorifics. I’ll call you Michio, too.”

“Okay.”

Because he didn’t introduce himself as a noble, there’s no problem in calling him normally.

If I had a noble post, it would be great.

“Just in case, I’ll explain it to you again. The Empire Liberation Society is a support organization which exists for those who aim to liberate the empire from the labyrinths. If you become a member, you’ll have to fight in the labyrinths everyday in order to clear the labyrinths and work hard in order to improve yourself. This will be your only obligation.”

Ester explains.

There doesn’t seem to be many duties and restrictions.

So there shouldn’t be any problem if I join, right?

I already fight in the labyrinths.

As for the improving oneself part.

“Is there no other obligation?”

“Because you were recommended by Brocken, Michio, you are an exception. You’ll have to clear 45th floor within the next 20 years. Other members of the Empire Liberation Society are able to fight on the floors beyond 45th.”

Brocken is the Duke of Harz’s name.

This person really doesn't care about titles at all.

"45th floor?"

"If you are able to clear ahead of time, the date of your test can be accelerated and you can take it whenever you like. Even if you're not able to clear 45th floor within 20 years, you'll only be asked to withdraw from the group, so you don't have to be worried."

"Oh well, I'm not worried."

It's one floor per year, so it's not unreasonable.

For a person who aims to reach the top of the labyrinth.

If I cleared one floor a year, I'd be 45 years old by the time I clear 45th floor. I don't want that.

"Discrimination against other races is prohibited. The Empire Liberation Society aims to liberate everyone regardless of their race. I want you to observe that."

"I understand."

"One more thing, you cannot leak any inside information of the Empire Liberation Society to outsiders. Especially, information related to the members. You can't tell anyone that you're a member either. This rule is in place because the labyrinths, in order to defend themselves, launch counterattack against those who fight with the objective of killing them. They may also resort to cowardly methods which may not be limited to assassination."

Is this the reason as to why it's a secret society?

I think it's just their imagination.

However, that they are claiming so confidently, they must have a reason to back it.

"What do you mean by 'outsiders'? Is talking about it to my party members not allowed either?"

"Normally, only the representative of the party is admitted to the group. If the representative joined the group, it would be difficult to keep it confidential from other party members."

I don't have to keep it a secret from Roxanne and the girls.

Which reminds me, Gozer is here as well. Does it mean that Gozer is a member, too?

Chapter 163 : Admission Test

*

“If that’s the case, then the admission test can be taken with all the party members, right?”

I continue to talk with Ester Baron who was introduced as the examiner by the Duke of Harz.

“Ordinarily, that is so. However, if you want to remove specific party members and take the test with the rest of the party members, you can. I won’t object.”

“Okay, I will take the test with all my party members.”

I deny, flurried.

It’s not like I asked this because I don’t want my party members to be noticed.

It would be difficult if I challenged the labyrinth with fewer party members.

“In some cases, the party members are part of the order of knights which is allowed. Normally, however, the admission test is taken by the party as a whole. If you can’t arrange for independent party members, you’ll not be qualified to join.”

“Can I bring helpers?”

“That’s not allowed.”

“Un, I see.”

Bringing as many with you as you like is cheating, indeed.

“There’s no use in cheating your way through the admission test. The Empire Liberation Society is not meant for those who don’t have the will to fight in the labyrinths. Even if you forcibly join, there’s nothing in it for you.”

Noticing my expression, Ester adds to his explanation. After all, I can’t brag outside that I’m a member of the Empire Liberation Society.

No one joins to show off.

If that's the case, there's no need for the test. If someone thinks that they don't have the required ability to fight in the labyrinths, they won't think about joining in the first place.

“How do I take the admission test?”

“You'll first have to demonstrate that you have the ability to fight. The test venue will be Quratar's 23rd floor. Thereafter, we will go to the boss room. Before going to the boss room, if I judge that the level of your ability is inadequate, you'll fail the test then and there. Even if I forcibly pitted you against the boss, it wouldn't serve any purpose. If you are able to clear the boss room, you'll move to 24th floor. If I judge that you can safely fight on 24th floor, you'll pass.”

Because only one party can enter the boss room, the boss battle won't be invigilated.

Ester Baron won't be joining the party either.

Although a referee is recommended for the test, observing from the back will work, too.

After all, it's not safe for a one man party to enter the labyrinth.

If I didn't want to join, I could perform terribly but that's not possible now.

Also, if I forcibly put myself in a pinch, I would risk my life.

Neither I can make the Duke, who recommended me, lose face nor does the Empire Liberation Society seem shady.

Should I fight seriously then?

“When is the test?”

“If you're fine with it, right away.”

“Fine by me.”

Because he will be observing the battles to assess our ability, I won't be able to use magic but I can always use Durandal.

There's no need to warm up.

Because the boss battle won't be invigilated, I'll be able to fight freely.

“Can you go to Quratar's labyrinth? The entrance of 23rd floor, to be

specific.”

“I can go to 23rd floor. I enter Quratar’s labyrinth on and off.”

“Well then, I’ll meet you in the small room at the entrance of 23rd floor shortly.”

“Got it.”

Because I’m supposed to enter Harz duchy labyrinths, it may be taken wrongly that I have already reached Quratar’s 23rd floor.

Should I have told a lie that I haven’t been there?

I haven’t met anyone from the Harz duchy in Quratar’s labyrinth.

However, if the Duke and Gozer were already informed, it would create distrust.

I diligently explore Bode’s labyrinth, too.

So there’s no need for me to hide it.

Because of the admission test, many things, that should otherwise have remained hidden, have come to light.

Had I not been to Quratar’s labyrinth, he would probably have led me in after meeting outside the entrance.

It would have been troublesome, too.

Because I would have to pay the entry fee.

If we meet at 23rd floor, I will be able to enter for free.

Actually, if you enter the labyrinth through the entrance, you will enter the small room through the black wall at the entrance of the floor.

In case of Warp and Dungeon Walk, however, a separate black wall is created in the small room.

If Ester Baron were waiting there, he would find it out.

Should I pay the entry fee and enter safely then?

“Then I’ll go ahead and wait for you. Brocken, I’ll be off.”

“Aah, see you later.”

Ester Baron bids farewell to the Duke of Harz and leaves.

So fast.

He has gone ahead.

“Well then.”

“Although I know it’ll be easy for Michio-dono, still, all the best.”

“Keep calm during the test, please.”

I bow to the Duke and Gozer, and take my leave, too.

When I go out of the office, Ester Baron’s figure couldn’t be seen anywhere.

I wonder if I’ll be able to reach Quratar’s 23rd floor earlier if I hurry. Because I’m not certain that I’ll reach before him, it’ll be risky.

Should I avoid the risk and pay the fee? It’s not that high a floor, after all.

If I defeat the boss of 22nd floor, I’ll be able to enter the small room through the black wall at the entrance of 23rd floor. However, there’s no need to go to that extent.

What if we were to greet the order of Quratar knights after the test? Ester might hear it from the order of Quratar knights.

Nope, it’s not an option either.

Ester holds the position of Baron, after all.

After deciding to pay the entry fee, I leave the Bode castle and return home.

Because we have an urgent business, I have Roxanne and the girls put off the cleaning and what they were respectively doing.

“The Duke of Harz has recommended me to some group called the Empire Liberation Society. Their objective is to mutually support those who fight in the labyrinths.”

I bring it up to the four of them.

If I am to take my time, it’s better to explain it to them here at home.

“The Empire Liberation Society?”

“Only influential people are allowed to join this group. It’s amazing.”

“Is that so?”

Roxanne and Sherry are conversing.

I wonder if Sherry’s impression of me has improved a bit.

Impression improved? What do you mean ‘improved’?

I'm pretty sure Sherry thought that I was amazing from the beginning. Undoubtedly.

"So it seems."

"As expected of Master."

The Duke has only watched Roxanne fight, however. Did he recommend me due to Roxanne? Did he perhaps want to recommend Roxanne, not me? It would be understandable if it was due to Roxanne.

"The Empire Liberation Society requires us to observe the duty of confidentiality. That I'm a member must not be leaked outside nor the information relating to other members. There seem to be implications of leaking information unnecessarily."

"I'll be careful. It's wonderful."

"We are keeping so many secrets already. One or two more won't make a difference."

Roxanne seems to have agreed on keeping it a secret. So has Sherry. Hadn't her impression of me improved?

"Secret, desu."

"I think it'll be alright."

Miria will be able to remember some words from here and some words from there, so she needs to keep it a secret, too.

"We will go to Quratar's 23rd floor where it'll be assessed whether we have the ability to fight or not. I won't be using magic; I'll fight without using magic. Vesta will be using the sword."

"Understood."

Because I use Sacred Spear from the back, I let Vesta use Durandal. Even though it's the admission test, I don't care. At most, I'll be denied admission, so what?

"For we have already cleared 23rd floor, we don't have to be tensed. If we do it like we always do, there won't be any problem."

“Of course.”

Now that Roxanne has said ‘of course’, it should be alright, shouldn’t it? I don’t want to engage in a battle which Roxanne isn’t sure about.

