

Chapter 64 - Are my familiars evolving?

Almost a whole day has passed. Has he reached any town yet?

'What do I do now? I have nothing to do inside this labyrinth. Should I just keep killing monsters?'

Kumoko still needs to evolve a bit more. But I don't want to keep helping her and ignoring my evolution. My plan to leave the labyrinth to kill humans doesn't seem very clever now that I think about it.

'Why are you so pensive?'

'I'm thinking of a way to level up quickly.'

'Have you finally given up on the idea of going out and killing humans at random? I'm relieved~~'

'Killing humans is still the easiest way to level up... But I didn't think through the consequences very well. Being hunted all over the country will be a pain in the ass.'

'Is that why you gave up on the idea? I thought you'd given up because you'd concluded it's wrong to do it.'

'I don't want to discuss it anymore. Also, I haven't completely given up on this idea; with my skill, wouldn't it be easier to send monsters or humans I capture inside the labyrinth to a city?'

'Aaaahh!!! So that's what you did to that guy.' Kumoko finally realized what I had done. She was pretty surprised. 'I should have thought you'd do something so nasty. Don't you feel sorry for that man or something?'

'No.'

'...'

'Hmm.. Using humans is better since they can infiltrate a town or village, but it's much easier to use monsters. It's just that it will be challenging to teleport so many monsters out.'

I could send them to the labyrinth's exit since I now know where it is (more or less) and create a kind of monster rebellion. It would be fun to watch. Should I do that?

'The dragon would be very useful for your plan, but it's disappeared. So far, I don't know what happened to him.'

'Me neither. I'm sure our mother killed it... Or another dragon. I still haven't killed Araba. I wonder where he is.'

'I miss him.'

'Yeah, Yeah... I'm sure you miss him.'

'What's that tone of voice? You don't believe me?'

'It's nothing~~'

I walked away from Kumoko, and she followed me.

I'll do this, then. We'll level up, and I'll grow my army of monsters more.

Speaking of which, can I call all my familiars?

'System, can I do this?'

Even with my question, the system didn't give me an answer.

However, to my surprise, some spiders began to appear just a few minutes later. But something strange had happened. Even though my edits had disappeared, they were even stronger than before.

'Are my familiars evolving on their own?'

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Change of POV

Still inside the wildly swaying carriage, Mike watched the vegetation through the window. After a few minutes, the carriage finally stopped, and they arrived at a village.

"OPEN THE GATE!" A man shouted.

After less than two minutes, the carriage started moving again. Mike's heart began to race as he felt the time was coming to complete the objective given to him by his master.

However, it was a disappointment.

There were only a few wooden houses. It wasn't a big town. In other words, it wouldn't make sense to do it in this place, especially since most residents were weak.

Mike kept a smile and followed the men.

"The accommodation is ready. We've been waiting for you." An old man approached. Mike felt the old man was much stronger than he looked. Mike's smile disappeared but soon returned.

"Thank you very much, Smith." The guard who acted as the "boss" said.

"Ah, before you go, can you put the carriage somewhere else? It'll get in the way if it stays here."

"No problem. Julian, move the carriage to another place, and don't forget to look after the horses."

"Right."

"And you, Mike, come with us. There's a house nearby reserved for us. I hope you don't mind sleeping on the floor, as there aren't enough beds for everyone."

"I don't mind," Mike said.

"Let's go."

"Hey, hey, are you a knight?" A small boy approached, his eyes shining. Mike stared at him, and his smile disappeared. He remembered his master's order.

'Don't kill children.'

Mike's expression softened, and he approached the child. He knelt before the child and put his hand on his head. He ruffled the boy's hair without warning while the kid talked to the boss.

It was strange, bizarre.

Even though the familiars are more intelligent now, Mike still doesn't quite know how to act, which causes the child to feel uncomfortable and run away.

Mike stood up, confused.

"Hey, don't suddenly touch the kid, you scared him. Especially with that smile."

"Sorry," Mike said but kept his smile.

The boss sighed, and they headed for the house.

When evening came, the villagers gave them food, and when morning came, they began their journey towards the nearest town. Mike's heart began to race again.

'I'm excited.' He thought.

