

# ISEKAI EXORCIST

## 1 - I'm an Exorcist?

The 7/11 chime played and the automatic doors started closing behind me. In my hand was a plastic bag with a bottle of lemon tea, a salmon onigiri, and a lukewarm nikuman. Already the flimsy handles of the bag were digging into my skin.

It was late spring and the air had started warming significantly over the last few days. It was sure to be another sweltering summer this year.

The clap of my sandals against the heels of my feet followed me as I walked up the slope to the street where my house lay. In hindsight, it was still a bit too cold for sandals and bare feet, but I'd been too lazy to put on proper shoes when I left the house, after all, I was only going to be out for a few minutes before I went back to studying.

Although I'd failed this year's entrance exam, I was determined to study enough that I would ace it next January. Still, that was such a long way away.

I sighed as I pulled open my house door. I'd promised mom that I'd get into a good university, but look where that'd gotten me. Now I was a Rōnin, left to wander the streets of Kyōto until next year, while all my high school friends were having fun with their new classmates.

*How long before they forget me?*

I pushed the thought from my mind and hung my windbreaker by the door. The plastic bag with my lunch I placed on top of the console table next to the coatrack. It was ugly and its colour didn't match the walls whatsoever, but mom loved that thing and refused to throw it out.

Before I could take my sandals off, there came a knock from the door.

*That's odd*, I thought. I hadn't seen anyone else outside on the street.

I opened the door and looked outside, but there was no one there.

As I stepped through the doorway to check, I felt my stomach shoot up into my throat as though I suddenly fell through the ground and my vision flickered black several times.

A buffet of summer-warm wind ruffled my hair and I opened my eyes to my surroundings. The street outside my house was gone, its asphalt road and houses replaced with trampled dirt and a bustling marketplace.

Next to me, a woman yelped in alarm and I turned to look, realising quickly that I'd been the cause of her fright.

*I suppose that makes sense. I did after all just suddenly appear next to her.*

As I looked around, walking a bit aimlessly back-and-forth between the many market stalls, I felt as though I'd stepped through a wormhole to a different time and place. The people near me, all of whom were staring curiously at me I might add, looked distinctly European in their features and wore what could only be described as medieval peasant clothes.

I had to grab my head to stop my mind from reeling.

*Am I having a really strange dream right now? Or maybe I'm hallucinating?*

It was not yet warm enough for a heatstroke, but maybe this was the side-effect of not hydrating properly?

I pinched my cheek as hard as I could.

"Ow."

*Okay... not a dream.*

I crouched and scooped a handful of dirt from the ground, moving it around with my fingers. It felt very real, so hallucination was probably out of the picture too.

Not knowing what else to do, I walked up to one of the stalls. A blonde and tan trinket vendor with sausage fingers covered in rings stared up at me from where he sat.

"Excuse me? Where am I?"

He looked at me like I was stupid, then sighed and said, in perfect Japanese with the same Kansai dialect as me, "This is the city of Lundia. It sits eighty leagues inland from the port of Ochre."

"Thank you," I replied and walked away from his spread of jewels, rings, and timepieces. I had no idea what a league was nor why he was perfectly comprehensible to me, despite clearly being of a different nationality.

After walking around the marketplace for fifteen minutes or more, I found a guardsman who was clad in polished platemail and hugged a tall lance. He was standing guard outside a building that might have been a bank or luxury store.

"Excuse me," I started, but before I had a chance to ask my question, he took one look at my clothes and replied:

"The Adventurers' Guild is down *that* street and to the left, you can't miss it."

I followed the direction he pointed with his left hand and nodded my thanks before going that way.

*I have no idea what I'm doing here, but maybe this Guild can help me?*

The Adventurers' Guild was indeed quite easy to spot, as it towered over the nearby one-storey buildings and was built not of wood, but rather of stone, with green shingles on its roof. Its crimson wooden doors were flung wide open and there seemed quite a throng of people within.

After entering, I saw that half the place was like a tavern, with people drinking and eating around circular tables. Many of the people within, Adventurers I guessed, were dressed in elaborate flowing robes or brutal-looking armour, with their weapons of choice leaning against their chairs or strapped to their waists. Some of them turned and snickered when they saw me enter, but most seemed to purposefully ignore my arrival.

What struck me the most, however, was not their clothes nor weapons, but rather that many of them looked just as out of place as me, with their features showing more than just the European features I'd seen in all the people about town.

*Maybe they're like me?* I thought hopefully.

I walked up to the nearest person: a tall musclebound black man dressed in spike-covered leather armour who was leaning against one of the wooden pillars that supported the tall ceiling to the first floor. His palms were both placed on the pommels of two shortswords that hung from each hip.

Before I could utter a single word, he pointed to a queue of about eight people on the other side of the floor, "Newcomers have to register."

Puzzled, but assuming this was the way to get answers, I got into the line of people. At the front, a desk with a kind-looking woman dressed in a green blouse and skirt with blonde twin-tails was greeting the people and having them place their hands on a strange glyph-covered black-grey slate. The glyphs glowed a strange frost-blue.

After about twenty minutes, when my legs were starting to get sore from standing, I got to the front of the line.

"Name, please."

"My name is Temaru Ryūta. I was hoping you could—"

"How do you spell that?" she interrupted.

"Oh, erm, my family-name is the sign for Hand and Circle, with my given-name being the sign for Willow and the one for Fat."

She looked at me, confused, then showed me what she'd written on her scroll. She was writing in romaji.

"Hmm, I think it's T-E-M-A-R-U R-Y-U-U-T-A in Roman lettering."

"Thank you. My name is Caroline, and I will be performing your Adventurer Role Assignment today."

"My *what*? I don't understand what's going on or why I'm here. Or where 'here' is for that matter..."

She nodded, as if this wasn't news to her. As if my situation here was commonplace...

"I am unfamiliar with the World you are from, but you are currently in Mondus, specifically the western continent of Hallem. This city is called Lundia and is part of the Principality of Arley."

"Is it... common for people like me to be here?"

Caroline nodded solemnly. "No one knows why, but Otherworlders like yourself appear in Lundia quite frequently. It has actually become the backbone of the Adventurer industry, as most commonfolk would never take on such jobs as what we offer."

"How do I get back home? I don't want to be here... my family will be worried!"

"I understand this is hard to digest, Temaru-san, but there is no way for you to return to your world. My best advice would be to take the Role Assignment and try to make a living in Lundia for a while doing quests for the Guild. Hallem is a fantastic place for explorers and travellers, and many who were in your situation have found a new life here and even seem to thrive."

I was trying my best not to panic, while parts of my brain were still locked firmly to the belief that I was dreaming. In the end, as the next person in line voiced their frustrations at the delay, I caved in and told her, "I'll take the Role Assignment."

"Excellent."

Caroline brought out the slate I'd seen earlier and bade me place my hand on it. Its black stone was frigid to the touch and the glowing sigils seemed to throb gently as I put my clammy hand on its surface.

I held my hand on it for what might have been a moment, but which felt like hours, especially considering how I got the sense that everyone was staring at me and awaiting the result. As the slate's glyphs started blinking, she had me lift my hand, before, somehow, interpreting the response of the tablet. It seemed to make as much sense as reading the stains left by tea in a cup to me, but she apparently understood how to read it, because she announced, louder than I felt necessary:

"Exorcist."

I had half a second to think “Oh man that sounds super cool!”, but then I noticed the responses of the crowded tavern and nearby observers. Some laughed, a few sighed disappointed, but most seemed to just instantly lose interest.

Before I could ask what my Adventurer Role was good for, she handed me a credit-card-sized stone tablet of the same nature as the tablet. Rather than esoteric symbols I had no way of deciphering, the card was covered in legible symbols. I once again had to wonder why everyone spoke Japanese and why the card was covered in Japanese text, when they clearly did not use the language.

Caroline cleared her throat and told me, “This is your Adventurers’ Guild Card. Your first one is free, but, if you lose it, a replacement will cost three gold crowns. You can use this card to see your Status, Abilities, and Guild Rank. Make sure to always keep this on you, because it’s required when accepting and turning in quests.”

“Thank you,” I said, because I didn’t know what else to respond. Things were already completely beyond my control. “Erm, how am I supposed to learn about my Role, this world, and, you know... everything?”

“I understand that you must have a lot of questions, Temaru-san. You can learn the answers to many of them by speaking to the Genius in the library on the second floor or from your fellow Adventurers. I would also recommend looking at what kind of groups have openings for new members, although...”

“Although?”

“I’m sorry to say this, but your assigned Role is very specialised and does not have a lot of synergy in groups. It’s generally a solo Role that takes on very difficult quests which no other Roles are capable of dealing with.”

“Are you kidding me?” I almost blurted out, but instead I managed to keep my calm and simply asked, “Can I change my Role then?”

“Unfortunately, that is not a possibility. Although if you make it to a higher rank you will be able to specialise in an Advanced Role with more group utility.”

“...If?”

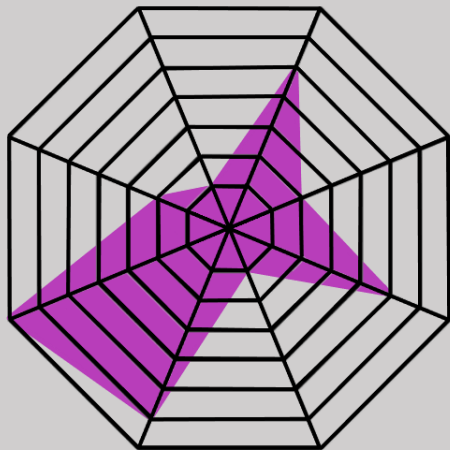
Caroline suddenly blushed, realising she had let that one slip in.

*Great... Not only am I in a completely foreign land with apparently no way of getting home, but I had the misfortune of being assigned a Role that sounds like a death sentence...*

“Thank you for your help,” I told her. She was not to blame for my circumstances, so I couldn’t exactly fault her for it.

I finally took the Guild Card from her hands, before leaving the line. There weren't a lot of people waiting in the queue for registration, but it had definitely grown while I was at the front of it, which made me feel rather guilty and embarrassed.

As I moved closer to the tavern section of the Guild Hall, where large boards were plastered with quest scrolls of varying types, as well as group posters, I looked down at the card in my hand and saw how I had been reduced to a bunch of very clinical estimates:

<i>'TEMARU RYUUTA'</i>			
<b>ROLE:</b> <i>Exorcist</i>		<b>RANK:</b> <i>Novitiate</i>	
<b>GENDER:</b> <i>Male</i>		<b>AGE:</b> <i>17</i>	
<b>ACUMEN:</b> <i>B</i>	<b>DEXTERITY:</b> <i>E</i>	<b>INTELLIGENCE:</b> <i>B</i>	<b>LUCK:</b> <i>F</i>
<b>PACT:</b> <i>A</i>	<b>SOUL:</b> <i>S</i>	<b>STRENGTH:</b> <i>E</i>	<b>VITALITY:</b> <i>F</i>
<b>ABILITIES</b> <i>'Omniglot'</i> <i>'Exorcist I'</i>			

*Two E's and F's...*

I didn't really know what each of the eight attributes represented, but I guessed that my Role was determined from all of these combined. Considering the brief description of the sort of jobs I could expect, maybe an F-rating in Luck was mandatory to become an Exorcist?

The E in Strength and Dexterity seemed pretty accurate to my real-life physical condition, as I had been one of the slowest and weakest boys in my high school class. As for Vitality, I had no idea what *that* represented, though it could possibly be my physical endurance, given that I tired easily from just a brisk jog.

Soul, Pact, and Acumen were not immediately clear to me. I had never been much of a gamer, so while I could recognise some game elements from this place and setting, my understanding was so shallow that I had no idea if it applied here nor how it could be applied...

*Renji would've known what to do if he was here...* I complained internally. He had always been the smartest of my friends, somehow managing to attain the highest grades in every field, while also maintaining an all-consuming Gaming Otaku lifestyle. I'd watched him play hundreds of games, and listened to his long exposés of how to do *this* and how to do *that*, though now I wish I'd been paying more attention, as it was clear that his wisdom had been wasted on me.

I bit my lower lip in consternation. My string of misfortune had only continued, even though I had done my best to improve. Failing to get into university had been a wake-up call for me to take life more seriously and do something about my many shortcomings. I had even managed to build up the courage to confess to my high school classmate Inoue Kumi, who, instead of flat-out rejecting me, had said she would think about it and let me know her answer during the summer, though now I would never hear what answer she had.

While I seared the image of the colourful little graph that was supposed to represent me as a person into my retinas, I felt an overwhelming wave of despondency settle on me like a weighted blanket.

*What will mom say when she gets home and sees I'm no longer there? Will she be relieved that her failure of a son is gone? Or will she be sad and report me missing?*

Given how our last argument had gone, I couldn't truly say I knew. I still remembered her accusations that I had wasted all the money she had spent on getting me into a private high school and prestigious cram schools. I had never wanted to be a doctor like she desired of me and perhaps, as a kind of rebellion against her will, I had failed the entrance exam intentionally. I hadn't been a bad student in high school, so perhaps my failure was a deliberate self-sabotage that I could never admit to myself?

The last time I had seen Renji before the summer, he had clapped me on the back and told me things were going to be alright. I had honestly believed him.

*...but look at me now.*

After shouldering my way to the Quest Boards and perusing the options for a while, I found a quest for an Exorcist of Novitiate Rank like me. From looking at the many other quests, I knew that those that asked for a specific Adventurer Role were extremely rare, and, besides Exorcist, the only other

ones I saw on display were Priest and Hunter, the former for its apparent ability to ‘heal’, and the latter for its tracking and animal handling. I had also gathered that, besides the Rank requirement, each quest had a difficulty/complexity scale, which ranged from Simple to Perilous. Unsurprisingly, the only Exorcist Quest on offer was ranked the highest difficulty...

If I were to actually take a quest from the board, I knew I’d go with the Simple-rated Gathering or Delivery types, which, although not having much of a reward, at least offered a steady income, although I didn’t really understand the currency here nor its value. Granted, if I were to actually take the Exorcism Quest and complete it, the reward was one gold and forty silver crowns, while the Simple everyone-can-do-it types only offered a few dozen copper crowns.

I seriously doubted I’d commit to the dangerous Adventurers’ Guild work though, and besides, no one had said I couldn’t just find a job in the town of Lundia. After all, I was okay with my hands when it came to repairing electronics and making things, plus I had some experience from my part-time job at a Yakitori restaurant, so I could make some simple meals and wait on customers.

Before really deciding on what I’d do, I wanted to speak to the ‘Genius’ on the second floor. I had yet to talk to any of the established Adventurers that lounged in the tavern and near the Quest Boards, but I was hardly the only Novitiate that found them imposing and intimidating. Although, when a person was announced as having the Priest Role, many of the lounging Adventurers had swarmed the guy, eager to acquire him for their group. Even Roles like Vanguard, Brawler, Ranger, and Spellhand had all found modest interest from groups. Unsurprisingly, female Novitiates were all given a lot of attention, which made me wonder how the mass of Adventurers would react to a Girl Exorcist.

As I began climbing the staircase to the next floor, I realised how ridiculous I must look, given how I was still wearing my sandals, as well as comfortable pyjama-esque pants and a threadbare t-shirt with a panda print on the front that said “*I hate morning people*” in English text. I doubted my bedhead hair and sullen eyes were much to write home about either. Not for the first time in my life, I felt envious of Renji, who had somehow gotten the S-tier package deal: he was handsome, smart, funny, and charming. The fact that he had been my friend since middle school was one of my proudest accomplishments, although it had been tough constantly being the go-between for the girls who wanted to ask him out, but I had treasured my friendship with him nonetheless.

I let out a sigh as I reached the first-floor landing and didn’t pay much attention to the floor before ascending to the second. With every step came the awful slap of the squishy plastic sandals against the soles of my feet. If not for the fact that there was dust, dirt, and errant stones everywhere in the



building, I would've taken the sandals off. If someone came to this world and brought the invention of the vacuum cleaner with them, they would become an instant billionaire, I was sure. No sooner had the thought hit me than I remembered that I had left my house with my phone and wallet in my pockets.

Stopping halfway up to the second floor, I began patting down my deep trouser pockets, but found nothing within except my new Card and some balls of lint...

*So much for wowing the general populace with my hyper-advanced technology...*

*Then again, if they have magic here, maybe they already have some equivalent to the smartphone?* I thought, thinking back to the stone tablet. And I could hardly be the only person here who had the thought of bringing technology with me. Perhaps the people of this world were reticent to change or maybe they just didn't trust people like me who randomly showed up?

As I reached the second-floor landing, I was greeted by tall bookcases that created a maze of sorts. Each shelf was half-a-metre deep, as there were as many scrolls packed in as books, but, just looking at it, I highly doubted I was meant to rifle through stuff and find the answers that way. The Guild Representative had mentioned a 'Genius', which I was mostly certain was a title for a person, though, as I began my foray into the bookcase-maze, I started to doubt myself. I began to double back, when I suddenly noticed a path that led deeper into the centre of the floor, and, as I rounded a corner, I entered into an office of sorts.

Three large desks surrounded a figure sitting cross-legged atop a wooden swivel stool, each of which was piled high with wobbling stacks of books and pyramids of scrolls. The figure was holding one end of a scroll high above his head, while using his free hand to scratch his chin as he studied the contents.

"Erm, pardon the intrusion, but..."

The man moved the hand holding the scroll slightly, so that he could see me. Round thick-lensed spectacles sat atop his nose and his long unkempt dark-grey hair fell down across his face and back. He went barefooted and only wore a lab-coat-esque garment with wide overlong sleeves and deep pockets on the side.

"You're the new Exorcist."

"Erm, yes, that's me. Wait... how'd you know?" I definitely hadn't seen this guy in the hall and it seemed like he might have been in this place for days, given that there was something like a sleeping bag on the floor, as well as the leftover dirty trays from at least a dozen meals.

"I expect you're looking for answers to your many questions?" he asked, not answering my question.

"Well, yes."

The Genius, or at least I assumed that's who this guy was, nodded sagely, then said, "You can't go home. Yes, you're stuck with your assigned Role. You could try to find work outside the Guild, but the native population of Lundia despises Adventurers and actively prevent them from finding honest work, meaning you'd no doubt end up in something shady and illegal if you *were* to find employment."

"What about my friends and family?"

The Genius tilted his head slightly, as though not following.

"Aren't people going to question my disappearance from the real world?"

He replied with a shrug, before adding, "No one knows, because, you see, none of us can go home to check."

"Are you an Adventurer yourself?"

"Of a sort, I suppose. I was assigned the Role of Librarian, then later specialised as a Genius. It's a comfy job if you like reading and organising information, but I don't do a lot of Adventuring."

"Can I see your Guild Card?"

He squinted slightly suspiciously.

"If you're willing to trade," he replied. That made me pause. After all, if he destroyed it or decided to not return it, getting a new one issue would take a lot of money. Money that I definitely did not have. But did it really matter either way? I was fairly sure I wouldn't do any Guild quests.

"You're thinking that replacing a Guild Card will cost a fortune, but that you don't mind losing the Card regardless."

"Does your Genius Role include mind-reading?"

The man shrugged.

I ended up handing him my Card and he handed me his in exchange. Before I could even take a look at his Status and Abilities, I heard him chuckle and say, "...Two F-tiers."

I couldn't help but blush. Showing someone else my status was surprisingly embarrassing. After all, it was like giving them a report card of all my grades from my finals exams. I looked down to the Card in my hand and frowned at what I saw.

<b>ROLE:</b> <i>Genius</i>		<b>RANK:</b> <i>Savant</i>	
<b>GENDER:</b> <i>Male</i>		<b>AGE:</b> <i>39</i>	
<b>ACUMEN:</b> <i>C</i>	<b>DEXTERITY:</b> <i>C</i>	<b>INTELLIGENCE:</b> <i>S</i>	<b>LUCK:</b> <i>C</i>
<b>PACT:</b> <i>C</i>	<b>SOUL:</b> <i>C</i>	<b>STRENGTH:</b> <i>C</i>	<b>VITALITY:</b> <i>C</i>
<b>ABILITIES</b> <i>‘Omniglot’</i> <i>‘Librarian V’</i> <i>‘Genius V’</i> <i>‘Nightmare Feeder’</i> <i>‘Omniscient’</i>			

*C in everything except Intelligence, which is S-tier...*

“How come you don’t have a lot of abilities?” I asked. I couldn’t tell if this was the norm or not, but I’d assumed that someone at his Rank would’ve had more. I almost asked what the ‘Nightmare Feeder’ skill was, but was honestly too scared by the title to ask.

“As I say, I stay mostly stay cooped up with my books, but my Librarian Skill Set allows me to create scrolls that mimic other Roles’ abilities, so long as I have the attributes to match. And before you ask, no, I cannot use any Exorcist abilities. They all require an S-tier in Soul.”

We swapped back Cards and I took a moment to look at my own abilities. Omniglot was self-explanatory, as it simply meant that I could understand all languages, hence why everything sounded and looked like Japanese to me, except for times like when the Guild Representative had written out my name or when I looked at the Genius’ unique name.

“What does ‘Exorcist I’ mean?”

“Each Role has something like it, but it’s your basic Skill Set that includes the abilities of your Role. To view them, you just have to tap it with your finger and it expands.”

I did as he said and tapped the ability name, which caused the list to expand and become a continuously-scrolling list, as it was too long to encompass all the elements within the frame of the card. Before I could really get a good look at all the abilities available to me, Æmos continued:

“Skills come in five levels, and with things like your Role Skill Set, the entire thing will reach level two after you train at least half the abilities within to that level. Think of it as different levels of math, with the first level being simple things like subtraction and addition, and the final being like quantum physics. Some abilities are easier to level than others, but I’ve heard it compared to training certain muscle groups, where some are quick to bulk up and grow stronger with hardly any effort, and others take more concentrated and specific training to accomplish the same results.”

I nodded slowly. It seemed quite an extreme comparison, but perhaps there was such an extreme difference in the Abilities and their power? After a few cycles of the scrolling text, I had a grasp on the abilities included in ‘Exorcist I’. They were as follows: *Banish; Contain Spirit; Focus Wielder; Hymnal; Investigation; Invoke Ritual; Meditation; Offering; Pact of the Familiar; Possessed Weapon Wielder; Repel; Sanctify; Soul Barrier; Spirit Sight; Staff Wielder; Summon; Ward Crafter; & Worship.*

“Could you explain some of the Attributes to me as well? Like, what does Soul, Acumen, and Pact mean?”

The Genius nodded curtly. “Of course. Soul is the counterpart to Vitality and represents your spiritual endurance and defences, governing how many spells you might use before exhausting yourself and how much resistance you have against spells that affect your spirit and mind directly, such as Possession, Sleep, Madness, and so forth. Some people equate Soul to the term ‘Mana’, but that excludes the defensive element, which is very important against many of the challenges and monsters Adventurers face. Particularly Exorcists who have to deal with wraiths, demons, and the like.

“Acumen is something like innate wisdom, but seems to affect accuracy and tinkering as well. A low Acumen is generally seen as impulsive and lacking forethought, as well as being clumsy with spells and ranged weapons. It’s probably the hardest of the Attributes to define, but you don’t have to think too much about it. Pact is one that is however quite easy to define, as it governs your ability to deal with anything like a ritual or summoning, but it also affects how easily you might form bonds with familiars and pets, hence why it is a C-tier requirement for Hunters, who have the ability to tame wild animals.”

“So the Roles we’re assigned is based on meeting requirements then?”

“As far as we understand it, yes. Amusingly, Exorcist is the only Role I am aware of which requires an F-tier in an Attribute.”

I frowned. It wasn’t really that amusing to me.

“Listen, Ryūta, this situation that you’re in is definitely bad luck. It’s very few people who would actively wish to be taken away from their world and be faced with perilous quests by an uncaring world that honestly despises them for their very nature. No one knows why all of us are here, nor why only we ‘Otherworlders’ have access to all *these* powers, but you’re going to have to accept your new Role. There is no room for mistakes and half-heartedness when it comes to being an Adventurer, especially not with a Role as difficult and complex as yours.”

I had a grim thought that I blurted out. “What’s the mortality rate for Exorcists?”

Æmos didn’t say anything for a moment, surprised by the question. “I don’t think you’d gain anything by me telling you that.”

“I’d still like to know.”

He unfolded his legs and rolled-up the scroll in his hand, before adding it to a pyramid stack on one of the desks. As he swivelled back to face me, he said, “For the first Exorcism Quest, the mortality rate is ninety-six percent. That means only one in twenty-five make it out of their first exorcism alive.”

My frown deepened. Now I understood the pitying glances I’d gotten and the unsaid warning in Caroline’s voice. “And what’s the general mortality rate?”

“Exorcist is the only Role that faces Perilous Quests right off the bat, but if you were to say within the first month of work, which might include Simple Gathering and Delivery, as well as Bounty and Extermination Quests, then it’s about forty percent on average. Those who make it past the first month of being an Adventurer generally only face a twelve percent mortality rate though. There’s a sudden spike when Adventurers reach the ‘Eminent’ Guild Rank though, since all available quests around that Rank end up ‘Dangerous’ or higher in difficulty.”

“I see,” was all I could reply. Having my expected lifespan and that of my cohort reduced to simple statistics was a demoralising thing.

“In case you were wondering, the Guild Ranks are as follows: Novitiate; Initiate; Seeker; Eminent; Savant; & Master. The deciding factors for going up in Rank is whether or not you are deemed capable of handling the responsibility that each Rank bears within the Guild, as well as how you’d deal with the kinds of quests you’ll face. Given that Exorcists usually always deal with quest of Dangerous and Perilous difficulty, they usually go up in rank quite quickly. In fact, I think it’s almost tradition to receive a promotion to Seeker upon completing your first Exorcism Quest, as it shows overwhelming talent.”

I nodded lamely. It was already too much information to bear and too much responsibility to deal with. A seventeen-year-old like me wouldn’t have been expected to face such overwhelming

adversity in the real world, but here it sounded like people like me who were stolen away from our worlds were just cast directly into the meat-grinder, with those few who came out the other end perhaps finding some purpose in life, though who could say for sure.

“That look on your face is one I’ve seen a lot before, but I will give you the same advice that I’ve given all the Exorcists before you: take your time to learn your abilities and rely on easy quests to make a living for a few weeks, before attempting to take on an Exorcism Quest. And also, try to find an established Exorcist to become your mentor.”

I nodded again, slightly more energy this time, though it was mostly faux. Suddenly a coin was shoved into my right hand. It was cold against my skin. I looked up, realising I’d been staring at my sandalled feet for a while, then I lifted the coin up and saw that it was of a silvery metal and had the engraved letters for “ten” on its face, alongside a stylised crown above a half-moon crescent.

“I’m giving you this money out of my own pocket, Ryūta, because I believe that you’ll be able to beat the stats that promise only failure. Use this to find a place to stay for the next week as you settle in. Don’t forget to check out our For-Rent Armoury on the first floor that you no doubt saw coming up here, but keep in mind that your equipment won’t magically make you better than you are. I recommend starting off with just some basic clothes to replace what you’re wearing, as well as a good pair of boots and a backpack of some kind. You’ll end up walking a lot for the Delivery Quests and you’ll need a way to carry stuff for Gathering Quests.”

I quickly put the coin in my pocket, then looked intently at Æmos, before bowing deeply. “Thank you so much! I will aspire to live up to your expectations of me!”

“It’s not like this is goodbye or anything. I’m here more often than not, so come back anytime you have questions or... you know... if you just feel like talking.” He said the latter with an awkward kind of hesitation, which made me think that he probably rarely got to *just talk* to people without the expectation of giving answers and advice.

