

Chapter 1 - Invitation to Death[[editor](#)]

Translated by SifaV6~ [\[7B 1\]](#) [\[7B 2\]](#) [\[7B 3\]](#)

Didn't end up finishing all of chapter 1. Will try to finish it in the next two days. Also, do note that the current translations are in its draft stage. I will most probably spend next week to edit and proofread everything.



1章 死出への誘い

Part 1[[editor](#)]

The capital of the Baharuth Empire, Aawintaaru, is located slightly to the west from the center of the empire. The Imperial Palace, home to the reigning monarch with the nickname Blood Emperor——Jircniv Rune Farlord el Nix, lies in the heart of the city. Surrounding the palace are various universities, magic academies, administrative offices and other important facilities which expand out from the center of the capital in a radial fashion. Truly, it is a city worthy to be called the heart of the empire.

Although the population might be less than that of the capital of the Re-Estize Kingdom, on the overall scale of things, the Empire's capital is much grander. Not only this, but due to many years of reform, the Empire is currently experiencing the largest influx of

development ever recorded in history. New things are constantly being introduced and brought out to the society, which further gave rise for merchants the opportunity to explore many new markets. A constant influx of goods and talents are hence seen in the Empire's capital. For the citizens living in the capital, it is truly a time of hope and opportunity.

Within this noisy and lively city, Ainz walked with Narberal by his side.

If it was as usual, Ainz perhaps would have wanted to spend time to explore the city like that of a country side person coming to a metropolis for the first time. After all, a lot of differences can be felt between the Empire and the Kingdom.

However, Ainz does not have the leisure to look around right now.

The thoughts from within Ainz was slowly coming to surface, causing the rhythms of his steps to become somewhat erratic.

The name of the feeling enveloping from within Ainz can be described with just a one word——unpleasant.

The more Ainz thinks about the purpose behind this time's visit to the Empire which was planned out by Demiurge, the more Ainz feels that——he probably was hallucinating——and started frowning. [\[7B 4\]](#)

To Ainz Ooal Gown, the absolute ruler of the Great Underground Tomb of Narazirck, the word "endure" should not ever have to be used. There should have been no need to suppress his emotions. Ainz's words should have been absolute, where white would become black if he wished so. There shouldn't be a reason why things would be otherwise.

Yet the current situation still ended up this way because Ainz couldn't find a valid excuse to dismiss Demiurge's proposal.

The overall objective is——show casing the strength of Nazarick. It was very easy to understand Demiurge's plan, also the results would be immediate. On the other hand, what Ainz didn't like about was that it would feel like throwing mud on the things carefully built by his past comrades, that kind of behavior.

However, to reject such an amazingly thought out plan based only on Ainz's personal emotions seemed a bit too unsympathetic. Also, Ainz didn't want others to think that he lacked the magnanimity in accepting proposals made by another individual.

To dismiss the current plan without suggesting any alternatives is something that Ainz, not as a supreme ruler but as a member of society, feels as unacceptable.

Ainz repeats the things that he thought previously once more to himself in order to calm down. There is a need to calm his head down. Between logic and emotions, choosing to go with logic should be the correct choice in this. Although the emotionally driven types can sometimes achieve extraordinary results at the end, the majority of the times it's simply irrational. Not only that——

"——it's simply too late to back out now! Kaaa!"

Ainz inhaled and exhaled deeply using his lungless body. And showed no concerns to the city guards and townspeople that casted odd glances at him when they walked by.

Due to Ainz's naturally tall and awe-inspiring figure, he was already at the center of attention. This became even more so after becoming exalted as a hero. To not attract any attention would be strange. Because of this, Ainz have gotten used to ignoring people's gazes, even more so after he started riding Hamusuke.

After taking multiple deep breaths, Ainz was finally able to reduce the feeling of unpleasantness to a minimal. Only then did he notice the amount of effort that his subordinate Narberal had to make in order to keep up.

"My bad, I might have walked a bit too fast."

The walking pace required in order to cover the same amount of distance between the footsteps of a man wearing full body armor such as Ainz and the robe wearing Narberal is completely different. Although physically it wasn't too hard for Narberal to keep up due to her capabilities, however, as a man, there is still a need to apologize for not walking in consideration.

"No, I do not have any complaints." [\[7B.5\]](#)

"Is that so..."

Ainz couldn't figure out whether the reply was a typical response that servants give out to their masters or did Narberal really not mind. While slowing down the walking pace, Ainz searched for a topic to discuss.

To the unreceptive atmosphere that Ainz was emitting just prior moments ago, Ainz felt somewhat embarrassed. As such, in order to change the current awkwardness by even a little bit, Ainz desperately tried to think up a topic to discuss. However, nothing good came in mind.

The kind of meaningless topic starters that salespeople often uses such as talking about the weather is a thought. Talking about sports is also not bad, but need to first research into the teams that the other person supports.

While considering whether or not to start this that kind of conversation, Ainz started mumbling in his heart.

(Why do I need to be this considerate to someone like Narberal who is just a subordinate? However, since I've already spent the effort, might as well use this as an opportunity to practice master-servant dialogue. That being said, it must befit the status of that of a ruler. What kind of dialogue exchange typically take place between people with absolute power and their subordinates?)

Thinking back on the everyday conversations that took place in Ainz's old company. Something like that should be fine right?

As the absolute ruler of the Great Underground Tomb of Nazarick, the comparison between Ainz's position to that of a company's is a bit imbalanced, however, forcefully speaking it would be like that of a company president or CEO.

(No, it's still a bit different to that of a president's... Thinking back, how does the conversation usually gets carried out between the King of the Kingdom and Gazefu Sutoronoufu? I really want to use it as a reference.)

Although having said so, the current situation has already gotten to this point. The atmosphere would become too heavy to continue as it is. Ainz ended up forcefully opening his mouth.

"... Narberal ... What do you think of this voice?"

Ainz pointed to his voice cord, or more accurately speaking, pointed to the place where his vocal cord should have been. Through the gloves that he was wearing, Ainz pressed down of the area where his throat should have been, expecting only a metallic feel from the contact of touching his armor, however, the feeling of elasticity was also returned, giving out the intriguing impression that his throat really existed.

"Truthfully, I don't think this voice is good. Although it doesn't sound strange, I still think the usual voice of Momon-sa——san sounds better. While I understand there is a reason behind doing this, however I admit preferring to hear Momon-san's old voice."

"Is that so? I however quite like this voice... Neuronist selected it from amongst 50 people. There's an indescribable charm to it."

Suddenly, thinking back on the time when Ainz listened to a recording of his voice, he quietly muttered something and calmed the sudden turmoil in his head.

"Is that so? However, I still think Momon-san's original voice sounded better." [\[7B.6\]](#)

"I am thankful to hear that, Narberal. Speaking of which, I had no idea that I could also equip this..."

Unsure whether Narberal's response was courtesy or her real thoughts, Ainz once more reached towards his neck, feeling the creature that is attached to his throat——koushinchiyuu's movement. [\[7B 7\]](#) If it's normal people, they must find it very itchy.

(Is it purely that I didn't know, or did the rules somehow change? Lacking information on these kind of things could also pose certain dangers in the future. Not only about this world, but the knowledge from YGGDRASIL also needs to be relearned.)

The game YGGDRASIL was designed with the intention of letting players enjoy exploring the unknown. Because of this, there was a need to test out a variety of different things, which resulted in the development company investing huge amounts of resources to in order to create a certain system.

As such, true unknown was brought before the eyes of the players.

Not even mentioning the lack of information on the maps given at the start, dungeon related knowledge as well as——information on mining, cooking, monster taming and such——everything was unknown to the players. It was the kind of world where the players were forced to discover things for themselves. To make it more clear, things such as what can be equipped and what can't, required the trial and error of the players themselves.

Although there existed Raid websites and Information websites. The data posted on the sites are knowledge that are already well known, or information that simply isn't creditable. YGGDRASIL was an exploration type of game. Knowledge that isn't public is regarded as treasure. There's simply no benefit in informing other players.

Hence, the only information that can be trusted was from within the guild, or from the exchanges made with other creditable guilds. The rest are simply 3rd rate information that have no uses.

There was also a period where the forums was flooded with the "I'm planning on leaving my guild, so I will release all the information" these kind of suspicious threads.

(Maa, there were most likely real information released amongst those...)

There once existed a guild named "Three Burning Eyes". [\[7B 8\]](#)

It was formed by the owners of a site which charged its members a fee each time for accessing information, and specialized in sending spys to join other guilds in order to steal information, these kind of bad behavior. Although the guild did not think of it this way, and simply shrugged it off as another method for acquiring intelligence. However, the guilds that were stolen from won't accept it.

In the end, the guilds that were stolen from formed an alliance and attacked "Three Burning Eyes". After capturing the respawn point inside the guild headquarters as well as the one outside in the city, the alliance continued to PK'd guild members from "Three Burning Eyes", and when they resurrect, PK them again. Not letting a single one go. All the way until "Three Burning Eyes" disbanded and all its members scattered.

And at the end, the most memorable part was when they made their information site free to access. Ah how nostalgic, Ainz thought.

(Well, "Ainz Ooal Gown" definitely had no spy... however, if it wasn't for that incident, maybe we would have had more members...)

Because of the incident, the "Ainz Ooal Gown" recruitment process halted, and the guild was formed with the minimum required number of 41 members.

During the final period of YGGDRASIL, the chances of reliable information being made public on the web was probably high. However, the only time that Ainz really focused his attention on information sites was during the golden period where "Ainz Ooal Gown" was at its peak. The amount of useful information was really limited at that time.

(My knowledge of the game most likely peaked at that time. Although I still paid attention to the announcements made by the Game Administration... Most likely this world contains YGGDRASIL players apart from myself, looks like I need to also consider the risk posed from having less knowledge than them.)

Through the captured members of "Eight Fingers", Nazarick was able to acquire lots of useful information in one go. However, the information was mostly regarding the Kingdom and the Empire. There were very little regarding the Theocracy, the Holy Kingdom, and the Confederacy. It appears there's more need to further improve intelligence gathering.[\[7B 9\]](#)

"Yare yare, the only thing that I get after all that thinking is unease. It's time to switch to a more light hearted topic." In order to change the conversation, Ainz mildly looked around his surroundings. "Speaking of which, the Empire seems to be brimming with energy."

"Is that so? I got the same feeling as I had in E-Lanteru."

To the words that Narberal said, Ainz once more glanced around.