“This time, we will enter after paying the fee, so let’s go to the Adventurer’s guild first.”

Leaving the house, I Warp us to the Adventurer’s guild. From the Adventurer’s guild, we walk to the entrance of the labyrinth. Because we are used to shopping, walking this much distance isn’t an issue.

I could Warp to Quratar’s labyrinth, exit and re-enter but that might create suspicion.

“How about the map of the labyrinth?”

The office of the order of knights is still selling the maps. They mean business.

Ah

I forgot the map.

“Do you remember the route of 23rd floor?”

“Yes, it’ll be alright.”

I whisper the question to Roxanne. It seems to be alright. As expected, she doesn’t overlook anything when it comes to the labyrinth.

“Well then, here’s the entry fee for five.”

I pay 5 silver coins and receive 5 thin pieces of paper in the name of tickets.

30% Discount should have worked, at least.

When we move to 23rd floor through the entrance, Ester Baron was already there, waiting.

Including Baron, there are six people. I wonder if it’s Ester’s party.

The rest, excluding the Baron who’s a Holy Knight, are Adventurer, Explorer, Grand Wizard, Beast King and Senior Priest. Wow, what a

lineup.

Their levels are quite high, too.

Beast King must be the higher tiered than Beast Warrior.

It's my first time seeing one.

Senior Priest must be higher than priest.

It's my first time seeing this one, too.

Three females and three males, there's a balance between vanguards and rearguards in the party.

And it's full of veterans, too.

As you would expected from the examiners.

"Oh, Michio? Nice to see you again."

When I arrive at the entrance of the floor, Ester Baron calls out to me.

"Pleasure is mine."

"So this is Michio's party, huh?"

"Yes."

"Because we have been fighting on higher floors for a long time, we can give Michio's party some pointers. If you wish so, we can advance to the boss room at slow pace while fighting monsters. If you don't, we can go ahead and wait for you in the small room close to the boss room. So, how do you want it to be?"

I can choose?

I would like to not be seen as much as possible.

Because I don't know as to how other parties in this world fight, it will be helpful to receive pointers from them but my main fighting style is magic.

"Our fighting style is based on our equipment anyway, so you can go ahead and wait for us."

"Equipment, huh? Got it."

When I decline the offer, the Baron simply nods.

Although I came up with an excuse spontaneously, it seems to have gone well.

Indeed, if the fighting style is based on equipment, it'll change when the

equipment changes.

That I can't use magic, I'll have to rely on Durandal, Miria's Estoc of Petrification and Sherry's spear with Incantation Interruption skill.

"Please."

"No one shows their cards, so it's not unusual to think that way. Don't be modest."

So other parties are same as us, huh?

No one wants to disclose how they fight.

The Baron simply nods and issues instructions to the Explorer of his party.

The Explorer invokes Dungeon Walk.

The black wall appears and the six of them go in.

Is that why he brought an Explorer as a party member?

I wonder if he's a temporary party member.

But he's high leveled, so it shouldn't be the case.

"Let's get moving, too? We will still be fighting without magic. Roxanne, guide us, please."

"Understood."

"Vesta, take this."

"Okay."

We decide to catch up with them.

Although we are not being observed, I decide against using magic because I have a bad feeling about it.

I hand Durandal to Vesta. I'll take it as a warm up.

I can use Dungeon Walk and move to the small room, where we are supposed to meet, but I decide against it.

He must have heard from the Duke that I'm an Adventurer.

As far as Explorer is concerned, I can make Sherry one but there's no need to go to that extent.

Piling lies up may backfire.

I have already set Adventurer as First Job.

Although setting Adventurer as First Job is adverse for bonus points, I

have added Seventh Job in order to select Gambler.

Because I'll be using magic in the boss battle, I can't remove any of three magic based jobs – Jobless, Grand Wizard and Wizard.

I have set Intermediate Wind Magic as the skill of Jobless.

Under Roxanne's guidance, we reach the rendezvous point. En route, Vesta took out the monsters without any trouble.

“You've come, huh? Although we checked some time ago, you may encounter a monster on your way to the boss room. I'll be observing you from behind. If it's not a Gummi Slime, you may have to fight once more. Now go.”

When we arrive at the small room, Ester Baron issues instructions. We leave first and head to the boss room.

“There's a Gummi Slime and a Clamshell ahead. One each, most likely.”

When we leave the small room, Roxanne whispers to me. Although Ester Baron could find out that there was a monster, Roxanne could figure out the type and number of monsters, too. I knew it was Roxanne who is terrifying.

“Thanks. As you would expect. Roxanne, Miria, I'll have to ask of you to take on the Gummi Slime.”

“Understood.”

Roxanne whispers something to Miria. She's most likely telling that her opponent will be the Gummi Slime.

The monsters appear. Like Roxanne said, there's a Gummi Slime and a Clamshell. The four of them charge immediately. After I cast Abnormal Status Resistance Down on the Gummi Slime, I follow after them.

I painstakingly added Gambler, after all, so I just can't not use it. It's a skill the effect of which is not visible.

“Did it, desu.”

Miria petrified the Gummi Slime before Vesta could take out the clamshell.

Isn't it a little too quick?

Oh well, it can't be helped.

Vesta tidies up the Clamshell and the petrified Gummi Slime. The Baron can immediately figure out Durandal's power from the damage inflicted to the petrified monster but it can't be helped. When the Gummi Slime turns into smoke, Ester Baron approaches me from the back.

"The speed of exterminating monsters wasn't bad. I have nothing to critique in respect of the battle."

"I'm glad."

We're one step closer to passing.

Chapter 164 : Lodge.

*

“Now for the boss, but fight any demons on the way to the boss room as well.”

Baron Ester gives us a message, and then returns to the back.

“There doesn't seem to be any demons before the boss room.”

Roxanne lets me know with a whisper after the Baron was gone. She's showing off their difference.

Well, maybe the Baron actually knows that there are no demons ahead as well.

Roxanne guides us towards the boss room.

We enter the waiting room without encountering any demons.

Just as Roxanne said.

There was nobody waiting in the waiting room.

“Only one party passed earlier, so the door should open straight away. We'll wait here until you go in, Michio.”

Baron Ester speaks to us as he enters the standby room.

Only one party can enter the boss room.

I can use magic without worrying.

The door to the boss room opens straight away.

“Well then.”

I nod to the Baron, and then head into the boss room.

Since I'm wearing Adventurer-use equipment, I don't have neither Alba nor Earring of Offerings on, and there's no time to equip them now.

It should be safe even without them.

Vesta has Durandal, and I have the Sacred Spear.

Should I prepare a different accessory with the [2x Intellect] skill for this kind of occasions?

It will be rare for me to be in a similar situation, so there is no helping it,

is there?

Smoke gathers, and the demons appear.

With [Incantation Omission], I use magic without holding back, and the demons are defeated.

Even without the Earring of Offerings, the boss fight ends safely. Miria's petrification helped.

Miria petrified a Gumi Slime, and the boss.

Vesta defeated a Clamshell.

My equipment didn't make much difference.

Vesta cleans up the two petrified monsters with Durandal.

The combat time against the boss might be a part of the examination. I feel like I should waste a bit more time, but I don't want that to fail us. The demons are defeated, and we go to the 24th floor.

"That was quick."

It seems we are early.

"Really?"

"When you leave here, the Adventurer from my party will be waiting there for you. He'll take you to a lodge in the Imperial Capital. "

"Okay."

Baron Ester gives me instructions.

This isn't something we should discuss in the small entrance room. It would be bad if someone heard about admission.

Will we go to a mountain cottage that the Baron has?

The Baron left through the black wall.

After receiving Durandal from Vesta and cancelling it, we followed as well.

Outside the Labyrinth, the Explorer recites the incantation for Party Formation.

He removes the Adventurer.

There are both an Adventurer and an Explorer in the Baron's party. I also recite the incantation for Party Formation, and invite the

Adventurer to my party.

The Baron hurries off to the office of the order of knights.
We hurry after him, and it looks like he showed an emblem or something to the knights.

Is it similar to the emblem of the Duke of Harz which I have borrowed?

“I’ll be using your wall for travel.”

“Of course, Your Excellency.”

The knights in the office who saw the emblem respond with respect.

Is this the power that the emblem from the Duke has?

It might be more so the Baron himself.

It was the right choice for me to pay entry fee today.

“My group would like to go through as well.”

When the knight guides us to the back room, Baron Ester was waiting for us.

Was he waiting here to check how we entered the labyrinth?

Would he be here if he didn’t have doubts?

Well, we have the Adventurer from his party now, so he can’t go anywhere.

The Adventurer recites the incantation for [Field Walk], and a black wall appears.

We follow the Adventurer and enter the black wall.

“Welcome back Ralph-sama.”

We appear in a large building’s lobby.

An old gentleman receives us straight away.

It’s a grey-haired man with black trousers and black jacket.

His name is Sebastian.

He’s an Adventurer in his fifties.

Also, Ralph is the name of the Adventurer from the Baron’s party.

“I’ll be in your care.”

“It’s my duty.”

“I’ll return to meet the other members. Please take care of this group.”