“I will,” I told him and bowed deeply again, before leaving the maze of bookcases.

I went down the stairs, not bothering to check the first floor yet, and then left the Guild Hall out the open front doors as well.

I was greeted by a dark early-evening sky, though was fairly sure it was no more than five in the evening, which made me wonder what kind of night-and-day cycle this continent of Hallem had. Without any reference to the rest of the world of Mondus, it was hard to tell exactly how close I was to either of the two poles of this world, but if it followed the same pattern as Earth, then I assumed I

was somewhere semi-tropical, given that it was still quite warm, though not as much as summer-time Kyōto.

Letting out a sigh, I pushed the pointless speculations from my mind and began looking for a place I could stay for the night and get a meal for my growling stomach.

## 2 - My First Friend

A limb-quaking yawn escaped my body as I stretched my arms and legs in the comfortable bed of the inn. A night had cost forty copper crowns and a simple stew had cost ten, so I could stay for a while with the money Æmos had given me.

Driven by a gurgling and demanding stomach, I left the cozy inn that a sign out front named as '*Hallie's Hospitality*'. I walked down the cobbled streets of Lundia's Commerce Ward, where shops, inns, and restaurants were plentiful, searching for this world's equivalent to a convenience store. Unfortunately, no such thing had been brought to this world by the influx of Otherworlders like myself, though I did manage to find a general store named '*The Choice Goods*'.

After stepping inside the wood-and-stone building, I was greeted with a neatly-organised store full of shelves and tables, whereupon was everything from boot polish to pickled vegetables, with no clear delineation between the wares despite the orderly fashion they'd been placed in.

It took me a few minutes of perusing before I found some sort of salami and some hardtack. Together they cost twenty coppers, but I reckoned it could last me a few meals, so I ended up buying them.

Another thing that had not been imported to this world was customer service apparently, as the owner of the store kept eyeing me suspiciously throughout my perusal and, when I paid, he looked as if he couldn't wait for me to get out of his sight. He didn't even let out a "*Safe travels!*" or "*Thank you, come again!*" to see me on my way...

I ended up finding a bench on the way to the Guild Ward, where I took a seat and ate a bit of the food I'd bought. It then hit me that I hadn't found anything to drink, and the dry hardtack and smoked sausage really left me parched. Although I spotted a few wells here-and-there, I was fairly sure that drinking well water would make me seriously ill, so I kept my eyes open for a beverage-type shop as I walked back towards the Guild Hall.

A while later I arrived to the Adventurers' Guild, having found some kind of cold tea store with drinks that tasted faintly of the mixture of berries and fruit that'd been cooked with the water, although it had cost me ten coppers per flask, so I had only gotten two. Suddenly it was starting to seem like the money from the Genius would not last *that* long.

After passing through the perpetually-open red doors of the building, I went over to the Quest Boards to see if there were any that seemed something I'd be capable of, but, when I considered the



rewards for some of the Gathering and Delivery quests, I realised that I'd already spent more on food and drink this morning than I'd be paid for potentially spending hours on such menial tasks as walking to a nearby farm to deliver a few letters.

My eyes kept slipping to the lone Novitiate-ranked Exorcism Quest that hung at the top of the rightmost board, but I knew it was folly to even consider taking it, doubly so when I had yet to even attempt to figure out my Role abilities.

There were some quests labelled Troublesome which paid a few silvers, but most were Bounty or Extermination, which seemed to be focused on killing specific targets and, from what I remembered of my abilities, that seemed far from my forte...

I let out a sigh, then decided to have a look at the Group Board, which was covered in handmade posters and scrolls, several of which featured cute drawings and artistic scribbles. I noticed quickly that several of them had written at the bottom "*No Librarians, Exorcists, & Summoners!*" Although it was frustrating to see, it did make me feel a strange sort of kinship with Æmos, since he knew what it meant to be excluded based on your arbitrarily-assigned Role, and I suppose that knowing that not just Exorcists were excluded also helped a bit.

"Hey, *newbie*, are you looking for a group?" someone behind me suddenly asked.

*Newbie?*

I turned around to face the guy who'd asked, suddenly very conscious of my dumb outfit.

The guy was about a head taller than me, but I hadn't really grown during puberty, so it wasn't anything new. He had an unkempt and thick dark-brown beard and knotted overlong hair that looked like it needed a trim. His clothes were loose with some leather padding on his forearm and chest, and on his hip hung a shortsword about a metre long.

"You just arrived, right?" he asked, moving closer. I didn't really know how to interpret his interest in me, but it seemed a bit overwhelming. From a look at the queue of people by the Guild Representative's desk waiting for their Role Assignment, I knew that there was still a steady stream of new people coming in, so his interest in me seemed strange, almost desperate.

"What's your Role? My group is looking for a spellcaster or ranger and you don't look like the brawny type."

"Erm, I'm an Exorcist."

Immediately the guy took a step back. "Ah, you were the new one. I see... Sorry to bother you." Then he was gone.

*Not like I wanted to join your group anyway!* I complained internally.

Moments later, a tall guy came over. He was wearing engraved expensive-looking plate armour that seemed to let off a faint golden shimmer.

*If this guy is looking for group members, I'm saying yes no matter what! Even if I have to lie!*

With a gauntleted thumb, he pushed the beak of his feathered helmet up to reveal his face. His eyes were warm and his skin was a pale tan. Light-brown locks of hair flowed out through the bottom of his helmet and ran down his back.

"Was *that* guy bothering you?" he asked in a deep thrumming voice. For some reason he reminded me a lot of Renji with his charming and comforting aura.

"Erm, no. Not like anyone want to team up with an Exorcist like me anyway," I replied with a fake laugh.

The man's heavy gauntleted hand landed on my shoulder and he looked me directly in the eyes. "Don't put yourself down like that. Exorcists serve a very important role in this world. I'm sure you were chosen for that Role for a reason." Even though I didn't really believe his words, his kind demeanour and aura made me want to believe that he was right.

"I'm pretty sure that I was chosen due to my bad luck," I replied, self-deprecatingly.

The armoured guy let out a chuckle. "I suppose that an F-tier in Luck is a bit worrying."

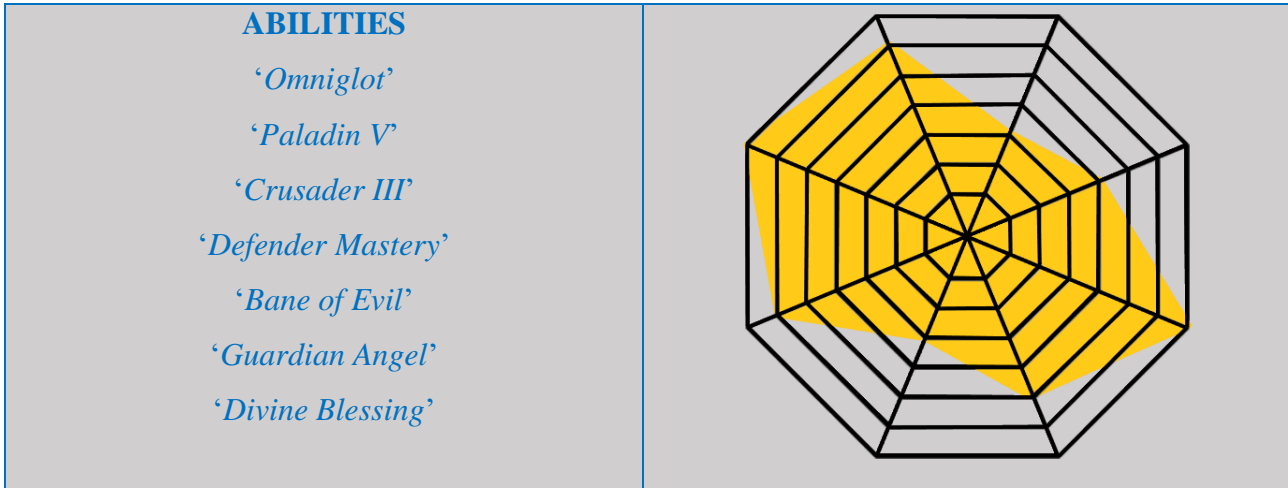
I frowned in response, although his chuckle made me want to laugh as well.

"Have you already spoken to the Genius? Roles like yours benefit the most from learning from people with a lot of experience."

"I did. What Role do you have, if you don't mind me asking?"

In response he used his right hand to pull his Guild Card from a small bag attached to his left hip, then he held it up in front of me. As an act of respect, I also showed him mine.

<i>'HARLEIGH'</i>			
<b>ROLE:</b> <i>Crusader</i>		<b>RANK:</b> <i>Eminent</i>	
<b>GENDER:</b> <i>Male</i>		<b>AGE:</b> <i>29</i>	
<b>ACUMEN:</b> <i>D</i>	<b>DEXTERITY:</b> <i>C</i>	<b>INTELLIGENCE:</b> <i>S</i>	<b>LUCK:</b> <i>B</i>
<b>PACT:</b> <i>D</i>	<b>SOUL:</b> <i>A</i>	<b>STRENGTH:</b> <i>S</i>	<b>VITALITY:</b> <i>A</i>



“Wow,” I replied, seeing his incredible attributes. Not a single one of them was under D-tier... From the presence of ‘Paladin’ and ‘Crusader, I realised that he had an Advanced Role, similar to Æmos.

“My Attribute Graph kind of looks like a shield, don’t you think?”

I smiled weakly. “Thank you for showing me, Harleigh.”

“Don’t worry about it, Temaru-san.”

“Please just call me Ryūta,” I replied. “I feel like I might be the only one who gave my full name to the Guild Lady.” I’d been listening to the names people gave as they registered for the Guild and thus far I was the only one who given more than just my first name.

“There are a few different reasons,” the Crusader explained. We had moved a bit away from the Guild Boards so that we weren’t blocking the many people who looked through the postings. “Some people come from worlds where surnames aren’t very common, and some see this as a chance to reinvent themselves so they pick names that they aspire to match.”

“Which kind are you?” I asked.

He grinned, showing rows of perfectly-aligned white teeth, the very image of a picture-perfect smile. “I’m not telling.”

“Ah man, I wish I’d been as lucky as you. Crusader sounds like someone strong and reliable and popular.”

Harleigh shrugged, but I noticed the slightly uncomfortable look on his face. Perhaps it was a lot of work to maintain such an image, though he definitely radiated such energy to me.

“Can I admit something?”

I blinked in surprise. “What is it?”

"I recognised you from hearing your Role Assignment yesterday, and I approached you with hidden intentions."

*Oh no...* I replied internally, fearing the worst.

"Erm, what kind of intentions?"

"The last Exorcist Novitiate I saw before you was this really kind girl with a warm smile, but, like everyone else, I just ignored her. A few days later she was killed on a quest she attempted alone, and I felt really guilty for not helping guide her. Those of us who have been Adventurers for years understand how dangerous the job is, and know how especially hard it is for some Roles, so it ought to be our duty to educate Novitiates so they might thrive. But instead we just focus on ourselves first and only approach those whose Roles might benefit our groups in some way..."

"I... I'm not sure how to respond to that."

Harleigh grinned, though there was no mirth in it. "Sorry, that was probably a bit weird, right?"

I scratched my chin awkwardly, but then replied boldly, "If you want, I could use some help finding equipment to suit my Role, as well as some guidance on how to use my Abilities."

He nodded seriously and I suddenly felt like back when I'd approached Renji in middle school to hang out for the first time and he'd said yes.

Harleigh showed me the For-Rent Armoury on the first floor, where racks of every weapon imaginable lined the walls, and tables in the middle of the floor were covered in things like shields, spell tomes, and bizarre talismans. At the back of the floor was an archway past which lay a mirrored version of the layout, but instead with every type of imaginable armour.

"Exorcists have a limited kind of weapons they can use," he explained. "They are Staves, Foci, and a unique type called Possessed Weapons. The latter are pretty rare and quite dangerous, so the Guild don't keep them on open display, but if you make a special request you can rent such a weapon, though you need to be of Eminent Rank or higher."

I nodded. I remembered as much from looking at my list of Exorcist abilities. "Which one should I pick?"

"Actually, I think it's a good idea to get both a Staff and a Focus."

"I don't really understand the difference," I replied, nudging a two-metre-long metal staff with a ring at the top onto which had been fastened a bunch of small bells.

“Staves are used to channel certain things like prayers, blessings, summoning, and anything you might consider ritualistic, while Foci are mostly for offensive spells and things like banishment or detrimental effects.”

That didn't truly make much sense to me, but it seemed that Harleigh realised as much, because he took the staff I'd been poking and shoved it into my hands.

“Oh, that's a weird feeling,” I replied.

The moment my hands grasped the shaft of the staff, it was like a familiarity arose in my muscles and knowledge I'd forgotten resurfaced in my mind after a decade. Without even moving my hands, the bells atop the staff began to ring slowly in unison.

“Is *that* supposed to happen?” I asked, concerned.

“Right now, your Soul energy is unfocused and leaking from your body en masse, so this kind of empathic response from a magical tool that you're aligned with is quite normal. As you become better at utilising your potential, you can control the flow of your spirit. Picture it like holding a heavy weight in your outstretched arm: to begin with you can't really hold it like that without shaking, but as you practice, you'll be able to keep your arm steady.”

“And what about the focus? I have no idea what I'm looking for. I don't even know what a focus is...”

Harleigh chuckled. “That's normal. When I first came here this was all very confusing to me as well. It took me breaking my arm twice to learn how to properly wield a shield,” he said, laughing as though *that* was a fond memory.

He didn't notice my expression though and instead began searching for a focus I could try.

A few moments later he called me over to a table close to the archway leading to the other part of the armoury.

“There are a few here to pick between,” he told me. I looked down at the objects he indicated, letting out an involuntary “Eww” when I saw that one was a horned skull.

Besides the horned skull, which was possibly the skull of a ram or a goat, there was a metal orb made of thin metallic string with a triangle within, a glass vessel that looked like an old lantern, a simple iron bell on a half-moon handle, and a doll made from some kind of animal fur and stuffed full of beans of some kind.

“Which one should I pick?”

Harleigh let out a contemplative “Hmm”, before answering, “The type of magical effects and characteristics of your spells depends on the type of focus you're wielding. The skull and doll are

made from parts of animal parts, which makes them good for spells that affect living beings, such as curses, afflictions, and such things, but those are more suited for Summoners and Advanced Roles like the Necromancer.”

“Necromancer?” I asked, surprised. That sounded very ominous. From the little bit of fantasy I’d read in the past, Necromancer-type characters had always been exclusively evil...

“It’s one of the Specialisations that Summoners and Exorcists have access to. A lot of Summoners go for it, because it compliments their Summoner Skill Set, but I don’t know of any Exorcists who have picked that. But, then again, Exorcists are one of the few Roles where most of the Specialisations are still unknown.”

“Because so few live long enough?” I replied.

His smile faltered for a moment, but then he said cheerfully, “Don’t be so gloomy! Anyway, where was I? Oh, yes, the bell-type of foci are optimal for summoning spells, while the lantern-type is great for projections and illusions. But I think, for you, this steel ball is the best kind, since it is versatile and your Role has a lot of different spells. You could also benefit from using a tome as a focus, although it would require a lot of practice to utilise as effectively.”

I picked up the wire orb and it naturally came to rest in the palm of my hand. As my untrained energy surged into it, the wire triangle within lifted and began hovering perfectly in the centre, jittering slightly and letting out a deep pulsing hum. Once again, that bizarre feeling of familiarity flowed through me, as though I was holding a baseball and had in the past been a talented pitcher.

Looking back at the bell-staff that Harleigh was holding for me, I asked, “Do staff types also have an impact on my rituals?”

He nodded, “But don’t worry, this one will serve you well for pretty much any ability you have.”

With the bell-staff and wire orb in hand, I went up to the counter of the For-Rent Armoury and the Clerk tending it asked me, “You’re renting these two then?”

I nodded.

“That’ll be one silver crown per week per item.”

I nearly choked, not feeling like I had to money spend, but also feeling pressured by the Crusader’s in-depth help and expectations of me.

Harleigh immediately came over and placed four silver crowns on the counter. “He’s renting them both for two weeks.”

“Very well,” the Clerk answered and took the coins, before pulling out a slate similar to the one that had decided my Role, but wider, the size of a keyboard or thereabouts. “Card please,” he asked

and I offered him my Guild Card, which he laid atop the slate, alongside the Focus and then the Staff. Then he wrote down a note about the items and my name, Rank, and Role, probably so they knew who had rented what.

“Thank you,” I said to the Clerk. Then turned to the Crusader and bowed deeply, before thanking him as well.

“Now let’s find you some clothes as well,” Harleigh told me, all but dragging me by the elbow into the other part of the Armoury.

“I can’t have you pay for all of this,” I complained weakly.

“It’s not *that much* to rent stuff,” he replied.

“Are you sure?”

He clapped me on my back, making me stumble forward and through the archway. “Don’t be so serious about it, just let your senior treat you!” Then he laughed heartily. I suppose that in his own way he was making up for the guilt he felt from not doing enough as an experienced Adventurer to help the new members.

In the end, Harleigh bought me a pouch-like bag that sat on my lower back and attached to a belt around my waist, as well some sturdy grey linen trousers, a simple white shirt, brown hide boots, and a dark hooded travel cloak with pockets on the inside.

The Focus attached to a hook on my belt and the Bell Staff turned out to have a telescopic shaft that allowed it to be collapsed to a metre-long baton, rather than its usual two metres, and it too could be attached to my belt on a simple loop on my left hip.

In the end, he had spent a total of close to twenty silver crowns on me and I felt incredibly obliged to pay him back as soon as I could.

After the purchases and rentals, we had gone out back behind the Guild Hall to a vast courtyard with dummy targets and enough space to practice magic without damaging any of the buildings nearby, should something go wrong.

“I’m serious, Ryūta, *this* is my gift to you. This kind of money isn’t really anything to me. My group takes on really dangerous quests that pay at least a few gold crowns each, so I mostly just have a bunch of money that I don’t know what to spend on.”

“Still,” I replied, “I’m going to pay you back!”

He chuckled. “I suppose it’s good to have goals.”

“Now,” he continued, “I don’t know how to help with practicing the Pact-based abilities like summoning and rituals, but a few of your other abilities are similar to ones that Paladins and Crusaders have access to, such as barrier-type skills and offensive abilities like Repel. I think we should start with your Meditation ability though, since that’s one I think will benefit you the most in terms of improving your skill with manipulating your soul energy.”

Harleigh had me join him by a tree that shaded a corner of the courtyard, next to the backwall of the Guild Hall. We sat below its shade, as a gentle breeze occasionally washed over us and played with the leaves in its canopy. He told me that the posture did not matter, so long as it was comfortable, so I ended up seated with my legs folded across each other and my right hand resting within the palm of my left in my lap just below my stomach. The deep thrum of his voice guided me through the kind of imagery I ought to try and invoke within my mind’s eye, and though it took quite a while, I eventually started being able to vaguely sense the energy that coursed through my body, picturing it as a continuous flow of light that ran down every limb, using the veins of my body as a highway.

I couldn’t really sense how my energy was supposed to be leaking from my body, but I assumed *that kind* of awareness would come in time. For now I was just happy to be making a tiny bit of progress.

“The reason we started with Meditation is because it is the easiest to learn and is a great stepping stone to learning how to utilise your other abilities that require a specific image in your mind, as well as intense focus. I think we should try Repel next, as this is really the only truly offensive spell in your arsenal right now.”

“It sounds quite strange that I am expected to take on very dangerous quests, but have no offensive capabilities.”

“To my knowledge, Exorcists rely a lot on their summoned familiars or paid bodyguards for such matters. Exorcism Quests are, from my understanding, quite a lot like Investigation Quests, but narrower in the sort of expertise required.”

I gave him a confused look in return, so he rewinded a bit and explained, “Investigation Quests are a type of unique Role-based quest, meaning that not all Roles are capable of doing them. As the name suggests, there’s a lot of research and in-depth analysis involved. Exorcism Quests are basically the same, but with many esoteric elements added on top, which is why they are only possible for Exorcists to deal with.

“For example, an Investigation might deal with finding out how someone died through looking at evidence, witness testimony, following clues, and such. The difference with Exorcisms is that,



while the elements might be similar, they are basically invisible to everyone but Exorcists and might feature obstacles that only you might be capable of dealing with.”

I nodded diligently. Suddenly the idea of an Exorcism didn't sound so scary, after all, from how he was presenting it, it was more like detective work that dealt with the supernatural.

“But, let's return to the training for now. You shouldn't even consider trying an Exorcism Quest until you have familiarised yourself with your abilities.”

“So, what should I do for Repel?” I asked, leaving the shade of the tree. The weather was nice like yesterday, sunny and probably around twenty-five degrees, but with a wind that had a cold edge to it, which made the shade a bit chilly after sitting there for what might have been half an hour.

“Repel is a concentrated blast of your Soul energy and depending on how much innate power you are able to put into it, it could potentially be quite dangerous, so I recommend we go over to the target practice area.”

I nodded and followed Harleigh to the part of the courtyard where primitive wooden dolls were placed at the end. In the interval since we arrived, a pair of bow-wielding Adventurers had taken up the spots furthest down the line of the eight targets that were spaced evenly along a ten-metre-wide wall.

One of the two archers was someone I recognised from yesterday as having been two spots ahead of me in line for the Assignment. He was a ‘Ranger’ if I remembered correctly. From what I recalled of Æmos' explanation of Attributes, I assumed that his main ones were Dexterity and Acumen, as those seemed most closely connected to skill-based abilities.

“Eyes up front, mister.”

I immediately snapped back to look at the Crusader. “Sorry.”

“To be able to pull off spells, it's important you don't let your mind wander. You have to shut out all other unnecessary stimuli.”

“I understand,” I told him. I had a tendency to zone out though, so it was easier said than done.

“For offensive or target-based spells and incantations, it works the best if you say the name of the spell out loud and tether your imagination to its name. For this particular spell, I would recommend that you picture energy building in your body, before flowing down your arm and shooting out your palm in a particular shape. The result should be something that pushes targets away by metaphysically repelling their souls. Anyone hit by it will feel compelled to move away from you, but against inert objects it will seem as though a wind pushed them, if that makes sense.”

“Not really,” I wanted to reply, but I stayed my tongue. “Got it,” I replied instead.

Harleigh looked at me for a while and I wondered if he wanted me to go ahead and try it, but then he said, deadpan, "You'll need your Focus for this."

"Of course... sorry."

I pulled the wire orb from my belt and held it in my right hand. My jingling staff was in my left hand, though he took it from me and said, "Try to pull it off without holding the staff first, since it might make it more difficult to accurately channel the energy for it."

"So, should I give it a try?"

"Yes."

I swallowed hard, then took a step up to the knee-high wall that people were meant to stand behind while aiming for the targets that stood eight-to-fifteen metres away, depending on which you went for.

*Thank god I went through that cringe-inducing phase in middle school where I thought I'd become an ESPer. I feel like my mind is perfectly suited for this sort of thing thanks to those delusions.*

I held out my hand with the wire orb and pointed it towards the closest target, which stood maybe nine metres away from my position and off to the left slightly. Then I imagined *that* light I'd pictured while meditating and felt it swirl around my chest, building up power, before uncoiling itself and shooting down my right arm and entering into the wire orb, from where I released it by yelling:

"REPEL!"

The air itself began to sing and dust flew to the left-and-right of my invisible projectile as it flew down the range, before it collided with the target doll and blew it off its simple wooden stand and sent it flying down towards the backwall of the range. Upon impact with the stones, the dummy was pulverised into bits and came apart as a bundle of disorganised straw and broken sticks.

"As expected of an S-tier in Soul, your potential is very high with any skills based in that attribute."

"Thank you," I replied, letting the praise wash over me.

"However. You took too long to cast the spell. This is not an incantation with a litany that must be recited, so it ought to be something instantaneous requiring very little build-up."

It felt a bit harsh, but he was the expert here, so I didn't argue back. Besides, I was really just excited that I was capable of literal magic! I suddenly felt incredibly powerful, but then had a thought: *If I'm capable of causing this much damage to an object, but this is my only offensive attack, then what must other Adventurers be capable of?*

"Pick a new target and try to cast the spell as fast as possible."

I took in a deep breath, mentally picked a target that stood twelve metres away and then lifted my arm and yelled, "REPEL!"

This time, nothing happened.

"You forgot to picture your spell, didn't you?"

"I did," I replied embarrassed.

"Do it again, but remember the order of things."

I repeated the process, but it still took probably eight tries before I was able to instantly shoot off a Repel, though this time the power was only enough to tip over the target.

Harleigh nodded, satisfied with the results. "I think that's enough practice for today. You seem quite a natural at this. If you'd like, we could try some other abilities tomorrow?"

"I'd very much like that," I replied, "Thank you so much for your guidance!"

Harleigh smiled warmly. "Don't mention it."

Before I could leave, he added, "Try and make it a habit to meditate every morning and evening. It may seem pointless, but you will notice how much better your spells will work after doing it for a while. Just like a muscle, it is something you need to train and keep strong."

"Thank you," I said again. I couldn't wait to learn more tomorrow and progress ever-so-slightly towards the distant goal of becoming a proper Exorcist.

## 3 - Master "Owl"

After I awoke and had some breakfast, I went directly to the Guild Hall, looking for Harleigh. Since I didn't immediately spot him, I spent some time looking at the Boards, noticing a few new quests and group posters on them.

I waited around for maybe an hour, but then decided to go out into the courtyard to check, after not being able to spot him in the Hall nor on the first and second floors.

Before trying to practice Repel again, I sat in the shade of the tree and meditated for a bit, though it wasn't as easy alone as when the Crusader verbally instructed me on how I ought to picture my inner spirit and the flow of energy through my body.

As I came up to the training range, I saw that the dummy I'd destroyed the day before had been replaced, which made me feel guilty for whoever had been charged with the task. I spent a while practicing my rapid-fire Repel, before giving up on trying to improve and returning to the Guild Hall, where I once again didn't spot Harleigh anywhere.

Though it felt awkward, I asked for a beverage from the tavern-esque counter and was handed a diluted sweet mead. I found a table and sat down, observing the hall and the newcomers, while weakly sipping the faintly-alcoholic beverage which most certainly wasn't something I fancied, preferring the fruity cold teas from the store I'd visited yesterday. But it was cheap, costing only three copper crowns, and slightly hydrating, so I still decided to try and finish it.

Sometime towards noon, a short chubby man in dark clothes and a heavy coat, wearing strange goggles and with shoulder-length greasy black hair, came over and sat down opposite me by the small circular table. I was surprised by his appearance, but didn't say anything, as I felt certain that he was my senior and figured I was intruding on what might be his preferred spot in the Hall. As I looked across the table at him, I noticed how the lenses of his brass goggles distorted the colour of his eyes, somehow continually shifting his irises through a rainbow of hues.

"Wanna be my apprentice?" he asked in a gruff phlegmy voice that made me wonder if he smoked frequently.

I blinked, uncomprehending.

Apparently he took it as a sign that I hadn't heard him over the noise of the Hall, so he leaned across the table, putting two fat-fingered and callused hands on the tabletop, nearly spilling my remaining bit of sweet mead as my mug began sliding away from me towards the edge before I grabbed it.

“Do. You. Want. To. Be. My. Apprentice?” he asked again, speaking as though I wasn’t just deaf, but also learning impaired.

“I’m an Exorcist,” I told him, thinking that the word alone would drive him off.

“Yeah, no shit. I meant as an Exorcist Apprentice, pipsqueak.”

*Who’s the pipsqueak here? You’re shorter than me, old man...*

I didn’t like his attitude, but part of me was eager to have a proper mentor. “Are you an Exorcist yourself?”