"The streets is full of life, you can see the lights shining in the eyes of the pedestrians. It's a sign that shows the belief that their lives have gotten better."

Although Narberal who was following from behind responded with a "As expected of Momon-san", Ainz was a bit embarrassed by his own words and did not reply. It was

only a slight feeling that Ainz had about the people on the streets, whether it is true or not, Ainz doesn't have the confidence in what his eyes saw.

(It's not as if I was led on by Pandora Actor... "it's a sign of" something. For me to say these words out without a thought... it's not as I've turned into a poet or anything.)

Because there was a need for him to put on the appearance of that of a hero back in the Kingdom's capital, Ainz had ended up playing the role of a hero that he had previously envisioned in mind. This must have left behind a bad habit that will be hard to get rid of.

The face beneath Ainz's helmet showed a slight embarrassed expression——of course it is impossible for a face of only bones to turn red——Ainz finally saw the figure of the hotel that was told to him by Fuuruuda. [\[7B 10\]](#)

As the most luxurious hotel in the capital, even when viewed from a distance, a clear difference in class can be observed as compared against best hotel in E-Ranteru. Although it can be described this way, the impression gained was only on the level of facilities and the difference in style. The style of the hotels in the Empire are that of newly designed modern day buildings whereas the high level hotels in the Kingdom are based in antique buildings which reflected the immense history they carried. It is hard to say which side is better because different people have different opinions.

"Although I'm a bit unsure whether or not to go in, the atmosphere of it does seem pretty nice."

Ainz gently touched the Adamantite plate that hanged in front of his chest, and headed towards the entrance.

Similar to E-Ranteru, soldiers equipped with leather armors are standing on guard in front of the hotel. They laid their sight onto the incoming Ainz and Narberal as usual, however, quickly widened their eyes in surprise after a brief moment of staring.

"Are——are they the real deal? Just from the equipments that they're wearing I think I can sort of believe... "

Hearing the whispers that came from his comrade, the other security guard tried his best to stand still and to hide the nervousness that he felt. However, as the distance closed in, the tension he had still surfaced. Even still, he was able to speak in a careful mannered tone.

"My apologies, Adamantite ranked adventurer-sama. I'm very sorry for the inconvenience, but may I please view your identification?"

Ainz handed over his plate and asked at the same time, "Does this hotel only accept member customers only?" [\[7B 11\]](#)

"Yes, in order to maintain the reputation of this hotel, we only accept regular members or those with referrals. However, Adamantite adventurers are the exception."

Wiping both hands, the other security guard carefully touched the identification plate that Ainz handed over, as if scared of breaking it. After turning it over, he read out the words carved on the back.

"Dark... Momon-sama?"

"That's right."

"Verification complete. Thank you for allowing me the chance to hold an Adamantite plate!"

Like before, the attitude displayed when returning the plate was still as careful as at the start. Because the plate that exhibits the status of the adventurer is made using the same type of metal as the rank of the adventurer. Even though the size of the plate might not be much, the cost of making Adamantite ranked plates is astronomical. So while the plate might be extremely hard to break, the possibility of accidentally losing it still there. For someone like the security guard of a hotel, the thought of having to compensate for losing an Adamantite plate is simply unbearable. There's been many stories of losing Adamantite plates told to the security guards before, such as when trying to return the plate, a Kuranberato—a type of bird flew by and snatched it up. ^[7B] ^[12] These kind of stories weren't told to make people pay attention, but were actual events which has happened before.

Relief can be observed from the faces of the two security guards once Ainz took back his identification plate.

"Now then, may we enter?"

"Yes, Momon-sama. Please allow me to lead the way."

"Is that so? We'll be under your care then."

Tipping isn't a thing in the Kingdom. Hopefully it's the same in the Empire. Ainz shouldn't help but think about these kinds of things while being led the way.

Once inside, after walking through a spacious lobby with marble-like floor tiles, they reached the reception counter.

"Adamantite ranked adventurer Momon-sama and company have been brought here."

Sitting behind the reception counter was a man with the appearance of having received a well upbringing. After signaling that he has been notified, the guard turned towards Ainz and bowed respectfully before heading back to his post.

"Welcome, Momon-sama. For choosing to grace us with your presence during your visit to the Empire, I wish to express our very deep gratitude."

The receptionist bowed deeply towards Ainz.

"iya, please don't worry about it, for now I wish to stay for one night."

"Understood. To begin, please sign here at the guest register."

Ainz smiled underneath his helmet, having practiced countless times at writing down his name using the language of the Kingdom, he flawlessly signed the paper after picking up a pen.

"Thank you very much. Now which kind of room would you prefer?"

For Ainz as an individual, whether the room is cheap or luxurious, they're all the same to him. However, same as usual, he simply must maintain his image.

(It's not like I have a need to eat food, even if the accommodation doesn't include catering I'd still be fine with it.)

Ainz suddenly thought about the food that exists in this world.

A green colored juice which smelled irresistibly sweet and delicious, a pink colored food that looked like scrambled eggs, carefully sliced cooked meat that was covered in a blue-ish liquid which made the meat looked additionally tender and yummy. Although every one of those mentioned food stimulated Ainz's curiosity, but unfortunately he isn't able to eat them.

(...Libido, appetite, and the desire for sleep. Despite the many benefits to having an undead body, many other important things were lost. How unfortunate. But on the other hand, the possibility of becoming immersed in bodily desires would be quite high if Ainz regained his human body.)

Having imagined being in bed with Albedo, Ainz ended up tilting his head.

A boss that sexually harasses female employees—that was the image that appeared last in Ainz's head after his earlier imagination.

(Even though Albedo proclaimed her love to me... how complicated. If only I didn't mess with the... oh!)

"Sorry for delay. Any room that is fitting of our status would do. ... By the way, is it fine for us to pay using the Kingdom's currency?"

"That is not a problem. The exchange rate is one to one to begin with."

"Is that so? I will leave it in your hands then."

"Certainly. I shall begin preparing a room suitable for Momon-sama. In the meantime, please take a rest within our lounge bar."

Ainz saw that the arrangement of the chairs in the lounge are separated into small groups where the distance between each group is quite far apart. More than 50 seats are befitting for that of high ranking officials to sit. Just the appearance alone makes the chairs seem extremely comfortable. There's even minstrels softly playing music in the background.

"Everything in the lounge including food and drinks are 'service' freely provided by the house, please be at ease and enjoy."

No matter which world it is, as long as a certain amount of money gets put in, a corresponding amount of services gets returned. Although speaking it this way, the services that are being returned here does not please Ainz at all.

"Understood. Come, Nabe."

Ainz entered the lounge with Naberual and chose the nearest chairs to sit down.

Within the lounge, a few other guests can also be seen resting. The majority of them are Adventurers. If high ranking Adventurers can complete quests that have high reward returns, their living standards will naturally increase as well, as such, being able to live in hotels like this.

Regardless of where it is, be it the Kingdom capital or E-Ranteru, all adventurers lead the same lifestyle.

Ainz made sure that the Adamantite plate hanging around his neck was visible for the others to see, so that they would become the topic of conversation amongst the guests at the hotel. It wasn't a bad thing to raise one's recognition through this method.

While being conscious of the attention he was getting, Ainz opened the menu that was next to him.

(Can't read...)

Ainz slowly flicked through the menu even though he couldn't read. All to prevent others from finding out.

Even though Ainz brought along the item that was previously lend to Sebas which could allow one to read any languages, the current situation made it a bit weird to suddenly take it out and use.

"Sebas...and Tsuare..."[\[7B.13\]](#)

The image of Sebas along with the woman Tsuare popped up in Ainz mind when thinking about whether or not to use the item.

"Is something wrong with that woman?"

"Ah, no, it's not a big deal. I was wondering about how she is adjusting."

Although Ainz had handed everything to Sebas, he still has the obligation to make sure the wellbeing of Tsuare due to having made the promise to protect her.

"I don't think there's any problem. At the moment... because the head maid is currently under house arrest, Sebas-sama is personally teaching her the skills needed for a maid. After she has learned an adequate amount of proper etiquette, she will then be learning cooking and a few other types of work. We plan on teaching her a bit of everything until we discover what work is most suitable for her."

"Is that so? Maa, it should be fine leaving it to Sebas. Also, it's about time to let these two out from house arrest. ...It's about time for Albedo's temper to disperse." [\[7B.14\]](#)

Naberal lowered her head without saying a word.

Noticing that their conversation has ended, a waiter quietly walked towards them.

"Have the two of you decided on what to order?"

"I'll have iced Makyatia. What do you want, Nabe?" [\[7B.15\]](#)

"I want the same."

"It's okay to order something that you like."

"No, I want to have the same drink. Oh, and also, I want milk to be added to mine."

"Certainly."

Having received the orders, the waiter bowed deeply, and left quietly.

Makyatia is a drink that looks similar to Latte, and is often seen in E-Ranteru by Ainz. It further smells like Latte as well. However, Latte and Coffee also exist in this world, so there must be some differences at least. Nevertheless, Ainz will never be able to find out because he is unable to consume any food or drinks. Ainz have previously experimented on attempting to eat and drink food. The results were, everything spilled out from below his chin, and not having tasted a single thing. Not a single benefit was found.

The reason why Ainz chose this drink was because it is only served in high class establishments. It's probably the most suitable choice that matches the current setting.

While wiping away non-existent sweat, Ainz thought of the most pointless question to ask.

"Nabe... what does Makyatia taste like?"

Knowing that Narberal had tried the drink before, Ainz curiously asked.

Narberal made an expression that showed that she was thinking. It was the kind of expression one would make such as when being asked what does coffee tastes like by someone who has never tried it once in their life.

"Hmmm... If I must describe it, I have to say it tastes similar to Shakerato. Except that it leaves behind an aftertaste of condensed milk."

"... Is that so? Sounds delicious."

(Never heard of a drink called Shakerato before. Is this perhaps a type of drink that only exist in this world? The possibility of that seemed high.) [\[7B.16\]](#)

"It's not bad. But only so-so." Narberal replied.

Just as Ainz had responded to Narberal with a "Hmmm", the drinks that were ordered arrived.

"Don't mind about me and drink up. Otherwise it'll be weird if none of us touched our drinks."

Having becoming accustomed to wearing his helmet all day long, Ainz did not notice the unnaturalness in not removing his helmet despite getting drinks served in front of him.

"Thank you."

"It's fine if you drink mine as well. Anyway, listen up. For the time being, the plan is to first tour the capital in the next two days. I've heard that the amount of goods they sell at the central market is unbelievable. It's definitely worth it to go take a look. Also, they sell magic items in the center area of the north market, adventurers frequent there often."