“I understand.”

“Okay then.”

The Adventurer from the Baron nods to the old man, and then looks at me.

Oh, do I have to remove you from the party?

The conversation between the old man and the Adventurer has ended.

I quickly remove the Adventurer from the party.

When I removed the Adventurer from the party, he made a wall and left. Only the old man and us are left.

I say old man, but gives off the feeling of a butler.

Moreover, his name is Sebastian. (TN: Yes, the same Sebastian you're thinking of)

He has a soft, polite demeanor.

The atmosphere about his whole body seems to be courteous.

Is he the butler of Baron Ester?

He used honorific for the Adventurer from the Baron's party as well.

“Welcome. First, would you tell me your name? Your family name and titles if you have them would be fine.”

The old gentleman gives me a bow.

Kaga is my last name.

Is that different to what he's asking?

I'm not sure.

“Ah, my name is Michio Kaga.” (TN: Said in first-last order)

“Michio-sama.”

Is it fine to say Michio Kaga?

Does it change anything?

“And the young ladies as well.”

“I'm Roxanne.”

“Roxanne-sama.”

“Ah...well, that...”

Roxanne is puzzled after he says her name.

He's very polite.

It's the feeling of a butler.

“Official position and the position you have in the world do not have any influence on this meeting. Please allow me this.”

“Ah, yes.”

Sebastian persuades Roxanne.

Our meeting will be about the Empire Liberation Society.

So this isn't the Baron's villa, but instead a building of the Empire Liberation Society?

“And you?”

“It's She-Sherry.”

“Sherry-sama.”

The old man's gaze falls on Sherry, and she introduces herself. Maybe he's not just polite, but someone of influence?

“Miria-desu.”

“Miria-sama.”

“I'm Vesta.”

“Vesta-sama.”

Miria and Vesta had to introduce themselves as well.

From me through to Vesta, we introduce ourselves in the order of the party that Roxanne knows.

Nobody goes out of turn.

I'm in the centre. Next to me is Roxanne whom I can see. Then further apart are Sherry and the others whom I can't see.

This.

Can you remember it all?

It's strange.

Maybe I should say, as expected of Sebastian?

The Baron's party shows up while I was wondering.

“Ester-sama, I've been waiting.”

The old man bows.

His bowing angle is amazing.

It's almost 90 degrees.

Polite.

“Were you introduced to Michio?”

“Yes.”

“Michio is now a member of the first rank.”

“Certainly.”

Ester and Sebastian spoke.

I seem to have become a member of the first rank.

They've led me to a building of the Empire Liberation Society, so I must have passed the examination.

Since first rank is given to new people, is it like an underling?

If I don't pass the 45th floor, then I'll never become a regular member.

The first rank is private.

It would be soldier, but it becomes private if I think of the painter Yamashita.

“Please prepare a room, and some herbal tea.”

“Certainly. This way please.”

Sebastian politely gestures, and leads us.

Baron Ester enters the room we are guided to.

It's a wide luxurious conference room.

The Baron takes a position in the center of the long table.

“Michio and his group, please sit down.”

“Yes.”

I also enter the room, and sit facing the Baron.

The chair is soft.

It's a high quality one.

There are six chairs on either side, so Roxanne and everyone can sit to either side of me.

The other side is just Baron Ester.

The Adventurer and the Beast King also entered the room, but both stood behind Baron Ester.

His private guard.

“I think you’ve probably already guessed the results, you’ve passed the examination. Brocken recommended you, and I agree you have satisfactory ability. There is the aspect that you rely on weapons, but in your case Michio I can see you defeating a labyrinth in the near future. There shouldn’t be a problem.”

“Okay.”

“You don’t have to answer, but is the woman who stopped the demons movements an Assassin?”

Miria’s job seems to have been noticed.

The petrification probably happened too quickly.

Is it no use trying to hide it?

“That’s right.”

“I had heard that Assassins could put an enemy into an abnormal status quite quickly, but it was most splendid. To have it happen that quickly you must have acquired a lot of experience and training aside from just becoming an Assassin.”

“Yes.”

The Assassins improved chance of abnormal status might still increase if it’s level dependent.

It should still become a little easier as things progress.

But, the Baron only saw Miria’s petrification once.

He might still consider it luck.

He might have considered the combat time in the boss room as well and thought we have the ability to fight higher than the 23rd floor.

If he considers our combat like that, he can probably guess that Miria’s petrification plays a large role.

“Also, that woman’s movements who did not allow a demons attacks to come near her were also quite good.”

The Baron glanced at Roxanne.

The Duke praised Roxanne’s movements as well.

It’s natural to think that.

“It’s hard to get party members like her.”

“It might still be a ways off, but the last boss in a labyrinth has the ability to destroy equipment. If you receive an attack with a shield or parry it with a sword, the shield and sword might break. The benefits in evading a demons attacks are quite large.”

“Equipment can get destroyed?”

For the final boss to have such a power...
It might be quite difficult.

“That’s one of the reasons Brocken recommended you, Michio.”

The Baron nods to himself.

To defeat a labyrinth you must be able to avoid everything.

If it’s Roxanne, it’s possible.

The Duke recommended me, but he probably did that after seeing Roxanne’s movements.

“So if you parry with the sword, it can break it? Is it safe to attack it with a sword?”

Sherry asked.

It seems natural.

There shouldn’t be much difference between blocking an attack, and attacking.

“There’s no problem if you attack it’s body, so you need to aim carefully, or attack with magic. There are a lot of parties that bring a large amount of cheap swords and shield in and consider them disposable.”

A strategy where they assume things will be destroyed?

The last boss seems quite troublesome.

“Sorry to have kept you waiting, here’s the herbal tea.”

As the first part of the talks finishes, Sebastian comes with tea.

The Baron doesn’t seem to have made any particular evaluation of me.

Well, I just used a spear and attacked from the back.

Another person comes along behind Sebastian pushing a cart.

Sebastian lifts a tea pot and pours it into cups on the cart, then places

them in front of us.

He holds the tea pot quite high.

He pours the tea from such a height without spilling a drop.

He has a refined, flowing movement.

Six cups in total, including the Baron's.

The people guarding don't seem to get any.

"Well then."

Baron Ester indicates that we should drink, and he tastes the herbal tea.

I also drink some.

It's a refreshing herbal tea with a slightly bitter feeling.

"This is delicious."

"Thank you."

Sherry gave her impression, and Sebastian bowed.

"This lodge can be used by anyone that is a member. You'll get a full explanation later. You will require money for eating and drinking, it might be a bit expensive for a common Adventurer, so don't spend too much here."

It seems to be quite an upper class herbal tea.

Who will pay for this?

Since I've joined, is the first drink free?

That's what the regular citizens might think.

"I'll be careful."

"The enrollment ritual will be done in five days. Come back here around noon on that day. For the admission of first rank you just have to come on your own. Your party members are included in enrollment, but they cannot attend the ceremony."

"I understand."

It doesn't seem to have been a bad thing to have enrolled, but there is an initiation ceremony.

Chapter 165 : Shop

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“All the members in the lodge are comrades. We behave without regard to the official position or the social status. I want you to not forget that. There was a time when his Majesty was a member of the liberation society; however, inside the lodge, he was equal to the rest. Even if the Emperor wanted to become a member but he didn't have the ability, we would decline. By all means, it is necessary in order for the Empire Liberation Society to remain a force.”

What Baron Ester said is terrifying.
It does not seem to be different from the Baron's usual attitude.
The Emperor was a member as well, huh?
Even the Emperor would lose membership if he did not have the ability.

From what he said, he seems to no longer be a member.
Was he adjudged to not be capable anymore?
It is better that he is not a member.
For peace of my mind.

If more people joined because of members like the Emperor or the Duke, sooner or later, the Empire Liberation Society would turn apart because of internal strife.
Rules are necessary in order to preserve the power of an organization.
However, in the Emperor's case, the admission test should be easy.

Nah, will there be equality if that were the case?
It will be impertinent for them to expressly ask to be a member like a commoner.
Equality can be maintained by only admitting those of high official position or social status.
There seem to be various considerations.

“I see.”
“I will contact Brocken myself. It's admission etiquette to not meet with

the referrer within 5 days.”

“Really?”

It doesn't seem to be necessary for me to go to the Duke and express gratitude.

“It was the same for me. You will receive further explanation from the Secretary. I am counting on you from this point onward, Sebastian.”

The Baron addresses Sebastian.

Is Sebastian a secretary, not a butler?

“Understood.”

“He is the General Secretary, Sebastian. Ask him for the detailed information.”

So it was the General Secretary.

I didn't think much of it when he said Secretary. However, being General Secretary, he seems to be important.

“Got it.”

“Well then.”

The Baron finishes his cup and stands up.

The Baron pats my shoulder when I was getting up and leaves the room. Before leaving, the Adventurer from the Baron's party opened his Item Box and paid to Sebastian.

The Herbal Tea wasn't free, it seems. It was the Baron's treat.

Or the Adventurer perhaps only paid the Baron's share and Sebastian will collect from us later.

Anyways, since he had to open the Item Box, he probably paid in the silver coins.