“That’s right. Been in this business for over twenty-five years. But you see, I’m getting old and I want to train an apprentice to replace me when I eventually mess up and get eaten by a Banshee or something...”

*That’s grim.*

“That’s very altruistic,” I replied politely. “But why me?”

“Don’t kid yourself, I’m doing it as much for my sake as for the Guild’s sake. And I just picked you because you look wet behind the ears and Exorcist Novitiates don’t exactly grow on the trees. I’m sure if I had the pick of the litter, you wouldn’t be it, pipsqueak, but alas, such is the state of our profession.”

“Is this your attempt at trying to convince me to say yes?” I asked, cracks beginning to form in my polite façade. Something about his way of talking down to me was incredibly irritating and provoking.

“You don’t exactly have many options yourself, young man. Æmos has probably told you that one-in-twenty-five Exorcists survive their first job, but he probably didn’t mention that those who survive their first job always have a mentor to guide them. It’s more like one-in-a-thousand who survive their first job without outside guidance.”

“I already have someone showing me the ropes,” I replied as way of declining his offer.

“Mister Holier-than-thou?” he asked. “I noticed he had finally found a conscience, but,” he made a show of looking around the room, “he’s not here today, is he?”

I was surprised that he knew Harleigh was the one I’d been referring to. “Do you know where he is?”

“His party was called in for an urgent Bounty Quest, so they’ll no doubt be gone for a few weeks chasing whatever-it-is the Guild is fretting about this time.”

I lowered my head sadly. “I see.”

“So, what do you say?”

Æmos had advised me to find a mentor and, though he was very patronising, who was I to look a gift-horse in the mouth?

“Very well. What kind of training will we be doing first?”

Instead of answering, he eased back off the table and pulled a scroll from a pocket, uncrinkled it and placed it on the table such that the text was facing me. My heart sank when I recognised the Exorcism Quest I’d been glancing at for the past two days.

<i>‘The Haunting at Hamsel’s Rest’</i>		
<b>EXORCISM QUEST</b>	<b>TYPE:</b> <i>Perilous</i>	<b>RANK:</b> <i>Novitiate</i>
<i>Eight people have gone missing from the village known as ‘Hamsel’s Rest’ and all signs point to a Haunting, though no one knows the exact entity behind the disappearances.</i>		
<i>You are to travel to the village and ascertain what nature of apparition is behind the tragedy, such that an experienced Exorcist can tailor their approach to dealing with the entity.</i>		
<i>You are under no circumstances to attempt Exorcising the apparition by yourself, as this is too dangerous a task for a Novitiate!</i>		
<b>REWARD:</b> <i>1 Gold &amp; 40 Silver Crowns</i>		

A Guild Representative with shoulder-long blonde hair, dressed identically to Caroline in a green blouse and skirt, greeted us when we came to the Quest Counter with the Exorcism Quest. She took a look at it, then looked us over.

“A new apprentice, Master Owl?”

*That’s a strange name*, I thought immediately, but then remembered what Harleigh had told me about Adventurers and their names. From his title, I wondered if he was in fact of Master Rank in the Guild, as that would put him above Æmos. It was also possible that it was just a respectful way of referring to him, due to his advanced age.

“That’s right, sweetheart.”

I spotted the tiny twitch in the corner of her eye at his term of endearment, but she was a professional, so she didn't comment anything. I wondered if people often harassed the Guild Representatives and Clerks.

"Your Guild Cards please," she requested, and we handed them to her. I tried to get a look at Owl's card, but he purposefully angled it away from me, which I found to be very suspicious. After all, I'd yet to see it and ascertain that he was in fact an Exorcist, though I assumed that the Guild Representatives would at least ensure I didn't just go off on a Quest with some random guy... Right?

As she took our Cards and placed them with the Exorcism Quest scroll atop a magical slate similar to the one for renting equipment, I felt nothing but dread and apprehension. How many times had I been warned against taking on such a quest before being ready?

Owl seemed to notice my inner turmoil, because he leaned close and whispered, with a hot breath that stank of smoke, "They suspend your Guild License if you try to return a quest you have accepted. They're quite serious about that sort of thing."

*I'm screwed.*

I was trailing after the chubby Exorcist while heading to a part of Lundia that I hadn't seen before, called the Market Ward. It was similar to the Commerce Ward, but had more than just shops, as you could find livestock and horses, as well as people selling their services. These services included anything from bodyguards to prostitutes. Unlike the other ward, it also absolutely thronged with people and stank of oil, smoke, metal, and sweat.

"Anything catch your fancy, pipsqueak?"

"I'm not interested in *that* kind of thing," I replied. In my mind, I could still only imagine being with Inoue-chan. Of course, I would never see her again, and *even if* I somehow managed to find my way back to Earth, she would have no doubt moved on by then.

Master Owl paused, then turned to look at me, still wearing his bizarre eye-colour-shifting goggles. Then he laughed mightily.

"That's not what I meant," he managed to get out, before another fit of laughter came over him. "We're looking for a mercenary, to escort us."

I felt warmth rise up my face as embarrassment overtook me. After a few deep breaths, I managed to ask, "Why didn't we just make a quest for the Adventurers' Guild? We can do that right?"

“Don’t be silly. First off, those things are way too expensive. Secondly, you don’t know what you’ll get. The Mercenary Guild is a far better choice for people like us. So, do you see anyone you like the look of? Intuition about these things is important you know.”

“What do we need a bodyguard for?” I asked, while scanning the people showcasing their shiny equipment or glistening oiled-up muscles.

“Us Exorcists, we’ve got the kind of Luck that makes us magnets for disaster and misfortune. Trust me on this: we need a bodyguard. Best make it a habit to befriend strong people who can protect your sorry ass.”

“But don’t we have access to familiars? Can’t they protect us?”

“Ehh, that’s a terrible idea. Don’t rely on something you summoned to have your best interest.”

“Why not? I have the ability to make a Familiar Pact and I’ve been told they can be used for protection.”

“You’ve been told that by people who haven’t actually used familiars,” he replied.

I couldn’t really argue with that, but he seemed to believe that I still need convincing, so he pulled his goggles up over his head and pointed to his left eye, then lifted his long bangs to show a dark scar that ran up to his scalp.

“See this eye?” he asked, then tapped it with his index finger, producing a dull *clink-clink* sound. “Lost it to a Crimson Nightingale I summoned and relied on a bit too much when I was still a dumb Seeker, who thought I was hot shit. Dumb bitch tore my fucking eye out when I tried to ask her to do something not included in my Pact. So yeah, don’t rely on familiars, for they do not have your best interests in mind. They’re basically like spirits that we kidnap and bind to our commands by using contracts.”

I frowned. The picture of Exorcists and their work that he was painting for me was wildly different than the romantic image of supernatural detective work that Harleigh had impressed upon me.

“Back to the matter at hand,” he said, putting his goggles back on and scanning the crowds. “You see anyone?”

“There’s a lot of people showing off, but polished armour and oiled-up muscles don’t really say much about their skill,” I remarked honestly.

“Huh, you actually have a good head on your shoulders, boyo. Good. I was starting to become despondent at your naivety.”



“How about her?” I asked, pointing to a two-metre-tall woman whose dark plate-armour had seen many battles, but whose stance and aura was like the very image of a natural-born killer.

Master Owl appraised her for a bit, then turned to look at me with a stupid grin on his face. “Is *that* your type, huh? Tall and beautiful, but with the strength to snap you in half?”

“I just thought she looked strong,” I replied, trying not to rise to the bait.

“Oh she’s strong, that’s for sure, but probably a bit of a hothead too. A lot of Vanguarders are like that though, sort of par for the course with their lot.”

“You can tell what Role she has?”

He looked back at me again, then said, “You should be able to as well. You have the Spirit Sight after all. Argh, but, right, they don’t give you Spirit Goggles *just like that*... hold on a moment.” He began rummaging through a pouch on his right hip, but when he didn’t find what he was seeking, he searched inside his heavy leather coat, before eventually finding what he was seeking in a breast pocket. He gave them a quick appraisal then rubbed the lenses on the edge of his stained shirt, before handing me a pair of goggles that were similar to those he wore, although the left lens was cracked down the middle. They also smelled of his rank sweat.

“Put those on and you’ll see what I mean.”

I pulled the goggles over my head, then had to tighten the strap on the back for them to fit to my face, but, as I looked through the lenses, I suddenly saw what Owl must’ve been seeing every day for years. Every person was lit up with some sort of glow, each with a certain colour that, for some reason, effortlessly translated into a tangible personality trait or mix of traits in my mind. When I looked at the curly red-haired and dark-skinned two-metre-tall Vanguard, her body was outlined by a pulsing spiky red aura that translated in my mind to meaning only one thing: danger.

Looking at Master Owl, I didn’t notice an aura at all, but when he saw me staring at him, he grinned suspiciously, which made me think he had a way of hiding it.

“When you get enough practice studying people’s spirit, you can immediately tell what sort of Role they’re suited for. It’s more-or-less the principle upon which the soul-stone tablets the Guilds use for Role Assignment works.”

I scanned the crowd of people a bit longer and saw the same red glow on a few of the other mercenaries offering up their services, but while the tall woman’s was spiky and menacing, theirs were soft or full of rounded bits, with some even having an aura that visibly trembled, perhaps due to some anxiety or fear.

The more I looked around, the more I noticed how, not just the mercenaries, but everyone, even the blonde lightly-tanned Natives of Lundia, had auras that could be translated into a Role for the Guild. I looked down myself and saw that my own aura was like a hazy outline that pulsed with my heartbeat and had the same violet hue that I'd seen on my Attribute Graph that was on my Guild Card.

"I thought only us Otherworlders had the ability to be Role Assigned," I commented.

"My guess is that, because we do not belong to this world, the Divine Ones that govern it decided that we must be given a purpose in such a crude way. But what you're seeing are the souls of people, expressed through the energy leaking from their spirit. Everyone has a soul, not just us Outsiders."

*That makes sense, I suppose.*

"So? Have you changed your mind?"

"I think she's the most competent one here," I told him. While looking around, I'd seen a rainbow of hues, although none like the colours of Æmos and Harleigh's Graphs.

"Alright, let's go introduce ourselves," Owl answered with a smirk. I doubted the woman would want to work with us when she discovered that I was an inexperienced weakling and he was a frustrating lecher.

A river of bodies moved back-and-forth between where we stood on an incline and where the tent with the mercenaries was placed, but instead of shoving his way through, Owl simply lifted his right hand and pointed straight towards the woman. As though he was Moses parting the sea, the mass of people began moving in a way that allowed us to walk straight through the crowds. No sooner had I followed him than the flow of people returned to normal behind me and threatened to take me away.

When we emerged out the other side, near to the tents, I asked, "How'd you do that?"

"I used the Repel ability."

"It can be used like that!?"

"Ah, I see you've already familiarised yourself with a bit? Maybe Holier-than-thou Harleigh isn't so terrible an instructor as I feared. But yes, all your abilities can be used in a multitude of ways. If you can imagine it, it can probably work. Repel is a spell that affects the soul of a person, and though it can be used to physically repel them, it can also be used to subtly manipulate people, like herding sheep in a way."

"You used the ability without a Focus as well, how's that possible?"

"Hm, I thought you were smarter than this. It's called a 'Focus' for a reason, pipsqueak. It *focuses* your energy. With enough training you don't need any tool to use your abilities, but tools are meant to be used, because to not use them is ineffective and quite frankly moronic."

“So I don’t actually need these goggles to see people’s souls?”

“Certainly, although I use them because maintaining the Spirit Sight without them always gives me a thundering headache. A benefit of not using a Focus for a spell is that it becomes weaker, which is preferable to achieve a subtle result. Like a drizzle of rain rather than a monsoon, if you get what I mean.”

I didn’t truly, but I was sure I just needed to practice not using a Focus and then I’d internalise the truth he was speaking. Although he was irritating and mean, he was a trove of knowledge that I would do my best to learn from.

Before I could ask anything further, he strode towards the Vanguard, who, to my surprise, was staring intently at us, perhaps having sensed our gazes on her for a while.

“Howdee, sweetheart. Wanna hang out with us?”

*How’s that your opening pitch...?*

“Exorcists, are you?” she asked. Her voice was deep but with a distinct feminine edge to it and reminded me of the voice actress Park Romi whose voice I’d always liked. “I don’t think you can afford me.”

“Now-now, no need to be hasty,” Owl replied. “If you know enough about Exorcists, you must be aware that we’re paid very handsomely by the Adventurers’ Guild.”

“I’m also aware that your jobs tend to get lots of people killed. Besides, you don’t look like the image of affluence, wearing such hand-me-down clothes and wielding rented gear.” For this latter comment, she was looking at me.

“Keen eye you have,” he praised her. “But you see, we’re about to embark on a Quest that pays ten gold, and for your services, we’re willing to pay you ten percent of the reward.”

*Are you crazy!?* I almost yelled at him. The reward for the quest was only one gold forty silver, and if we gave her the lion’s share, then we’d only be splitting the forty silver, meaning neither of us would be that well off, while she’d be laughing all the way to the bank.

“Let me see the quest,” she demanded.

Owl reached into his coat and brought out a crinkled scroll that was quite clearly not the same as the quest we had both accepted, which made alarm bells go off in my head.

As the Vanguard woman was reading through the specifics of the quest, I pulled Owl aside.

“What quest is *that*?? Did you lie to me? Where are we even going??”

“Relax, boyo. ‘Tis the same as yours, just above your Rank, y’see.”

“So it’s also for Hamsel’s Rest?”

“That’s right. You didn’t think I’d be satisfied just splitting the measly reward with you like that did you? Also, you’ll be paying her one gold retainer out of your quest reward, but I’ll let you keep the rest.”

“Wait, so what’s the point of me going there to figure out what kind of monster is responsible for the disappearances, if you’ll be there to immediately handle it?”

“Are you unfamiliar with the concept of an apprenticeship?” he asked, looking at me as though I was potentially very stupid. “Of course I could easily do your job for you, but what exactly does that teach you? Consider it a form of supervision, what we’re undertaking here. I’ll leave the actual quest in your hands, but I’ll make sure you don’t do something profoundly stupid and get yourself killed. Of course, there are no assurances. You might still get killed. ‘Tis the way of the business we’re in.”

“Very well,” the Vanguard said. “I’ll escort you, but I want my fee upfront.”

“Don’t be a smartass,” Owl immediately replied and the sudden look on her face made me wonder if she was about to break his nose.

“Then I want a proper contract written out. I’ve heard enough about your lot to know you can’t be trusted.”

“Maybe we should pick someone else,” I whispered to Master Owl.

“You’ve made your choice now, pipsqueak, don’t run away from the consequences.” He turned back to face the woman who was two heads above him. “We’ll sign a proper contract, have no fear about that, but we’re not paying before we know if you’re actually worth what you cost.”

The woman scoffed, but then said, “Fine.”

*This will be a terrible partnership...*

We returned to the Guild Ward, with the Vanguard leading the way with here long confident strides in her metal armour. A slightly-bowed circular shield was fastened to her left forearm and had two spikes jutting out from either side of her wrist, allowing the protective tool to also become a weapon, which I thought was fitting for someone with so aggressive an aura. On her left hip hung a double-edged shortsword with a weighted pommel.

Master Owl and I struggled to keep up with her and didn’t catch up until we came to two imposing metal doors of a castle-like building that was apparently the Mercenary Guild. The door was only slightly open, with enough space to move in two abreast, but far narrower than the entryway into the Adventurers’ Guild, though the doors themselves also seemed so cumbersome and heavy that I doubted anyone could even shift them from their position.

The building had a completely different vibe than my Guild, as the brutal stone-and-metal structure radiated a very serious and overbearing atmosphere, with all the people within looking more like lifelong soldiers than Adventurers, even though they went through the same Role Assignment and were all Otherworlders like me. As I scanned the gathered Mercenaries within, I saw a lot of people with a similar aura hue as our hired Vanguard, but there were also a couple that had a golden hue that was identical to Harleigh's Attribute Graph, meaning they were Crusaders. The rest were a bunch of different colours that I didn't yet know what meant, though their armour and weapons gave some hints.

"See that soft-looking baby-blue spirit over there?" Owl asked.

I nodded.

"That one's a Spellhand, this world's equivalent to a magician I suppose. That group of three brown auras are Hunters, they're capable of doing specialised quests like Tracking and Investigations."

"What about the dark-green ones?"

"Those are Sharpshooters, a long-ranged archer Specialisation available to Rangers and Hunters."

"And the green ones are Rangers then?"

"That's right."

"What about the Beige one surrounded by all those people? She seems really popular."

"Pipsqueak, you cannot rely exclusively on your Spirit Sight. Take off your goggles and tell me what you think she might be, knowing what you do about Roles."

We had reached the end of a queue to a large counter staffed by three clerks in outfits of dark-blue shirts with black ties and grey dress pants, where a few groups ahead of us seemed to also be preparing to make contracts for Mercenary work with the clients next to them, though we seemed the only Adventurers in the lot, with the rest being rich-looking Lundia natives.

I took off my goggles and looked at the girl who was surrounded by three Vanguards, a Sharpshooter, and a Spellhand, and noticed her particular clothing of a stainless white robe with golden embellishments and the peculiar staff in her hand. I hadn't seen her kind of staff in the For-Rent Armoury, though I was sure I'd just missed it, but it was made of bronze and had a cross at the end, in the middle of which sat a perfectly-spherical glass orb. If it worked similarly to the lantern-type Foci, then it'd be optimised for projection spells apparently.

The way that people were crowding around her eagerly reminded me of a scene that I'd witnessed yesterday in the Adventurers' Guild Hall. She had the most popular Role out of all that I'd seen so far.

"She's a Priest," I answered.

"That's right. When it comes to Luck, they're the direct opposite of us, given that their Role requires an A-tier in the Attribute."

I frowned. That kind of instant popularity was unfair I thought.

"What do they do, since they're so popular?"

Master Owl looked at me weirdly. The Vanguard in our group was purposefully ignoring our conversation, but even she twitched slightly when she heard my question.

"You're from Earth, right?"

"Yeah?"

"And you don't know what a Priest does?"

"I mean, they pray and hold sermons, but what kind of abilities does that translate to here?"

"Hm, I thought all Earthlings knew the answer to that."

I noticed the Vanguard nod in the background. Apparently only I didn't know.

"Priests heal. They're the backbone of any competent party in this world."

"Heal? Like curing sickness and injury?"

"... Yes," he replied, then broke out in some kind of incredulous laughter.

"Huh, that's pretty cool," I replied, though I was still pretty jealous of them.

"Just like how Exorcists are the only that can deal with Exorcisms, Priests are the only who can deal with Healing. They're not quite as rare as us, when it comes to Role Assignments, but they're not a dime-a-dozen either, so they get the pick of the litter when it comes to groups. Like us, they also don't really have any offensive abilities, so they are beholden to the goodwill of others, but, you know, when you're singlehandedly capable of keeping people alive, they tend to prioritise your safety. No one gives a shit about Exorcists like that..."

*The way he talks about it reminds me of how the nerds in my high school complained about the popular kids... but then, I was one of those nerds I suppose. Once again I was reminded of how special Renji was, given that he was ostensibly the King of Nerds in both our Middle School and High School, but was somehow also friends with all the popular people and admired by all the girls.*

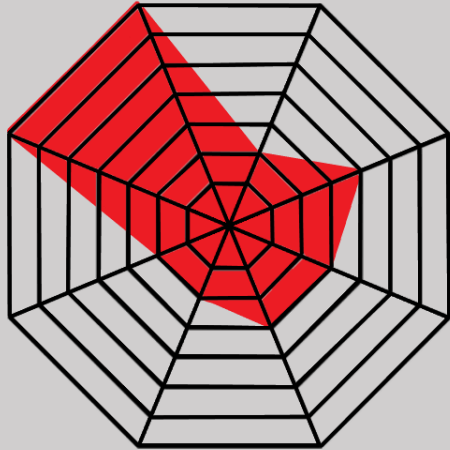
"Next!" called a clerk at the Mercenary Guild's counter and it was suddenly our turn to make a contract.

## 4 - The Haunting at Hamsel's Rest I

I snapped awake as our carriage out of town hit a bump in the road. I'd been leant against the wall, while Master Owl snored to my right and the Vanguard we'd hired sat with her arms crossed opposite us. Further down the uncomfortable benches of the carriage sat other passengers who were heading in the direction of Hamsel's Rest, though would probably ride the carriage past the place, as it only lay a hundred kilometres or so outside of Lundia. Given the sort of roadwork one could expect in this world, it seemed that what would've been a forty-minute car ride took eight hours by horse-drawn carriage, but then, we were also making a few stops and detours along the way and moving no faster than twenty kilometres an hour.

"You're awake," the woman opposite me stated in her deep voice, then handed me something. I looked down and saw that it was her Guild Card. I blinked in surprise for a moment, then frantically reached into my bag and handed her mine in return.

"Thank you," she said meekly, which was very much at odds with the image I had of her up to now: a stoic-but-dangerous warrior.

<i>'RANA THORN'</i>			
<b>ROLE:</b> <i>Vanguard</i>		<b>RANK:</b> <i>Seeker</i>	
<b>GENDER:</b> <i>Female</i>		<b>AGE:</b> <i>23</i>	
<b>ACUMEN:</b> <i>E</i>	<b>DEXTERITY:</b> <i>C</i>	<b>INTELLIGENCE:</b> <i>D</i>	<b>LUCK:</b> <i>D</i>
<b>PACT:</b> <i>E</i>	<b>SOUL:</b> <i>E</i>	<b>STRENGTH:</b> <i>S</i>	<b>VITALITY:</b> <i>S</i>
<b>ABILITIES</b> <i>'Omniglot'</i> <i>'Vanguard IV'</i> <i>'Offensive Defender'</i> <i>'War God'</i>			

“Damn,” I mumbled. I was surprised to see that she had two S-tier Attributes like Harleigh, although her overall layout was very unbalanced. Part of me felt a strange kinship with her, given that she also had two E-tier Attributes like me. Although I didn’t think it prudent to ask, I also wondered what kind of ability ‘*War God*’ was, as it sounded pretty powerful.

I looked up and saw that Rana smiled slightly, as she read my card. “You also have two E-tiers.” It suddenly struck me how beautiful her face was. She had rosy lips and reddish-brown freckles below her eyes and on her nose, as well as dark-golden irises, with her facial structure soft and charming. I’d been way too focused on her aura and menacing gear and attitude to notice, but now I couldn’t help but blush when she looked up and our eyes met.

“I look f-forward to working with you,” I stuttered, as I returned her Card to her.

“Smooth,” Master Owl whispered from where he pretended to sleep next to me.

My blushed face became even redder.

I thought we were getting close to our destination, when suddenly Master Owl stood up from his seat, stretched his legs, and then went over and banged on the wall I was leant against.

It took a few knocks before the little sliding panel was opened and the driver asked, “What is it? Hamsel’s Rest is still a ways off.”

“Stop the carriage,” the chubby Exorcist said calmly. “There’s an ambush awaiting us around the next bend in the road.”

The message seemed to take a second before it was absorbed, but then the whole carriage rocked to a sudden halt and those passengers furthest down the two benches were asking if we’d reached this-or-that destination.

“What kind of ambush?” asked the Vanguard.

“Goblins,” he replied dismissively. “Go deal with them, won’t ya?”

Rana nodded seriously, then rose from the bench, strapped her shield to her left arm and walked down the length of the carriage to the door at the other end, lowering her head the entire time as she was too tall to stand upright in the narrow space.

I stood up to follow her, but Owl grabbed my arm.

“Bad idea, boyo. They may just be goblins, but you’ve got no way to defend yourself and someone like her is best served not having to babysit a weakling while doing *her thing*.”



Moments later, the driver stepped off the seat and I moved to the little sliding panel that was still open, staring out of it. I saw as Rana strode past the front of the carriage and the two horses, then, when she was some metres out she shouted a wordless challenge.

I had no idea what a goblin was supposed to look like, though was fairly confident I'd read the word in a few books. Regardless, I wasn't expecting the child-sized muscular green creatures that came charging in response to the Vanguard's taunt. They were covered in dark-green fur and the skin beneath was a lighter shade of green, while their eyes were a dirty-yellow with tiny black dots in them. They had large drooping ears like goats that were also covered in fur, as well as large hooked noses that were so big they seemed almost comical in comparison to their child-sized faces. Their hands and feet were, like their noses, also far too big in comparison to the rest of their bodies.

As they screamed bloody murder, they exposed their mouths that seemed far too wide and which were full of blocky molars like those of an herbivore. In their hands were primitive clubs and spears of wood, and they wore simple clothes of woven leaves or hide, with several sporting jewellery such as simple necklaces adorned with teeth or iron and brass piercings in their noses and ears. One of them also had a golden ring on his overlong pinkie finger.

Like a pack of rabid dogs, the five goblins leapt for Rana, but she immediately caught one mid-jump with a jab of her double-edge shortsword through its neck, before spinning around to slam her shield into another one's face, sending it on a collision course with a tree, where it crashed into the trunk with a loud *crack* and didn't stand up again.

Watching through the small panel, it was easy to pretend that I was just watching some kind of movie and that I wasn't a part of this. But as she continued to battle the crazed monsters, their overwhelming stench of filth and the coppery tang of their spilled blood washed over me. I didn't look away from the carnage she inflicted on them, nor did I flinch when she severed the arm of one or cut another clean in half along its waistline. I was frozen in place by the sight, but I realised that I felt no pity for these inhuman creatures and I almost relished every kill Rana made with her skilled movements.

The carriage floor under me creaked and rumbled as Master Owl walked down to the door and hopped out. Not knowing what else to do, I followed out after him, massaging my sore legs as I landed on the dirt road we'd been travelling along for hours.

I walked over to the pair, who were in the middle of rummaging through the dead goblins. It was a grim sight I thought, to see them looting the dead *just like that*. I pinched my nose as the stench really wafted over me as I drew close.

“Look at this one,” Owl said, lifting a necklace he had taken from the one which had been cut in half. The necklace was a simple twine string that ran through six silver coins that had been hole-punched.

“The Adventurers’ Guild take those at face value,” Rana replied. The way she spoke with such confidence made me realise she was more than just older than me. In fact, she had the air of a hardened veteran, even though she was just twenty-three. I supposed that would be the same case for me if I lived to her age in this world as well, though by all accounts that was statistically improbable.

“It’s been too long since I fought normal monsters,” Owl replied.

“What are you doing?” I asked, unable to keep the question to myself.

“What does it look like, boyo? We’re looting.”

“Looting the dead... isn’t that...?”

“What?” he asked sharply, turning to face me.

“Don’t be so hard on him,” Rana defended me. “You’re new, right, Temaru?”

“Yeah. This is all really crazy to me.”

She nodded understandingly. “That’s how this world is. We have to do things we do not desire in this world in order to survive.” I felt like there was more truth to that statement than just encompassing looting the dead.

“I wonder what goblins were doing so close to the city,” Owl remarked. “They’re usually closer to the mountains. I thought they knew better than to get too close to civilisation like this.”

“I heard rumours of a Hobgoblin Lord in the area,” she replied.

“Hm, maybe that’s what Harleigh and his group were sent to deal with,” he ventured.

“Harleigh? He’s around here?” she asked and it was as though she had stars in her eyes.

*No wonder she’d be head-over-heels for a guy like him.*

Suddenly Owl kicked me in the shin. “What are you spacing out for? Help us out here.”

“It’s okay, he doesn’t need to,” Rana replied, once again defending me.