The information was acquired from the captured members of "Eight Fingers". Although most of the reports received were information on the black markets, Ainz doesn't have any plans on visiting. He only knew of it from when glancing the reports provided.

"The third day is to visit the Adventurer's Guild. If possible, I would like to make connections with some of the Adamantite Adventurers of the Empire, if not then let's simply complete our current tasks and head home. ... Overall it should take around 7 days. Do you have any other suggestions?"

Narberal who stopped drinking halfway, quietly listened in silence and shook her head.

Part 2[\[editar\]](#)

The capital of the Empire, often regarded as the solidification of the Empire's power, contains many aspects which surprises people. One of them being, something which the majority of travelers that arrived at the capital was amazed of——was that every road in the capital was covered by bricks and stones.

Amongst the surrounding countries——even with the Theocracy being more advanced in technology——the thought of having to cover an entire city in stones would make most cower. Of course it isn't possible to do the same for every city within the Empire. Nevertheless, the fact that the capital of the Empire was capable of achieving this further displayed the might of the Empire. It is something which often made the diplomats from other countries sigh.

Especially the design of the roads, when walked upon it, one would immediately be able to appreciate the elegance and practicability of it.

Unlike the typical roads seen elsewhere, the roads in the capital are segregated into separate lanes where the ones in the center are the driveways for carriages and the lanes on the two sides are the sidewalks for pedestrians. To ensure safety, the sidewalks are raised higher from the ground and are protected by a fence. At night, street lights which are placed in sets on the side of the roads lights up, powered using magic. Furthermore, platoons of knights regularly patrol the streets to ensure the peace.

It is on one of these roads within the Empire's capital, a young man can be seen humming and smiling as he strolled leisurely on the sidewalk. The height of the man is around 170 cm, with an appearance of that of a 20 year old. Blonde, blue eyes, and a healthy skin color that has regularly been exposed to sunlight, the features that the man possesses can only be described as features that are commonly seen throughout the Empire.

Not the pretty type. If put in a group of 10 people, the man would definitely not stand out. However, an indescribable charm can be felt emitted somewhere from the man which seems to be able to attract other people to him. It might be from the invigorating smile coming from his face, or from the display of confidence in the way he walked.

With every step that he took, a metallic jingling can be heard coming from beneath the pretty clothe that he wore, which sounded like it was caused from the friction of chains. To the knowledgeable observers, it is the noise made from wearing chainmail.

Two swords can be seen hanging from his waist. The length of the swords are around that of short swords^[7B 17]. Parts of the handle are completely covered by the hand guard, with the blades hidden underneath the sheath. From the appearance of the weapons alone, you can tell that they're definitely not cheap. And finally, a mace and a yoroidoushi^[7B 18] are hoisted behind his waist.

Having possession of two weapons is considered as normal in this world. However, it is quite uncommon to see someone with weapons which can be used to slash, pierce, as well as for blunt attacks.

To the average people, the man is most likely an adventurer. However, to the ones that are well-informed, they will be able to determine that his profession is that of a Worker simply from the fact that Adventurers are required to wear metallic plates around their necks.

Worker^[7B 19]. This word is used to describe people who left the career path of an Adventurer.

The work given to Adventurers are directly provided by the Adventurer's Guild, where the content and difficulty of the tasks were thoroughly investigated beforehand. Only the ones that are deemed suitable are assigned to Adventurers that have the corresponding rank as the difficulty of the task. In other words, work that are deemed inappropriate such as—the ones that might endanger the safety of the public, or the law-breaking kind of work like investigating the plant materials used in the creation of narcotics. Those kind of requests are instantly rejected by the Adventurer's Guild.

Also, work that might damage the ecological balance of an area are also rejected. For example, the Adventurer's Guild will never issue requests involving the removal of monsters that play certain roles in an ecosystem. This is due to fear of the removal of the monster might trigger the collapse of the balance in an area which might result in hordes of other monsters leaving their habitats and causing damage to human settlements. However, if the said monster leaves its area by itself and comes in range of human territory, it will be treated as a separate matter entirely.

In other words, the works of the Adventurers carry the weight of righteousness.

However, the world does not entirely operate on this principle alone.

Regardless of how one would describe things, there are people that are willing to take on high risk related work simply for the returns. There also exists the kind of people that simply enjoys slaying monsters.

These people—when compared against the Adventurers that stood in the light, prefers to stay in the darkness. The "dropouts" amongst the Adventurers. That is what some people refer them as.

However, not all Workers are the kind of people that was just mentioned.

Hypothetically speaking—if in any given village, a young boy became heavily injured and an Adventurers group that is capable of performing Healing Magic happen to pass by, are they allowed to cast the spells to save the boy?

The answer is, no.

There's a rule that strictly forbids Adventurers from using healing magic on the common people unless a certain amount of fee is paid to the Adventurers.

This is because the common usage of healing magic is restricted by the temples, where patients are required to come to the temples and pay a certain amount of fees in order to receive healing. If the Adventurers ignore this system and freely go around healing people, the temples would become unable to feed themselves.

For this reason, the temples had strongly pressured the Adventurer's Guild into enforcing this regulation.

If Adventurers are unable to obey the rules, then they can only go and become a Worker.

Although this makes the temples seem like the bad guys here, this is not without reasons. Due to the influence of magic on the daily lives of people, magic in a sense can be considered as another political tool for power. In order for the temples to provide benefits to the people without becoming controlled by politics, the only source of income they receive is given from the people. For this, the temples provide healing, cleanse the undead, as well as research the development of new healing spells.

If the Adventurers ignore the regulations and use their healing spells freely, the temples would be forced to become more secular, and their initial ideologies would become corrupted.

As such, there's always two sides to a story. Without light, there would be no shadows. The existence of Workers can be described as the same. For money, they are willing to ignore regulations and often make a mess of things, however, there's also cases where they have brought benefits to the people, such as the creation of cheaper medicine.

Having said that, this is the kind of profession that belongs to the current man of the story—Hekkeran Termite.

"Hmm... what to buy?"

There are simply too many magical items that Hekkeran want. For the time being, he should probably focus on the defensive items first. After that, there's one more that he wants due to special reasons.

"First I should deposit the money received... the ones left over will be used to buy the magic items needed for adventuring. Eh? Got the ordering wrong. First buy the items, and then deposit the rest."

Hekkeran scratched his head.

If it's like that——

"As the vanguard I need to have more magic resistance, maybe it's time for me to take out the savings I had as well. No, if for some reason I still need to rely on subjugating undeads from Kattsue Plains in order to make a living, it might be better for me to consider getting items which can make me more resistant to poison, paralysis and sickness."

Magic items are highly valued in this world. Especially the ones that are useful during battle, those kinds of items are highly sought after by Adventurers. If it's a first rate item then Hekkeran can simply give up on considering the possibility of buying.

For the time being, the items that are currently on his mind are not the super expensive ones. However, would still require years of saving in order for an average person to be able to purchase. This is why Hekkeran is taking his time to properly think things through.

The relaxed face of Hekkeran which couldn't contain the smile behind his excitement suddenly became tense the moment his sight was met by the knights currently standing by the side of the road.

A group composing of Light and heavy armored knights are standing alert at the corner between two roads.

Due to the existence of the Temple of the Four Great Gods being in the vicinity, the amount of patrols in this area is considerably high. Although these knights wouldn't just suddenly start questioning the normal people who are simply passing by, Hekkeran can still feel the gaze of the knights concentrated on the weapons that he is carrying.

It might be alright for Adventurers, but to Workers like Hekkeran that have no backings from any organization or person of influence, it simply isn't wise to get into conflicts with Knights tasked with protecting the Empire.

As initially hoped, Hekkeran was able to walk by without any incident. After checking his face to the list of wanted criminals and not finding any match, the knights showed no other movement.

Having made it past the territory of the temple, Hekkeran finally relaxed and set his sights further ahead. A huge building quickly came in view, and at the same time,

followed with the sound of cheering—the thirst for blood as well as the sound of battle also came along.

This unique building is the Grand Arena which only exists in the Capital of the Empire. It is also one of the popular iconic buildings in the capital.

For Hekkeran who has seen enough blood spilled during work and have no interest in gambling, the arena is a place which holds no meaning to him. However, to the populace of the capital it is one of the most important sources of entertainment. Even from where he is walking, the cheering can be heard. It seems the arena is also completely packed today.

"Is it the finals? For the excitement to be this high."

Hekkeran had brought his Worker team to the arena in the past before, where his team had to fight continuous hordes of monsters. Because monsters do not take surrenders from the enemy, losing results in death. Of course, it's not like casualties don't occur during battles amongst humans. In a typical day in the arena, it is very rare to see not a single person die. If this does happen, the atmosphere emitted by the audience might just be enough to kill someone.

The popular events that take place in the arena are all the ones where the casualty rate is high. Amongst those, the most popular event is the Grand Combat Tournament^[7B 20].

Hekkeran shrugged.

Having completely lost interest. Hekkeran simply has no desire to go and see such blood thirsty scenes taking place. However, events that happen in the arena are hot conversational topics that people often talk about, there's always reasons for going.

(I'm not planning on entering one more time today, but later when I get back I should probably ask for the highlights, it seems like the matches that took place today are quite exciting.)

While trying to memorize the plans that he made, Hekkeran starting walking towards an area which contains many different shops. Soon after, he saw the familiarized sign which says "The Singing Apple Pavilion"^[7B 21].

The shop was said to have been started from the gathering of bards which made their instruments from that of Apple trees, which now became that of a bar and hotel. When viewed from the outside, the shop seems a bit behind on the times. However, the interior is surprisingly tidy and in good condition. Not a single wind gets leaked from the outside. The floors are kept very polished. The quality of the shop is actually quite high

but not overly expensive. To Hekkeran had his comrades, no in fact, to the majority of the Workers, this shop can be regarded as the best hotel without a doubt.

Although it can't be compared against the best class of hotel in the Empire, however, those type of hotels is better suited to the Adventurers who stand on the public stage.

Firstly, the work given to the Workers are definitely not pretty. Hotels which stands out and are in very public places simply isn't convenient at all for the people that require the services of Workers. But they also simply can't just meet in bad or dodgy locations and conduct their business there.