I am not sure how much since I didn't see clearly but there seemed to be several coins.

Assuming it is 2 silver coins for 6 cups, it is an affordable price.

It would be an outrageous price if it were only for one cup which the Baron drank.

I might really go bankrupt.

'This is a rip off bar!' I should say.

"Then if Michio-sama doesn't mind, I would like to explain about our lodge."

The rip off bar master bows his head.
Actually, Sebastian is the General Secretary.

"Please."

"Could you please come here?"

"Sure."

I drink the herbal tea left in the cup and stand up.
Because it is expensive, I don't want to waste it.
Roxanne and the girls also finish drinking the herbal tea and leave their seats.

"This room is available for meetings or socializing with fellow parties. There is another similar room on the second floor. Please order it without any hesitation. You can also order food and drinks any time."

Sebastien explains while walking.
The room is not charged but the beverages are?
That is why it is expensive, I guess.

That reminds me, the Baron didn't mention anything about the fees. There seem to be additional charges since there is no membership fee.

"I will order it when the time comes."
"This lodge basically is a private facility. There is a door that connects to the outside but it is for supplies and us secretaries' use. Members can't use it except for emergency, so enter through the wall in the lobby using [Field Walk], please."

"Is that so?"

I already heard from the Baron that this lodge is in the Imperial Capital.

Is it for the members' exclusive use?

Or is its location in the Imperial Capital kept secret, perhaps?

If it is called the Imperial Capital, it should be vast, no?

The Imperial Capital should be a little vast since it is called the Imperial Capital.

The consumption of MP in case of [Field Walk] and [Warp] changes based on the distance.

I can figure out as to where it is located based on that.

“There is a big assembly room on the second floor and a reference room on the third floor.”

Sebastian shows us around the lodge and explains before the stairs. The first floor is large in itself and then there still is a third floor?

“Reference room?”

“Yes, Sherry-sama. There are memos and activity logs of various members, and the labyrinth strategy guides left by the members.”

“Can only the official members view them?”

Sherry has really gotten into it.

I understand how much she wants to have a look at them.

“The party members of a member receive the same treatment. If Michio-sama becomes a member and is trusted, it is possible for Sherry-sama to have access to the reference room.”

“I understand.”

The memos and the strategy guides may contain useful information. It will be good to let Sherry take a look later on.

“The back room there has become a shop.”

Sebastian enters one of the rooms.

Do they sell souvenirs there? Is what I thought but I was wrong.

There are some amours and spears.

Oh right, the Duke did say that equipment can be bought and sold in the Empire Liberation Society.

“Equipment?”

“Yes. Although we don’t have that many, we deal in powerful equipment made of Orichalcum and equipment with skills.”

This spear is indeed an Orichalcum Spear.

Orichalcum Spear must exist for there exists Orichalcum Sword.

I stand in front of the Orichalcum Spear and look at the tip.

“It appears to be a good spear.”

“Here, buying and selling equipment involves points rather than money. When you sell a powerful item or an equipment with skills, you receive appropriate points in accordance with the item. When you buy from the society, you will need to spend points instead of money.”

You buy using the points you earn by selling, huh?

So you will have to sell here before you can buy.

It will probably be useless to sell them a weapon which can be bought from an ordinary weapons shop.

The weapons shop in Quratar didn't have any Orichalcum weapon for sale.

It has to be a powerful weapon, like the Orichalcum Spear, or a weapon with skills for it to work.

As for me, Sherry can fuse monster cards without failing.

So I can sell equipment with skills.

Then I can buy powerful weapons using the accumulated points.

It is not like I particularly want this Orichalcum Spear.

And it doesn't have any skill slot either.

However, since I can tell if it is the real thing, I can tell if it has empty slots, too.

I must wait for when they have one for sale.

The problem is, how much will the equipment cost?

Not many equipment are on display.

There is no more than one spear.

Maybe there is not that much supply of Orichalcum Spears.

Even though it is the Empire Liberation Society shop, who would want to sell?

Both the Duke and the Baron have money and they fight on higher floors in the labyrinths, one can guess that there is more demand to buy than the people who want to sell.

This system where you cannot buy unless you sell is really ingenious.

“Does it sell well?”

“If not a service provided by the society, it’s not to the extent to be called business. As for individual equipment, it may sell immediately but sometimes it may remain unsold for long.”

So it is like this, huh?

I will need to frequently visit and keep an eye, it seems.

There are a few other equipment beside the spear.

The only one available in multiple numbers is the Sacrificial Misanga. Three Sacrificial Misangas are on display.

“Sacrificial Misanga?”

“You know it well. Sacrificial Misanga is not an equipment that can normally be purchased. It is treated as a consumable item.”

“Is it consumed frequently?”

“As it frequently breaks, we have it in stock since many members buy it. Since consuming it requires points, it is normally procured through Quratar’s auction house unless there is an emergency.”

So there is no need to spend points on something which can be obtained through the auction?

They probably buy it for emergencies since no one knows when it will be exhibited at the auction.

What if it broke and there were no spares?

“True.”

“As for pricing, we receive it at an appropriate price. The price at which we buy here is considerably less than the price it can be sold through the auction.”

Isn’t it better to sell it through the auction then?

Well, that is expected.

I can receive points if I sell here, though.

On the contrary, there may be people selling here after buying at the auction.

There’s a financial loss but they can obtain points.

It is like exchanging money for points.

“I have a spare Sacrificial Misanga. How many points can I get if I sell it?”

“It will give you one point.”

“Can you please tell me how much does a Sacrificial Misanga cost?”

“Around 10,000 Nars.”

That’s awful.

If it were purchased through bidding at the auction and then traded here for points, the required amount of money would increase.

Here, 1 point tends to be equal to 10,000 Nars. Whereas, at the auction, the price can go up to 20,000 Nars.

It is natural for the price at the auction to increase.

Even if there is no such thing as 20,000 Nars Sacrificial Misanga, there are other equipment they deal in here which can go for several tens of thousands of Nars at the auction or even higher.

If I were to sell a 100,000 Nars item at half the price, I would incur a loss of 50,000 Nars.

It is a rip off.

“I wonder if the one from before was an Orichalcum Spear.”

“So you are familiar with it, after all.”

“And the points required to buy the Orichalcum Spear-”

“It requires 3 points.”

So I need to sell three Sacrificial Misangas to buy an equipment made of Orichalcum?

Furthermore, the purchases will have to be covered separately.

It’s quite a chore.

I should resume ordering Caterpillar Monster Cards.

I can even ask right now.

I just have to say that I was careless in the labyrinth and broke my Sacrificial Misanga.

The news may reach the Duke immediately.

It may be a good thing if he gets to know or it may be a bad thing.

It is complicated.

“There seems to be a Large Shield.”

Roxanne points to a shield.

“Large Shield?”

“Is that a Large Shield?”

Vesta cuts in.

Dragonkin are the ones who use Large Shield.

“I saw a person from the dragonkin tribe using a shield of similar size before, so it should be a Large Shield.”

It is a Large Shield according to Roxanne.

It is named Rugged Damascus Steel Large Shield.

I have a Strengthened Hard Leather Hat.

Because I don't remember using a Kobold Monster Card at that time, this (Rugged) skill seems to be better than the Strengthened skill.

“This is Rugged Damascus Steel Large Shield.”

.

I knew already because of Appraisal. However, does Sebastian know about all the items here?

What a competent man.

I approach it and take a closer look.

I didn't realize how large it was since it was lying on a rack but it is quite large.

It can easily hide one person.

A physical attack cannot pass through its defense, can it?

What about magic attacks?

Do you blow it off with the shield?

On the other hand, it will be really difficult to hold this.

To be able to hold it in one hand, as you would expect from such cool chuunibyuu people as dragonkin.

If it is only about defense, other people than the dragonkin can use it, too, I think.

However, it is incomprehensible to go hunting in the labyrinth and do nothing but defending.

Can a Wizard use it?

If the stick could be replaced with a Large Shield, it would be great.

If I could, I would like to use it.

Can a Priest or a Monk use it, too?

However, isn't it questionable to reduce your offensive power when there can only be six people in a party?

And I believe it is difficult swinging it around lightly, when it is this big, in order to deal with the monsters.

Even if you want to temporarily switch to defense, you can simply fall back and be a rearguard.

Or is it possible arranging 4 or 5 shields side-by-side to make a wall like Roman legion's?

Wouldn't it induce monsters from 23th floor onward to use area of effect magic attacks?

And the damage would be rather high.

“Damascus Steel Large Shield?”

“There are many dragonkin amongst our members and their parties, so we deal plenty in Large Shields.”

I can obtain Large Shield here, it seems.

As it is now, however, I am not worried about Vesta's defense.

Using two two-handed swords is better, isn't it?

Chapter 166 : Carp

*

After having received the explanation about the facility, I put the lodge off.

Henceforth, I'll drop by the lodge shop every now and then. The prospects of earning points look bright.

“Sherry, isn't there a Large Shield that increases magic power?”

While moving to Haruba's labyrinth, I ask tentatively.

“Uh, you can fuse a Goat Monster Card.”