“Remember your place, sweetheart. This boy’s my apprentice and he’s going to die if he’s coddled and not shown the harsh reality of this world,” Owl said icily. I hated the way fear curled my insides at the way he inflected his voice. He was just a chubby old man, so why did he sound so dangerous like that?

The Vanguard lowered her head.

“I’ll help,” I said, trying not to put her too much on the spot.

I went over to the goblin that I'd noticed wearing the gold ring. Although it was the height of a ten-year-old child, it was still *so big* up close. Bile rose in my throat as I knelt down on the dirt road, staining the grey trousers Harleigh had bought for me. Despite trying my best to breathe through my mouth, the stench the creature gave off was so overwhelming that it seeped into my nostrils and stuck there like a malign entity.

Swallowing hard, I quickly lifted its right hand, which was somehow bigger than mine. I felt the greasy fur on its finger slide over my skin as I pulled the golden ring off its pinkie finger, then I quickly stood back up and moved over to a nearby tree where I puked my breakfast out onto the grass. Emptying my stomach like that sent a jab of hunger through my chest and up my throat, reminding me that I hadn't eaten any lunch. I puked again.

"Nicely spotted for your first time," Owl praised me with a heavy pat on my back, almost triggering another puking convulsion from me. We were back inside the carriage and would soon arrive to our destination. He was holding the dirty golden ring in the air, grinning.

"Shouldn't that belong to Rana-san?" I asked boldly.

The Vanguard had been quiet and brooding since Master Owl had scolded her, and had not argued when the man had taken all the loot from the dead goblins. Surprisingly, they had just left the corpses on the side of the road. I wondered if that was common.

"Party rules," Owl replied. "We are paying Lady Thorn for her services, so the looting rights and distribution falls to us, and, since you're my apprentice, that means I get the final say."

*That seems unfair when she did all the work and we just watched...*

"Isn't her last name Rana?" was all I asked in return.

Owl grinned and suddenly the Vanguard smiled as well.

"Thorn is my last name," she replied meekly. "From your reaction, I take it that your name is Ryūta and not Temaru."

I blushed a deep red. "I'm sorry, I didn't mean to be presumptions by calling you by your given name!"

Owl was laughing mightily at this point, finding joy in my embarrassment.

"Don't worry about it," she replied amicably. "I will call you by your first name and you may do the same."

I was too embarrassed to say anything, so I just nodded.

The three of us disembarked the carriage and watched as it took off down the dirt road that ran through the vast forest we'd been travelling through pretty much since leaving Lundia. We found ourselves at a fork in the road and a weatherworn sign pointed left, reading '*Hamsel's Rest*', while the right-pointing sign stated '*Ochre*', with one pointing back the way we'd come saying '*Lundia*'.

The road going to Hamsel's Rest looked unkempt and overgrown, as though it had not been traversed by carriages and horses in many months.

"How far is it on foot from here?" I asked.

"Twenty kilometres or so. I hope you brought proper footwear."

I looked down at my hide boots. "These are the only ones I have," I replied.

Owl nodded. "Better than those ridiculous sandals I saw you wearing on the first day."

I frowned, warmth staining my face. *Not like I had a head's-up about being transporting to this goddamn world and could pick the most appropriate outfit!*

Then his words fully seeped in and I realised that he'd been watching me from day one...

"Alright, let's head out then."

"Do you mind if I get something to eat first?"

"Do you have enough to share?" he asked in return.

*What are you, a middle-schooler!?*

"No," I lied, not wanting him to take the food I'd bought to last the next few days.

"A shame. I didn't bring anything," he replied.

"Nor I," Rana admitted.

I looked incredulously at them both.

"How are you planning on getting food then?"

The Vanguard shrugged. "I was thinking of hunting something for dinner."

I looked to the old man, who just shrugged. "I was counting on her doing that."

"That seems really irresponsible," I scolded them both.

"Eh, don't be so serious," Master Owl replied lackadaisical, which only irritated me. "The village ought to have some stuff we can take and there's a river and a well, so we can get water."

"Are you trying to die of dysentery?" I asked, dumbfounded.

He grinned, exposing dirty unbrushed teeth. "You're pretty funny, pipsqueak."

I was about to complain that he ought to take this seriously, considering how much he emphasised the dangers of this world, but then he put a hand on my back and pushed me forward down the left-going road. "Let's get a move on, we're wasting daylight."

I was thoroughly exhausted when we arrived to Hamsel's Rest. After dealing with the Mercenary Contract and everything yesterday, I had done a bit of practicing for my Meditation and Repel though no physical training. Prior to coming here I'd also never been much of an outdoors person. I was a slow runner and I had no stamina, though I had been okay in sports like baseball, when it came to pitching and batting, since my hand-eye coordination was okay.

Going from my lazy shut-in days, while I studied for next year's exams, to this sudden twenty-kilometre hike was a bit too tough on me, and I feared that I'd be left behind if I couldn't keep up with my 'Mentor' and Rana. Somehow, even the chubby old man had no trouble walking uninterrupted across hilly forested terrain, while I was wheezing and my vision was blurry by the end. I had been glad to at least have my staff to lean on and wondered if the design was perhaps not designed specifically to work well as a walking stick.

Master Owl had complained about the noise that the bells made, but after a couple of hours they had settled down, apparently no longer responding wildly to my errant soul energy.

The outskirts of the village were idyllic and peaceful, though tall grass grew around the quaint wooden houses and community buildings, with a few places clearly infested with animals and plants within as well. It was clear that the place had been abandoned for a while.

A bubbling river ran around and through the village, and there was even a small centre where stood a few market stalls and a large blossoming tree with off-white flowers that cast a faint spicy sweetness into the air. As I looked around and we explored the place, I struggled to fathom why such a nice place had been abandoned.

We came to a part of the village where crops had been left to grow uncontrollably and where livestock might have been tended, though their stables and pens were now empty. No one lived in Hamsel's Rest any longer, unless you counted the wild animals nesting in the houses. For some reason, there were also no monsters. We had encountered goblins so close to this place and yet none of them had taken it over, despite it seeming like a great place to settle.

"Oy, pipsqueak!" Owl called accusatorily. "Why aren't your goggles on? We're on the job here, buddy. Don't let your guard drop until we have found a safehouse!"

For our entire trip here he had worn his, but I had taken them off yesterday and just worn them around my neck since. After all, they were quite uncomfortable and the brass fitting was discolouring my skin a faint green, making me worry the metal was toxic. I wondered if his goggles were the

reason that he had seen the ambush coming, although that would mean that he had the ability to look through objects...

I frowned, wondering why he was being so strict all of a sudden, but then I pulled the goggles up from where they hung around my neck and when I secured them on the back of my head and opened my eyes, I suddenly took a step back and fell on my ass.

“W-w-what...”

All around me, covering the ground, the buildings, the grass, the stalls, the tree, everything, were glowing white-blue footprints and handprints. I had somehow forgotten that my job here was actually really dangerous.

*Only one in twenty-five survive their first Exorcism Quest...*

## 5 - The Haunting at Hamsel's Rest II

I had finally stopped hyperventilating by the time we found shelter: a small house that'd once belonged to a seamstress, and which had only three rooms. According to Master Owl, we didn't want a place too big, since we might have to defend it. The notion of having to fight off a horde of unseen monsters only made my lungs constrict tighter as I struggled to maintain a steady breath.

"You're looking mighty scared there, boyo," he teased me. Despite his usual annoying jabs, I noticed that he was actually quite tense. Perhaps it was instinct kicking in or perhaps he was scared of what we were up against.

"You know what kind of monster this is, right?"

"Of course, but I'm not telling you. It's your task to find out, remember? You gain nothing from me giving you the answer."

"What are all those... those *things*?"

"Something like energy signatures?" he replied, sounding himself uncertain.

Rana stood near where we were sitting, arms crossed and on guard. Her shield was strapped to her arm, so she was clearly prepared for a fight, though it seemed obvious that she had no idea what it was that both Owl and I saw. Those handprints were also inside the house, as well as footprints. It was creeping me out that such things were only visible when I wore the goggles. Without them I wouldn't have known anything was wrong. I vowed to never take them off again.

"Here," Master Owl said as he handed me a small hide pouch with a string that could be pulled to close it. I opened it slightly and looked inside. Something off-white like chalk dust was within.

"Line all the windows and doors with a thin layer of *that*, but don't use too much, it's expensive."

I got up from the stool I'd been sitting on. I was still very exhausted from the hike to the village, and my legs were aching, but I doubted I'd be able to find rest in this place now.

"What is *this*?" I asked, as I started spreading a thin line in front of the doorway we'd entered through.

"Sacred Corpse Ash," he replied.

I blinked a few times, then the name properly sunk in and I felt incredibly gross for having it all over my hands.

"I think I'm gonna go wash my hands in the river after I'm done," I told him.

"Don't leave this house," he said, his serious tone brokering no argument.

*We're really in it here, aren't we? How could I seriously have forgotten what I was doing here??* I scolded myself. Just because something looked peaceful, it didn't mean it was. I could now suddenly understand why the mortality rate for my Role was so high, if all hauntings and such were so unassuming at first glance.

I frowned as I dipped my hand in the pouch and began spreading a line of the ash along the windowsill. The first sentence of the quest information suddenly echoed in my head:

*Eight people have gone missing from the village known as 'Hamsel's Rest' and all signs point to a Haunting, though no one knows the exact entity behind the disappearances.*

I failed to suppress a shudder. Whatever creature had left all those prints everywhere somehow had the ability to make people disappear without a trace. It had taken eight disappearances before the village had been abandoned... that thought alone was terrifying.

"Hey, Owl—"

"I prefer to be called 'Master'," he interrupted.

I frowned. "Master... this creature, does it have the ability to camouflage itself?"

He grinned in response, which made me think I was close to being correct.

After lining the two doorways and three windows of the house with the Sacred Corpse Ash, Master Owl called both Rana and I over, then had us expose our collarbones which were concealed by our clothes, before painting a single line on us both with a piece of cold and oily red chalk. Then he pulled down the neck of his own black blouse and did the same.

"What'd you do that for?" I asked.

He shrugged. "Who knows."

Then he held up the chalk and said, "This here is called Blood Chalk." He handed it to me. "Keep it, along with the pouch in your hand."

I frowned. I didn't want this stuff... However, I didn't argue and put both the ash pouch and chalk in the bag on my lower back that was hidden by my travel cloak.

"How am I supposed to figure out what kind of 'entity' is haunting this place?" I asked. It seemed like something that I ought to have been educated in, rather than this haphazard way of learning by trial-and-error, with error meaning death.

Master Owl had the look of someone who remembered something suddenly, then he grinned awkwardly and reached into his heavy coat, producing a little book that looked almost like a prayer book. Surprisingly, he held it out towards me, but, when I was about to take it, he pulled it away.



“*This* is the most expensive thing I’m gifting you. It’s irreplaceable. You are not its first owner and you will not be its last. Major Quests have been issued *just* for its retrieval, when a holder died on duty. Do you understand me?”

I pulled my hand back. I almost didn’t want to take it now. “What is it?” I asked, but part of me didn’t want to know. It had to be something terrible, I was sure.

“There are about a handful of these in the possession of Exorcists and their apprentices all over the Hallem continent, but each is unique and shaped by the knowledge and teachings of those who possessed it, making every copy a highly-knowledgeable journal on the subject matters which we are uniquely tasked to dealing with.

“In short: it is an ‘Exorcist’s Encyclopaedia’. Its first half contains knowledge about the apparitions and entities we might encounter, including creature specifics, behaviour patterns, weaknesses, ways to exorcise them, and so forth. The second half has knowledge about the spirits that can be summoned to serve as familiars. There is a bit of overlap between the two, as many of the things we might invoke to aid us can also be found in the wild, plaguing the people of this world. The last few pages contain forbidden knowledge that, if utilised, might see you hunted down by other Exorcists or Witch-Hunters.

“This is quite literally a death sentence to carry on your person, but it is also your most useful tool. Knowledge is what sets you apart from everyone else. To know your enemy is to wield the sword that might slay them.”

Finishing his speech, he then offered the book to me. It was quite small for something of such significance.

“Is the answer to this Quest inside?”

“Of course.”

I frowned, but then reached out and accepted it reverently with both hands. The burden and responsibility it represented made it like a boulder in my hands, and as I took a closer look at it, I saw that it was stained with rust-coloured spots, which was, undoubtedly, old dried blood.

*How many aspiring Exorcists like me have died in the possession of this book?*

Owl turned to look at Rana, then did a zipper motion across his lips.

The Vanguard looked grim in response, but then said, “As a Mercenary, you see many things that you are obliged to forget. I do not care about your forbidden books, so don’t worry about me.”

The old man chuckled in response and looked to me, then said cheerfully, “She’s a keeper this one!”

I looked past him and out of the window. The village outside our borrowed house was quickly darkening, owing to the fact that we were surrounded by trees and no one tended the streetlamps here like they did in Lundia. Owl had brought out and lit his own little lantern, but its light was weak and only illuminated part of the main room.

As I looked at the fast-moving shadows eating away the remnants of sunlight, a pair of sparkling eyes behind the large tree in the village centre caught my attention. I thought at first that it was a fox or some other woodland animal that made its home here, but then I noticed the pale face to which the eyes belonged.

It was a kid, and she was staring right at us.

Just like a scared and hungry animal.

I ran for the door, but Owl caught me by the scruff of my travel cloak and stopped me dead.

“Seeing things already, boyo?”

“T-there’s a girl out there!” I screamed, pointing to the tree.

Rana came over to the window and looked to where I indicated, then turned back to me and said, “I don’t see anyone.”

I wrestled myself out of Owl’s grip and came over next to her and looked out, but those glinting eyes were gone.

“Make a note,” the old Exorcist said. “It is active in the dark.”

A cold fear ran down my body, making my arms and legs tingle. It felt like the beginnings of a panic attack. I moved away from the window, suddenly worried that it might jump through the shutters that served as the house’s windows and ventilation. After all, this world seemed to have very expensive glass, so windows were basically just square holes in the wall that were either completely blocked off or covered in horizontal panels when closed. It made me feel like we weren’t fully protected from the outside world in here, but glass wasn’t exactly an impervious barrier, so I doubted I’d have felt any safer with normal windows instead.

“Was *that* the monster??”

“Did you see anyone when we were exploring the village earlier?” he argued back.

“What did it look like?” Rana asked.

“It was like a little girl, maybe around the age of six? She had eyes like a cat, with that strange kind of reflection in the dark.”

“Make another note: It can see in the dark.”

I moved to a point in main room where two walls formed a corner and I felt that I could observe the window and the outside world through its panels without anything jumping me from behind, then I sat down on the stool I'd pulled over.

Owl grinned when he looked at me. "It is only watching us for now. I recommend having a peek at the Encyclopaedia. We need to get you some familiars before we truly take on this thing."

Unlike me, the Vanguard brought a chair over to the door and window, so she could sit and keep guard. Given the fact that many of the foot and handprints were on the ceiling, I doubted she'd be able to see the creature coming. The fact that it looked like a little girl was deeply unnerving.

While keeping an eye on Rana and the window, I opened the book that Owl had given me ceremoniously. There was no foreword or intro, as the first page just immediately got into describing, with a drawing, a creature called a 'Poltergeist'. The depiction was just a bundle of reaching hands and the brief description about the entity said that it was a lingering soul known to inhabit a single place, like a house, moving objects around, and which would, if sufficiently disturbed, throw things at people to hurt and kill them. Signs of its presence could be handprints visible with Spirit Sight, objects relocating, and sounds of someone moving about in empty rooms.

Listed forms of exorcism were: finding an object closely associated with the spirit during its time as a human and which kept it tethered to the real world, then using the Sanctify ability on it; or to perform something called a Ritual of Obsequy on the possessed location, which then had a long list of bizarre requirements, such as hair from a dead relative and grave dirt. A note written later also added that, if a Priest was available, another way to exorcise it was to exhume the corpse of the dead person whose soul was haunting the place and then performing a new funeral for them.

I frowned. It seemed quite obvious that there were many different ways of dealing with spirits and their exorcisms, with each requiring a lot of investigation to even pull off. What's more, as I leafed through the pages, I saw that many did not have listed signs nor depictions, with a few having ominous phrases like: "There is no known way to exorcise this entity."

Some of the drawings were also ones that I had no doubt would revisit me in my nightmares. The worst one was something called a 'Flayed One', which had been drawn in gruesome detail as having its skin hanging around its waist, with its upper body completely flayed. It was said to be a type of Revenant that physically manifested to punish those that had tortured during its life. The recommended way of dealing with it was to contract a Crusader with a blessed weapon, or to use a sufficiently-powerful familiar to destroy it.

“Those are a pain to deal with,” Owl commented, suddenly standing next to me and looking at the page.

“You’ve exorcised one of *these*?” I asked, incredulously.

He nodded simply.

“So, find anything yet?”

“No... there are too many apparitions who have the possible sign of leaving hand and footprints.”

“It wouldn’t be any fun if the answer was easy,” he replied, sounding as though it was all just a game to him.

Similar to the spirit prints, there were also many in the Encyclopaedia that could be described as ‘active at night’ and ‘can see in the dark’, which meant that I still lacked something more distinct to really understand the apparition I was dealing with.

“There’s a man outside,” Rana suddenly said.

I looked up and saw a face pressed against the window shutters, the glinting eyes staring through. My blood froze in my veins and even Owl chuckled uncomfortably. Then it began sniffing loudly, while its reflective eyes scanned the room. The Vanguard looked to Master Owl, who nodded curtly. She got up, pulled her blade from its sheath and then stabbed it through the shutters, perfectly in-between the panels.

With a high-pitched screech, the creature pulled away and Rana withdrew her weapon. Before she could clean her blade with a stained and oily cloth, Owl stopped her and came over with an empty glass vial, which he scraped the black blood on her blade into.

“What do you need *that* for?” she asked, as he put a cork stopper into the vial and then deposited it in a coat pocket.

He just grinned infuriatingly in response.

“Is this why you had me use the ash on the windows and doors?” I asked, my body shaking from the sudden influx of adrenaline.

“Indeed,” he replied, strolling over to sit next to me as though nothing had happened. “So,” he started, “How about you share that food you’ve been hiding from us?”

After the three of us ate all my hardtack and sausage and shared a bottle of the now-lukewarm fruit tea, I had a brief epiphany and began scrolling through the book. I quickly came to the page that mentioned the ‘Bloodfiend’, which was characterised by hunting at night, a strong sense of smell, and looking just like any normal person. The cause behind them could be a few different things: a

Vampire had created them by feasting on humans; a powerful cursed artefact had transformed people who found it and they now searched endlessly for food; or someone had deliberately created them by feeding people Dead Man's Blood over a few weeks.

I almost showed the page to Owl as my answer to the Quest, but then I paused, suddenly uncertain. From the descriptions, the Bloodfiend sounded like a creature that was no different than a rabid animal looking for food. Given that the Haunter of Hamsel's Rest was still here after the village had been abandoned, it seemed to be territorial somehow, as though something tied it to the place.

It felt as though this was a puzzle and I was still missing a piece to explain the rest. The issue with the Encyclopaedia was that it had too many possibilities, which confused me more than it helped me.

"How many do you think there are?" I asked Owl.

He just shrugged in return.

At first I had assumed it was just one creature responsible, due to the Quest description, but, when I thought about it, we had seen two different human-like entities, and the prints that glowed on the surfaces of everywhere I looked came in at least half-a-dozen shapes and sizes.

*I'm definitely not sleeping tonight...* I thought to myself, imagining that the house was surrounded by angry monsters on all sides.

After some prompting from Master Owl, I looked through the second half of the book, reading about the many different types of spirits that I could turn into my familiars. There seemed to be a few categories that a familiar could be assigned to: Watcher; Protector; Tracker; & Fighter.

Some of the spirits were listed in several categories, but a few weren't categorised at all and had a strange trident mark. I pointed one out to Owl, from a spirit named, ominously, 'Abyss Serpent'.

"Those are a kind of familiar you should not try to sign a pact with. In fact, most of the ones with this mark are forbidden to invoke."

"I thought the forbidden parts were in the back of the book?" This one had been towards the middle of the second half. The inclusion in this part of the book seemed odd, if there was a second part specifically for banned familiars. The idea that such forbidden matter was listed in the first place was also quite unsettling.

"The latter part is more for things like raising the dead, curses, and such."

I noticed that Rana had a brief expression of interest on her face when she heard him, but she quickly schooled her face back into a neutral mask. It was probably best to pretend I hadn't noticed.

“You will also occasionally see that mark on some of the entries about apparitions in the first half. It usually means that you’re dealing with something that another Exorcist brought into this world. The Abyss Serpent is one such creature.”

I suddenly remembered the name, because it was one of the entries that’d had no listed way to exorcise it nor much information in general. I wondered what it did.

“A lot of the familiars you can contract with simply expect soul energy in return for their service or maybe a bit of your blood. Given that we Exorcists are basically a fountain of such energy, it is a simple thing for us to pay them. One of the Spellhand Specialisations also features familiars, but they are far more limited in what they can get, because they generally don’t have the same tier of the Soul Attribute as we do.

“The dangerous types of familiars are the ones that expect more than just your energy or blood offering in return for their aid. We generally refer to such Pacts as having Tolls or Renumerations.”

“Have you used any familiars like that?”

“Yes,” he replied simply. “I don’t recommend it.”

“The thing that took your eye, was that one of such familiars?”

“No, that was just a mistake on my end. A Pact that you form with a familiar is a contract that is binding to both you and your summoned entity. I made the dear mistake of giving a command that lay outside my contract, so the entity was allowed to take a payment in the form that it desired...”

“I don’t think I want to use a familiar,” I told him. I sounded like playing with fire.

“I’m not giving you a choice.”

I frowned. I felt sure that I was about to sign my soul away to the devil. “Which one should I pick? There are so many different ones...”

Master Owl took the book, flipped to a specific page and handed it back to me.

“*Eye of the Observer*,” I read out loud. It was a Watcher-type of familiar, though I wasn’t completely sure what exactly what a Watcher was supposed to be good for.

## 6 - The Haunting at Hamsel's Rest III

Drawn on the floor of the bedroom with the Blood Chalk, was a circle with two overlapping triangles within, which together formed a hexagram. Master Owl had given me a single Black Tallow Candle, which I placed in the centre of the ritual.

I took a step back, after ensuring that the lines matched the drawing in the Encyclopaedia, then pulled the staff from my belt loop and extended it to its full length, before taking up a sturdy stance, holding the book in my right hand so I could read the summoning litany.

"Don't we need to light the candle first?" I asked.

"No. It's not *that kind* of candle."

I doubted that I wanted to know what the candle was made of, but my imagination definitely didn't do me any favours...

"Alright, hurry up and do this. I want to be able to get some sleep soon."

I gritted my teeth. He had just spent twenty minutes explaining how important it was to not rush a ritual, as a mistake could be costly. I pulled in a deep breath through my nostrils, then exhaled out my mouth.

*"Observer in the sky; thou whose gaze sees all; I beg thee pluck out an eye and gift it to me in exchange for my reverence and adulation; thy eyes can see my soul and know my worth; I pray thee judge me worthy."*

Master Owl had explained that the sort of Pact that relied on being 'judged worthy', required an A-tier in the Soul Attribute or higher. Apparently, it was a low-stakes type of summoning, as a rejection for the entity that was entreated with would incur no harmful effects on the Invoker, unlike some of the more involved types that required an offering of blood.

A strange sort of pressure came over the room and the temperature dropped significantly, with my breath coming out as a mist. Then the black tallow suddenly sprouted a dancing blue flame and, to my goggled eyes, a stain appeared in the air, like an inky spill. The inky spot expanded, before, from its centre, a goat's eye grew into place. Unblinkingly, the eye stared at me.

The bells atop my staff began to reverberate slowly, although my hand was firmly locked on its shaft, then I followed the instructions Master Owl had given me and used the Pact of the Familiar ability. I imagined that the energy in my body, *that light* which Harleigh had taught me to sense, pooled into my chest and reached out to the entity that floated in the air like a formless hand.

*In exchange for your sight, I give you an offering of my bountiful essence and my undying reverence.*

The moment that my reaching essence touched the Watcher entity, I was overcome by a stinging headache that forced me to blink. I opened my eyes and was then suddenly seeing myself from the entity's singular eye.

"Name it," Owl instructed and I focused on the name I thought most fitting.

Then I blinked again and my vision was returned to normal.

Before me, the ritual candle had gone out and the creature was gone.

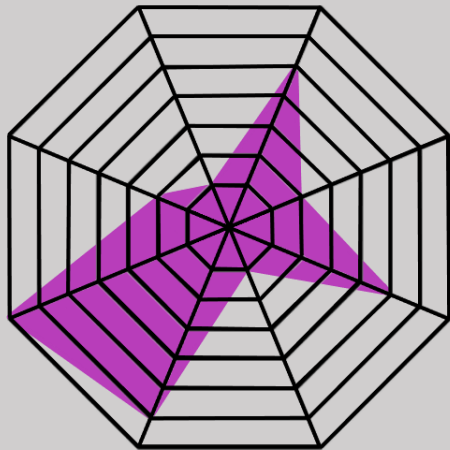
"Now that your familiar has been named and bonded to you with a Pact, you can utilise the Summon and Banish abilities to bring it out or make it go away. You probably don't need instructions on how to do it. Unlike your other abilities, it should feel fairly intuitive."

"I feel very restless," I told him.

"That's the manifestation of the familiar wanting to be summoned."

"Do you want to know what I named him?"

"No. You should keep your familiars' names secret, unless you want someone to use them against you. By the way, have a look at your Guild Card, you should see a change to it."

<i>'TEMARU RYUUTA'</i>			
<b>ROLE:</b> <i>Exorcist</i>		<b>RANK:</b> <i>Novitiate</i>	
<b>GENDER:</b> <i>Male</i>		<b>AGE:</b> <i>17</i>	
<b>ACUMEN:</b> <i>B</i>	<b>DEXTERITY:</b> <i>E</i>	<b>INTELLIGENCE:</b> <i>B</i>	<b>LUCK:</b> <i>F</i>
<b>PACT:</b> <i>A</i>	<b>SOUL:</b> <i>S</i>	<b>STRENGTH:</b> <i>E</i>	<b>VITALITY:</b> <i>F</i>
<b>ABILITIES</b> <i>'Omniglot'</i> <i>'Exorcist I'</i> <i>'Pact (Watcher)'</i>			



“Wait, our Pacts are visible to anyone who looks at our Cards??”

“That’s right. I recommend you don’t show anyone your Guild Card.”

“Why not?”

“It contains your strengths and your weaknesses, and as an Exorcist you are already feared and despised, so you don’t want to give people the upper hand. Imagine what someone’s first impression will be if your Card is full of things that mention the sort of spirits you have contracted.”

“Is that why you won’t show me your Card?”

“You might have the notion that revealing it to people is something that garners trusts, but you’re wrong. In this world you have to hide your true self and conceal your strengths and weaknesses, lest someone exploits it. You have been lucky until now that no one has taken advantage of your naivety, but one day you will find yourself scalded by misplaced trust, so while you may not believe me now, eventually you’ll come to see the truth in my words.”

“I had no idea that it was a bad idea to trade such info,” I replied.

“How many have you seen thus far?”

“Three,” I told him. “Rana, Harleigh, and Æmos have shown me theirs.”

“Æmos did?” he asked, surprised. “Did you notice the affliction he has?”

“Affliction?”

“The ‘Nightmare Feeder’ on his list of abilities.”

I remembered it well. “What does it do?”

“It feeds him nightmares, obviously. Maybe when you get stronger and more experienced, I’ll tell you how to help him get rid of it. It’s no bad thing to have a Genius owe you a favour.”