Next would be, in order for multiple Worker teams to be able to simultaneously stay in the same spot, hotels like "The Singing Apple Pavilion" which are much more discreet where guests can discuss things in private are the ideal locations that meet the requestors' needs. Due to the fact that Workers do not have the support of an organization like the Adventurer's Guild, the requestors are required to search for Worker teams themselves. It'll be very troublesome for everyone if the Workers stay separated.

Furthermore, from the views of the Workers, staying nearby with each other brings in a sense of intimacy as well as can avoid picking up conflicting jobs that would cause unnecessary bloodshed. Finally, and also the most important reason would be—the food here is really nice.

While thinking about tonight's dinner, Hekkeran opened the door to the hotel. If it's his favorite pork stew, he'll be ultra-happy. Having this kind of thoughts as he entered, the words that he heard were not the typical "Welcome back" or "Good work" which he expected but

"——I've already said! I don't know!"

"No, no, even if you say it this way..."

"It's not like I am that girl's guardian or family member. It's impossible for me to tell you where she is."

"Are you guys not comrades? I can't simply take I don't know as an answer and leave. This is my job afterall."

On the first floor of the hotel, in the center of the diner area, a man and a woman started at his other.

The woman is very familiar to Hekkeran.

With eyes which gives off an intense feeling of ferociousness, the feature that stands out the most was a pair of ears which are far longer than normal humans. Although

saying it this way, the length of her ears are only around half as long as the ears of typical elves. That's right, her race is that of a half-elf.

Elves tend to be a slimmer when compared against humans. It seems like the woman here has also inherited this trait. Her whole body is very slim. Regardless of the chest area or the waist area. There's no curves visible on her body. Like that of a flat board. If looked from far away, it won't be surprising if people might mistake her as a man.

Clad in neat leather armor, without the typical bow and arrow equipped on her, the only weapon that she has right now is the short dagger on her waist.

The name is Imina. One of Hekkeran's comrade.

However, Hekkeran is unfamiliar with the man currently arguing with Imina.

Although he appears to be groveling in front of Imina by lowering his head, not a single shred of sincerity or remorse could be seen in his eyes. In fact, the feeling of disgust was expressed instead. At least for now, it appears that he's still keeping things civil.

The arms and chests of the man are packed with muscles. His appearance is that which can directly impose pressure onto anyone standing in front of him. While he doesn't seem like the type of person who relies on violence to get things done, Imina is still capable of handling him even if he does.

Although appearance wise Imina doesn't look to be very strong at all, however, hidden inside her body dwells a strength which is more than enough to bring down thugs who are confident of their muscles.

"Didn't I already say this from the very start?"

Noticing that Imina's voice is starting to become strangled with emotions, Hekkeran hurriedly interjected.

"What are you doing, Imina?"

Hearing the sound of a familiar voice, Imina turned her head and was surprised when seeing Hekkeran.

For a ranger like Imina who excels in perception and senses of one's surrounding to have not noticed Hekkeran's approach showed just how ruffled she was earlier.

"...Who the heck are you?" The man who is viewed as an intruder by Hekkeran asked harshly.

Having met his gaze, Hekkeran felt the atmosphere emitted was that of coming close to trading blows. However, for someone like Hekkeran who has survived countless life and

death situations, the gaze is nothing when compared against the intense stares made by ferocious monsters.

"...He's the leader of our team."

"...oooh, so this is the rumored Hekkeran Termite-san."

To the sudden change in attitude, Hekkern felt a sense of disgust from within his heart.

Even though Hekkeran doesn't know the purpose behind the man's visit, but for him to have come all the way to——what is considered by Hekkeran's team as their stronghold——the hotel, the chances of him not recognizing Hekkeran is very low.

Perhaps the harshness in the argument from before was to measure the extent of what Hekkeran is capable of. If Hekkeran displayed even a slight feeling of being intimidated, the man probably would have gone with using coercion in the next part of negotiation.

Regardless of whether it's amongst Workers or Adventurers, there's always the few who are capable of slaying monsters but are rather timid towards humans. However, even then at most they would do is to retreat a step back, but if being pushed too far, things will definitely end in a bloodbath.

(Even though we just met, he's already being this way... This guy...is definitely the type that I don't like.)

While it's true that this is one of the common methods for negotiation, it is a method that Hekkeran does not like. He would much more prefer it when the opposite party gets directly to the point instead of going around and around nonstop.

"...Can you be a little more quiet? This is a hotel, we're disturbing other guests. I'd be much happier if you can do that."

Although having said it that, not a single guest can be seen nearby. Just where did all the people go? It isn't as if they've hid away, this kind of noise is quite common for the guests in this hotel due to the majority of them being Workers. For the place to be devoid of people is truly a rare occurrence.

Hekkeran glared at the man using a strength on par with Mithril ranked Adventurers. As if standing in front of a monster, the man expressed a timid look.

"I, I, I'm very sorry. I did not intend to do that initially."

After managing to calm his voice down, the man attempted to speak once more. However, he instantly became quiet again when seeing Hekkeran's glare. For the man to act this way, it showed that he is used to being engaged in this kind of work where violence is a common occurrence.

(This kind of guy, just why did he come here.)

Although the type of work that Hekkeran's team does are all under the table, however they don't recognize this man, and Hekkeran has no idea why this type of man is being sent here. He simply doesn't fit the profile of someone who came bearing requests.

Hekkeran who is bothered by this ended up weakening his gaze and asked the man directly.

"...Just why on Earth are you here?"

"About that, I'm looking for a person that Termite-san also knows of, Furt-san."

Hearing the name Furt, an image of a person appeared in Hekkeran's mind.

Even still, it's unlikely to think that she would have any connections with this man. This is something that Hekkeran concluded.

"Arche^[7B 22]? Did something happen to that fellow?"

"Arche... Ah! That's why. I got confused just then, but we're both talking about Furt-san here, Arche Eeb Rile Furt-san."

"And!? Did something happen to Arche?"

"No, no, I only wish to discuss something with her... The content of the discussion is private, that's why I wanted to know when she would return."

"As if I would know that." Hekkeran replied sharply.

For someone who is never being direct when speaking, the man was briefly stunned by Hekkeran's words.

"If that's the case, the conversation is over."

"It, it can't be helped then. I will have to wait here then."

"Disappear."

Hekkeran pointed at the entrance of the hotel using his chin. The attitude of Hekkeran once more made the man speechless.

"I will make it clear, I don't like you at all. I simply can't tolerate guys like you within my eyesight."

"But this is the tavern area, I should be able to..."

"Ah, that's right isn't it? This area is indeed the tavern. But don't forget this is also the place where drunks brawl." Hekkeran smiled at the man. "You don't have to be this

alarmed. Calm down, even if you become gravely injured, we have a priest here capable of healing magic. As long as you pay the right price that is."

"It can't be helped that we have to charge you extra. Otherwise the temples would become very annoyed. We definitely don't want to attract any assassins sent by the temples." Said Imina. A grin became visible on her face. "Maa, at the least we'll give you a discount. Remember to thank me for that, yo?"

"——And that's what's going to happen."

"If you plan on threa..."

The words coming from the man was cut midway. Because he saw the drastic changes on the facial expressions made by Hekkeran.

Hekkeran took a step forward, all the way until the distance between their faces was a fist away.

"Haa? Threaten? Who is? There's nothing surprising about bar fights? What's with your attitude towards the affectionate advice that I gave you? Are you trying to start a fight?"

The current appearance of Hekkeran, is something that only people who have faced death can possess.

Facing the pressure emitted by Hekkeran, the man retreated a step back. He clicked his tongue for a bit and then reluctantly walked towards the entrance. Although he wanted to hide the fact that he was intimidated, one look at his back was all it needed to confirm. As he reached the entrance, the man turned his and shouted at Hekkeran and Imina one last time.

"Tell the brat from the Furt^[7B 23] family! Tell her the deadline is approaching!"

"Aa?"

Hearing the mood that came from the sound made by Hekkeran, the man quickly scrambled his way out.

As soon as the man disappeared, Hekkeran's expression quickly returned to normal. The degree of the change was sudden enough to make people believe that the display made earlier was purely acting. Truth to the words, Imina started clapping.

"In the end, what was the whole thing about?"

"I don't know. He only told me as much as what he told you."

"Ahya, I should have listened more before getting rid of him." Hekkeran shook his head in regret.

"Just wait and hear it from Arche once she gets back."

"...But, it isn't good to be too privy of things."

"Iyaa, about that, although what you said is correct. However you're the Leader. Do your best (ganbatte yo)!"

"In that case, I will use my authority as the Leader to order you to ask. It's much better for someone like you who is also female to ask, don't you think?"

"Please don't rely on me, I don't want to ask either."

The two of them smiled bitterly together.

There's a few rules in common between Adventurers and Workers where certain things are avoided from doing. The first would be to uncover a teammate's past. Second would be to display excess desire.

It can't be helped too much in this case due to the fact that many people chose the Worker profession for personal gains. However, even that has a limit. Too much of it could cause a team to lose its coherence. For example, it makes it hard for people to trust teammates who are constantly grumbling about money. Letting teammates to watch your back during dangerous moments is a fundamental part of teamwork and unity. As such, all teams need to maintain a minimum level of trust. But just how certain can you be when taking on high risk high return jobs for you to rely on someone who known to be greedy?

Currently it seems there's definitely problems relating to Arche, which would affect her reliability rating. This simply isn't a matter which can be easily tossed aside.

For the jobs that they do, they can't afford to leave behind any trace of unease.

Hekkeran shook his head while not forgetting to display the expression of not wanting.

"Looks like it can't be helped then. I'll have to ask when she comes back."

"Best regards at that!"

To the Imina who is smiling and waving her hand, Hekkeran squinted and said, "Don't think you've escaped, okay? You also need to come ask with me, yo."

"Eh, eh hh." Although Imina showed the expression of wanting to refuse, she gave up as soon as she saw the determination behind Hekkeran's face. "Can't be helped. Hopefully it isn't anything big..."

"Anyway, where did Arche go?"

"Eh? Ahh, she's gathering the information behind that job."

"Aren't Robert^[7B 24] and I in charge of that?"

After returning from Kattse Plains, they received a new commission where the content of the work doesn't seem to be bad at all. As such, they began the preparation for accepting the job.

Originally it should have been Roberdyck who is best suited at this kind of work to research the background of the commissioner as well as the compensation. Hekkeran was to head to the Empire's Administrative office to receive the payment for their undead subjugation—All work related to disposing undeads on the Kattse Plains are treated as government work by the Empire—And afterwards, use alternative methods to gather the same type of information as what Roberdyck.