Large Shield of Offerings, huh?

I already have an earring with 2x Intelligence skill equipped, so that's not what I meant.

Even if I equip two, it won't turn into 4x.

“Is that the only way?”

“I haven't heard of any other. There's no monster card that can only be fused with a weapon nor a monster card that can only be fused with an armor.”

“Is it possible to attach Increase in Attack Power skill to it?”

“You'll have to attack directly with the fused shield, though.”

Isn't it useless then?

So, is attaching Increase in Intelligence skill better?

If I were a dragonkin, I could equip both the shield and the stick.

Nah, Increase in Intelligence skills of the two equipment wouldn't stack.

“It seems difficult in not just one way.”

With the admission into the Empire Liberation Society settled, we fire ourselves up and explore the labyrinth.

I sweep the Gummi Slimes and the Cyclopes with Intermediate Wind Magic.

Now that Grand Wizard has leveled up, I can take monsters out even

quicker. There's no longer any issue on this floor.

The Scissor Lizard, the weakness of which differs from the rest, is somewhat of a nuisance but I leave it to Miria.

Whenever Miria petrifies a monster, I tidy it up with Durandal. With petrified monsters, MP can safely be recovered. So I don't have to attack from the front. I safely attack from the sides. The Scissor Lizard collapses and turns into smoke.

"Yes, desu."

It dropped leather. Miria picks it up and brings it over. There was no need for me to pick up the item dropped by the monster that I killed with Durandal. Roxanne and Vesta go and pick up the items dropped by the Cyclopes. Because the Cyclopes fell before reaching the front due to getting obstructed by the Wind magic, I'm grateful that they went and picked the items up.

"Master, you did it. It dropped a monster card."

Roxanne comes back with the monster card which she picked up. One of the Cyclopes dropped a monster card, it seems. I receive the card from Roxanne. Appraisal is showing it as Cyclops Monster Card, too.

"Cyclops Monster Card?"

"If fused with a weapon or an accessory, it grants Increase in Attack Power skill. If fused together with a Kobold Monster Card, it grants 2x Attack Power skill."

Sherry informs without a moment's delay.
2x Attack Power?
Any increment in attack power is most welcome.

Presently, however, our attack power is sufficient for this floor. So it's not urgently required. I mainly fight using magic and Durandal, so there won't be much opportunity for it to come into play.

Should I fuse it with the Sacred Spear or the Earring of Offerings?
But I don't particularly need it, so it'll be a waste.

Should I keep the card?
That'll be a waste, too.

There's merit in fusing it with an appropriate equipment rather than keeping it.

Even if little, increment in attack power can't be bad.
Although it's not currently required, I can still fuse it.
There's a possibility of selling the fused weapon in the lodge shop.
It can become fertilizer for the next equipment.

If I am to sell it, I can't fuse it with Sherry's Incantation Interruption spear.
Nor with Miria's Estoc of Petrification.

“Should I fuse it with the Rapier or the Steel Sword?”

It comes to these two after the process of elimination.
Should I fuse it with the Rapier?
Nothing can go wrong with giving priority to Roxanne.

“I think it should rather be fused with the Steel Sword than the Rapier.
It'll be helpful in the boss battles.”

Roxanne proposes.
Indeed. In the boss battles, I hand Durandal to Vesta who takes care of one of the monsters.
Although I don't believe that attacking simultaneously with casting spells will make much difference, enhancing the Steel Sword may be better.

If I fuse it with the Steel Sword, I can test whether it stacks with Durandal's 5x Attack Power skill or not.
After all, it's not yet known whether Durandal's 5x Attack Power skill can stack with the Steel Sword or not in case of dual wielding.
Although it's not impossible to test, it's incredibly difficult.

“I guess. Let's attach it to the Steel Sword then.”

If Roxanne says so, let's go with the Steel Sword.

Since it will be sold later, we can get another one.

In the evening, I have Sherry perform the fusion after finishing with the exploration.

“It’s done.”

Sherry fuses it with ease.

Because it wasn’t the case of multiple skills this time, she was composed.

Steel Sword of Fury | Two-handed Sword
Skills | 2x Attack Power | Empty | Empty

I receive the sword from Sherry and swing it lightly.
So, if you attach 2x Attack Power skill, it becomes Sword of Fury, huh?

“As expected of Sherry. It has become a good sword.”

“Thank you very much.”

“I’ll leave this sword to Vesta.”

“Okay. I didn’t think I would ever be able to use a weapon with skill.”

When I hand it to Vesta, she accepts it with gratitude.
She seems thrilled.
I’m feeling bad now.

“Ah, I have decided to sell this sword later on at the shop we saw this morning. When that time comes-”

“Understood.”

Just in case, I give her a heads up.
Because I’ll buy something else when I sell it at the lodge shop, it’s not that bad.

Michio Kaga | Male | 17 Years Old
Wizard Lv50 | Hero Lv47 | Jobless Lv44 | Grand Wizard Lv37 | Priest Lv43 |
Adventurer Lv38
Equipment | Sacred Spear | Hard Leather Hat | Alba | Dragon Leather
Gloves | Dragon Leather Boots | Earring of Offerings

Roxanne | Female | 16 Years Old
Shrine Maiden Lv34
Equipment | Rapier | Steel Shield | Wind Resistant Damascus Steel

Forehead Protector | Dragon Leather Jacket | Hard Leather Gloves | Hard Leather Boots of Willow | Sacrificial Misanga

Sherry | Female | 16 Years Old

Master Smith Lv38

Equipment | Steel Spear of Authority | Hard Leather Hat | Chainmail | Water Resistant Leather Mittens | Hard Leather Boots | Sacrificial Misanga

Miria | Female | 15 Years Old

Assassin Lv35

Equipment | Estoc of Petrification | Iron Shield | Poison Resistant Hard Leather Hat | Chainmail | Hard Leather Gloves | Hard Leather Boots | Sacrificial Misanga

Vesta | Female | 15 Years Old

Dragon Knight Lv35

Equipment | Steel Sword of Fury | Iron Sword | Strengthened Hard Leather Hat | Platemail | Steel Gauntlets | Steel Demigreaves | Sacrificial Misanga

The next day. With the enhanced weapon, we explore the labyrinth. There's almost no feeling of it having been enhanced. Because magic and Durandal are our main force of attack, it can't be helped.

To test the dual wielding with Durandal and the Steel Sword of Fury, we decide to go to the boss room.

The next day. We finally reach the boss room.

As expected, it took more time than in case of 23rd floor.

We didn't encounter any trouble, though, for Grand Wizard has leveled up.

In the boss room, on either sides of the boss appear a Gummi Slime and a Cyclops.

I cast a Wind spell and apply Abnormal Status Resistance Down on the Gummi Slime which Miria was confronting.

Vesta takes out the Cyclops. Miria petrifies the Gummi Slime. The boss ends up petrified, too.

The time Vesta took to finish the monster off was almost the same, huh?

Stacking Durandal's 5x Attack Power skill with the Steel Sword of Fury's 2x Attack Power skill doesn't seem to result in 10x attack power.

If the overwhelming power of Durandal were doubled, the difference would be distinct.

Like when I invoke Rush to attack.

5x Attack Power skill and 2x Attack Power skill don't seem to stack, after all.

There's a lingering worry. Earlier, paired with the Steel Sword having no skill, Durandal's 5x Attack Power skill was effective. Now that the Steel Sword has 2x Attack Power skill attached, there's a likelihood that it'll precede and be effective instead.

If the fusion resulted in actually having the skill weakened, it would really be embarrassing.

I wonder how it works.

I don't know whether 5x Attack Power skill will be effective with the Steel Sword or not. Even if 2x Attack Power skill will be effective, 5x Attack Power should still activate occasionally, shouldn't it?

Besides, even if it turned 2x from 5x, the bodily sensation wouldn't differ much.

Because Durandal won't be a part of dual wielding except for during the boss battles, the loss isn't to the extent to be called a failure.

"Although the sword has been enhanced, there didn't seem to be any difference, did it?"

"I guess. But master's magic was overwhelming."

"Because it's the attack power of the Steel Sword which has been doubled, the difference wasn't considerable, it seems."

"Yes, desu."

"I think there was no difference."

I ask others for their impression. There was indeed no difference. I receive Durandal from Vesta and clean up the petrified monsters.

"Sherry, which monster appears on 26th floor?"

“The monster native to Haruba’s 26th floor is Cape Carp.”

“XXXXXXXXXXXX”

“It’s carp. C-a-r-p.”

Because of Miria shouting excitedly, I can take a guess. It’s a fish, huh?

Roxanne teaches her the Brahim word.

Because it’s a koi, is that why it’s called carp?

“Carp, desu.”

“Does Cape Carp drop any ingredient?”

“It doesn’t.”

I ask Sherry who denies.

If it dropped sashimi, how cool would that be?

Miria doesn’t seem to be aiming for the ingredient.

She’s excited merely because the enemy is a fish.

“It doesn’t?”

“The ingredient is dropped by High Carp. In this labyrinth, High Carp should appear on 59th floor. If it grows up to 59th floor, that is.”