“Why haven’t you helped him if you know about it and how to fix it?”

“That guy won’t give me the time of day.”

I wanted to say that it was no surprise, given Owl’s personality, but it did in fact surprise me, as Æmos had seemed very easy-going and kind.

“Alright. I’m going to use the bed. You can sleep on the floor after you clean off the chalk, or use one of the leaning chairs in the main room like Rana. Also, keep the candle, you can use it again.”

I frowned and began wiping the hexagram away with a cloth from a nearby drawer, while the old man dumped his chubby body on the large bed, the frame of which squeaked worryingly in response to his weight.

After sticking the candle into my bag alongside the other tools Owl had given me, I blew out the lantern he had used and went out to where Rana was leaning in a chair, watching the door and window.

She was still awake, despite it being late into the evening. A tiny bit of moonlight falling through the shutters made it possible to see where I was stepping.

"Can't sleep?" I asked her.

"They're still out there," she replied. "It makes me uncomfortable knowing they're just watching us, sizing us up like predators. I saw another man earlier, as well as a woman, so there's at least four of them."

I thought about it, as I took a seat in the other leaning chair that stood closer to the corner of the room, furthest from the window.

*At least four...* I mused, as I looked at the many glowing footprints on the floor, walls, and ceiling. Then I began counting every pair, before counting the different handprints.

"There's eight," I said with utter certainty, having double-checked both the number of hand and footprints to make sure.

"Just like the number of disappearances," Rana replied.

There was a beat of silence, then she turned in her chair and looked at me and I looked at her.

"Just like the disappearances," I echoed, feeling as though this was an incredibly important piece of the puzzle.

Although she had sounded certain that she wouldn't fall asleep, Rana eventually dozed off. She had stayed awake during the carriage ride and been on guard the entire day, so it was obvious that she had to be exhausted.

I watched the window while she slept, catching glimpses of the human-like creatures as they passed by outside and occasionally looked into the dark house with their glinting eyes. At one point I could hear one crawling up onto the roof, as though looking for a way in. I also heard a rattle from the backdoor of the house, where one tried and failed to open the door.

For now, the Sacred Corpse Ash served as a strong enough barrier to keep the creatures out, but I wondered how long it would last. Master Owl's blind faith in the stuff was almost reassuring, if not for the fact that he kept so many things to himself and made me constantly wonder if I was being tested or if I was actually safe.

As I sat sleepless in the darkness, I whispered the name of my new familiar and it appeared in the air before me, the inky splotch of its body like a condensed piece of night that no light had the power to illuminate.

"Sumi, I want you to watch the house from outside and show me what you see."

The most bizarre sensation washed over me, as the familiar lifted into the air and passed clean through the ceiling. It felt like fingers were tapping the back of my brain where it rested in my skull, and then the sight of my left eye went black for a moment, before being replaced by a grainy dark-grey view of the world outside of the house as seen from up high in the air.

The split view of my eyes was quickly starting to give me a devastating headache, so I put the palm of my right hand over my right eye, so I could focus exclusively on what Sumi was showing me.

Watching from five metres above the rooftops of the villages, I saw the forest and the clearing within which the village sat, cast in *that* bizarre shadowless grey light. I spotted a few animals in the distance, which were wandering around searching for food, one of which was a fox digging by the foot of a tree, having perhaps caught the scent of a rodent in its burrow.

Then some movement just below my familiar's vantage point caught my attention and I wished that it would turn downwards to observe it. Surprisingly, Sumi responded to my desire and tilted its gaze, such that it was looking almost directly down at the house I was in.

A man with a bald head was crawling around on the ground on all fours, moving his head around like an animal smelling the scents on the air. He moved up to the front of the house and stood up, and I instinctively moved my right hand away from my eye and saw the moment he looked through the shutters with his glinting eyes, but then the headache started building again and I put my palm back over my right eye.

Although there was a deep terror from knowing I was being observed by this not-quite-human creature, it was comforting to pretend that I was far up in the air, looking down at it from above, rather than inside the house it was stalking around.

I saw as it crawled up onto the roof and moved towards the window to the bedroom in which Master Owl slept, leaning over the side of the roof to look through the window up-side-down.

For a while, I manipulated the eye of my familiar around to watch the animalistic humanoid, but didn't notice any of his fellows around, despite both Rana and I having spotted several. Then it went around a corner and disappeared from my view. A moment later, the little girl I'd initially seen emerged and continued acting in the same way as the bald man.

I sent Sumi down to look at the area where I'd lost sight of it, but there was nothing there. I was about to send it to follow after the girl as she ran off towards the tree at the centre of the village, but then a deep exhaustion came over me, and I knew that I'd overexerted my spirit by using the familiar too much.

*That's enough for now*, I told the familiar in my mind, dismissing it.

Darkness overcame the vision of my left eye, before the familiar moonlight-stained interior of the house was made visible to me again. I removed my hand from my right eye and sat in the darkness, contemplating the things I'd seen.

"Rise and shine," Master Owl said, waking me from my slumber. At some point during the night I must've fallen asleep, and I quickly sat up straight in the leaning chair, a pang of soreness in my neck making me wince.

Rana sat near the door and was in the middle of oiling up her blade and shield. Through the window shutters I saw that a warm golden light lit up the village and reflected off a thousand beads of morning dew.

"I watched the creatures last night using my familiar," I told him.

"And? Did you come to any conclusions about its true nature?"

"I haven't yet," I told him, "But I have narrowed down my guess to a Revenant-type."

Owl nodded. "And your reasoning?"

From what I'd been able to read about the apparitions that fell under the Revenant-type, they tended to be humanoid in appearance while often displaying animalistic tendencies, such as territorialism, aggressive temper, and insatiable hunger. Their causes were generally due to curses or dreadful murders where the victim wasn't buried with the proper rites. But the main thing was how they moved about.

"From watching the creatures through the window and with my familiar, I have come to the conclusion that it is permanently manifested into the world." A lot of entities were unable to maintain permanence, only sporadically appearing to attack, but the ones Rana and I had seen were closer to the zombies in the movies I'd seen back home, never seeming to fade into a mist and disappear or anything like that.

"Anything else?"

"There's eight of them. There's a little girl, two women, and five men. But..."

"But?"

"Only one of them appears at a time," I added.

Owl grinned. "And why might that be?"

I thought back to some of the revenants I'd read about. They were able to take on the shape of the people they devoured or stalked, and then it clicked for me.

"Because there's only one entity, but it is able to change shape!"

Owl nodded eagerly. "A very good hypothesis. But can you prove it?"

"I... no. It is only guesswork based on the entries in the Encyclopaedia."

"So, what do you think would be your next move?"

I thought about it for a while, before coming up with an idea based on the patterns I'd observed and gathered from the description of the Quest. "It seems to be sticking to this village for some reason and I read that quite a few types of Revenants go to a nest or return to their graves when not active. Given that this *thing* seems to be mainly active at night, it may be hiding somewhere in the village during the day. After all, we checked the village, but we did not check all the houses."

"We'll go take a look around then," Owl said. I suddenly realised that we had to leave the safety of the house and felt incredibly apprehensive. "Rana, you will go catch us something to eat while we search the village."

The Vanguard nodded and got up from her seat and left out of the door, seeming to have no apprehensions about venturing out into the monster's domain.

I got up from the chair and took a few leaden steps towards the open door. I noticed that, despite the faint breeze coming into the house, the lines of ash remained undisturbed, as though much heavier than it ought to be.

Owl pressed a strange quartz-like stone into my hand and I looked at it uncomprehending for a moment.

"It's an Energy Stone," he said. "It responds to pockets of concentrated energy by emitting a faint pulsing light. The brighter the light and the faster the pulse, the closer you are to something of significance. They're generally best used to find objects closely related to a spirit, such as a memento that might keep it bound to this world, but it can perhaps be of use here."

He reached into a pouch and took out a little rectangular wooden box with a sliding lid, as well as a small golden bell. "I may as well give you these as well."

I took the box and opened the lid, inside were incense sticks that gave off a faint vanilla-esque scent.

"That there is Gravebloom Incense, which attracts most spirits to you, although it has the opposite effect on a few entities."

"And the bell?"

“It’s a Blessed Golden Bell,” he stated, handing it to me as well after I put away the incense. “It generally has the opposite effect of the Incense, in that it weakly repels spirits. But, again, it may attract some types of apparitions.”

I frowned. “How am I supposed to figure out which entities respond in which way to these?”

“Study the notes in the Encyclopaedia and then trial-and-error for the rest.”

Now that he mentioned it, I had seen the words Gravebloom and Bell used on a few entries, though had not known what to make of the terms at the time. From what I’d managed to memorise about Revenants, most of the subtypes had no response to the Bell, except for the Bloodfiends which actively attacked anyone carrying them. All of them did seem to seek out the Gravebloom Incense though.

I drew in a deep breath, then released it out my mouth, before pulling my staff from its belt loop and extending it to its full length. With Master Owl behind me, I walked out of the open door.

## 7 - The Haunting at Hamsel's Rest IV

For the first hour of looking through houses, I had Owl close-by, but after the fourth house, he said, "We'll split up."

I knew he was testing me and had no doubt that he'd already found the den of the shapeshifting creature. As he moved to the part of the village that lay on the other side of the river cutting through it, I went into another house, holding the Energy Stone out in front of me like a flashlight and my left hand around my staff white-knuckled and tight.

Until now, I'd never been so terrified of an abandoned place. It was a sunny day and the place was by all means idyllic, but, to my Spirit-Goggled eyes, it was clear that a creature lived here. I imagined that it would jump out at me from a corner at any moment as I moved through the main room, looking at the hastily-abandoned meal on the table, which had been left to rot. Unlike the previous house, the windows and doors had been securely barred, meaning that no animals had managed to get inside.

As I came to the bedroom, I realised the reason why. A large rust-coloured stain covered the bed and the floor. I froze in place for a moment, as the overwhelming and heady stench of aged blood filled my head, but then gritted my teeth and pushed through the dread. Although it was painful to do, I managed to lean down and look under the bed, finding it thankfully empty. With a hard swallow of spit, I moved over to the large cabinet against the wall near the window and carefully pried it open with the end of my staff, while standing as far away as possible.

No monster jumped out at me from its shelves full of clothes, sheets, cutlery, and other random items. I walked closer to look at a little wooden box, opening it to find some crude jewellery. I was sure that Owl would have pocketed it, but I already felt dirty just sleeping in someone else's house, *even if* it was abandoned, so there was no way I'd loot their belongings, especially not something that might be a precious heirloom.

I closed the box, then shut the cabinet doors as well.

A gasp left my mouth as I saw the face staring at me through the shutters from outside.

"Rana! You scared me."

Her face vanished from between the shutter panels and I went out into the main room to greet her by the door, but as soon as I rounded the corner out of the bedroom, she was already standing there, only a metre from me.

"You've gotta stop scaring me like that!" I complained. My heart was already on edge as it was, so it seemed really cruel to prank me like this.

It seemed very out of character for her too.

I looked closely at her emotionless face.

"Did you not manage to catch anything?" I asked. I had no idea how long it might take to hunt something, but she *had* been gone for over an hour.

"...Why aren't you saying anything?"

Rana took a step towards me and I involuntarily stepped back. She was taller than me, and, in this moment, very terrifying. Then I realised something.

Her aura was wrong... it was like black smoke, instead of the spike crimson I'd seen every day since I met her, even just an hour previous.

"...Who *are* you?"

Rana took another step forward, and, like a zipper in a onesie, her face opened from just below the nose and to the bellybutton, splitting wide with a sound of tearing flesh and skin.

I took another step back, but then the strength went out of my legs and I collapsed onto my ass, while look at Rana slowly unfolding from the centre of her body to reveal rows-upon-rows of large and hideous teeth with saw-like edges.

I wanted to scream for help, but my faculties had left me. Somehow, though, I managed to lift my hand to point at the monster wearing the guise of Rana, and say, "Repel."

Nothing happened and I looked dumbfounded at the Energy Stone in my hand, having mistaken it for my Focus.

"Ryūta!" I heard someone shout from behind me, before the backdoor of the house slammed open with a loud *snap* and *clunk*. Then a shield slammed into the monstrosity, pushing it back a couple of steps.

I blinked and looked up at Rana standing there with her shield on her arm and blade in hand.

"Ryūta! You got to move! Get out of here!"

Her words took a second before they hit me, then I began frantically crawling towards the backdoor she had burst through, while I heard the sound of her shield and blade hammering into the monster, which, a moment later, let out a blood-curdling shriek.

I managed to get to my feet by the time I reached the door, and no sooner had I stood up than Rana came running and grabbed me by my arm. Together we ran away from the house and headed for the place we'd stayed in overnight, which lay a few hundred metres away.



In the distance, the monster continued to scream, but it did not give pursuit.

My hands were still trembling an hour later, while Rana and I sat in the leaning chairs and watched the entrance to the house. I had added more of the Sacred Ash to the doorways and windows to keep us safe, but I worried it would not be enough.

"Thank god that I spotted you when I did," Rana said, breaking the silence. She seemed pretty shaken-up as well, but hid it better than I managed.

"I thought," I started, but then went quiet for a moment. "I thought it could only take on the appearance of the dead."

"Whatever it is, my weapon has no effect on it," she replied. "I'm pretty sure I stabbed it through its face and broke its right arm, but it didn't really seem to care much."

I let out a shuddering breath.

*I wanna go home.*

After opening the Encyclopaedia with my clammy and cold hands, I tried to consider the monster objectively, although my heartbeat was still drumming so fast that it echoed in my ears and a painful headache stabbed my right temple like an icepick.

I scrolled through the entries I had considered already. My assumption that it was a type of Revenant still held firm, but I reconsidered a few of my other assumptions.

After a bit of reading and back-and-forth leafing through pages, I said, out loud, "I know what it is."

Although I was sure that Owl would scold me for it, I showed her the entry. It had no depiction, but the description was spot-on.

"Skinstealer?" she asked.

"It's a type of Vengeful Dead," I told her, reading from the page. "It is unable to leave its place of death and will search fervently for whoever killed it and left its body to rot. If the person responsible is nowhere to be found, it will begin discriminately attack and devouring people it comes across. It prefers to strike lone targets and generally attacks at night, but if it finds a person by themselves it will attack during the day as well. It is capable of taking on the shape of those that it devours, as well as those that it has observed for a while."

"You mean to say that it was watching me in the forest while I was hunting?"

"I don't know, but possibly? Unless it was able to watch you at night through the window."

"But why didn't it attack me?"

I wondered about that for a moment, before answering, "I think it is an ambush predator and probably prefers to go after the weakest prey... which would be me. After all, you injured it yesterday night."

Rana bit her lower lip in contemplation. "I won't leave your side again."

I couldn't help but blush a bit at the sincerity with which she said it. "...Thank you."

"So, how are you gonna deal with it?"

*Are you crazy!?! I'm gonna deal with it by running far away to where it can't reach me!* I almost blurted out.

"The book just says that it must be put to rest, but I don't know what that means."

"Maybe—" Rana started, but a rattling from the backdoor made her jump up and pull her blade from her scabbard, moving to position herself in front of me. I hurriedly got up as well, eyeing the front door as a viable escape route.

Suddenly the backdoor open and hit the wall with a *clunk*, then Master Owl came into the house, stepping over the line of white ash.

"Stay where you are!" Rana demanded, pointing her double-edged shortsword at him.

Owl grinned, but lifted his hands in the air nonetheless, then slowly brought his right hand down to the neck of his blouse and exposed the red chalk mark he had made.

"Don't worry, I won't eat you."

Rana lowered her sword slightly, but remained on guard.

"Your turn now, show me the mark I made."

She pulled down the neck of her arming jacket as well, presumably showing him the mark, though I stood behind her and couldn't see.

Content with the result, Master Owl closed the door behind him and then walked into the main room. He took a look at me and said, surprised, "Huh, you're still alive."

"You knew!" I said and pointed an accusing finger at me. "You knew it would go for me when you left me alone!"

"I didn't know that," he argued. "I just made an educated guess."

"You're an asshole!"

"Thank you, that means a lot to me."

I frowned. There was no way I'd trust this guy with my life, given that he'd used me as bait.

"Did you realise what we're dealing with?" he asked, returning to teacher mode as though he hadn't just been caught offering me up to the monster.

"It's a Skinstealer Revenant," I told him angrily.

He nodded. "Bingo. Well done."

"You knew from the start," I replied and pulled down my shirt, "That's why you drew *these* marks on us."

"It was fairly obvious from the Quest information and the many different sets of footprints. Of course, it could also have been a Doppelganger, but those are quite rare."

"How are we supposed to Exorcise it?"

"Well, technically your work is done here, but if you want to learn how to do it, I'll show you," he said with a grin that made me very uncomfortable.

"The book just says to put it to rest."

"Easier said than done with something like this. Now, if we were dealing with a more traditional Revenant, we could simply wait until it was inactive, find its grave, and then perform a fairly simple funeral rite. However, as you may have noticed, our little friend doesn't sleep during the day, despite being hyperactive at night."

"How are we supposed to do it then?" I asked.

"We have to trap it," he said with an even bigger grin. "And what does every good trap need?"

*I hate this guy so much.*

"Why do I have to be the bait?" I complained for the eight time.

"Focus on the linework," he scolded me, "you don't want to mess *this one* up."

I sighed and continued following the design in the back-half of the Encyclopaedia. As a failsafe for if the trap went wrong, Master Owl had said I would summon a Protector familiar of a type called a 'Guardian Wraith'. These seemed to be neutral spirits of people who had died protecting someone, which was unlike Sumi, who was an 'Eye of the Observer', some unfathomable entity that lent its eyes to Exorcists in exchange for just a little bit of their energy as well as their reverence.

Just like the first time, I was drawing the ritual onto the floor of the bedroom using the Blood Chalk. However, this time the design was a triangle within a square within a circle. The asymmetrical design really threw me off and more than once the Old Exorcist had to correct my linework. It felt like I was back to practicing calligraphy like in middle-school, although a mistake here would result in more than just a bad grade...

I wiped my sweaty face on my shirt sleeve and stood up from the drawing, but elbows, neck, and knees all sore from the strenuous work.

“Good enough,” Owl said.

I frowned as he pulled out a small knife and handed it to me. “What am I to do with that?”

“Did you not read the instructions properly? As you invoke the Guardian Wraith, you slice the blade across your palm and offer your blood directly onto the ritual drawing.”

I grimaced and started to feel a ball of a dread forming in my stomach. I was already a wreck of nerves, but intentionally injuring myself seemed incredibly counterintuitive.

“Can’t I just prick a finger? Does it have to be my palm?”

“Pipsqueak... don’t make me lose my little faith in you now. There are no half-measures with rituals, do you hear me? You’re asking a spirit to become your servant and defend you from harm, but do you think any will respond if you can’t even willingly offer the reward they seek?”

He grinned. “If you want, I can do it for you, but I might go a bit overboard.”

I took the knife from his proffering hand resolutely. “I’ll do it, okay?”

Gritting my teeth as I prepared for the ritual, I pulled the Black Tallow Candle from my lower-back pouch and placed it in the centre of the ritual drawing, then I began the invocation.

*“Fallen heroes and defeated champions; guardians and saviours who died to defend your beloved; I call upon thee to grant me your aid in death as you granted your aid in life; in exchange for my lifeblood—”* I pulled the blade across my left palm slowly and deliberately, the biting edge tearing open the skin and releasing a deluge of blood down onto the candle and the lines drawn in red oily chalk. Tears welled forth in my eyes, and I struggled to continue to invocation, but then realised that my pain was for naught if I didn’t. *“...I beseech thee to guard me well and true; be the bulwark that defends me from the evils of this world!”*

As I finished the final syllable, I closed my left hand into a fist as tears ran down my cheeks. It felt as though the knife was still digging into my palm, even though I held it in my other hand, and the warmth of my blood contrasted the sudden coldness in my arm.

Then my ritual took hold and the temperature in room dropped significantly, the spilled blood that ran across the floor forming ice crystals on top and my breath rising in the air like mist. To my eyes alone, a spirit emerged from the black candle, as though imitating a flame, before it grew into the size of a brutish human whose lower half had been cut off.

I began to reach out with my essence like I’d been taught, and imbued it with my pact:

*In exchange for my offering of blood and a taste of my bountiful soul, I ask of you to protect me.*

When my spirit connected with the floating brutish wraith, it felt like lightning punched into my stomach and sent its pent-up electricity down my limbs. I was about to give the Guardian Wraith a name to finalise the Pact, but then it spoke to me:

**“My name is Armen and I will ensure no harm befalls you.”**

A warmth spread across my body as the Pact was formed, but instead of vanishing like Sumi, the half-severed human wraith just detached from the candle and lifted into the air, exploring the surroundings. Though his features were blurry and hard to distinguish, I got the notion that Armen’s body was covered in rusted plate armour and that he wore a close-helm through which shone two perfectly-round white-glowing eyes.

“What’s wrong?” Owl asked. “You pulled it off correctly from the looks of it, so why are you just spacing out like that? Does your hand really hurt *that* bad?”

I didn’t know what to say and he apparently took that to meaning “Yes”, as he grabbed my left hand and unfurled my fist.

“Where’s the wound?” he asked. “Oy, pipsqueak, *what the hell* did you summon?!”

“I just did what you said, I don’t know!”

**“It would be prudent not to tell your Master that I can speak.”**

“Show me your Guild Card,” he demanded.

I was so confused and terrified of having done something forbidden that I blurted out, “No!”

“Don’t be obstinate, you little shit!”

As he grabbed my shoulder in a vice grip, Armen suddenly shot forward like a truck and knocked into the Old Exorcist, sending him flying away from me and out into the wall of the hallway.

“That fucking hurt,” Master Owl complained as he got up.

Rana suddenly came running. “What’s going on?”

“Don’t worry about it, sweetheart, I’m alright,” he said. She cast him a glare as though he was a pile of dogshit, then she looked at me with a worried frown.

“It’s okay,” I told her. “Master accidentally triggered my new familiar and it was a bit too rough with him.”

“I’ll say. That was one hell of a punch.”

*Thank you, Armen.*

**“I require no praise for doing my duty,”** the Wraith replied soberly.

Master Owl rotated his shoulder joint. I was sure he'd sport a bruise from the impact. His eyes narrowed behind the lenses of his Spirit Goggles and we had a tense stare-down for a moment, while Rana stood between us like a boxing referee preventing us from breaking the rules.

**"Your Master is observing me."**

*How? I thought only I could see my familiars.*

**"He is using his Watcher familiar."**

*You can see his familiars?* I realised that one of the uses for a Watcher familiar was also to gauge other Exorcists and the kinds of familiars they used, as they apparently had the ability to see other familiars, though that made me wonder why Armen could see them too. He was definitely no ordinary Protector familiar.

I noticed Owl's gaze flicker as he looked around, maybe trying to spot something other than Armen, though Sumi was invisible when dismissed, even to me.

**"Yes. He has quite a few. His Defender is quite formidable, without it, he would have broken several bones."**

*If he touches me again, please do not attack him.*

**"Inadvisable, but the decision is yours. I will obey."**

I let out a steady breath and tried to appear innocent. "We should prepare the trap, before it gets dark, right?"

Master Owl did not look fully convinced that I hadn't summoned something terrifyingly-powerful or forbidden, but he nodded slowly and we went back into the main room, with Rana trailing along and looking very confused.

I had no idea why Armen could speak, but I could guess that familiars were not meant to speak or have so strong a personality.

*I almost don't want to look at my Guild Card and find out what it says...*

## 8 - My First Exorcism

I pretended to sleep in the leaning chair, while the door to the house stood slightly ajar, with the line of Sacred Corpse Dust broken half-way through. I discovered that, even with my eyes closed, I could still utilise Sumi's sight, and I used this to observe the entrance to the house.

The Skinstealer was already active as soon as the shadows had begun creeping across the forest, but it seemed hesitant to approach the front door of our house. Wearing the guise of a woman with long dark-brown hair and a simple threadbare robe, it crawled around the house and looked through the window in the back and the one for the bedroom.

Master Owl and Rana were hiding in the bedroom behind a tall dresser and were hopefully hidden from the creature's sight and smell, while I alone sat in the main room, pretending to sleep. On the floor Owl had drawn a large two-metre-diameter circle with a bunch of bizarre symbols within and a lit stick of incense in its centre, which cast a dense vanilla smell into the air.

Though it was hard to trust him, Owl had said that the Skinstealer would be locked in place when it stepped into the large ritual circle on the floor and I was conveniently placed directly opposite it from the door. It would have to cross the trap to reach me, unless...

*Unless it crawls on the walls...*

As soon as the thought had entered my mind, I saw through Sumi's eye that the Skinstealer was coming back around to the front of the house. It seemed to peek through the window shutters, before sniffing around the partly-open door.

My heart skipped a beat as it rose to its full height and used an arm to carefully open the door the entire way, before stepping right through the broken like of Sacred Ash on the floor. I tried to manipulate Sumi to follow behind it as it moved further into the house and closer to me and the trap on the floor, but my heart was beating so fast that I struggled to maintain concentration, then suddenly my connection to the familiar broke.

A moment later, a horrific shriek sounded from right next to me.

I carefully opened my eyes, my body like stone. In front of me hovered Armen with his blurry plated arms flung wide to shield me and a metre away stood the Skinstealer, frozen in place and half-way through opening the terrible maw that ran down the length of its face and torso.

From the other room, Owl and Rana came running.

"Wow, it's uglier than I thought," he commented.

I got up from the chair and sidled along the wall at my back until I was over next to them.

“Let’s exorcise it!” I said, wanting the monster to go away as fast as possible. Even though it was frozen in place, there was no assurances that it would stay that way for long.

“Do you remember the verses of the ritual?”

“Yes, let’s do it, quickly, before it breaks loose!”

“Relax,” he said nonchalantly. “We have at least two minutes of free time.”

I almost yelled at him for not taking it seriously, but then he flipped his heavy coat back and drew a folded-up staff from his lower back where it had been hidden away until now. It was made from some type of black metal and was folded into three equally-long pieces that snapped together to become a two-metre staff. It had no adornment at its tip, but then he pulled something from a pocket and slipped it over the end of his staff, such that a strange flat triangle broken into three parts with increasingly-smaller triangles within became the equivalent to the ring of bells on my staff-tip.

With our staves in hand, we stood on the edge of the ritual circle and then half-sang the verses of the Ritual of Obsequy. The verses consisted of a bunch of repeated mentions of the soul passing on to the afterlife and releasing all earthly ties, and to embrace peace and find comfort in letting go.

We continued the verses for over a minute, until it started to take effect on the Skinstealer who had nowhere to run from our ritual, locked in stasis by the trap. A strange glowing smoke, which I was pretty sure was only visible thanks to our Spirit Goggles, started billowing from the monster, while it began slowly cycling through the various guises of the people it had devoured. Its horrific screeching was like a damned orchestra to our song-verse, but, with every new repetition, it was almost like the monster’s voice became more human.

As I repeated the verses with Master Owl and Rana watched in dumbstruck fascination, I counted the number of forms that the Skinstealer cycled through, until, at the end, it came to the little girl that I’d first seen by the tree. It was the very last of its guises, though this one seemed to be its real form, meaning that it was a revenant caused by this young girl’s death, a thought which made my chest hurt.

As we finished another repetition, all that remained was a lifeless body. A corpse into which a vengeful spirit had taken hold.

I didn’t know what to do as Master Owl brought the ritual to its end, so I just stood there, as he leant down and picked up the body, before leaving the house with it in his arms.

A couple hours later, Master Owl returned, his hands covered in dirt. He nodded bleakly, then said, “It’s done. Good work, Ryūta.”