Imina and Arche was supposed to wait at the hotel.

"It wasn't just that. Robert needed help with regarding the history and current conditions surrounding the targeted area."

Hekkeran showed a sign of "Ah, so that's why" and nodded his head. Although Arche dropped out from the Imperial Magic Academy, she probably still maintained some contacts. She is probably more suited at gathering academic related information. She could also go to the Magician Association to gather additional reports.

"That's why she also went along. Robert is also quite knowledgeable, and have connections to the Temples. Anyway, how did you go?"

Hekkeran made a sound as he sat down into a chair, and spoke up.

"Although the commission being offered is to Workers only, the content of the job isn't anything bad. Probably the reason why they chose to hire Workers this time around is because the location of the job is somewhere the Adventurers can't go. However, just like the commissioner said before, it seems like they've made contact with other teams as well."

"Is that true? Even if it is said that the ruins they uncovered appears to be untouched, for them to be willing to invest this much into it without any definite gains seems a bit..."

"From the other teams that were contacted—that Guringamu guy was also saying the same thing. Still, in the end 'Heavy Masher' seems to be planning on accepting the commission. If we don't decide by tomorrow then things might become troublesome."

So far Hekkeran's team has only listened to the content of the commission, they have not yet accepted it. Although they promised to give a reply by tomorrow to the commissioner, if they're planning on accepting then they will have to start preparing

immediately. "And then, just at this important moment something else comes up...Are the two somehow connected?"

"We can't rule out that it wasn't done by another team that wished to make a fortune out of this, but I think we should still wait and listen to Arche's explanation before deciding. If it really is mischief caused by another team, do we abandon or continue to plow on?"

"Of course we continue. If they plan on starting a quarrel, then we just need to keep attacking until none of them dares to mess with us again, all the way till we break every single tooth."

"That sounds quite excessive."

Although Imina possesses the appearance which makes her seem overly harsh, Hekkeran also thinks her approach to solving this problem is a good idea.

While it isn't too big of a deal to be looked down upon, but their reputation would also drop if they backed out. Losing reputation is something that those in the Worker profession wish to avoid.

At the same time that a fiery determination burned within Hekkeran's eyes, a squeaky sound of doors opening came from the entrance. The figures of two people walked into the hotel.

"——we're home!"

"We have returned!"

The voice of a female was first heard, followed shortly by the voice of a man whose eyes are filled with integrity. The momentary pause came from the hesitancy of covering up the small sound made by the female.

The female that first walked in was not too thin. The word shoujo can be best used to describe this female.

With an appearance between that of 15 to 17, the girl possesses a face with delicate features, and hair that are cut at the length of her shoulders. Compared to other beauties, her prettiness lies in the elegance category. However, every now and then, she also gives out the impression of that of a lifeless doll.

She held an iron staff that is around the same length as her height in her hand. The surface of the staff was covered with countless unknown texts and symbols. A loose robe was worn by the girl, and underneath were sturdy clothes that seems to offer quite a bit of protection. Her setup was very obvious that of a magic caster.

The man was wearing full body armor——although not to the point of wearing a helmet as well——an outer garment embroidered with the symbol of a crest was worn over the armor. A morning star was hoisted on his waist, and a necklace bearing the same crest as his outer garment can be seen hanging from his neck.

With a neatly arranged hairstyle, and a beard that is thoroughly trimmed. The man gives off a hearty impression. Appearance wise, he's age is around that of 30.

These two are the comrades that Hekkeran and Imina were waiting for, Arche Eeb Rile Furt and Roberdyck Goltron.

"Ooh, welcome back!"

Can this be described as good timing or bad timing? Hekkeran turned towards the two that just came in and replied using a hard voice.

"What's wrong? The two of you?" Roberdyck used a tone that did not display any seniority to the two of them. One of the reasons was due to personal choice, the other was because of the mutual equality between Workers.

"Th, there's no problem."

"Tha, that's right. Just as Hekkeran said."

Arche and Roberdyck both watched as the two of them waved their hands and denied.

"Umm, speaking of which, here isn't the right place to talk, how about we go over there?"

Being done with joking around, a serious expression appeared on Hekkeran's face as he pointed towards a circular table at the back of the tavern area.

"Before that, err. About the drinks——oi, Imina. Where did the owner go?"

"...Out shopping. I'm watching over the place for him."

"Is that true? Then what should we do? Is it fine for me to casually take out a bottle or two?"

"——I'm fine with not drinking."

"Ah, I'm also fine, thanks."

"...Is that so? In that case, ... let's start our 'Foresight's'[\[7B 25\]](#) group meeting."

The relaxed expression on every member's face vanished altogether. At the same time, the weights around the table shifted, bringing everyone closer together. Although there weren't any other guests at the moment, this sort of behavior has become an old habit that's hard to get rid of.

"First, I would like to confirm the content of the commission."

Having said that, after making sure he's received the attention of all members, Hekkeran continued on. He's tone and expression became completely different from before. As the leader of the team, it is necessary for him to act serious and maintain leadership during certain times.

"The commissioner this time is Earl Femel^[7B 26]. The content of the commission is to survey the ruins——most likely an underground tomb, discovered within the territory of the Kingdom. The compensation consists of a down payment of 200, followed by another 150 after completion. The quality of the contract and the total amount offered for the payment this time is extremely high. Not to mention that there's going to be a bonus at the end based on the results of the investigation. Even so, all magic items discovered during the investigation belong to the Earl^[7B 27], however, the person that discovered it will receive an additional bonus of half the market price of the magic item. Things like precious gems and metal, artworks and other treasure, after having verified their price value, half of the amount will be given to the discoverer. Also, they've made contact with other Worker Teams as well, based on how events will unfold, it is mostly likely going to become a joint operation——alright, I think I've said about enough."

After sharing the information that he obtained to Arch and Roberdyck, Hekkeran once more went back to the content of the commission.

"The maximum duration is three days. The aim is mainly to explore the inside of the tomb. The important part to note is, it's suspected that we might encounter monsters during the investigation, however the type of monsters that we might encounter are currently unknown. From the looks of thing, this commission seems to be really just a simple investigation."

It's very common for abandoned ruins on the outskirts of human civilization to be used by monsters as their lair. As such, the "survey" tasks given to Workers tend to be regarded as exploration using force.

"The most important aspect about this commission is that it seems like the tomb is unexplored."

The moment this was said, the atmosphere surrounding the group changed.

Two hundred years ago during the time of the Demon God's^[7B 28] unrest, many kingdoms perished. It wasn't just human kingdoms that got destroyed, countries composed of demi-humans and other Heteromorphic species also perished along as well. Leftover ruins of these civilizations often contained many priceless treasures——the possibility of finding magic items were also high.

Finding these treasures is a dream shared by both Adventurers and Workers alike.

As such, unexplored ruins are something that Adventurers and Workers all wish to find. And suddenly, here it is before their eyes.

Having confirmed the excitement seen within the eyes of his comrades, Hekkeran passed the ball^[7B 29] to the two that went out for intelligence gathering.

"Finally, the food required during the trip both to and back are all covered by the Earl. This is all the information that I've gathered. Next, Arche, Roberdyck, tell us the findings of your investigation."

"——In that case, I'll start. Earl Femel's standing within the palace isn't very good. There's rumors that he's been given the cold shoulder by the Blood Emperor. Also, from what I've gathered, it seems that he isn't in need of money."

"Regarding the ruins discovered within the territory of the Kingdom, both Arche-san and I have tried researching on past history of recorded civilizations. So far, we are unable to find any records of ancient cities being built near the area of the ruins. If it indeed is a tomb, we should have been able to find clues left behind in books... Truthfully speaking, I can't figure out why there would be a tomb built at that location. Only a few small villages exist near the area, perhaps it would be better to search for information there?"

"It can't be helped. We're ordered to keep this operation as secret as possible. The commissioner wishes for as little witness as possible, in other words, we shouldn't be making any unnecessary movements."

"——Of course, that region belongs to the Kingdom. If things get exposed, we might end up becoming enemies of the Kingdom and the Vaiself family."

Exploring the ruins discovered in a separate country, this type of straight up borderline illegal work was the reason why Workers were selected instead of Adventurers.

"So in other words, what we're doing is just plain old dirty work?"

"Although it can be seen this way, there's still a slight delicate issue."

"That's right. If the Empire's Workers are caught inside the Kingdom, the Earl will definitely get dragged down along with us."

"Which brings us to the main question."

"Where did this information on the discovery of the ruin come from?"

"Ah. No matter how I think about it, it's strange."

"Is that so? Isn't it fairly close to Tob Forest? Perhaps it was discovered during lodging."

"——weird. Take a look at here." Arche expanded the map further, and pointed towards a circular area. "Although the details aren't very clear, but spots like this..." Swaying her tiny fingers along the map, Arche pointed at various locations.

"——There's also a village here. However the size is really small. Perhaps it's better to describe it as a tiny colony. I don't believe a village like this is capable of making such large clearing within the forest."

"That's correct. The prospect of these clearings being excavated by such a small village is highly unlikely. Especially since the forest is inhabited by many dangerous monsters... It's much more likely to think that it was done as a government project, however I can't see any benefits for the Kingdom to wish to excavate that part of the forest. In the end, we're still very lacking in reports."

The four of them became more troubled after this. Should they accept the commission or not?

Different from the Adventurers that have the backings of an entire Guild, it is absolutely necessary for Workers to properly investigate all details regarding the offered work before deciding. First to thoroughly investigate the commissioner's background and relationship, then the work location. Finally, based on the details gathered from the content of the job, a decision is made on whether or not to accept.

Even after having done all of that, sometimes it still isn't enough. If one isn't capable of doing this, then they should quit being a Worker. No matter how good the offer of the payment is, it's better to reject it if you can't wash away the dirt that ends up staining your hands during the work.

"...I've confirmed the payment already, this was given for the initial deposit——"

Hekkeran placed a metallic plate on top of the table. The surface of the plate is carved with countless different small texts. Although he was given the plate, he'll have to return it if they decide to reject the commission.

"I've already checked it in with the Imperial Bank. The sum has already been accredited to my account, it can be converted into cash anytime."

The metallic plate is a type of trust is used by the banks within the Empire, similar to that of a cheque. In order to prevent counterfeits, the plates were made with great care and delicacy. Although it appears that the creation process is extremely long, and will definitely incur additional fees for people to use, the advantages still far outweigh the demerits.

In other countries, this sort of thing is usually handled by the Adventurer's Guild, however the metallic plates used in the Empire are guaranteed by the government itself.