“How do you know that?”

When a labyrinth grows up to 50th floor, it opens an entrance to invite people in.

Although the entrance of Haruba’s labyrinth had already been discovered, it’s not yet known as to how far it has grown. The labyrinth takes long to grow, so it shouldn’t have grown up to 59th floor.

The Duke’s order of knights does enter in order to kill the labyrinth.

However, how can it be known as to which monster appears on a floor which has yet to be explored?

“Umm, the bosses of the first 33 floors turn into the monsters on the next floors.....Didn’t you know that?”

Sherry realizes from my complexion.

I’m sorry that I didn’t know that.

It must be a common knowledge in this world.

I see. So it’s like that, huh?

From 1st floor to 11th, 12th floor to 22nd and 23rd floor to 33rd, monsters

appear randomly. However, from 34th floor onward, the order repeats. 1st floor's boss appears on 34th floor. 2nd floor's boss appears on 35th floor.

The boss of 26th floor should therefore appear on 59th floor.

If you know which monster appears on 26th floor, you can figure out which monster will appear on 59th floor.

There will naturally be a boss of 59th floor. That boss will drop the ingredient.

It's a long way off.

59th floor's boss drop will be really precious.

"The boss of Quratar's 1st floor, Kobold Kempfer, will appear as a monster on 34th floor and 26th floor's boss will appear as a monster on 59th floor?"

"Correct. By the way, the monster native to Quratar's 26th floor happens to be Cape Carp."

Same, huh?

Oh well, it may happen.

There's a probability of 1/11.

So it shouldn't be that rare.

"Hee, really?"

Vesta is nodding.

That the monster on Haruba's 26th floor is same as the monster on Quratar's 26th floor shouldn't be that impressive, should it?

For Vesta wasn't aware either, the fact that the bosses of the first 33 floors turn into the monsters on the next floors shouldn't be common knowledge.

So I have won my case.

"Cape Carp is a monster that's well versed in four attributes of magic, amongst which, it has command over Water magic. It's resistant to Water attribute and weak against Fire attribute, so it's weakness is Fire magic."

It's weakness is Fire magic?

Fire magic is effective against Gummi Slime, too, so I should change the

skill of Jobless to Intermediate Fire Magic.

However, Cyclops is resistant to Fire.

And Cyclops is supposed to appear on 26th floor.

“If Cyclops appears, I’ll leave it to Miria.”

“Okay, desu.”

While moving to 26th floor, I change the skill of Jobless.

We proceed under Roxanne’s guidance and encounter three fish.

It’s Cape Carp.

It’s swimming in the air just like Black Diamond Tuna.

But It’s slightly smaller than Black Diamond Tuna.

It’s still close to 1 meter, though.

However, it’s not entirely black unlike black diamond tuna. A portion of its back is blackish brown.

Because it’s called Cape Carp, I thought there would be a cape around its neck but it doesn’t seem to be the case.

It’s a normal carp.

It’s slightly long and thin, though, just like grass carp.

More importantly, its mouth is pointed like barracuda.

By cape, does it mean the peninsula «cape», not the mantle one?

There’s a town in the Cape of Good Hope called Cape Town.

There’s Cape Canaveral in Florida Peninsula.

Because its mouth is pointed like a peninsula, is that why it’s called Cape Carp?

Chapter 167 : Ascending the Dragon Gate

*

I fire a barrage of Fire spells and take the Cape Carps out. Because Grand Wizard had leveled up, there was no problem finishing them off.

I didn't even care to cast Abnormal Status Resistance Down on Miria's opponent.

We seem to be able to fight on 26th floor just fine.

The collapsed carps turn into smoke, leaving dropped items behind. Left behind were two livers and a parasitic worm.

Geh

Did it drop a parasite?

“It's liver, right? Isn't it food?”

“If a liver is thrown at a monster, it transforms into a Drive Dragon or so I've heard.”

Informs Sherry.

‘A carp can evolve into a dragon,’ huh?

‘If a carp ascends a river called the Dragon Gate, it'll evolve into a dragon’ or something like that. (TN: Ryuumon in Japanese, Longmen in Chinese)

The carp's ascension.

I wonder if the carp in this world evolves into a dragon, too.

There's no use racking brains over it.

It's a monster, after all.

And one that swims in the air, no less.

“When a monster transforms into a dragon, doesn't it become strong?”

“It's used mainly against the bosses and the high-ranked monsters.

However, if a monster is strong, it doesn't transform into a Drive Dragon willingly. Therefore, the ease of its use depends on the strength of the monster.”

If a boss or a high-ranked monster transforms into a Drive Dragon, does

it become weak?

After the Drive Dragon comes the boss dragon after which is the high-ranked dragon.

If they (the bosses and the high-ranked monsters) transformed into a Drive Dragon, they would be weakened, surely.

“So you use it like that, huh?”

“Thereafter, the Drive Dragon has to be killed before its body reverts back.”

“Why does it have to be taken out before its body reverts back?”

“A Drive Dragon leaves dragon skin behind. It’s *puripuri* tender and delicious. It has lovely texture. Also, it’s said that if you add it to the soup, its taste ranks up to 2 or even 1.”

Don’t tell me that the dragon drop is the same as chicken skin! It’s questionable, though, whether it has the same white skin or not. Still, its stock seems to make for a delicious soup. I should try it.

“Yes, desu.”

Miria brings parasitic worm over.

I was totally not anticipating it.

The parasitic worm looks like an earthworm.

It doesn’t seem to be moving. It’s not alive, is it?

I can’t imagine a monster dying and leaving a parasite behind. In the first place, it’s incomprehensible for a monster to host a parasite. I wonder if the parasite is a monster, too. Because Cape Carp is a freshwater fish, is that why it contains parasite?

“Is it alright to hold it in hand?”

I confirm with Sherry.

It shouldn’t penetrate into the body via hand.

“As long as it doesn’t come in contact with the soil, there’s no problem. Whenever it touches the soil, it digs into it. The place it digs into turns dead. If sown into the fields, it increases the quantity of crops, so it’s popular amongst the farmers.”

Fertilizer, huh?

So it really is the same insect as earthworm.

It's a useful insect even though it's a parasite.

"If that's the case, then it must be living in the fields from birth."

"Unless it's put in the Item Box, it can't survive for long. There has been no instance of it surviving in the fields for more than ten days."

The growth conditions for a larva likely differ from that of an imago. It probably grows inside a monster's body and reproduces inside the soil. In the fields, it turns into an imago. That should be why it's not found after ten days.

The larvae of wasps and moths, found generally in the fields, are probably the parasitic worms.

This creature is a strong one.

On one hand, the labyrinths feed off humans while on the other hand, the parasites feed off monsters.

Frightening.

Actually, the Cape Carp that dropped parasitic worm didn't drop liver. For a monster drops only one item, the parasitic worm shouldn't be a monster.

Or had the parasitic worm already eaten its liver, perhaps?

Since the liver had already been eaten, the monster couldn't drop it and dropped the parasitic worm instead.

Liver is a part of the monster which it leaves behind after dying. It wouldn't be surprising if the creature that ate it were left behind in its place.

However, if this theory is to hold correct, the Cape Carp that hosts a parasitic worm and is supposed to drop a monster card should drop two items: the monster card and the parasitic worm.

It's a flawless theory even if I say so myself.

"Has there been an instance of a Cape Carp dropping both the monster card and the parasitic worm?"

"I haven't heard any such thing."

Sherry denies.

I seem to be going ahead of time, so my theory has yet to be validated.
It can't be helped.

Wagner and Copernicus weren't understood in their respective times,
either.

After receiving the parasitic worm from Miria, I put it in my Item Box.
Huh? Since the parasitic worm can be put inside the Item Box, it should
be a dropped item, shouldn't it?

Only the equipment and the items dropped by the monsters can be put in
the Item Box.

So, is my theory flawed?

Oh well, it can't be helped.

We are talking about monsters, after all.

Thereafter, we explore 26th floor.

We seem to be able to fight on 26th floor, too.

We received an area of effect magic attack but there was no issue for we
have two people, including Roxanne, able to heal.

The Cape Carp used area of effect water, which it has command over,
and wind magic attacks.

Even though it has command over an attribute, it doesn't mean it has to
be highly powerful.

There wasn't much difference between the damage inflicted by its Wind
magic and Gummi Slime's Earth magic.

It seems to be good at using magic which it has command over.

Although I have yet to bathe it in Fire, which it's weak against, and
Earth magic, there'll surely be not much difference.

So I'm sure it'll be difficult to exploit its weak point.

I have yet to do it.

The items dropped by the Cape Carps were livers.

However, the parasitic worm can't be said to be a rare drop.

Because a freshwater fish tends to be parasitic.

After leaving the labyrinth, I discuss how to use the livers while having

the breakfast.

“In any case, I have to use one liver to see how a monster transforms into a Drive Dragon.”

There may be a job associated with transforming a monster into a Drive Dragon.

Or I may acquire Dragon Slayer after slaying a dragon.

I'm so wakuwaku thrilled.

“Yes, we should try fighting, I guess.”