After closing the front door and correcting the line of ash, he walked past us and into the bedroom, where a *creak* from the bed made it obvious that he'd gone to sleep.

I looked at Rana and she looked at me, then we both picked a leaning chair and tried to find some rest as well. It wasn't until that moment that I realised that I hadn't eaten in over a day.

The next day, Master Owl woke me up and told me to gather as much of the Sacred Corpse Ash back into the pouch as I could, repeating several times how expensive the stuff was.

Rana went out to hunt for food, although she didn't leave until after getting Master Owl to assure her that we were no longer in danger and that I didn't need to be protected.

When she returned, she carried two pheasant-looking birds that she had chopped the heads off of, which reminded me of how dangerous she actually was when facing something that didn't require an elaborate ritual to kill.

"What did you think of your first time?" Master Owl asked with a filthy smile, as he bit into a piece of cooked meat.

We were sitting out in front of the house we'd stayed in for two days, grilling the skinned pheasants over a campfire. It was almost cozy.

"I somehow felt bad for the Skinstealer at the end," I said, certain that he would mock my answer.

"That's a normal feeling," he replied in a serious tone. "As you work this job, you will learn that most of the evils in this world are wrought by human hands. So many of the monsters we deal with are the direct result of human brutality and cruelty."

"What happens when there are wars?" I asked, assuming that this world also had its fair share of fighting between nations and petty squabbles, despite all the very real monsters that existed.

"I've only been unlucky to witness the aftermath of two battlefields, but it's not pretty. The cleanup takes years for us Exorcists, as there are countless apparitions spawned from such a mass scale loss of life and expression of misery and pain. War between humans is a fecund and virulent seedbed for monsters to grow out of."

"I haven't seen any wars yet," Rana said. I could tell she didn't look forward to such an event either, but why would she? As a Vanguard and a Mercenary, she was no doubt one of the first people who would be put on the field, while someone like an Exorcist was probably sufficiently-useless and not called upon unless all hope was already lost.

"The last one was twelve years ago," Owl replied. "I don't remember what the cause was, but thousands died because of it, and I don't even think that any borders shifted or any wrongs were

righted. It's a pointless game of bored power-hungry aristocrats and royalty," he said bleakly, before using his teeth to pull another chunk of meat from the piece in his hands.

I couldn't help but look at the palm of my hand in fascination, while the monotony of the journey back made me constantly replay the events of last night over-and-over.

"You keep looking at your hand," Rana remarked as we were following the road back to where the carriage had dropped us off. Master Owl had left us behind, eager to get back to Lundia, though if we had to walk the entire way, it would take several days... I hoped it wouldn't come to that

"I had to cut open my hand to summon my last familiar," I told her truthfully. "For some reason, the moment I formed a Pact with it, my wound healed."

I'd expected her to look put off, but instead she just asked, "Does it hurt?"

"No. There isn't even a scar."

"Maybe your familiar healed your injuries?"

"I don't know if they're supposed to be able to do that," I replied and looked around nervously.

**"We are being watched, but your Master cannot hear what is said."**

*Thank you Armen.* I probably shouldn't have been surprised that the Guardian Wraith was so in tune with my thoughts, but it was quite unnerving. Everything still felt like some absurd fever dream that I'd one day wake up from and return to my normal life in Japan.

I moved a bit closer to Rana, then whispered, "I'm afraid I summoned something forbidden."

"You didn't mean to, right?"

"I just followed Owl's instructions."

"Then what's the harm?"

"It seems like Exorcists who break the rules are hunted down..."

"Oh."

"Yeah... and Owl is very suspicious of me."

"If he tries anything, I'll protect you."

Suddenly I became very conscious of how close she was to me. Part of me felt like she was an overprotective sister that I'd never had in the real world, but another part of me hoped that she could become something else...

*No, that's wrong. Think of Inoue-chan! What if she's waiting to reciprocate your feelings!?*

*But I won't ever be able to go back! What's wrong with letting go of my feelings and trying to move on!?*

*You're just being lonely and responding too strongly to someone with no such intentions!*

"Are you okay, Ryūta?" Rana asked. "You have a really weird look on your face."

"Erm... I was just arguing with myself about something," I blurted out, before realising how weird that was.

She smiled in return, which was not what I had expected. *That* response made me bold, so I said, without thinking:

"You're a lot nicer than you looked the first time I saw you."

My heart stopped and the blood drained from my face as it sunk in that I'd actually said that out loud.

Rana simply laughed in response.

"It's hard being a capable-looking warrior," she replied. "I moved on from Adventuring work to become a Mercenary, but I quickly discovered that no one would hire me if I looked friendly. When people pay someone to guard them, they want someone capable and strong."

"Is that why those guys next to you were busy showing off their oily muscles and polished armour?"

"Everyone has their own strategy," she said, not denigrating her fellow mercenaries. "I'm really a very shy person in reality. Before I came here I was the type of girl who was always in the background."

*Then why does your aura radiate such danger?*

"Didn't you stand out being *that* tall?" I asked, this time managing to keep my true words hidden.

"Oh, I wasn't *this* tall before I came here," she said.

"What do you mean?" I asked, super confused.

"You *do* know that people's appearances change when they come here, right?"

"Erm..."

"Oh my god," she whispered. "Have you not had a look at yourself in a mirror since you came here?"

"Now that you mention it... no. There aren't many mirrors around to look at. Worse yet, I haven't taken a bath since I got here either..."

"The hygiene levels in Lundia are pretty low," she commented. "But your appearance must not have changed much if you haven't felt the change. For me it was quite obvious. I grew half a metre, you know!"

I pulled on a bit of my hair. "My hair-colour is the same and height-wise seems no different. I was the same height before I came here too. What kind of impression do I give off when you look at me though?"

She paused on the road and seem to think about it really hard for a while. Then she said, straight-faced, "Like an adorable younger brother, I guess?"

Words could not describe how much that sentence hurt me emotionally. I had by no means been an outstandingly-handsome guy before I came here, but *that* was certainly not how I would have described myself. It was possible that nothing had changed since I came here and that I'd just been delusional about my appearance, but if I gave off a little-brother vibe, then it was goodbye to any aspirations of building more than platonic relationships with women in this world...

*Maybe that's okay?* I considered. *Am I really focused on finding a girlfriend in this world, when my Role is like a massive red flag to anyone who meets me? Perhaps I should just aim to find a good friend like Renji. Maybe someone like Harleigh?*

"But," Rana added, giving me sudden hope, "Your eyes are really intense."

*Oh...*

"That's just the Goggles, I think."

"I noticed it even when you took them off. They give off the impression that you can see right through all pretence."

"Isn't it the same with Owl?" I asked. It was probably just an Exorcist thing.

"I don't like the way he looks at people. His eyes are really cold. Whenever he laughs or smiles, it never reaches his eyes."

I hadn't realised until now, but I had in fact noticed this subconsciously. Maybe it was why I also found him so off-putting. Certainly his vacillating moods weren't helping either.

*Maybe I should try and distance myself from him when we return to Lundia.*

After about an hour, we caught up to Master Owl, who was standing by the sign pointing back to Lundia. Although I was still as exhausted as with the hike to Hamsel's Rest, this time had been a bit easier thanks to Rana keeping pace with me.

"You two lovebirds done flirting?" he asked jokingly. The Vanguard shot him a dangerous glare, which only made him smile more.

"Are we going to wait here for a carriage to take us back?" I asked.

“We could walk all the way to Lundia,” he teased, “But yes, that was the idea. There are plenty of carriages travelling back-and-forth on this road every day, so, bar a goblin ambush like what we experienced, we should see one heading our direction within a few hours.”

“Fine by me,” I replied. I didn’t mind waiting on the side of the road. The weather was nice and I was still kind of tired from lack of sleep, not to mention the long hike had taken its toll on my body. It felt as though I was still recovering from the first hike.

*Man, I’m really out of shape...*

“While we wait, I’ll teach you how to use your ‘Soul Barrier’ ability, since you’ll need it for our next job. Also,” he stepped closer and handed me a pouch identical to the one holding the Sacred Corpse Ash, “Take *this*.”

“What’s it for?”

“It’s called ‘Sinner’s Ash’ and is used to reveal unseen things. It can be used to break illusions or to reveal things like the spectral handprints we saw in the village. Your Spirit Sight makes it obsolete in a lot of situations, but there are times where you need to show something to another person, and that’s when it comes in handy.”

“What’s with all this ash and blood-based stuff?” I asked. “Why is it all so grim?”

“Just be glad you’re not a summoner,” he replied as if that was supposed to make me feel any better. “Anyway, prepare yourself.”

Master Owl took a step back and, before I could ask “What for?”, he flung the palm of his right hand towards me. I had no idea what was happening until it hit me. A sudden fear and unease overtook me and I took an involuntary step back and fell to my ass on the dirt.

“Did you just use Repel on me!”

*Why didn’t you guard me?* I scolded Armen.

“**You said not to protect you from him,**” I replied.

*Okay, forget that, help me as much as you can here!*

“**My forte is in defending against physical attacks. I can offer you no aid with attacks that target your mind and spirit.**”

“Now you know how the spell feels in its weakest form,” he said, as though I’d been taught a meaningful lesson. “You have the means to defend yourself from its effects however.”

I frowned. I didn’t like this form of teaching. It was unnecessarily cruel I thought.

“Don’t look at me like that. Stand up and prepare to defend yourself.”

Rising from the ground and dusting myself off, I reached out a hand to stop him, but he immediately took up a stance and did the same palm-strike into the air in front of him.

I tried to imagine my energy, *that* light inside my body, pooling in my chest and then moving out in front of my body like a barrier, but then his Repel hit me again and this time my legs just straight-up collapsed underneath me.

Rana took a step towards me, but he stopped her. "He won't learn from being coddled! Don't interfere with this!"

"But he's shaking! Look at him!"

I got up from the ground again, not wanting to be pitied by her. I realised that the bell staff in my hand wasn't doing anything to help me, so I pulled the Wire Orb Focus from its hook on my belt and squeezed it tightly.

Owl grinned and repeated the palm-strike motion again. I tried to focus on the mental image of projecting my soul out in front of me like a shield again and, this time, I felt the impact through the Focus in my hand like a sudden vibration.

"Much better," he praised me, then he reached for his belt and pulled a black dagger-like talisman from it, holding it in his right hand in the same way I held my Focus. I had not noticed it before, but it also blended in with his dark attire quite well. My immediate guess was that something with so aggressive a shape had to be offensive in the nature of its speciality, like how the bell-shaped Foci was best suited for summoning and lantern-shapes worked best for projection spells.

"Prepare yourself," Master Owl said seriously.

A Repel with his full strength might do some serious damage, I realised. I thought back to the target dummy that I'd obliterated on my first attempt while Harleigh oversaw my training.

**"The more precise the image in your mind's eye, the stronger the barrier,"** Armen suddenly said.

Owl took up a stance and then slashed the air in front of him.

In my mind's eye I thought of the only thing I could fully picture: Armen in his plated armour, arms spread wide like a true Protector. I channelled all my spirit into this mental image.

Then everything went dark.

I came to sometime later with Rana shaking me awake. As I opened my eyes, she looked very relieved.

"What happened?" I asked.

"You just suddenly passed out." Her expression was very worried, though there was also something like *fear* beneath it.

She helped me sit up and I felt something sticky on my lips. Rana quickly put a handkerchief up to my nose.

"You've got a pretty serious nosebleed," she told me.

I looked over to where Owl was sitting nearby, holding his wrist with a pained expression.

"What happened to him?"

"You broke my wrist, you little shit!" he yelled back.

*How?*

Without turning to look at the Old Exorcist, Rana said, clearly furious at the man, "He tried to reach into your bag while you were unconscious and it was as though some floating knight appeared out of thin air and grabbed him by the wrist, then threw him four metres across the road."

Now that I looked closer at the old man, there was a clear scrape on the side of his face from where he had no doubt hit the rough dirt.

*Armen, you can protect me even when I'm unconscious?*

**"Of course. My duty does not end, just because you are asleep."**

*I suppose that's good to know...*

I felt incredibly conflicted. On one hand it was a clear violation of my privacy that Owl had tried to search my bag, but, on the other hand, my familiar had broken his wrist and the old man seemed like someone who could hold a grudge...

"You were trying to look at my Guild Card, weren't you?"

"You ungrateful cretin!" he yelled back. "You owe me for taking you under my wing, but you're keeping secrets from me!"

Rana got up from where she knelt and walked over to the sitting Exorcist, then she pulled her blade from her sheath and levelled it at his throat. According to Armen, Owl had a powerful Protector himself, but I wondered if it was a match for Rana's blade. After all, she had S-tier in Strength.

"If you try anything like *that* again, I will cut your head off."

"You wouldn't dare!" he yelled back at her, thinking he had the upper hand.

Rana didn't flinch. "Do you really think anyone would care if an Exorcist *like you* died!?"

Although I knew she was saying it to protect me, her words also hurt me. No one would care if I died either...

## 9 - The Margrave's Quest

The carriage ride back to Lundia was incredibly awkward. Rana had taken the seat next to me, while Master Owl sat at the far end, having bound his wrist with a supporting bandage, though I saw how the colour drained from his face every time we hit a bump in the road.

Surprisingly, I felt neither good nor bad about having been the cause of his injury. He had tried to take a look at my Guild Card without my permission and had paid the price. He himself had taught me that it was foolish to show it to people, but apparently he was above his own rules. I still hadn't seen his Card, and his ability to hide his aura from me was as impeccable as ever, even while in constant pain he let no sign of it slip out.

During the long return-trip, I used a pencil Rana had lent me to sketch a simple drawing of the Skinstealer onto the entry in the Encyclopaedia, since the entry didn't have an illustration.

Rana looked over my shoulder. "That's pretty good," she praised me.

"Thanks. I used to draw monsters a lot in my notebooks during middle school."

"I suck at drawing," she told me, "but I'm pretty confident in my ability to sing."

"Really? I wish I could hear you sing something."

Rana looked away.

*Is she blushing?*

"I haven't sung in front of people before."

*Too bad there aren't any karaoke bars in this world...*

The carriage only had three other people besides us and they were all Natives of this world. Their weak auras showed me their proficiencies, but, as I'd been told, only people from outside this world had the ability to have a Role Assignment to unlock their full potential. Although, from the way I understood it, the Assignment didn't alter anything about one's physicality or abilities, rather, it just revealed what was already there. Maybe it wasn't so much an ironclad fact that Natives couldn't have a Role Assignment, but rather that something prevented them from utilising their potential to utilise their magical and pseudo-magical powers? There were bound to be people who wanted to become Adventurers and Mercenaries among the Natives, but I didn't fully understand what separated me from them, so I couldn't tell what made only Otherworlders able to gain Roles. When I looked at them with my Spirit Sight, their auras were sometimes as strong as some of the Adventurers hanging about in the Guild Hall, so it seemed weird.

"Rana?"



“Yeah?”

“What made you switch to the Mercenary Guild?”

The Vanguard seemed to waver on whether or not to answer, but then she said, “I didn’t like the groupwork of the Adventurers’ Guild and a lot of quests were far more dangerous than their brief descriptions hinted at, plus the pay is bad, especially when you have to split it with three or four other people. And as a Vanguard I was heavily relied on to protect my group and blamed heavily when I let someone get injured. It was very stressful.”

“And Mercenary work is different?”

“It’s simpler, for one. And instead of vague quests, you deal directly with your clients and get a better understanding of what’s required of you.”

“How long have you been a Mercenary?”

“Only seven months or so,” she replied, surprisingly. “I haven’t had as many jobs as when I was an Adventurer, but due to the better payouts I haven’t needed to frantically take dozens of quests each week just to be able to have a place to stay overnight and food to put in my belly. I actually have my own apartment and everything.”

I couldn’t help but nod. After some brief calculations of quest rewards and the cost of things in Lundia, a Novitiate Adventurer would have to average two quests daily just to be able to pay for food and lodging, which didn’t even touch on the cost of gear, as even For-Rent weapons were a recurring cost. After a while, a Novitiate would rank up and have a better selection of quests with higher rewards, but it went hand-in-hand with higher risk. It only required one slip-up and you’d be dead, and when you worked ten-plus hour days every day, it was just a matter of time.

“Vanguards are a dime-a-dozen,” she continued. “Priests are probably the luckiest of everyone. They get to join almost any group, even ones with high-ranked Adventurers, because of how in-demand they are, and they are the only ones who have access to super-easy Healing Quests, which pay really well.”

I frowned. Exorcism jobs paid outrageously-well by comparison to all other quests, but I knew that if Owl and Rana hadn’t been with me, I would’ve died in Hamsel’s Rest. Actually, I might’ve died on the way there, thanks to the goblin ambush. Although I felt a sense of accomplishment from completing my first Exorcism, it was obvious in hindsight that I’d been helped a lot. Expecting any new Exorcist to pull off their first quest without hand-holding the entire time was quite absurd.

“I’ve been thinking of moving out west,” Rana said.

“Really? Is there work out there?”

“There are plenty of cities like Lundia, though Lundia is the most competitive for people like us, seeing as its where nearly every Otherworlder ends up. Due to the influx of willing Adventurers and Mercenaries, reward pay is far lower here, since there’s almost always someone willing to take a job for a lower payout than what is fair.

“Of course, treatment of Otherworlders in other cities and nations is much worse than Lundia.”

“I thought it was already quite bad here,” I replied.

“Here people just look at you with contempt, but no one tries to steal from you or accuse you of crimes or whatever. I did some quests in the southern part of Hallem a year-and-a-half ago with my party back then, and it was pretty bad. I’ve heard the west is more relaxed, plus there’s supposed to be nice beaches and great food.”

“You think they have hot springs or something?” I asked. “I feel disgusting having not taken in bath in all this time. It’s nearly been a week!”

Rana nodded. “I know what you mean. The port city of Ochre to the east has some pretty nice bathhouses, so you could try and visit that place.”

The way she said it made me think she would leave after this job. “Do you want to stick with me a bit longer after we hand in the quest?”

She looked surprised, then smiled. “I don’t see why not. I won’t need to work for a while after this payout, so I suppose I could accompany you for a bit longer.”

Her reply made me quite happy, though it reminded me that our relationship was still a transactional one. It was a bittersweet feeling, but if I could take on another well-paying job, I could keep paying her to protect me. Even though I had Armen, it was clear that the familiar only fought to protect me, and I had no offensive spells besides Repel so I was screwed if I got into a fight by myself.

*Maybe I should look into getting a Fighter familiar as well...*

We finally arrived to Lundia late that afternoon, with the sunlight waning fast and the city Lightkeepers already beginning their journey to light the torches and lanterns that lined the busier parts of the city.

The three of us made for the Adventurers’ Guild together to immediately hand in our quests: the Novitiate-ranked one for discovering what kind of entity was terrorising Hamsel’s Rest, and the one Master Owl had for exorcising it.

As we entered into the Guild Hall, the tavern-part of the bottom floor became a flurry of murmurs. It was not difficult to notice that most of the talk was centred around me. I suppose that, if only one-

in-twenty-five Exorcists made it back from their first quest and Exorcists were so rare to the point that Master Owl and I were the only ones in the city, then this was like witnessing a once-in-a-century cosmic event to many of the people here.

"Don't let it go to your head," Owl said as we pushed through to the Quest Counter, where the same blonde woman we'd gotten the quest from awaited us.

Master Owl pulled the crinkled quest scroll from a coat pocket and shoved it into my hand, then pushed me towards the counter.

"I have completed the Quest," I told the Guild Representative. "The Haunter at Hamsel's Rest was a Skinstealer Revenant."

"Was?" she asked in return, taking my proffered Guild Card and the crinkled scroll.

Owl came up next to me with the other Quest and also handed her his card with his left hand. I didn't try to sneak a peek this time, since it would be hypocritical of me. Besides, I doubted I wanted to know what it said.

"We have successfully Exorcised the Skinstealer," he answered. "The little pipsqueak here did a good job of his first time," he said and patted me on the back. The way he was pretending to be a gregarious mentor really threw me for a loop, but I guessed that it served him well to be two-faced when it came to his public image. He made sure to hide his injury with his coat and I was sure that only I noticed how he kept wincing every-now-and-then.

"I see," the Representative replied. "We will send a team to ensure that the place is safe, but I have no reason to doubt your words, Master Owl."

"Thank you, Lia," he replied. "If it is not too much to ask, if we can receive the payment right away it would be most beneficial. I'm sure the pipsqueak will also be happy to rank up."

"Of course, Master Owl." Lia called over one of the other clerks and told her to gather the reward money, which was kept in a room behind the counter it seemed.

As the clerk went to fetch the money, Lia brought out a wide soul-stone tablet which she placed our cards on, face-down, alongside the quests, apparently marking us as having completed the quests. I noticed that she only used Owl's card for the quest he had brought, which I guessed was because I did not meet the rank requirements.

Afterward, she brought out a disc-shaped soul-stone tablet and placed only my Card on it, before handed it back to me, face-up.

"Congratulations, you have ranked up to Initiate and can now take quests of this rank."

I looked at my upgraded Guild Card:

<i>‘TEMARU RYUUTA’</i>			
<b>ROLE:</b> <i>Exorcist</i>		<b>RANK:</b> <i>Initiate</i>	
<b>GENDER:</b> <i>Male</i>		<b>AGE:</b> <i>17</i>	
<b>ACUMEN:</b> <i>B</i>	<b>DEXTERITY:</b> <i>E</i>	<b>INTELLIGENCE:</b> <i>B</i>	<b>LUCK:</b> <i>F</i>
<b>PACT:</b> <i>A</i>	<b>SOUL:</b> <i>S</i>	<b>STRENGTH:</b> <i>E</i>	<b>VITALITY:</b> <i>F</i>
<b>ABILITIES</b> <i>‘Omniglot’</i> <i>‘Exorcist I’</i> <i>‘Pact (Watcher)’</i> <i>‘Pact (Greater Protector)’</i>			

Alongside the Rank up, I also noticed that Armen was listed as a ‘Greater Protector’, which made me breathe a sigh of relief, as I had worried it would say something weird like ‘Forbidden Familiar’ or something that would draw undue attention to it. I didn’t feel so worried now about Owl seeing my Card, but his attention seemed to not be on me, as he moved closer to the counter and started complaining:

“Why did he only rank up once!? Isn’t it common practice to give the rank of Seeker to an Exorcist who completes their first Exorcism Quest??”

“The Hallem Adventurers’ Guild Council have changed things recently, such that quests where an Adventurer of much higher rank helps out are not rewarded as strongly. It is to discourage exploitation, but also to prevent deaths caused by thrusting our members into dangerous situations they are not fully prepared for.”

“That’s ridiculous! You know how difficult it is for an Exorcist to get ahead in this world!”

“Even so, Master Owl! We have no assurances that Mister Ryūta completed the quest entirely by himself.”

“If he had been by himself he would have died!”

"I understand your frustration, Master Owl, but please try to calm down. These are the rules and I only follow them, lest I lose my job."

"Fine! If you want him to prove himself capable, give him the Margrave's Quest."

*Uh oh... what's he doing...!?*

"But Master Owl, that was one specifically issued for you by the Margrave himself—"

"And I think I've told you four times now that I won't do it. Surely the Margrave will not complain if my apprentice takes the quest."

Lia seemed very troubled. "I will make some inquiries, so if you return tomorrow around noon, I should have an answer for you."

Just then, the clerk Lia had sent to fetch the reward came out with a tray of coins. On one side was a single gold coin and four ten-silver coins, on the other side was a single ten-gold coin. Upon seeing the money, a different kind of background murmur rose. Suddenly I didn't want the money. It was like being at an ATM and the people behind you all seeing how much you withdrew and you were left to walk home alone, wondering if anyone was following you to take it from your hands.

Master Owl quickly nabbed the large gold coin and stuck it in a pocket, while I took my reward money with more reverence and care. Then I remembered what Owl had told me when we hired Rana, and I shoved the gold coin into her hand, before putting the four ten-silvers in my right trouser pocket.

Rana cast me a smile and together the three of us left the Guild Hall. We had scarcely made it outside, when Owl stopped in front of me and reached out with his left hand and said, "Give me the forty silvers."

"Why!?" I replied, offended. "You said this was mine to keep!"

"That was before you broke my fucking wrist!"

It was hard to argue with that, so while it hurt me, I reached into my pocket and handed him the coins I'd just gotten. Rana looked poised to argue back, but I just shook my head.

After getting his injury compensation, Master Owl said, "Meet me by the Guild at noon tomorrow." Then he left.

Rana scowled as she looked at him leaving into the night, then she told me, "Having a Healer fix a broken wrist doesn't cost more than twenty silvers. He just cheated you out of your hard-earned money!"

"It's fine."

"It's not fine! What are you going to do now? How are you gonna afford food and a place to sleep?"

"I still have a little bit of money left from what Æmos lent me."

"The Genius lent you money???" she asked, surprised.

I shrugged and made to leave to return to the inn that I'd stayed at before going on the quest, but she stopped me with a hand on my shoulder.

"I'll treat you to dinner," she said. "I know a good place."

"Really? You'd do that?"

"Of course! After all," she replied with a grin, "I just made a lot of money."

I chuckled in response and let her lead me towards a part of Lundia known as the Residential Ward.

"Your new boyfriend?" said the owner of the restaurant as way of greeting when Rana and I entered. She laughed politely at the joke, neither confirming nor denying it, which I thought was just inviting trouble.

Since she was treating me, I let her decide what to order for us and was surprised when something very close Karaage was served before us. Famished as I was, I immediately dug into the crunchy deep-fried exterior of the chicken, nearly swallowing pieces in one gulp, and by the time I looked up, I had finished the first serving.

Rana was just drinking from a mug of frothy beer and looking at me with a smile.

"Nice food here, right?"

I nodded eagerly. "If only they had rice, it would be perfect."

"You really should go to Ochre," she replied. "They have rice, fish, all manner of foods."

"Sounds like paradise," I said excitedly. Though it hadn't hit me until now, I really missed Japanese food. It was much easier to deal with my situation here if I could at least eat delicious food to unwind from the stress of being hunted down by monsters. For the first time since I came here, I felt something akin to happiness, or at the very least contentedness.

"Where are you staying tonight?" Rana asked.

"I was thinking of going back to—"

"You should stay at my place for the night. It's only two streets away."

I swallowed hard on reflex as I heard the words. Though I hadn't realised it, she had taken off most of her plate armour and wore just her arming jacket and hide pants. The top two buttons of the jacket were undone and I could tell that she wasn't wearing a bra...

Something *more than* contentedness was starting to rise in me.

After a few hours at the restaurant, I supported Rana after she had indulged a bit too heavily in the bountiful beer that the owner had been far too willing to refill again-and-again without any sense of propriety. It was quite an awkward sight to behold, as I, at the height of one-metre-sixty supported a two-metre-tall red-haired Amazonian warrior like her down the street. Fortunately, she retained some innate sense of direction and was able to guide me to where her apartment lay.

I borrowed her key to let myself in, then retrieved her from the hallway outside her door and helped her to a bed, after I had left her bag of dismantled armour next to the entrance.

When she was safely in bed, I closed the door to her bedroom and sat in the main room feeling incredibly out of place. I spent maybe ten minutes looking around and checking that the windows and the main door were locked, before wondering if I should just leave and find an inn.

However, a sense of chivalry made me stay. Well, *that* and some other lingering thing I couldn't quite dismiss, but felt too awkward to acknowledge...

*I need to stay and make sure she's alright*, I lied to myself. But I knew that wasn't why I stayed.