"From the looks of things, it doesn't seem like a trap ... Maa, I knew they were dead serious the moment they paid the deposit."

If it is a trap, there shouldn't have been the need to pay such a large amount of deposit. —However, it might just have been made to let people think this way, although Hekkeran doesn't believe that he might have somehow offended the nobleman enough to warrant for him to set this trap specifically to target Hekkeran.

"I——"

"Stop. Imina, I haven't finished yet. Please keep your head a little more flexible."

"Hai, hai. Let's hear them then. About this job that's offered to us, it seems that they're quite pressed for time, however, there's still points that I don't agree with. For example, hiring multiple Worker teams, what do you make of this?"

Just as Imina pointed out, considering the amount of time it takes to contact multiple teams, for job like this which requires haste, it would have made more sense to pick up the first team that agreed and rush to the location.

"——I'm not sure either. To begin with, I don't understand why they're trying to rush this. I also didn't receive any information on if there's any emergency situations happening to the Earl. It's not as if there's any events or ceremonies coming up in the next few days. The only thing I can think of is that they're afraid the ruins might get discovered by the Kingdom. Hiring multiple teams might just be to raise the success rate?"

"About that, Hekkeran. Did you hear anything from Guringamu?"

"There's not much that can be said. I only went and asked if they were also contacted, however it seems that they were also coveting for information regarding this commission. It was already hard enough for me to not to reveal anything to them."

Hekkeran helplessly shrugged.

"——If that's the case, then perhaps there's a third party also aiming for the ruins?"

"That's definitely a possibility. If that's true then it would explain why so many Workers are being hired. Oh that's right, it seems that something big happened recently in the Kingdom. However, it doesn't seem to have anything to do with the area close to E-Rantel..."

"Let's hear more of this, Robert."

Due to the lack of accurate information, Roberdyck could only explain what he heard in bits and pieces. Since most of the details relating to the incident were pieced together from rumors, the overall picture that was painted at the end wasn't very clear or reliable.

"Hmm, we can't say for sure if the incident is related in any ways. However, I still think what Arche said is the most likely situation. Robert also agreed to it before."

"If that's the case then...hiring multiple Worker teams and, considering that the job location is within the territory of the Kingdom, is it possible that we're likely to end up clashing with Kingdom Adventurers that were set to explore the ruins? If it's like that then there's no point in collecting further information inside the Empire."

"The other thing to watch out for is—the ambush made by the teams of other hired Workers. I definitely don't want to lose my life just as we reach our goal."

"We also need to watch out for ambush made by Adventurers. Although speaking of this, I'd much more prefer it if it's done by Adventurers. At least we can try to negotiate with them and it wouldn't be as treacherous as the ones set by Workers."

"If it's done by Workers then things will most likely end bloody."

"——what to do, Leader?"

The overall issues have been raised and discussed, each member's opinions have also been voiced. What's left are a few remaining speculations before coming to a conclusion.

"Before deciding, I have one thing to say... I think there's a need for everyone to hear this."

Hekkeran sighed deeply. Imina who sat beside Hekkeran momentarily held her breathe.

"Arche, a strange man came and said he wanted to see you."

Hearing this, an eyebrow was raised on Arche's usually expressionless face. Seeing this reaction, Hekkeran understood that Arche knew the man.

"What did that guy say at the end? ... What was it again?"

Hekkeran blatantly asked Imina. What he received back was a stare which says "what the heck are you saying?". However, after realizing that Hekkeran really forgot, Imina replied in a tired voice.

" 'Tell the brat from the Furt family. Tell her the deadline is approaching!' "

"Yep, something like that."

Being thrown under the spotlight, Arche took a deep breathe, and spoke in a heavy tone.

"——I'm in debt."

"Debt?!"

Hekkeran accidentally yelled out in surprise. Of course, not just Hekkeran alone, Imina and Roberdyck also displayed a shocked expression. Due to there being no ranks within their team, the income is shared equally. Thinking back on the amount they've earned so far, it's ridiculous to think about being in debt.

"How much do you owe?"

"——three hundred gold coins." Hearing the reply from Arche, the three of them once more glanced at each other.

The amount that's owed is something that normal people won't ever dream about. It is something that even for Workers of their level, they won't be able to earn it in one go. Although the deposit for their current give commission is three hundred and fifty gold coins, however, this amount is for the entire team. After excluding the cost of maintaining the team as well as buying necessary equipments and items, the amount left for each member is only around sixty gold coins.

Their team within the Worker's profession is also ranked near the top. Using the same set of criteria as assessing Adventurers, their rank would be equivalent to that of Mithril Rank. Even for their level, they can't earn that much in a go. This shows just how much of a debt it is.

Feeling the gazes of her companions casted with doubts at her, Arche face began to cloud.

Arche naturally wanted to avoid this conversation. However, if she doesn't answer it now, it wouldn't be surprising if she ends up becoming expelled from the team.

After a brief moment of consideration, Arche finally opened her mouth.

"——Because it's considered as a huge shame by my family, so I never told this to anyone, but——the Blood Emperor took away our family's nobility status."

The Blood Emperor——Jirukunifu Rune Farlord el Nix. Renowned for staining his hands filled with blood.

Due to certain events that took place, the previous Emperor was forced to retire. Soon afterwards, what was used to be considered as one of the Five Great Families of the Empire, the family where the Blood Emperor's mother came from, was accused of

assassinating the Emperor and was eradicated. Things became sour after that, where the brothers of the Blood Emperor died one after another. During that time, it was as if the winds that blew within the city carried death itself, and near the end, even his mother got caught from within and perished.

Of course, there were oppositions during this period. However, these oppositions were meaningless to the Blood Emperor, who during his time as the crowned prince already controlled the power known as knights. Using overwhelming military force, every aristocrat that was capable of opposing him was removed as easy as harvesting wheat. All that were remaining were, those from the bottom of their heart, who pledged their allegiance to the new emperor, and thus it ended with the complete centralization of power.

However, the Blood Emperor didn't just stop here. Many leftover aristocrats soon had their nobility taken away due to reasons of incompetence. Instead, commoners that are capable were given the chance to rise in status.

All in all, there were two main points that surprised people the most. One was that the national power of the Empire did not drop a single bit during the mass removal period of aristocrats. Second was that the Emperor that achieved all of this, was only a boy a one or two years past the age of ten.

It wasn't rare to see families that lost their nobility status. However——

"——even now my parents still live the same lifestyle as before. Of course we can't afford the cost. That's why my parents ended up borrowing money from shady places."

Hearing this, the three of them glanced around at each other.

Although the three of them hid it well, the feelings of anxiousness, irritation, unpleasantness, and anger and be felt between them.

"——I have confidence in my magic abilities. I wish to join." This was said by a slender child holding a staff taller than her height.

The image of a child holding a staff with both hands standing before them with an expressionless face suddenly came into the minds of Hekkeran and others. Later, the image of their stunned faces after they saw the display of Arche's strength in magic hit them further in their head ringing with nostalgia.

In the two years that went by, after experienced numerous adventures——having survived adventures where even one wrong move would result in death, the money that they gained were quite a considerable amount. However, Arche's equipments hardly ever changed since the beginning.

The reason for that, is finally made known.

"Is that for real? Should I go and have a proper 'talk' with them?"

"I think it's about time for your parents to hear the words of God. No, no, the fists of God should come before that."

"I don't think their ears haven't been pierced yet, maybe I should start making holes in them."

"——Please calm down. It's already gotten to this stage, what I want to say is, depending on the situation I plan on taking my sisters^[7B 30] away from home."

"You have sisters?"

Seeing Arche nod her head, the three of them looked at each other once more. Although they didn't say it out loud, but deep down in their hearts they started to feel that it might be better to give up on this current commission.

It is true that Workers earn more income than Adventurers. However, the amount of danger they face are also much higher. Although they try their best at making sure the work they take on are as safe as possible, the possibility of encountering situations outside their calculation are still quite high.

One slip of things and it might result in the mishap of her sisters. However, it's pointless to keep thinking along this line.

"Is that so? ... Let's put this topic on hold for now. We will let you handle your current problem... Anyway, back to our main discussion topic, do we accept the offered commission or not?"

Having said this, Hekkeran casted a cold gaze at Arche.

"Arche. Although I don't want to make it sound bad but you don't get a say here."

"——That is fine. For someone that is in need of money, I can understand that my vote would be compromised because of my debt issue."

This is the so called blinded by gold proverb.

"——truthfully, I had thought that I might end up becoming removed from this team."

"What are you saying? For such a skilled magic caster like you to join our team, it would be a huge waste to just let you go."

This statement wasn't meant to provide any comfort. It's the truth.

Arche's Talent^[7B 31]. A pair of eyes blessed with miracles, has helped out Hekkeran's team multiples times in the past.

If a name has to be given to Arche's Talent, the 'All Seeing Eyes'^[7B 32] would probably be the most suitable words to describe it.

Sorcery-based magic casters are constantly surrounded by an invisible aura which cloaks around their body. However, Arche's talent allows her to see it directly, even up to the point of the rank (tier) of the magic the opponent is capable of using.

There's simply no need to describe just how useful it is to being able to see through the power level of opponents.

There's only one other person that Hekkeran knows of within the Empire that also possesses this ability. And that person is the Empire's highest ranked Arch Mage——Fluder Paradyne^[7B 33].

Although only eyes, this still in a way shows how gifted Arche is even comparable to Fluder.

"To think that the Magic Academy would let such a talented child go."

"Exactly. To be capable of using the same tier of magic as me at such a young age is simply unbelievable. Perhaps it's possible for Arche to reach tier 6 in the future."

"——I think that would be quite difficult to achieve. However, I would be happy if the possibility exist."

Just as the previously broken atmosphere was about to recover, Hekkeran clapped his hands. Everyone's attention once more focused on the topic at hand.

"Now now, about the current request, accept or not accept? ——Roberdyck."

"I have no objections."

"Imina?"

"Why not go with it? This is the type of work that I've always wanted to do."

The work given to Workers usually aren't trivial stuff. Only a few days ago they were still at Kattse Plains exterminating undead. Those kind of work are quite different to the current one offered by the commissioner.

"In that case——"

"——If it's for my sake, please don't. Even if we refuse the offer this time I still have other ways."

The three of them glanced at around, a smiled then appeared on Imina's face.

"No way. If you think about it, the request this time isn't the typical shady work. The reward is also really generous. Right, Robert?"