“Since Drive Dragon appears onward from 23rd floor, it shouldn't be an opponent we can't defeat.”

“Do, desu.”

“I think it'll be alright.”

This time, my main objective is to use the liver, not to fight a dragon.

The battle will only be a consequence.

These fellows are excessively aggressive.

“Should I make a Cape Carp a dragon? No, should I make a monster of a lower floor a dragon? Or should I make a monster outside the labyrinth a dragon?”

I would prefer not to make a Lv26 Cape Carp a dragon.

Because I have a choice, I would like try it on a Lv1 monster.

Also, I have no idea as to what will the level of the Drive Dragon be.

There's another option which is to try it on a monster petrified by Miria but it may fail to take effect on a petrified monster.

It will be a waste of a liver.

Also, if it succeeds and consequently cancels petrification, it will be embarrassing.

“It's said that the size of the Drive Dragons inside the labyrinth differs from the size of the Drive Dragons that rush out of the labyrinth. We should first try to transform a monster inside the labyrinth into a Drive Dragon.”

Suggests Sherry.

Do they differ in size?

Because it's not spacious inside the labyrinth, the size will be limited even if it's a dragon.

A tens of meters long Drive Dragon won't be able to fit inside the labyrinth.

If it became bigger upon going out, it'd be troublesome.

As Sherry suggested, I should try to transform a monster inside the labyrinth into a Drive Dragon.

“Is the monster of 1st floor of the labyrinth safe then?”

“Drive Dragons are the strongest of the monsters that appear from 23rd floor up to 33rd floor. Therefore, we should try it on a monster of 1st floor. Weak monsters give up easily, increasing the likelihood of it succeeding. If it's the monster of 1st floor, Kobold, it should readily transform into a Drive Dragon.”

“It's killing two birds with one stone. Because Quratar is crowded, we can't try it there.”

“Drive Dragon appears on Quratar's 33rd floor. However, it's said that it's stronger than 34th floor's Kobold Kempfer.”

It's stronger than the boss of 1st floor.

Conversely speaking, it's only slightly stronger than the boss of 1st floor. If it's the current us, we can do it.

Having collected plenty of livers after hunting early morning, we move to Haruba's 1st floor after the breakfast.

The monster native to Haruba's 1st floor is Naive Olive.

“I'll throw the liver. Until it transforms into Drive Dragon, Miria will hold back from attacking it.”

“Okay, desu.”

“Drive Dragon tends to charge, so it's safer to attack it from the back and the sides. Also, it uses magic of all four attributes and is resistant to all four attributes. Since it's not weak against any attribute, it's better to attack it with Lightning magic.”

You should tell me such things earlier, Sherry!

Had you told me during the breakfast, I would have set it to Basic Lightning Magic. After the admission test, I had set it back to Intermediate Fire Magic.

Oh well. Because I haven't told her, amongst many other things, that setting the skill of Jobless has a cooldown period, it can't be helped. I can only submit.

Sherry might even have noticed already. Weren't there such situations?

Appraisal, multiple jobs, Character Reset; all of it is connected. If any of it comes out, all of it will unravel.

Even if I told Roxanne and the girls, I would only be burdening them unnecessarily.

When I take it with me to my grave, it will all end with that.

In any case, I will just have to use Durandal and nothing of it will matter.

It's all for a new job: Dragon Slayer.

I pull Durandal out and proceed under Roxanne's guidance.

A Naive Olive appears and approaches us, trotting.

I close in to a distance where it won't be able to dodge and throw a liver.

When the liver hits the Naive Olive, it turns into smoke and starts shapeshifting.

When the shape resembled that of a dragon, the smoke turns back into a monster.

Is this the transformation process?

A monster, green just like the Naive Olive, appears.

It's Drive Dragon Lvl.

A creature resembling snake, possessing wings, four limbs and large talons: dragon.

I wonder if it's about 3 meters long.

It's quite huge.

It's normal for it to be frightening.

It's dreadful.

The Drive Dragon floats up in the air.

Opens its mouths, bares its fangs.

And plunges into Roxanne who was standing in the front.

Roxanne lowers the upper half of her body and dodges it.
As expected of Roxanne. She observed it composedly and magnificently dodged it. Immediately after, the talons of its forelimb came stabbing at Roxanne from the side.

Did she dodge that, too?

The dragon regains its posture and charges again.
This time around, Roxanne only tilts her neck to dodge it.
Unlike last time, the dragon's head didn't come out this time.
No sooner than its forelimb lunges in, Roxanne wards it off with her shield.

Blocking the talons with the shield must hurt.
If that's all there is to it, we can take this monster out.
There will be no problem if I leave the front to Roxanne.
I go around to the side and attack it from the safe zone.

It doesn't collapse in one swing of Durandal.
Its endurance seems to be that of a Drive Dragon rather a Naive Olive's.
Trying it on a Lvl monster was the right decision.

I slash from the side once more.
At the same time, the Drive Dragon stops moving.
Miria's attack from the other side seems to have paralyzed it.
Availing the chance, I hammer in Durandal consecutively.

The dragon collapses.
It's huge. If someone were standing under, it would be troublesome.
However, it was paralyzed this time, so there was no problem.

It took some time.
It seems to be as strong as the boss, indeed.
The Drive Dragon turns into smoke and dissipates.
Leaving dragon skin behind.

The dragon skin looks just like chicken skin.
There are whitish grains.

They can't be pores, can they?

Because it's dragon skin, they must be scales.

“Yes, desu.”

Miria picks it up.

Oh no.

I should be the one picking it up, shouldn't I?

I open Party Job Settings interface. Neither Miria nor I have acquired any new job.

No job seems to be associated with transforming a monster into Drive Dragon using a liver, slaying a dragon or picking up dragon skin.

The ascension has failed.

There's a possibility that other conditions haven't been met yet.

It shouldn't be necessary for Roxanne and the girls to do it, too, should it?

“If I made dragon skin soup tonight, would you like whole fish and dragon skin soup for tomorrow's dinner?”

“Do, desu.”

When I ask while receiving the dragon skin, Miria immediately snatches it back.

Does that 'do' mean she'll 'do' the cooking?

Or 'do' the dragon in? I'd rather it's not the latter.

Chapter 168 : Dragon Skin

*

“Then Roxanne is next, I guess. Since I will be taking on the monsters from the front, I will give you two livers.”

“Okay.”

We continue to hunt dragons.

I hand Roxanne the livers and have her lead the way.

The reason as to why I handed her two is if she fails.

If I take on the monsters from the front, it will be hard for me to get them from my Item Box.

Because Roxanne will now be throwing the liver, someone will have to take care of the monsters from the front in her stead.

I can always excuse myself from having to face the monsters in the name of the duty of using the Item Box for the livers; however, I will feel bad if I avoid fighting, I think.

I believe it is better to fight at least once.

I will have the chance to fight Lv1 Drive Dragon, after all.

Cyclops is quite scary. The power of its blow may not lose to even Rroll Troll. However, I am really afraid of the dragon.

That gigantic body, those huge talons growing on its limbs, those large fangs baring through its mouth; quite intense.

Rather than facing it for the first time on higher floors, I should experience it here.

If we suddenly found ourselves surrounded by multiple Drive Dragons on higher floors, it would most likely cause panic.

In order to recover my MP, I bring out Durandal and go to the front to fight the monsters.

I should warm up by fighting a Lv1 monster.

I run and close in on the Naive Olive as soon as it appears.

I outrun Roxanne and confront the monster.

I should not have to be afraid of a mere Naive Olive Lvl.

However, I should not have to be proud either.

While I was watching the monster's movement without being careless, Roxanne throws a liver from the side.

The Naive Olive turns into smoke and the smoke shapeshifts into a dragon's silhouette.

Looks like a success.

I can perhaps switch with Roxanne in the front while it is in the midst of transformation but let's not do that.

Everyone surrounds it.

If we could go into our usual battle formation, the victory pattern would follow.

If I wasn't the one in the front.

The smoke turns into a Dive Dragon.

Before it started to move, I attack it.

Even though I swung Durandal first, the dragon counters with a charge.

I stagger to the left with a loud thud and somehow manage to evade. Just barely.

The dragon recovers the upper half of its body.

While holding Durandal, I regain my stance and confront the dragon.

There is no gap.

There is no gap for me to launch a second attack.

I will receive the counter if I attack carelessly.

While keeping an eye on the dragon, I weigh the timing of my attack.

In any case, it will not start unless I attack.

I have no choice but to attack.

While I was starting to attack with Durandal, my eyes meet with the Dive Dragon's.

It is glaring at me.

Its glare seals my movement.

If it went on, I would be done in by the counter.

I would not be able to dive far.

Cold sweat runs down my back.
The time is passing excruciatingly slowly.
The dragon open its mouth and bares its fangs.
Is this the other side's time to attack?

Come.
I gather power in my legs so I can move any time.
Left? Right?

Or so I thought but it doesn't attack.
Huh?
Paralyzed!
Miria seems to have inflicted it with paralysis.

We have got this if it can't move.
I strike it with Durandal.
While it was paralyzed, I exterminate the dragon with continuous strikes.
If the dragon can't move, it is like a training dummy.