Eventually, I retired to the couch in her main room. It was as hard as stone, but I'd spent the previous two days sleeping in a wooden chair, so by that comparison it was like pure luxury. Her apartment was quite something though. The equivalent in Japan would've cost over a hundred thousand yen per month, and *here* I was sure that it would no doubt be more than twenty silver per week, if not more.

*That's good, keep focusing on pointless things and don't think about the fact that she's sleeping in the next room...*

"Good morning."

I shot upright so fast that my neck made a strange popping sound and my vision flickered dangerously black for a moment. With wide terrified eyes, I looked up at Rana's face.

"Do you want breakfast?" she asked. "I think I have some bread and some eggs and sausage. Maybe even some cheese if you're lucky."

I blinked a few times, then replied deadpan, "My luck is F-tier."

She laughed in surprise at my joke. "I forgot."

"I hope it wasn't presumptuous of me to stay overnight."

"What do you mean?" she asked, as she went into the kitchen that was separated from the main room by a half-wall. "I invited you over, didn't I?"

"I guess, but it's just..."

"I got pretty drunk last night," she replied. "Sorry."

"No that's not it," I quickly said. "It just felt weird I guess. Like, you don't even know me *that* well and I don't really know you..."

"It's okay, Ryūta, I trust you."

I felt a weird sensation in my stomach. Was it happiness? It felt strange.

"So? What'll you have?"

"What?" I asked, confused.

"For breakfast."

"Oh. I could eat some eggs I guess."

Master Owl glared at me when he saw me draw up to the Guild building.

"You're late..."

"Sorry, I—"

"I got you the quest," he replied and handed me a neatly-folded scroll with his right hand.

"Quest?"

"An Exorcism for the Margrave of Lundia. Once you beat it, you'll be ranked up to Seeker and can finally help me with something."

His eyes narrowed. "Why are you looking at me like *that*?"

"I thought you were done with me after yesterday."

"Water under the bridge, boyo. Besides, I have plans, and your awkward little piece fits into the puzzle. Head in and accept the quest. It should only take you a day to complete, but I won't be there to hold your hand for this one."

I frowned. "If you need me for something, isn't it counterintuitive to send me off to get eaten by a Banshee?"

"It's a simple matter. Besides, with a Protector like yours, you should be fine. In truth, this ought to be the kind of Exorcism Quest that all Exorcists should start off with as Novitiates, but hauntings such as this one are so often dealt with by established Exorcists instead."

"Why?"

"Dig deep enough into this quest and you'll see." He sighed in annoyance. "This is why I haven't taken on this stupid request. It's below me and it's full of the worst type of monsters."

"What monsters are that?" I asked, worried.



“Aristocrats...”

## 10 - Ghost in the Castle I

I scratched my chin as I walked back to Rana's apartment, looking at the quest that had been thrust upon me. From the description, I already had a few guesses about what kind of apparition could be behind it, and, according to Owl, I didn't have to worry about being eaten or anything. That said, I wondered if I had what it took to exorcise this entity that was troubling the Margrave of Lundia.

<i>'Ghost in the Castle'</i>		
<b>EXORCISM QUEST</b>	<b>TYPE:</b> <i>Complex</i>	<b>RANK:</b> <i>Initiate</i>
<p><i>The Esteemed Margrave Finn Serelliam has been troubled by a Haunting in the East Wing of his Castle since being appointed as the Lord of Lundia three years ago.</i></p> <p><i>Although some builders and servants have been injured as a result of the Spectre in the East Wing, there are no recorded deaths and thus the East Wing has simply been abandoned instead of bringing in an Exorcist and making it a public embarrassment.</i></p> <p><i>None of the servants, guards, or other people in the Castle have ever seen the Spectre in person, though most of the rooms of the East Wing are affected by its presence, as sounds of footsteps and shifting furniture are a daily occurrence.</i></p> <p><i>The Esteemed Margrave's new wife has raised concerns about the Haunting in recent weeks and you were therefore appointed to deal with it. It is of the utmost importance that you ensure your work is as discreet as possible.</i></p> <p><i>The full reward is only paid out after a successful Exorcism of the Haunting Spectre can be confirmed. There is no partial reward for the identification of the Spectre.</i></p>		
<b>REWARD:</b> <i>2 Gold &amp; 50 Silver Crowns</i>		

Still, if I could pull it off, I could expect a pretty sizeable payout. With that, I wouldn't have to worry about money for a while, although Master Owl had advised I invest the money into a better Staff and Focus, since, by his own admission, the For-Rent ones I had were worthless and hindering

my full potential. Most of all I wanted to replace the hand-me-down Spirit Goggles. True to my own promise, I hadn't taken them off since Hamsel's Rest, but they were far from comfortable and the brass had begun causing some serious skin irritation around my eyes.

"That doesn't sound too bad," Rana commented after I arrived to her apartment and showed her the quest flier.

"Maybe you don't need to accompany," I said, even though I wanted her to come. But saying how I felt might put her off.

"No, I'll go with you. Margrave Serelliam has a bad reputation. And just because the quest says that no one has died, you can't be sure with these things. After all, rule one of Guild Quests is: '*Never trust the quest info*'."

"Nobody told me that," I replied with a frown.

"They really ought to put it right next to the Quest Board... A lot of Adventurers die as a result of taking a quest by its word. You're always dealing with unreliable information at the best of times, and, in the worst cases, you might have Quest Givers who understate the danger of their requests."

"Why would they do that? Also, I thought quests were issued by the Guild itself."

"Most quests are from a third-party that goes through the Guild to have it resolved and they pay the reward money, except in the cases where it affects the region, as those are sponsored by local Lord. For example, I'm fairly sure that last Exorcism Quest was funded by the Margrave, since Hamsel's Rest was a productive village that supplied crops and livestock to Lundia and thus he wanted it made hospitable again."

"But why would someone lie about their quest?"

"The reward for a quest is proportional to its difficulty type and required rank, so by lying and understating the danger, the Quest Giver pays less to the Guild. It's not a huge problem anymore, but it still happens, especially from people whose social standing makes them impervious to a rebuke from the Guild..."

"Like the Margrave?"

"Yeah. And I mean, for a 'Complex' Initiate quest, this reward is way too high."

"Maybe it's seen as hush money?" I guessed.

"It wouldn't be the first time an aristocrat has done something like that."

"Apparently he only wanted Owl to take the quest."

“That’s highly suspect,” she replied ominously. “But, if you complete the quest, you might end up in the Margrave’s good graces, which is not a bad place to be. In the Guilds your reputation is more important than your Rank, Role, and accomplishments after all.”

“Really? That seems illogical.”

“Yeah. There have been many rising stars in the Guild who crossed the wrong aristocrat or had nasty rumours spread about them and ended up not being able to take on any quests.”

“Sounds like you have personal experience with it,” I replied boldly.

The expression on Rana’s face said it all and I regretted my words.

“I’ve seen it to good people more than once,” she replied after a moment of silence.

“What happened to them?” I asked, but she shook her head, not wanting to answer the question.

“I’ll put my armour on, then we can go to the Castle,” she said, forcefully shifting the topic.

I sat on the hard couch in the main room for twenty minutes, regretting being so brazen with my words. I’d clearly brought up some bad memories for her.

Eventually, Rana emerged from her bedroom, her dark plate-armour covering her body over the arming jacket and hide pants she always wore. It was impressive that she was able to put on all the armour by herself, especially the parts that covered her back where her hands would have a hard time reaching.

Before I could get up from the couch, she seemed to remember something and went back into her room, returning a moment later with a square mirror that was half-a-metre wide and long. It had a little metal stand and she placed it on the table next to the couch.

“You wanted to see your reflection right?”

I was surprised she remembered. “Isn’t a mirror *this size* super expensive?”

She nodded. “This one is probably worth five gold crowns.”

I nearly choked on my own spit.

Before I could ask why she’d spend so much money on vanity, she quickly added, “It was a gift.”

“Ah,” I mumbled, “that’s a nice gift.”

She seemed to blush quite a lot at that. The response made me feel a knot of dread form in the pit of my stomach. Whoever had gifted her *this* was clearly a past lover. Or maybe a present one? I didn’t like the thought, so I tried to shove it out of my mind, as I looked into the mirror and saw my face.

I blinked in surprise. The face that stared back at me wasn’t mine.

Rana watched in silence as I put my fingers up to my face and poked-and-prodded it. My jawline was more pronounced, though my cheeks were rounder, and the shape of my eyes had changed into

something less charming and more sinister-looking. But most surprising were my irises, as they had become like tiny dark-blue galaxies full of multi-coloured stars, with a single black hole in the centre. Now I understood why she had made *that* comment about my eyes, because, even staring at them myself, I felt my attention pulled into them.

My hair had also changed a bit. It still had the same black colour, but it was fuller and messy, as though untameable by any comb. Even my skin was spotless and perfect, as though I was looking at a filtered image of myself, like those from a photo booth.

"I look like a model," I blurted out, which made her laugh.

I blushed a bit, when I realised how conceited *that* sounded. "Does this happen to everyone?" I asked.

"The way I understand it, your changes are according to your Attributes. Height and build are governed by Dexterity, Strength, and Vitality, while your face and hair seem to be governed by Soul, Acumen, and Intelligence."

"What about Pact and Luck?" I asked.

She shrugged in response.

I frowned. No wonder Harleigh had such a perfect appearance, since his stats were high all around... *Life truly is unfair.*

"I feel like I'm staring at a different person," I told her. From the rest of my body I could tell nothing much had changed, but it was as though someone else's head had been put on my neck... It was very disorienting and damaging to my self-image, but maybe I could come to like this new face of mine eventually? After all, I did look markedly more handsome than before coming here. Now that I thought about it though, most Adventurers I had seen were quite good-looking. Master Owl might even had looked decent, if he hadn't seemingly abandoned personal hygiene and welfare.

"My face didn't change much," she said. "For me it was just my build that changed. I was kind of pudgy before I came here."

"Pudgy?" I asked and couldn't help but chuckle.

"Hey!" she complained with a smile.

"Nothing wrong with pudgy," I replied.

We stood outside a small island connected to the rest of the Noble Ward by a single bridge. Around the island was a four-metre-wide moat and upon the island itself stood a horse-shoe-shaped castle, with a large central building and two smaller wings. At the centre of the island was a large courtyard

with a garden, which featured a small hedge maze and perfectly-trimmed trees and bushes, as well as flowerbeds in dozens of colours.

At the opposite side of the bridge from us stood two imposing guards, whose aura was comparable to Rana's, meaning that, if they were Adventurers or Mercenaries, they'd be Vanguard. As though reading my exact thoughts, Rana said, "I recognise those guys. They're in the Mercenary Guild. I think they're at least Seeker rank, might even be Eminent rank."

"Why would anyone of such high rank work as guards?" I wondered.

She looked at me as though wondering if my question was serious. "It's probably well-paid. And just because someone is strong or experienced, it doesn't mean they wouldn't jump at the opportunity for an easy job."

"I suppose I can understand that," I replied after a moment. I looked back at the guards, then asked, "Shall we?"

Rana nodded and immediately adopted a screw-off-with-you expression like the first time I'd seen her in the Market Ward.

As we crossed the bridge, one of the men halted us with a hand and gave a curt nod to Rana, perhaps as a sign of respect for a fellow Guild member. She returned it with an up-nod. Giving her attributes, she was actually taller than them, though as guys they had bulkier bodies. I wondered if she could take on both in a fight, but one look at their stances made me feel fairly confident that she could. After all, they appraised her like one might size-up a dangerous foe.

"You're here for the Exorcism?" the right one asked in a gruff voice. Though I couldn't see his face behind the helmet, his voice made me think he was at least forty. Perhaps such a job wasn't bad to take once you got older, although, given that this was a fantasy world with magic absurdity, I wondered if retirement was really a necessity for Adventurers and Mercenaries. Master Owl looked like he was over fifty, but he still moved with far more athleticism than I.

I fumbled with the button of my belt bag, then extracted the folded-up quest flier and showed it to him.

"Guild Cards please," he said in a tone that invited no argument after reading the flier. I shared a tense glance with Rana, but then begrudgingly obliged.

The Guard looked at our Cards, seeming most interested in Rana's information, which, although it bothered me, made me feel that there was nothing wrong with my familiars. It was, of course, quite possible that they didn't know a lot about familiars and thus didn't notice that Armen, who floated next to me, was a peculiarity.

After handing back our Cards, the other Guard left his post to fetch someone from the West Wing. While we waited for his return, the other man said to Rana, "You really ought to give the Arena another chance."

My companion didn't deign him with a reply, so he instead turned to me and said, as though she wasn't standing *right there*, "*Lady Thorn* here is one of the best fighters the Arena has ever seen. I never lost a bet on her, but, for some reason, she decided to leave the scene. We were all very disappointed by that..."

"That's all in the past," she suddenly replied in a dangerous tone.

"Can't have been more than a year," he said.

I could tell she didn't want to talk about it. It was clearly some dark history that was better left unacknowledged. I'd be lying if I said I wasn't curious, but I knew that it would be rude to pry, so I tried to square up my shoulders as much as I could and took on what I hoped was menacing and professional glare.

"We're not here to talk about the past," I said. "I have a job to do, and the more we talk the more time I waste."

The Guard let out a huff and seemed poised to make some scathing remark, but then the other man returned with a stern-looking woman in a fancy blue dress. She had a weak blue aura that seemed to take on the shape of thorns. Her grey-blond hair was done up into a shape most analogous to a beehive.

"Come with me," she said and the two of us walked past the Guards without another word.

As we entered into the courtyard, we walk past the colourful flowerbeds and the hedge maze, while being steered towards the East Wing of the Castle. As I truly appreciated the size of it, I realised how ridiculous it was for the Margrave to left it abandoned due to a Haunting.

We came to a stop before a large set of doors and she turned to face us.

"You may only enter the East Wing and you may only use this door. There will be consequences if you venture into the main Castle or loiter around the courtyard."

"Understood," I replied. The rules seemed arbitrary and controlling, but I felt that simple obedience would go further here than any sort of argumentative obstinance.

She then waved a young blonde boy over from where he'd been working on one of the flower beds, pruning the dead buds and removing weeds.

"Lukas here will be your guide and can be relied upon to answer questions about the layout of the East Wing and its rooms. Can't you, Lukas?"

“Yes, Madam, of course!” the blonde boy replied eager. He had a very intense light-green aura that seemed far stronger than any Lundia Native I’d encountered thus far. If I didn’t know any better, I would’ve thought he was an Otherworlder like me, although I had no idea what kind of Role his aura could indicate. But then again, he seemed only about twelve or thirteen, with a high-pitched voice that’d yet to undergo puberty, and, from my brief experience, all Otherworlders came to Mondus at my age or thereabouts, with puberty seeming to be the great decider. At least that’d been the case for all the people I’d seen stand in line at the Guild for their Role Assignment.

“Once you have completed your work, you may notify the Guards or you may send Lukas here to fetch me. You are to leave the premises immediately afterwards.”

“Understood,” I said again.

“Good. I leave you to it then,” she said and left.

Lukas did a mock bow in front of us and said, “I’m Lukas, nice to make your acquaintance Mister and Miss.”

“I’m Ryūta,” I said, “and this is my guard Rana.”

“I’ve never met an Exorcist before!” he said excitedly. “You have very strange glasses.”

Before I could reply, he turned to look at Rana who was almost twice his height. I had the sense that when Lukas grew up, he would easily stand a head above me.

“You look really strong!” he said in awe.

I indulged him and said, with a grin, “She can take down a goblin in a single strike and fight off a horde all by herself.”

“Wow!”

“Now, Lukas, would you mind showing us around the East Wing. If you know which areas are most affected by the Haunting, please take us there first.”

“Yes, Mister Exorcist!”



## 11 - Ghost in the Castle II

Like the main building of the Castle, the East Wing was made of stone for its outer walls as well as the walls that divided up the interior into rooms. The floor was made of strong wood that seemed to resist the fluctuations of temperatures as it neither creaked nor protested as we walked across it with our boots. There was a total of four floors to the Wing, and Lukas told us that it was identical in layout to the West Wing, although it showed clear signs of having been abandoned for years, as cobwebs and rat droppings could be found almost everywhere on the bottom floor.

The ground floor had a small basement that led to a wine cellar and cold storage for preserving food, though apart from some large barrels for wine, the space was fairly empty. The floor itself seemed mainly designed to house servants in small rooms with narrow beds, as well as the kitchen and laundry facilities such servants would be occupied in.

As we climbed the staircase to the first floor, the atmosphere changed from abandonment to something more difficult to describe. There were no obvious signs of rats, though large webs of spiders showed that insects still thrived here. Additionally, as we were shown to the other rooms on the floor, we found random furniture in the hallway, damaged objects that'd been thrown against the walls, and an overall mess comparable to a tornado passing by.

I noticed that Rana kept her right hand permanently glued to the pommel of her sheathed sword. Lukas, for his part, seemed only excited to be showing us around. I guessed that, to a boy his age, this was like going on an adventure in a place he was normally not allowed to access. I had no doubts that the boy, and maybe some of the other servants' children, often made trips to the East Wing to explore, despite being forbidden from entering it. It was the sort of mischief children his age always got up to after all, and he didn't seem phased by the clear signs of a Haunting.

"What are you looking at?" he asked, when I'd stopped next to an overturned chamberpot that'd been thrown so hard against the wall that it'd caved-in on one side.

I wasn't sure how to explain it to him, but then I remembered the Sinner's Ash that Master Owl had given me. I brought out the pouch and took a small bit of the dirt-brown ash into my fingers and smeared it over the corner of the chamberpot.

Rana took a step back in surprise, while Lukas said, "What's that?"

"It's a handprint," the Vanguard said, perhaps remembering what I'd told her about the Haunting in Hamsel's Rest.

I nodded. "It's an important clue to figuring out what sort of apparition we're dealing with."

I lifted up my Spirit Goggles and confirmed that the ethereal glowing-blue handprint was visible without them, thanks to the Sinner's Ash. Part of me wondered if perhaps it was a mistake to show this to Rana and Lukas, as it was sure to freak them out, knowing that there were things they could not see with their own eyes all around them.

Expectedly, Rana looked at the messy hallway and all the furniture and objects that lay strewn about. "Are they all like that? Covered in handprints?"

I nodded. A bit of cold sweat tickled down my back and I could feel my shirt become clammy where it touched my skin.

"Hey, Lukas?"

"Yes, Mister?"

"Have anyone died in here because of this Haunting?"

He shook his head. "No, but Old Man Potts broke his leg after a cabinet suddenly fell on him, while he was looking through the past Margrave's room on the fourth floor. One of the Guards also lost a finger when his sword flew from his scabbard and tried to attack him."

I swallowed hard, then shared a look with Rana. She quickly secured her sheathed blade by closing a strap that normally hung loose, such that it would be impossible to pull the blade out. Granted, it was no sure thing, but I was glad she at least took a precaution.

Then something hit me. "Did you say that the Margrave had a room in this Wing?"

Lukas nodded. "On the fourth floor. It's reaaaally big!"

"How long have you been living and working here, Lukas? Since before the current Margrave?"

He nodded. "Yes. I have been here since I was..." He paused and began counting on his fingers. "Since I was six," he then said. "I lived in the orphanage before that."

I frowned. Perhaps it shouldn't have surprised me that a world with a medieval setting employed child labour, but, then again, so did the real world, it had just been hidden better I suppose.

A sudden theory appeared in my mind. "What happened to the old Margrave?"

"He died from a sickness in his lungs."

"And where is he buried?"

Rana seemed to catch on to what I was going for and leaned in closer.

"Margrave Reis Litterby was buried with his family in their crypt in the city of Helmstatter."

"It lays to the south," Rana replied. "It's over eight-hundred kilometres away."

*So much for that theory...* I thought to myself. It would have been simple if the old Margrave was to blame for lingering in this place.

Suddenly, the sound of knocking came from a room further down the hall. It sounded almost like someone was trapped in a closet and trying to get out.

Without being told, Rana moved in front of us both, but Lukas didn't seem bothered by the commotion.

"He really likes that room," he commented while continuing to stare at the handprint on the chamberpot.

"He?" I asked, while Rana began moving a bit closer.

"The Ghost. It must be an angry man with all the noise he makes, says Madam Colleen."

"I see..."

A loud metallic *bang* sounded from where Rana stood and I saw a stone brick fall to the ground after it had presumably collided with her shield.

"Ryūta! It's throwing things, we should go!"

"He's very angry today," Lukas remarked in surprise. I wondered if the Haunter could sense that I was here to exorcise it, or maybe it reacted more aggressively because of Rana, given that it had attacked a Guard in the past.

"We need to see what's in that room!" I told her.

*Armen, can you protect us from thrown objects?*

"**As you desire,**" said the Guardian Wraith and moved in front of Rana, just in time to deflect a metal lantern, which fell to the floor as a crumbled heap.

Both Lukas and Rana looked at the lantern, which to their eyes must've hit the air and just crumpled by itself. To snap her out of it, I yelled, "My familiar is guarding us, keep moving! Lukas stay behind me."

The apparition continued to throw things at us, but I couldn't see the creature itself, despite the fact that I saw the glowing handprints it left on every item it threw. As we advanced closer-and-closer to the room it had made all the banging sounds in, the onslaught of thrown objects became constant, though its arsenal of objects reduced to things such as chair-legs, books, and paintings.

Either exhausted of its supply or deterred by our advance, the Haunter suddenly stopped its attack and we came to the room it had seemingly appeared from. Rana remained by the door, with Armen hovering in front of her, while I looked through the room itself. Unlike the few other rooms I'd seen on this floor, the interior was organised and neither the bedside-table, chairs, desk, dresser, nor wall-mounted picture frames were tossed about. It was like the eye in a storm.

"Lukas, do you know who lived in this room?"

“That would be Madam Colleen’s daughter, Miss Cecilia.”

“And where is she now?”

“She has a room in the West Wing now, but only works here three days out of the week, with the rest in a tavern in the Noble Ward.”

I scratched my chin below my goggles in contemplation. “Does she have any dead relatives who used to live here?”

“I don’t think so,” he replied sincerely. I was fairly sure I could trust everything he said, but I wasn’t entirely sure it was a good idea to rely on his memory, as he would’ve been quite young back when this Wing was in use three years prior.

While sitting down on the bed, which had been made perfectly, I considered which of my tools might aid me here and realised that, since there was something keeping the spirit fascinated with this room that the Energy Stone was my best bet.

I pulled the quartz-like stone from my bag and immediately it began pulsing quickly while shining bright as a flashlight. As I moved it around the room, its pulse frequency and light volume shifted up-and-down, until I eventually aimed it at the desk that was neat and proper, with a full inkwell, a crisp new piece of vellum paper, and a silver-tipped feather pen.

While moving the stone around, Rana sneaked a peek from where she stood guard by the doorway and Lukas was eagerly following my motions. It was clear that there was something about the desk that the stone responded to, but I couldn’t tell which object it was. Then the blonde boy pulled open one of the drawers and the light intensified as I moved the stone over the papers that were inside.

He helpfully lifted them one-at-a-time in front of my stone, until one suddenly made it light up to the point that it was no longer pulsing. I put the stone away, sure that I’d found the proper object, then reverently took the folded paper from him and placed it on the desk. As I unfolded it, I expected to find a letter or something of that nature, but instead I found a dry red flower with triangular petals that’d been pressed flat and kept by the room’s former resident for some reason.

I looked to Lukas. “Do you know what *this* is?”

“That’s a Scarlet Vow,” he said, surprised.

“They don’t grow around here,” Rana remarked, surprisingly. When I gave her a quizzical look, she explained, “I did a Gathering Quest for such a flower a couple years back when I was in the south.”

“Old Man Potts said that they can’t be cultivated and only grow in the wild,” Lukas added.

“You know a lot about flowers?” I asked.

He nodded eagerly, “Old Man Potts has taught me a lot!”

“Is the name significant?” I asked them both.

Rana shrugged, but Lukas replied, “Old Man Potts says that Nobles often gift them to each other to represent a pre-marital gift, either to court someone or to showcase the sincerity of their love.”

“Do you know anyone that had romantic interest in Cecilia?” I asked.

He shook his head.

*Of course not... what did I expect a child to know about romances about the castle, especially a boy his age?*

I looked at the flower for a bit, wondering if this Haunting could be as simple as someone dying before they could fulfil a vow they had made to someone they admired or loved. I pulled the chair out from under the desk and sat down, then pulled my little Encyclopaedia out and began looking through the entries.

Lukas stood behind me and looked over my shoulder as I leafed through the pages.

“Can you read what it says?” I asked him, but he shook his head.

*That’s probably for the best.*

“What language is it written in?” he asked.

“I have no idea,” I replied truthfully. The curling script was legible and perfectly known to me, but I had no idea what it was called, and from the few signs and such that I’d seen in Lundia, it was clearly of a different origin.

“That’s ‘Chthonic’,” Rana said, also looking over my shoulder, having left her post by the door after realising we were safe inside this room. “Magicians and Summoners often use this language.”

I wondered if it was related to the giants and titans of Greek myth, as they were at times known as the Chthonians: the ones of the earth. It might also refer the Underworld in Greek myth, as well as the gods and creatures that hailed from that place. Though I hadn’t called upon this sort of useless trivia information, it had endlessly fascinated me in middle school during my Chūnibyō phase. At any rate, it was an ominous connotation, even if it meant something entirely different in this world.

After some more searching, I had a few guesses as to what type of ghost I might be facing here, but each had slightly different requirements for their exorcism, so I didn’t want to accidentally enrage the ghost in the East Wing by attempting something incorrect to deal with it, like using my Sanctify ability on the Scarlet Vow flower. *That* would be the right decision if I was dealing with a Poltergeist, but it was not the only type of Shade to exhibit the sort of behaviour I’d seen, as it might as well represent an Obsessive Stalker, in which case the tampering with the Scarlet Vow, which had clear

significance for the spirit, would enrage it and make it manifest, turning it significantly more dangerous.

I scratched below my goggles as I thought about the best way to proceed. Eventually I decided to fold the paper back over the flower and carefully return it to the desk drawer.

“What now?” asked Rana.

“We’ll continue looking for clues. Make sure to return everything in this room to the way that it was.”

“Yes, Mister Exorcist!” Lukas obeyed and immediately began straightening out the bed linen and duvet, which I’d sat on. I myself return the chair to under the desk.

*Hopefully this will be enough to placate the ghost.*

The flower and this room were of significance to the Haunter, so I believed it prudent to be as respectful to the state it had been left in as possible.

We continued looking around on the first floor after leaving Cecilia’s room and were thankfully left alone by the spirit. Where the kitchen and laundry rooms were placed below us, the first floor instead had a sizeable library with a sort of lounge area, as well as study desks, for people to sit in while reading either fanciful tales or treaties on war and politics. Although the shelves of the tall bookcases were for the most part empty, as the abandonment of the East Wing had no doubt seen them removed.

In a world such as this, where the printing press was seemingly not invented yet, each book was a labour of months of hard work, meaning that a library of this size could contain a literal wealth of knowledge. As with the hallway, the furniture and few books left behind were scattered all about the place, with desks on their side and comfortable looking chairs battered to pieces by repeated violent throws across the room. I could imagine that the evacuation of the hundreds of books that must’ve been within the library had been the cause of the frantic mess, since I could imagine the Haunter attacking the servants all throughout their work.

For a while, I moved around with the Energy Stone, carefully checking the objects in the room, but eventually I relented, as it was simply too much to go through. I kept it in the palm of my right hand as we moved around, but while it reacted weakly to the ghostly handprints everywhere, it didn’t have any response similar to the Scarlet Vow.