"That's how it is. It isn't for your sake at all. There's probably lots of undiscovered items within the ruins. Isn't it so, Hekkeran?" [\[7B 34\]](#)

"See how it is, Arche. Though it's regrettable that we can't make it known that we're the first explorers of the ruin."

"——I express my gratitude."

Seeing Arche lowering her head, the three of them looked at each other and smiled.

"Well then, Arche and I will go and convert the plate into cash. The remaining two of you go and prepare the necessary items for this adventure."

The items necessary for an adventure can include things like robe or oil[\[7B 35\]](#), as well as certain magic items. For someone with a meticulous personality like Roberdyck and Imina possessing the skills of a thief, this sort of work is perfect for them. No, it can be said that only Hekkeran is unsuitable for this kind of work.

"Alright everyone, let's begin! ... Arche"

Turning towards Arche who's showing a 'nani' expression[\[7B 36\]](#) (tilting her head and displaying a question mark face), Hekkeran finally said out loud the thing that he wanted to say before.

"The income from this commission isn't enough to cover your debt."

"——No problem. This much is enough to extend the deadline by some time."

"You can borrow the rest from us."

"That's right. You can always pay us back later using the income earned from future jobs."

Of course it wouldn't be given for free since 'Foresight' members are all equal.

"——Hold on to it for now. I've already returned most of what my irresponsible parents borrowed. But give me some time to consider things through."

"That's fine. Take your time."

The four of them looked at each other one last time before heading off to complete what they were tasked to do.

Part 3[\[editar\]](#)

In a certain high class residential district within the Empire's Capital, occupying a vast area of land since long ago, rows of luxurious mansions stood erected built in the styles of the past. Walking by these mansions, would bring out a feeling of historical nostalgia.

One can certainly guess that the types of residents that live here, are most likely aristocrats^[7B 37].

The mansions of aristocrats are a sign of their status. While it can be a waste of money, but if not properly spent and decorated, they will likely become subjects of ridicule.

Furniture, jewelry, clothing, mansion, courtyard—All these areas need to be well decorated in order for one to have status amongst the upper class of society. For aristocrats who are continuously establishing connections and cliques, it is necessary for them to display their wealth. Living in a plain mansion is enough reason for one to be despised and looked down upon. Because of this, for aristocrats that are interested in politics and power, they must constantly decorate their body and mansion. Realistically speaking, this is similar to the display of strength between military forces. It is a privilege only for the powerful.

These are the things that you see when looking around.

Even within the Capital this area is one of the most well regulated districts where everything is nice and quiet. However, if you observe carefully, the quietness can be a bit unnerving. This is due to the lack of human presence.

In truth, the majority of these mansions are unoccupied and empty. Due to the events taken place by the Blood Emperor, the majority of the owners ended up unable to sustain the expenditure of living in this district.

However, amongst these empty mansions, there are still a few that are being used. But unlike before, the gardening is kept very rough and there are no longer servants waiting outside.

It is one of those mentioned mansions that Arche's family lived in. Having been welcomed by her parents, who bore the proper appearance of typical nobles with the rightful bearings and fancy clothes.

"Ooh, welcome home Arche."

"Welcome back."

Before properly replying back, Arche laid her sight on a delicately crafted glass work which was carefully carved into the shape of a cup. It radiated with an atmosphere of a highly expensive product.

Arche's face twitched due to having never seen it before.

"——that is?"

"Oh, this is Artist Jan's——"

"——I'm not asking that kind of question. This is something that we didn't have previously, why do we have it now?"

"That's because, it was purchased just this morning."

The casual reply made by Arche's father——using the same tone as to saying things like "Good Morning". Hearing this, Arche's body shook.

"——how much?"

"Fumu... I think it only costed around 15 gold^[7B.38] coins. Cheap isn't it?"

Arche dropped her shoulders in despair. She had originally planned on using the deposit from her current job to pay off a part of the debt, only to find that it has risen more.

"——why did you buy it?"

"As aristocrats, if we can't even purchasing things like this we'll become the laughing stock of everybody."

Hearing the prideful laugh that came from her father, anger started to surface from within Arche's eyes.

"——we're no longer aristocrats."

Arche's father's expression hardened at the sound of those words, then his face fully turned red.

"That's wrong!"

Arche's father forcefully slammed his hand against the table. Due to the sturdiness of the table, the glass work was not affected by the blow. Although Arche wouldn't have minded if it broke, however her father probability still wouldn't feel any regret. It only costed 15 gold coins, these kind of thoughts would most likely surface from her father instead.

"As long as that shit dropping piece of fool dies, our family can instantly gain back our status! Our family have been nobles of the Empires for over a hundred years. It is absolutely unforgivable to end our line. This is investment for our revival! Also, this display of power is to show that fool that we haven't given up!"

How foolish.

This was Arche's opinion of her father that's currently out of breathe due to over excitement. That "fool" probably meant the Blood Emperor, for someone like him, Arche's family isn't even worth looking at. If they really plan on gaining back their nobility, this definitely isn't the method to go by.

Being trapped by their own small world, they won't be able to see what is really outside.

Arche helplessly shook her head.

"The two of you stop fighting."

Seeing her laid back mother, Arche wavered the conflict with her father.

Shortly afterwards, her mother stood up and passed a small vial to Arche.

"Arche. This is perfume bought just for you."

"——how much?"

"3 gold coins."

"Is that so... thanks."

While calculating in her heart the 18 gold coins that got wasted, Arche said her thanks to her mother. After accepting the small vial that contained very little quantity of perfume, Arche pocketed it into her bag.

For Arche, it is hard for her to view her mother with such cold gazes. At least perfumes and makeup have more practical uses than that glass work.

Properly dressing one's self up and attending high class parties are a thing for nobles to mingle together and make connections. If considering a woman's happiness is in marriage, pregnancy, and child birth, from the nobles' point of view it is an important start for daughters of nobility to decorate themselves.

However, even if it's like this, Arche's current family situation can't afford to be this wasteful. Also, 3 gold coins is enough for a normal family to live for a full month.

"——I've said this countless times already, to keep spendings to a minimum. Only spend for the lowest daily necessity."

"Exactly, that's what I already said! This was necessary!"

Feeling tired from arguing, Arche stared at her fully flushed faced father. Needing to continuously reminding them such simple things is simply becoming too much for Arche. Only herself is to blame for all of this. If in the beginning, had she used force to resolve things, it wouldn't have ended up this way. Also, she wouldn't have brought trouble for 'Foresight'.

"——I'm no longer going to send money home. I will take my sisters with me and live elsewhere."

Hearing the quiet words spoken by Arche, her father started once more to heat up. What unnerved her father the most was probably the loss of income, Arche thought indifferently.

"Just who do you think it was because of that you were able to live to now?" "——I've already repaid my obligations."

Arche forcefully ended the conversation. The amount of income she earned so far, while not ridiculously high, is still quite a considerable amount of sum. Those money were made from the adventures she took with her comrades, and should have been used to strengthen herself like what the rest of her teammates did.

Seeing how Arche never updated her equipments, how would her comrades think?

Not having strong equipments would mean she is the weakest member of the team.

However, the members of 'Foresight' never said anything to Arche on this. Arche has been spoiled too much by this already.

Arche stared intensely. Having received the full burst of Arche's stare, her father weakly caved in and looked away. For someone who has been through life and death, there's no reason for Arche to lose to a stupid aristocrat of a father.

Arche glanced once more at her speechless father, and left the room.

Walking out of the room, Arche sighed in relief.

"Ojou-sama."

"——what's wrong, James?"

James has been the butler to Arche's family for a long time now. A tense face can be seen on top of his wrinkled face. This face can often be seen since Arche's family's fall from grace.

"Although I don't wish to say such things to ojou-sama but..."

Arche raised her hand and interrupted the speech. After reconsidered that it isn't a butler's right to say certain things, James distanced himself away.

Arche took out a small bag and opened it. Various different lights sparkled from within. The majority of the lights were silver, followed by bronze. The least amount were gold.

"——this much is around enough right?"

Having been handed the bag, James look at look at within and finally relaxed his face.

"Salary, as well as the returns for the merchants... I think I should be able to solve the rest. Ojou-sama."

"——that's good."

Arche finally managed to relax. Although she barely got by, but at the end it was just enough to scrape by.

"——you weren't able to stop father from buying?"

"It couldn't be helped. The seller came with nobles acquainted with us. Although I did remind Danna-sama^[7B 39] multiple times..."

"——I see."

The two of them sighed.

"——just a small question. How much do I need to prepare in order to clear everything away?"

James widened his eyes, and then returned a sad smile. Perhaps the reason why there wasn't any movements in his eye was because he began to catch on.

"Certainly. Once I finish calculating it, I will bring it in."

"——I'll be relying on you then."

Right at the moment, the sound of running can be heard within the corridor. Even without looking up Arche knew who it is.

Softening her face, Arche turned around and saw just in time a shadow came running up towards her and leaped at her without slowing down.

The figure that leaped in Arche's embrace has a height of less than one meter. Her age was around that of five years old, with eyes similar to Arche's. While hugging Arche, this girl raised her face and displayed an expression of dissatisfaction with her pink cheeks bulging.

"Way too hard."

This wasn't directed at Arche's flat chest.

The clothing that Arche wore were made for Adventuring. Especially the chest to abdomen area, where extra hard leather were used for reinforcing the defense. Running into it would definitely feel like running into a hard surface.

"——Are you okay?"

Touching the girl's cheek while stroking her head.

"En, I'm fine. Onee-sama."

Seeing the happy face made by her sister, Arche started to smile.

"...I shall leave the two of you be."

Arche expressed her thanks towards the butler that did not wish to disturb the two of them, and then turned around to once more stroke her sister's head.

"Ulei... when walking..."

Arche suddenly stopped speaking halfway. She was about to say that it is inelegant for daughters of nobility to run inside corridors. However, after having said to father that they're no longer aristocrats, these kinds of scolding were no longer needed.

During this period, Arche's hand did not stop stroking, though the girl whose hair had already become a complete mess did not mind at all and continue to laugh.

Arche looked around her surrounding, and confirmed that one other person wasn't here.

"Where's Kuude?"

"Inside her room!"

"Is that so... there's a few things that I wish to speak with the two of you, let's go together."

"En."

Protecting the cheerful smiles of her sisters was Arche's responsibility. Holding Ulei's hand, a warm feeling quickly passed over to Arche. Ulei's small hands are something that even Arche's hand can fully cover.

"Onee-sama's hand is really hard."