However, I will seemingly have a hard time recovering MP with Durandal in this manner on the higher floors.
That I got to realize this, I am glad I went ahead with fighting.
Because it dropped at my feet, I quickly pick up the dragon skin.

I have not acquired any job by picking up the dragon skin.
Is there really no job that can be acquired by picking up dragon skin?
Roxanne have not acquired any new job either.

"Pass the remaining liver to Sherry. Sherry, you will be next."
"Okay."

This time, I hand a liver to sherry and have her transform a monster into a Drive Dragon.
Roxanne is taking on the dragon from the front.
I am able to easily attack the dragon from the side.

While avoiding the dragon's attacks, Roxanne is occasionally thrusting her Rapier into it.
Does successfully attacking it makes it pull back?
It is impossible for me.

As expected, Sherry has not acquired any job.
Is there really no job related to dragons?
If there is, should it not be for a dragonkin like Vesta?
If that were the case, it would be a job specific to the dragonkin. It could be different, though.

“Everyone will get to try it. Next will be Miria. And I will have you use this, Vesta.”

“Okay, desu.”

“Okay.”

I hand Durandal to Vesta.
Miria throws the liver and Vesta slays the dragon.
Neither Miria nor Vesta have acquired a new job, so I can conclude that there is no job related to dragons.

Still, I have Vesta throw a liver regardless.
Best to have everyone try it since we are already here.
Vesta throws a liver and the Naive Olive transforms to a Drive Dragon.

All the members have managed to turn a monster into a dragon at first attempt.
Transforming a Naive Olive Lvl to a Drive Dragon seems to be easy.
It will be 100% success if it is Kabold Lvl, it seems. If it were not this much, it would be difficult to weaken a high ranked monster by transforming it to a Drive Dragon.

“Did it, desu.”

Miria petrifies the Drive Dragon which Vesta transformed.
Now that I think about it, is it possible that Abnormal Status Rate Up of Miria's Assassin is effective in transforming a monster to a dragon?
Provided that transforming a monster to a dragon is considered abnormal status.
Or is it not like this, after all?

“Since there is a chance, would you like to try killing it?”
“Yes.”

I pass Durandal to Roxanne and let her kill the petrified Drive Dragon.

There doesn't seem to be any job related to dragons but we try one last time just to be sure.

Nobody has acquired any new job.

As conjectured, there is no job related to dragons.

After receiving just the dragon skins, we move back to 26th floor.

Thereafter, we start exploring 26th floor.

I take out Cape Carps and Gumi Slimes with Fire magic.

Fire resistance of Cyclops and Scissor Lizard is troublesome. Since it is 26th floor, one or two will surely appear. However, Miria will be able to neutralize them if the battle prolongs.

There is nothing to be concerned about in case of a group of two Cape Carps, though.

Against a barrage of 2 [Burn Storm]s and 1 [Fire Storm], they are not much of an enemy.

“Here it comes.”

While I was casting the barrage of three spells for a second time, Roxanne issues warning.

One of the Cape Carps has a red magic formation under it.

While the sparks of my Fire magic were dancing, it adds more fire.

In an instant, my body heats up, causing a tightening shock.

It is an area of effect Fire magic!

This is the first time I have received a Cape Carp's Fire magic attack.

It felt hot for a moment but didn't seem to contain much power.

There would be more damage if it were Earth, Wind or Water magic, I think.

Was it offset by my Fire magic?

However, if they did offset each other and I received damage, it would mean that my barrage of three spells was negated.

So it shouldn't have been the case, right?

The two Cape Carps collapse after receiving usual number of spells. So they did not offset, after all, huh?

“Didn't the Cape Carp's Fire magic inflict less damage than its Water

magic?”

I try to hear everyone’s opinion.

“I think so. It might have been less.”

“I don’t think it was much different from Water magic.”

Ah. Both Roxanne and Sherry have equipment with Water Resistance. However, since Roxanne’s has Fire Resistance as well, she can probably compare the two.

I wonder if it can be relied on, though.

“Really?”

“There is no record stating that Cape Carp possesses weak Fire magic. However, it doesn’t seem to use it much. It is very difficult to accurately determine; that may be the reason why there is no record.”

Since there is no other way to confirm whether its Fire magic is weak or not than by getting hit, they could not confirm it.

If Sherry could not find any related information in the books, it cannot be helped.

Although Cape Carp possesses a lot of magic skills, it mostly uses Water magic.

This was the first time it used Fire magic, so it seems to be quite rare. It will be hard to determine if it is not frequent.

However, if its power really were less, I’d rather it used it more often.

“Weak, desu.”

“I think neither Water nor Fire magic were that strong.”

Only Miria’s opinion should be reliable, no?

According to Vesta-kun, not just Fire, Water magic was weak, too.

However, if Miria feels the power was less, then it really is less powerful than the other attributes.

Then does that mean the attribute which Cape Carp is poor at will do less damage?

Water magic, which it has command on, is not strong to begin with, so Fire magic, which it is poor at, seems to be useless.

Its weakness is Fire magic, after all, so it may be true.

Thereafter, we finish exploration for the day without receiving any further Fire magic.

For the dinner, Roxanne prepares pot-au-feu of the dragon skin. I look forward to tasting the ingredient I have never tasted before.

“This-how do I put it? It is-”

“What is it?”

It is chicken skin.

However, it really is delicious.

The dragon skin tastes almost like chicken skin.

A nonpareil chicken skin, it can be said.

I have never had a nonpareil chicken skin before.

It is tender and soft. When I bite it, the mellow fat spreads on my tongue.

It is not as sweet as honey but it does taste sweet.

“It tastes as a dragon should, doesn’t it?”

“Yes, it is delicious.”

If it is good, I will say it is good. Also, I cannot bad mouth something which Roxanne made.

So I will praise it in any case.

“The soup is thick and rich.”

“It feels so.”

I wonder if it left stock in the soup.

Although it is merely boiled, it is more delicious than any pot-au-feu I have ever had.

“It really was true that it improves the soup.”

“Tomorrow, desu.”

“I think it is delicious.”

Miria’s interest seems to have shifted toward the whole fish and the dragon skin we will be having tomorrow.

It will be a stock with dragon skin removed, and chicken skin and bones added.

Speaking of chicken bones, it is regrettable to discard them but there is nothing to gain from keeping them either. Speaking of which, Yang Xiu, Cao Cao's advisor, arranged for evacuation from the battlefield because there was nothing to gain from it. Later on, he was executed. It's quite famous. For this reason, no one discards dragon skin.

However, I am unable to verify the skin beautifying effect of the dragon skin.

I fondle them in the moist bath in order to examine.

After the bath, I even lick them clean before groping them in the bed. Everyone's skin is as smooth, tender and soft as always.

Even without the skin beautifying effect, the skin of the four girls is beautiful.

Glossy, so supple, so very tender; the best.

In the first place, it may take a few days for the effect on the skin to be apparent.

From now on, I must continue examining everyday.

To be specific, I need to fondle them and lick them clean. I will have to examine them thoroughly.

Since it is for science, it can't be helped.

The next morning. We grab the map and enter Quratar's labyrinth.

"The Black Frog boss is called Fluke Frog. The attributes it is resistant to and weak against are the same as Black Frog. It is not that strong despite being a boss; however, it occasionally deals heavy blow. Many people have died because they underestimated it; therefore, please be very careful."

Sherry urges us to be careful.

It seems to be a monster that relies on fluke.

I brace myself and proceed to the boss battle.

If there is no fluke, it does not seem to be a strong monster.

We take it out with ease.

Mainly thanks to Miria.

Miria petrified the Tur Turtle in a blink of an eye and then made the

Fluke Frog out of order with the first strike.

It was paralysis, though, not petrification. However, she managed to inflict petrification before it could start moving again.

Even though I helped with Abnormal Status Resistance Down, it was great nonetheless.

Inflicting abnormal status is Miria's ability.

It was not merely a chance (fluke).

"It was easy to defeat it thanks to Miria. Great as always."

"Go up, desu."

The monster on Quratar's 26th floor is the same as Haruba's; Cape Carp, that is.

Is that why she is excited?

It does not seem to be because of working hard at inflicting petrification.

If it is about Cape Carp, it appears in Haruba, too.

Nah, is she telling me to go back to Haruba as soon as possible?

As per Miria's demand, we will go back to Haruba after fighting on 26th floor once.

Quratar's 26th floor mainly has Cape Carps and Black Frogs, that are weak against Fire, so there should not be any problem.

Moreover, there was no particular change in the four's skin that night, too.

There was no change even in Miria's case who had a lot of whole fish and dragon skin soup for herself.

As smooth and beautiful as always.

I am pretty sure for I examined her while playing with her cat-ears.

It was same for the other three as well.

There was no change on the following day either.

To begin with, I can't imagine their skin getting any more beautiful than it already is.

The skin beautifying effect of dragon skin is really dubious.

[Slave Harem Volume 3] is out.

Thank you in anticipation. (Author's note)

Credits

Transation source can be found here: [New](#) and [Old](#)

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