Arche looked at her other hand. Due to injuries received from numerous adventures, the hand that's hardened can no longer be called the hands befitting the ojou-sama from a nobles' family. However, she has no regrets. These hands are proof that, she's living the life together with friends——comrades of 'Foresight'.

"But I still really like it!"

Having her hand tightly grasped by her sister's two small hands, Arche smiled and said.

"——Thanks."



Like usual, the north market of the Empire's Capital was full of energy. However, the number of customers that frequent the north market are a lot less when compared to the central market due to the specialty of the products sold. As such, it wasn't difficult to navigate through the less crowded streets.

Seeing the usual atmosphere surrounding the market, Hekkeran and Roberdyck relaxed their shoulders and started browsing.

The reason why they're able to relax their guards down is because they're at the northern market—it is probably one of the safest districts within the capital.

"Well then, Hekkeran. What do we need to buy?"

"First would be healing items. We'll need to stock up on those minor injury healing wands. Also depending on the situation, we might need some medium level healing wands... Don't select any that has a low limit on the number of uses. Because from what I've heard our target location is a tomb, we might need to use them on undeads. After that we need to stock up on items that counters against undead creatures, poison and diseases. We also need to have counter measurements against negative energy and undeads without physical forms... items that have unlimited usage are too expensive, so it might be better to also stock up on scrolls inscribed with magic as well."

Wands are a type of item that can hold multiple charges of a single spell. The user can keep casting the spell until the number of charges are used up. As such, when compared to scrolls that only have one time usage, wands are much more valuable at certain areas such as healing.

"Is that so? I had thought that we're here to buy gifts, and at you wanted my advice."

"Gifts?"

"... Don't worry about it, Hekkeran. Let's start searching for what we need."

"...oh, okay."

The stores within the northern market are all open-air markets neatly arranged and filled with items for people passing by to see.

The items on display are typically placed on single sheets. One sheet per item. However, the majority of the items on sale at each store are only medium quality goods. It is usually rare to see new or unknown items.

The majority of the vendors here seem to be capable of a few tricks. Either possessing powerful looking arms or are dressed like magic casters. When compared against typical merchants, these sellers appear more like those used to fighting.

At first glance these vendors look out of place, however they really are the owners of their store. But only for the current day. During other times, they're usually working as an Adventurer or Worker. In other words, the actual profession of the vendors are similar to that of Hekkeran's and Roberdyck's.

They usually sell away equipments or items that they no longer need, or ones found during an adventure. When compared to selling to merchants who specialize in magic items or to the Magician Association, finding their own customers to sell to can eliminate having to pay processing fees and thus lowering the price of the items. The amount that's saved from this is more than the fees to set up one's own store.

Due to this reason, Adventurers and Workers like Hekkeran tend to frequent the northern markets first in order to look for bargain sales. Some even come everyday if they have time.

And lastly, this was the reason why the crime rate in the north market is low. Why would there be anyone that's mad enough to cause a ruckus in a district full of combat veterans.

After spending some time looking around, the faces on the two of them was neither dark or bright.

"Found anything?"

"Nothing."

Due to the merchandise being sold here are mostly unwanted goods, it is hard for Hekkeran and others to find the items that they need. Although these items might be suited for Adventurers or inexperienced Workers that are lower ranked. However, for the two of them—even when taking their companions into consideration—there simply isn't anything that's useful to them.

"How regrettable. As I thought, it would have been faster if we had gone to the usual place to buy them."

"I only came here hoping to find bargains. It can't be helped if we can't find any. Well, this is only the first step for us to start saving."

"Savings huh... Hekkeran, what do you think we should do?"

"Having only said this much and you already caught on, are you a super high ranked Magic Caster or something? ... It's obviously about Arche."

"You already know about that."

"Well, from what's already been said I can sort of tell."

"Then you know what I wanted to say right?"

"... That this might be our last adventure, right?"

"Please don't say such phrases that might cause bad omens." Roberdyck laughed bitterly. "Although things are turning out this way. For Arche-san to have said that she

will bring her sisters under her care, it looks like our adventures in the future won't be as easy anymore."

"Just as you said. Although one would still need to work, but it doesn't need to be only from adventuring."

"It'll be easy for her to find another job. She's a tier-3 magic caster after all. Family——although we don't know how many sisters she has, she should be fine if she only needs to look after 3 or 4 people."

"Ah, I think so too. That's why she probably made this decision."

"And now the problem is at our end. In the situation that our Wizard Arche leaves our team, what to do with the next member?"

[Note. The LN really wrote it as Wizard (ウィザード uizaado)]

"If only a tier-3 magic caster could just suddenly fall down from the sky."

"Please keep what you saw in your dreams away from reality... If we're Adventurers then the Guild would have helped to solve our problem... We'll need to rely on luck if we need to search for one ourselves."

The two of them looked at each other and sighed.

Losing a comrade. Or not being able to keep up. Or being the only person in the team with powers that stand out. These are the typical cases when an Adventurer or Worker chooses to leave their team. These situations aren't uncommon. It is rare for a team to have the same members from the start to end. In typical cases, a team would have had changed its members at least two to three times.

[Note. I'm never sure on how to translate nakama to English.]

It's the same for Hekkeran, Roberdyck and Imina.

Although having said this, sorcery-based magic casters are hard to find——especially those capable of using tier-3 magic. For Workers that are currently companionless, the quality of their character is an entirely separate issue that also needs to be addressed.

[Note. Sorcery-based (Maryoku-based 魔力系)]

"How about training a second tier magic caster?"

"Let's make that our last resort? I wish to avoid it if possible."

"It's also really troublesome when choosing new members. The majority of those that became Workers tend to have messed up personality. If we chose wrong things could get very messy. Such as accidentally picking up battle crazed member."

"...Thinking back on this we've been quite lucky haven't we?"

"It's quite a rare case for the whole team to be composed of only those desiring for money. Well, Arche's case is a bit different."

"Back when Arche-san first approached us, at that time we were just thinking of what to do with the last member."

Roberdyck stared at the distance reminiscing about the past. Hekkeran felt he was thinking the same thing.

"I can still remember what I was drinking at that time... The timing of Arche-san's arrival was so great that I started to think that the formation of our team was brought on by God's will."

"Heh, that's amazing. I can only remember vaguely. What were you drinking?"

"Water."

"Isn't that the same as usual then? ... Looks like you really don't drink alcohol at all. Although it'll be annoying if you also started drinking like Imina."

"It can't be helped. I'm a non-drinker... Though I have to admit Imina-san's drinking habit really is a bit scary."

"Well, for Robert, one cup is enough to bring your face to red, then blue, then finally white. I'm still wondering what would have happened at that time if we didn't use magic to remove the poison."

"Someone else probably would be standing here instead. It's not like people haven't died from alcohol poisoning before." Roberdyck shrugged as he said. "Speaking back on topic. What do we do about Arche-san's situation? Are we going to end up disbanding?"

"... If we really can't find a replacement then it will have to happen. It's simply too dangerous for three people to go adventuring... maybe we'll have to go back to being Adventurers again?"

"I just can't go along with the regulations set by the Temples. If it has to be that way then I'd rather retire."

"Retire huh—that's not a bad thought."

"I still have the savings that we earned, look for a job where I can help other people or protect the weak. It's also not bad to just be a farmer in some flourishing village while studying the teachings of God. What about you Hekkeran?"

"Hmm, just what should I do?"

Roberdyck's mouth twitched.

"...Is that something you can just decide on your own?"

It took some time for Hekkeran to fully process what Roberdyck had said. After finally comprehending, he raised his head.

"——Naa!"

"Kuku..." It was a wicked laugh. "You think I didn't notice?"

"Aah. Aah. Aah! Aah! No, it wasn't something that I was trying to hide. You see, the timing... Is that what you were talking about? The gift."

"Who's giving it to who?"

"Hey, Robert! Look over there!"

In the direction that Hekkeran pointed, stood two people currently viewing merchandise on display beneath a pretty pavilion.

One of them was a warrior clad in pure black armor. With a crimson cape cloaked behind his back, carrying a gigantic sword.

"Such an abrupt change of topic... well, doesn't matter. I'll just have to find out more later on. Unn, such stunning equipments. If the wearer has the skills that matches it then he would be quite a remarkable warrior. Is it someone that we know who managed to upgrade their equipments?"

"Although I'm not too sure, but at least I don't think they're from the capital. For example, see that female hiding over there? I've never seen her face before."

"The angle from where I'm at is bad. How does she compare against Imina-san?"

"——Please don't ask me that. I can't possibly answer that! ... honestly speaking, the woman over there is really pretty."

"Imina-san is quite a beauty too. For even her lover to be saying this... So that's how it is, these two probably are either travelers or travelling Adventurers. Perhaps they've decided to relocate to the capital."

"However, they're looking at household magic items, isn't that rather weird?"

Underneath the pretty pavilion, rows of magic items were neatly arranged in order. However, different from the magic items used by Adventurers and Workers, the ones on display were for common day usage. Such as containers that keeps its inside temperature cold, basically acting like a refrigerator that prevents food from deteriorating. Or fan like items capable of blowing wind.

These types of magic items were mostly proposed by the Minotaur hailed as "The Boastful Sage" two hundred years ago.

[Note. Term used in LN (ミノタウロス minotauros) (口だけの賢者 kuchidake no kenja) lit translation "Sage that only knows how to talk/boast"]

Even though having proposed the makings of many items, however due to being unable to explain why these items need to be in this particular shape or the principles behind how they work, the warrior could not create them and ended up with such a title.

However, his skills as a warrior was super first class, and left behind the legend where one swing of his axe was capable of creating tornados and splitting the earth. He was also well known for raising the status of humans within the Great Nation of Minotaur from species that were treated as food to slaves used for labor.

It's quite a rare sight to see adventurers who tend to live in hotels to look at household magic items that were thought up by the demi-human, and have no uses for adventuring.

"It's not that weird. The Empire's magic technology is quite advanced. It's also cheaper than other countries. Maybe they're thinking that even after taking into the return cost, it's cheaper to buy them there?"

"Ah, so that's why. I see. That's a way of thinking that I didn't consider before."

"It's true that from our point of view their action seems strange, however, if taking into account of being travelers then it's not so weird."

"Ah, that's right. If I think of it this way then I definitely can understand."

The armor clad warrior was carefully inspecting the magic items. Opening them, then closing, picking them up, turning them around. To the point of making the merchant's head sweat.

"We should also be as serious as them in searching for magic items."

"Yeah."