We left the library and briefly looked through the few other rooms on the floor, before ascending to the second floor. If the first floor was for those of slightly higher status than servants, then the second floor was for guests or cherished retainers, with the rooms here being twice the size of those

below and three times the size of the servants' rooms. The furniture was also more opulent and many of the rooms had their own fireplaces. All the rooms were a total mess of destroyed furniture, and it seemed the ghost had been especially harsh on this floor, which made me suspicious.

Sure enough, as we neared one of the rooms furthest down the hallway, there was loud banging and soon after we were beset by an artillery of furniture, lamps, chamberpots, and the like. The way it was throwing several objects at once, all of which were intercepted by Armen and Rana, reminded me of the image of the Poltergeist in the Encyclopaedia. However, its description didn't line up with what we were experiencing, as it stated clearly that the Poltergeist had to be sufficiently disturbed to become enraged, and all we were doing was exploring and not tampering with things. I doubted that this behaviour would've been spelled out so succinctly if there was wriggle-room for what might be considered 'sufficiently disturbed'.

Fortunately, having read the entries had reminded me that all Shade-type entities were repelled by the Blessed Golden Bell, so I brought it out and gave it a single *ding*, which seemed to echo all the way throughout the building far louder than my little gesture ought to have accomplished.

Immediately the onslaught stopped and I saw Rana breathe a sigh of relief.

"I'm glad we have your competent familiar," she commented. "I don't think I could intercept all these projectiles by myself."

*Good work, Armen.*

**"It is simply my duty."**

I handed her the bell. "This should deter it if it attacks again, though I have no idea how long the effect lasts nor if it will remain effective with every repetition."

Rana nodded her thanks and secured it to a loop on her belt. Then we went to a room near the end of the hall, and, as soon as we entered, the Energy Stone in my left hand began pulsing. Rana once again took up guard by the doorway, while Lukas helped me scour the overturned furniture for clues. It surprised me that the Stone was reacting to a place that the ghost clearly had not tried to protect and keep neat and organised. In fact, as I looked at the furniture in the room, it had been utterly smashed to ruins, as though deliberately attacked over-and-over until it could be broken down no further. Sheets and pillows and curtains had been ripped to bits as though by flensing claws, and vellum paper and canvas paintings had been shredded to such fine bits that it might qualify as confetti.

While traversing the mess in the room, the Energy Stone continued to glow brighter-and-brighter, until I reached the fireplace by the backwall and it was blinking its light so rapidly I feared someone might experience an epileptic seizure.

Lukas poked through the little bit of debris in the fireplace with a fire-poker, as I scanned it with the Stone, but it seemed to react more to the wall on the right side of the fireplace. I noticed that the burnished white bricks of the fireplace extended all the way from wall to wall, which was unlike the other rooms, where the fireplace bricks only surrounded it and its chimney, while the rest of the wall was the same dull grey stone just like the outer walls.

“It might be in the other room next to this,” I said and the two of us rejoined Rana by the door, before going to the next room, where the furniture and interior was in a similar state. Strangely, the wall it shared the previous room was not the white bricks, but rather the usual grey ones. I had an ominous and foreboding knot in my stomach as I went up to the wall and knocked on it with my knuckles.

The sound that returned told me only one thing: the wall was hollow.



## 12 - Ghost in the Castle III

Rana was using the fire-poker from the fireplace to repeatedly strike the white bricks of the suspicious wall, each of her powerful blows echoing throughout the entire East Wing, while bits of the stone bricks flew all around us.

"This is really bad! They're gonna be very angry!" Lukas complained. I found it disturbing that he was more scared of the people in the Castle than the ghost trying to throw stuff at us. Then again, it seemed as if the apparition was mostly targeting Rana and I.

"No one said we couldn't damage the building to exorcise this thing," I replied calmly.

Each strike made my heart thump, as I wondered what exactly we might find in the hollow space between the two rooms. While Rana worked to open it up, I went to the opposite wall and tried to knock on it, but it was a completely different sound.

*Something was deliberately hidden here...*

"Lukas," I started, while the pounding strikes continued in the background, "Who lived in this room?"

"No one, this was a guest room," he replied, eyeing the wall with great concern.

"Why does this room alone have a different wall?" I asked him.

"I don't know."

"Was the fireplace here added later?"

"I don't know. Sorry."

"It's okay. You can't know everything."

A loud crash of broken bricks hitting the wooden floor brought my attention back to the wall, just in time to see the hollow recess be revealed. With a gesture I halted Rana, as I went over to look. After her destructive work, I could easily pull a few of the bricks free and I brought out the Energy Stone and held it up in front of me like a flashlight. It was pulsing so fast it was impossible to see the breaks between the pulses and as I inserted it into the dark cavity and looked around, my eyes slowly adjusted to the pulsing light as it washed-over the interior.

The smell that came from inside the hollow space was rank and foul, with a heavy undertone of dust and powdered brickwork.

My heart froze as the light caught on a shape, a large shape, and it took me a second to realise what it was. Then Rana looked into the hole as well, after shifting some bricks out of the way, before saying:

“There’s a body in here.”

I forced myself to take in a breath and push it out again, the shock having momentarily made me forget my faculties. I swallowed hard and pulled my arm and head out of the hole in the wall, then looked to Rana.

“If the Energy Stone is reacting *this* strongly to that body, then it must be connected to the Haunter.”

“Let’s remove the wall and get it out,” she decided without a moment’s hesitation. I was glad she took the lead on this, because I suddenly felt very out of my depth again. I’d strolled around giving orders, but the reminder that I was just some inexperienced nobody reared its head and cowed me.

Knowing I’d just be in the way, I took a step back and let the Vanguard tear loose the bricks to the left of the hole she’d made, such that we could have direct access to the body.

The implications of what we’d found were slowly dawning on me. Suddenly the meaning of the word “discreet” in the Quest info was incredibly suspicious.

“Lukas, did anyone go missing in the Castle around the time that the new Margrave moved in? Or maybe just before then?”

He nodded. “A lot of the older servants suddenly just left one day. I don’t think they wanted to serve the new Margrave.”

“Were any of them involved with Cecilia?”

“I don’t know.”

“And there were none of them whose disappearance you were surprised by?”

“Most of them surprised me,” he replied sincerely.

I frowned. Perhaps it was fine not knowing the name of the person, although their identity could give clues to the sort of apparition they’d become after their death.

A crash of a large section of the brick wall made me suddenly jump and when I looked over to where Rana stood, I saw that, along with the section of the wall, the corpse had fallen out. It was unmistakably the corpse of a man, though what age he might’ve had in life was impossible to tell, as the airless and dry space he’d been confined to had sort of mummified his body.

“He was killed by a blow to the back of his head,” Rana remarked. Now that I looked closer, I could see how she came to that conclusion, as the back of his head had a devastating indent and old dried blood ran down his back.

“Why would someone kill this person and hide them in a wall?” I wondered out loud.

No sooner had I put the question out there than the entire East Wing awoke to a terrible earthquake, as though the very foundations were lifting themselves out of the ground. For the briefest of moments, I saw *something* in the dust of the ruined wall, just as the bricks began lifting into the air. One hurtled through the air and caught me right on my left thigh, sending me tumbling to the floor. Another flew for my head but was then battered out of the air.

**“My apologies, but you are running out of energy for me to consume.”**

*Shit.*

“We need to get out of here, fast!” I yelled and got up, grabbing Lukas by the wrist, while Rana tried to follow and guard us at the same time.

Another brick flew around her and aimed for me, but was knocked from the air as well, but along with the protecting move from Armen I felt a massive drain on my energy. One or two more of those and I’d be unable to stand on my feet, let alone run away from the enraged spirit.

*Focus on protecting me from attacks that will kill me!*

**“As you desire.”**

When Lukas and I dipped around the corner, the sounds coming from within made it obvious that it had shifted focus to Rana entirely.

“Use the bell!” I shouted, as I let Lukas lead me towards the stairs and up to the third floor.

I heard the *diiing* of the Blessed Bell as it reverberated throughout the Wing, but the quaking in the floor and the sounds of bricks hitting Rana’s metal armour and shield, as well as the walls, did not cease.

“In here!” Lukas yelled as I came up the steps after him. He was holding a fancy white-painted door with golden accents open for me and I quickly got in.

“You need to go get Rana,” I told him. He did not question my demand for a second and immediately ran back towards the staircase while yelling for her.

*Keep him alive!* I told Armen, while I frantically pulled the pouch of Sacred Corpse Ash from my bag and ran to the furthest door of the enormous room I was in, where I began spreading a line carelessly on the floor in front of it. I did the same for the windows, though only two of the five great windows had windowsills, so for the rest I did the line on the floor and hoped it would suffice. Then I ran to the door at the other end of the room, making another line, before returning to the large doors I’d entered through, just in time to see Lukas enter with Rana supporting her weight on his small frame. I quickly slammed the door behind them, before spreading a line in front of it as well.

As I finished I stood back and bade Armen return to my side.

**"The room is secure,"** he told me.

*Can you cross those lines?* I asked him.

**"No, but your other familiar can."**

That seemed weird and illogical to me. *Why?* I asked him, while my heart thudded painfully in my chest, a mixture of exhaustion and dread fuelling its powerful rhythm. The floor was still quaking, but thus far the Haunter had not followed us into the room.

**"Observers may go where they please."**

*What an ominous turn of phrase...* It also meant that no matter how much I tried to hide myself from someone's watchful familiar, it would be meaningless.

*Are there no ways to prevent an 'Observer' entry to a place?*

**"There are wards to steer away prying eyes,"** he answered. I wondered what he meant by that, before remembering that I did actually have an Ability called 'Ward Crafter', though I'd never used it or been instructed about it. 'Worship' and 'Contain Spirit' were two other Abilities that I'd also never used.

"Are we safe?" Rana asked, looking at the lines of ash I'd drawn on the floor.

"I think so," I replied and stepped away from the door.

For the first time, I had a proper look at the luxurious room we were in. Like Cecilia's room on the first floor, it was left in pristine condition.

"Is this the former Margrave's room?" I asked Lukas, to which he nodded in reply.

"Your stone is blinking again," he then said.

I looked at the Energy Stone that I'd left on the floor in my frantic haste to secure the room with the Sacred Ash. After picking it up, I started looking around the room. When I spotted a handprint on a cabinet, I remembered that Lukas had said the man named 'Potts' had been attacked in this room while looking through it, but, unlike the other rooms, the cabinet had been placed back where it belonged.

"There has to be something of importance to the ghost in here," I said out loud. "It seems to protect the rooms that means something to it."

"Maybe it was a servant during its life?" Rana ventured. She was sitting on a couch with her right leg up. From the way she held it, it didn't seem broken, though she might've sprained it or taken a hit there.

I nodded. It was a good guess. Perhaps the apparition had been a loyal servant of the old Margrave, before something had led to his murder, and now his vengeful spirit was protecting the East Wing

from intruders. I thought about it some more. If he had been murdered here and the murderers had been able to build an entire wall to cover up the crime, then there was no way they didn't have connections to the new Margrave.

It was making a lot of sense now why Master Owl hadn't taken this quest. To someone like him it would no doubt have been easy money, but he was probably well-versed enough in the politics of this world to know that this quest stank of foul play. In hindsight, I should've realised as much too. I had no doubts that this was a lesson he wanted me to learn. Rana had taught me that quests were unreliable, and he was teaching me that not all quests were worth the trouble.

After searching some more, I came to a large painting, where the Energy Stone absolutely lit up.

"Bingo," I said. "Lukas, who are all the people in this?"

He came over to the two-and-a-half-metre-wide painting that hung on the wall above a commode with vases and fancy plates and cups.

"This was made four years ago, on the order of the past Margrave," he said. "He knew he was dying, so he commissioned a painter to make a painting of him, his castle, and all his servants, family, and retainers." He pointed to a corner and added, "That's me right there."

I had to squint to really see the details, but I could sort of recognise his hair in the painting. Lukas was placed next to a lot of other children. It seemed fairly obvious that the man who had become the Haunter of the East Wing was in the painting, but when I moved the Spirit Stone back and forth along the small faces, there was no change in its reaction. Still, it was another clue to add to the list.

"The dead man we found downstairs might be in this picture," I said. "If he is in fact the one whose spirit is now haunting this place."

"Are you saying that the body might not belong to the ghost?" asked Rana.

"There's no way to be certain. The ghost may as well be the murderer of the man we found."

I walked over to where she sat, needing to get some rest myself. I was about to put the Energy Stone away, when, strangely, it began turning brighter and pulsing faster after initially dimming from being removed from the painting.

"That's strange," I said, looking at the object in my hand.

"What is it?"

"It's reacting as if there's more than one special object in here."

I began searching around again, heading in the direction that made the glow and pulse intensify. "Lukas, come help me out."

He ran over. "Are we looking for something else?"

“Yes, but,” I said and stopped, looking at the desk and bookcases that the Stone had brought me to. At the opposite end was a lounge and bedroom area in the enormous room, but in this end was a study or office. “But I need you to help locate something that the spirit might have a special connection to.”

He scratched his nose, where I noticed he had a faint white scar, which was only visible due to his naturally-tan skin. “Maybe it’s another letter again?”

“Let’s start with that,” I said and he helped me scan all the papers on the desk, before rifling through the drawers. Eventually he came to a drawer that was locked, but the key was nowhere to be found. I was just about to call Rana over to break it open, when Lukas knelt down and pulled two pieces of metal wire from his boots and began trying to pick the lock.

I blinked in surprise. I had a fairly good idea what his light-green aura now represented, given that I’d heard of a Role that featured ‘Lockpicking’ as a unique ability. With one of his metal wires, a flatter one, he kept tension on the lock, while using the narrower one to push the pins above the shear-line. After a minute-or-so, there came a click and the wire he used to tension with began to spin. He spun it around completely and then pulled open the drawer.

“Tadaah!” he said and I almost clapped. It was quite impressive.

Despite him being a Native to this world, I really wanted him to try and take the Role Assignment, since I was fairly confident his aura was strong enough to be picked up by the soul-stone slate. If there was any deciding factor for why Natives couldn’t become Adventurers, it seemed to just be that they had weaker auras, but Lukas’ was far stronger than any other Native’s.

We didn’t have to leaf through the contents of the drawer, as there was just a single letter within. Lukas pulled it out and placed it on the table and the Energy Stone once again lit up and confirmed it had a strong trace of spirit energy attached to it.

I unfolded the letter and the first line immediately read: “*I’m so sorry.*”

“Crap,” I commented, while continuing to read the letter.

“What is it?” Lukas asked.

“I think I know what sort of apparition we’re dealing with...”

## 13 - Ghost in the Castle IV

I reread the entry in the Encyclopaedia for the sixth time. There was no doubt about it, *this* had to be the Entity we were dealing with.

“Remorseful Betrayer,” I said, as I showed the page to Rana and Lukas. “The description lines up perfectly with what we’ve discovered: It’s highly territorial and protective of mementos from its past life; it’s mostly harmless towards those it knew in the past, which explains why Lukas could explore around in here without being attacked.”

The boy looked surprised that I’d figured that out about him, but it had been obvious from the way he moved around and the fact that the stern woman had made him our guide, meaning she’d clearly known he often ventured into the East Wing.

“Even this Potts guy made it to *this* room until he was attacked, and, I bet he wasn’t attacked until he found *this* letter and tried to leave with it.” I held up the letter we’d found in the drawer. Thanks to the protective Ash that lined all entryways to the old Margrave’s room, we were safe from such attacks.

Rana looked at the letter in my hand. “So, this man, Steffen, was a servant here, who, by his own admission in the letter, deliberately poisoned the old Margrave to make him sick. And because of his guilt, he is haunting this place?”

“That’s part of it,” I replied. Lukas had confirmed that Steffen was one of the servants who’d gone missing after the old Margrave died and the new one moved in. “His spirit would not be haunting this Castle if not for the fact that he was murdered, no doubt to silence him, and his body hidden away without a proper funeral.”

“So we just have to do the same thing you did to the Skinstealer in Hamsel’s Rest?” she asked.

“Unfortunately, it’s not as simple. There are some quite specific things we need to do in order to put this spirit to rest.”

Both Rana and Lukas seemed to wait with bated breath. Though I was just regurgitating the knowledge in the Encyclopaedia, it did feel nice to be treated like an expert.

“Firstly, we must collect all the objects associated with the spirit. Given that we have been thorough in our investigation of the East Wing and its rooms, and the fact that the ghost has been acting aggressively whenever we found something, I feel confident in saying that those items are: the Scarlet Vow given to Cecilia; the Painting; and the Confession Letter.

“Secondly, we need to burn all these objects alongside his corpse. And, lastly, we’ll need someone of importance from his life to witness his funeral pyre...”

“That’s...”

“A lot, yeah, I know.”

“How do we pull that off? He’ll attack if we try to leave this room with those mementos, and he’ll attack if we get near his body or try to take the Scarlet Vow.”

I rubbed my face tiredly. “I need to think about what the best way to pull this off is, but I think I know what we need to do to start with,” I said and looked at Lukas.

He blinked, uncomprehending.

“You need to find Cecilia and bring her to this room,” I told him.

“Okay!” he said and prepared to leave the room.

“Be careful not to disturb the ash on the floor,” I told him.

“You’re not seriously sending a kid out there,” Rana scolded me.

“He’ll be left unscathed,” I assured her, though it was gamble, but I didn’t want to tell her that.

After Lukas left the room I used Sumi to watch him descend the staircase and leave out the front of the East Wing. As predicted, he was left unscathed. Moments after seeing him leave, the same exhaustion that I’d experienced from the repeated usage of Armen reared its head again and I had to dismiss the Watcher and take a break.

While considering how best to proceed, I sat down on the floor facing out one of the big windows while taking up my Meditation pose and attempting to refuel my energy for what was to come. Through the window I could see the end of the island the Castle was placed on, as well as parts of the surrounding Noble Ward and the Market Ward beyond that. A bit towards the north-east in the distance was the unmistakable towering edifice of the Adventurers’ Guild. In the far distance lay the wall that surrounded the city.

Most of Lundia was comprised of two-storey buildings and though some areas were clearly poorer than others, there was no Ward that might be described as a Slum or anything, which I took to mean that the general populace might fare relatively well all things considered.

*It must be weird to live in this world and have to rely on Otherworlders to protect you... I considered. It was almost like if Japan had to leave all of its police and emergency services to literal aliens, who only took on the jobs because they had no other way to make a living. It was a mutually-beneficial system I supposed, but fundamentally flawed. I could understand why the Natives looked*



at us with such clear disdain, because no one liked to be subservient to someone else. At the same time, I wondered what was stopping the Natives from treating Otherworlders with more compassion and respect. We were expected to put our lives on the line for these people, so why didn't they try to make us feel a bit more at home?

Granted, it was no binary thing, as Rana had seemed well-liked by the owner of the restaurant she took me to. But a cynical part of me assumed that was just because he had figured out it was more beneficial for his, transactionally, to do that.

I hadn't met a lot of children in this world, but Lukas at least seemed sincere and kind, showing no ill will towards us.

*Maybe it's just Lundia that's like this?* I wondered, but then I remembered what Rana had said about the south. She had seemed to imply that Lundia was comparatively nice, since no one openly stole from you...

*I hope there are better places than this. If I have to live in this world, I want to feel like I belong.*

I'd been sitting by the window for about an hour with my hands in my lap and my legs folded. The energy reserves that I'd expended by repeatedly requiring Armen to protect me was now mostly restored, so I summoned Sumi to me and put a hand over my right eye, while mentally navigating the familiar to go through the floor and explore the East Wing, room-by-room.

Armen had told me that Watchers could see other familiars, so I was sure that all-seeing ability also extended to entities that were invisible to my eyes. Perhaps, once I became more proficient with Spirit Sight, I would be able to see more than just spectral handprints and auras.

It took quite a lot of concentration to move the Eye of the Observer around using just my thoughts, as I had to somehow imagine inky and shadowy floating body as my own and give it very deliberate impulses to move in certain directions and rotating and such.

After it finished scouting the second floor, it moved down to the first and began traversing the hallway. Immediately, I spotted a floating see-through and pale-white phantom at the end of the hall and I cautiously implored Sumi to move closer.

Through my left eye and the sight I shared with the familiar, I got an up-close look at the Haunter of the East Wing. Unlike the Skinstealer, its body was vague and barely humanoid. In fact, it looked more like a Teruterubōzu than anything: large featureless head that blended seamlessly into a robe-like body. From below the robe-like body hung a dozen hands, a few of which the spirit was using to tidy up the room it was in front of: Cecilia's room.

*Keep following it and observing it*, I told Sumi and severed my connection to it. I'd realised belatedly that I didn't need to keep banishing the familiar when I was done using it, as it only seemed to drain my energy when it actually shared its sight with me. Hopefully it would stick to the Remorseful Betrayer so I could check in on its location, but thus far Sumi had only moved when I explicitly commanded it to, so it was a test as much as a precaution. If Watcher familiars could autonomously follow any target, then it opened up the possibility for some pretty heinous stalking and might explain why Master Owl had seemingly known so much about me when we met, as it implied he had watched me for days...

I shook the thoughts from my head.

"Are you okay?" Rana asked from where she lay on the couch. "You were holding your eye weirdly. Do you have a headache?"

"Shouldn't I be asking *that*? How's your leg?"

"I think I broke my ankle when one of those bricks slammed into me as I was trying to escape the room downstairs."

I frowned, feeling guilty. "I'll pay for the treatment when we're done here."

"Have you come up with a plan?" she asked.

I nodded. "You're probably not going to like it, but we need to bring the corpse up here. I'm thinking we can use the large fireplace to burn it alongside the mementos without setting the entire castle on fire."

Rana's face turned dark. "It'll be dangerous. It's capable of throwing those objects with devastating strength."

"I've recouped my energy, so my familiar should be able to protect us as we transport the corpse. But I think I'll have to count on you to do most of the lifting. There's no way I can drag it up the stairs by myself."

"I'll endure the pain," she promised. "When should we do it? Should we wait for Lukas to return with Cecilia?"

"I don't know how long that'll be," I told her. "I think it's best to do this now, while the ghost is downstairs."

"You know where it is?" she asked, impressed, but also a bit sceptically.

"I'm using my other familiar to keep an eye on it."

“You can do *that*?” she asked. Apparently she hadn’t caught on to this quirk of Exorcists and their familiars while we were in Hamsel’s Rest. Then again, she hadn’t been interested in observing my summoning rituals.

I nodded, full of the understanding that she would probably be far more suspicious of me and all other Exorcists now. After all, it was like we had the ability to control an invisible camera that could go wherever it pleased. I’d like to wish that I was above using Sumi to spy on people, but I couldn’t say for sure, after all, I’d contemplated using it to keep an eye on Master Owl on more than one occasion.

“I think if we use the Blessed Bell as soon as we leave this room and then run down the stairs to the room where the corpse is, we should be able to bring it back here before the Haunter goes completely crazy.”

“If and should,” she replied with a worried smile. Then she nodded and got up. Surprisingly, she put her full weight on her right leg and endured the pain. “Let’s do it then.”

I took the bell from her and we went over to the door. Ever so carefully, I pushed it open, then switched to Sumi’s vision to confirm that the Haunter was still downstairs, which it was.

“Alright, let’s go,” I said, making a tiny break in the Ash so Armen could follow me out, and then we left the room. No sooner had I crossed the threshold than I rung the Blessed Golden Bell once, sending its reverberating *ding* through the entire building.

I switched to Sumi’s view while following behind Rana, and though splitting my vision between my familiar and my actual sight was giving me a sudden migraine and making me super nauseous, I kept it up as we thundered down the stairs. From Sumi’s perspective, I could see that the Remorseful Betrayer had gone into a corner of Cecilia’s Room and had wrapped its many arms around itself, as though to escape the sound of the bell, which continued to echo in the air unnaturally.

Rana let out a grunt of pain as she hopped the last few steps to the second floor, which I thought was reckless, but she continued down the hallway as though her right foot wasn’t a total mess. Perhaps her metal boot was able to keep the broken ankle from impairing her too much, or maybe this was the sort of endurance an S-tier in Vitality possessed.

As we came to the room where we’d broken down the wall and discovered the corpse of Steffen, I saw a sudden change from Sumi’s perspective, as the Haunter unfurled itself began to grow in shape and turn a deep-red hue. I immediately cut off the connection to the Watcher.

“We have to hurry!” I told Rana, as she had already picked up the corpse and thrown it over her shoulder like it was just a sack of flour.

"Is it coming?" she asked, while already making for the door.

"Yes, we don't have a lot of—"

The ground began to quake and the whole building shook. I briefly shared Sumi's sight again and saw, to my heart-dropping dismay, that the perspective came from inside the room we were in, and that the Haunter had tripled in size and its dozen arms were each reaching for the bricks that still lay strewn about the floor.

*Armen! Do everything you can to protect us!*

**"Of course."**

"Go, go, go!" I yelled as I ran out of the room after Rana. She had made it to the stairs and seemed to be slowing down, so I ran up past her and said, "Put the corpse on my back, I'll carry him the rest of the way!"

She obliged and, though it was quite a disgusting thing, I put my arms around the legs of the corpse, while its head and torso slumped against my back, then I began ascending the stairs. Armen was doing a superb job of intercepting every devastating throw sent our way, but I could feel the jolt of exhaustion with every brick he swatted from the air or caught in his gauntleted ghostly hands.

Rana had pulled up behind me, walking carefully backwards up the steps, preparing to defend against any object that might be thrown at us.

The going was slow up the stairs, and I cursed my horrible physical condition every damn step, but when I reached the top, Rana quickly moved ahead of me and took the corpse from my back and into her hands, before running down to the open door that led to the safety of the old Margrave's room.

*Armen, that's enough! Return to my side!*

The Guardian Wraith floated up the stairs to my side and hovered next to me as I ran the last few steps and all but leapt through the doorway, shutting the door behind me.

The quaking continued and then Armen said:

**"It would be a good idea to repair the protection in front of the door."**

A sudden fear fell on me as I ran towards the doorway where I'd broken the line of Ash to let him out, because, in the same moment, the door was being opened from outside. I slid the last metre to the line of Sacred Ash and then quickly closed the tiny gap I'd made in it.

Terrified, I looked up at the half-open door, but no flying bricks came my way and the quaking had subsided.

"That was a terrible plan," Rana commented from where she had collapsed on the floor, the corpse of the ghost right next to her.

It was absurd, but I couldn't help but laugh in response.

With a shock I bolted upright in the chair that I'd dozed off in. It was early morning, based on the light outside, but it was still rather dark. A sound from outside the room had awoken me and I looked over and saw that Rana had gotten up from the couch as well and had her sword in hand.

A second later, the door to our room squeaked open and Lukas' head popped into view.

"I brought Miss Cecilia with me," he announced. A girl, slightly taller than me and with round cheeks and grey-blond shoulder-long hair stepped into the room. She was wearing a simple robe and I wondered if Lukas had roused her from her sleep to bring her here.

"I also brought *this*," he announced, holding a folded paper in his hand, which I knew, without looking closely, had to contain the Scarlet Vow. I had no clue how he'd managed to bring it with him without angering the spirit, but maybe the presence of Cecilia had placated it?

After getting up from the chair, I took the Scarlet Vow from his hands and placed it with the corpse in the large fireplace, alongside the confession letter and the painting. I felt bad about having to burn Cecilia's memento as well as the no doubt irreplaceable painting.

"Is... is that...?"

"I'm sorry," I told the lady. She seemed to be in her thirties perhaps, but her expressions were very sincere and almost child-like in a way. "I have ascertained that the spirit in the East Wing belongs to the man known as Steffen, whose body we found hidden away on the second floor."

"I always knew he wouldn't have just runaway," she said sadly. "But, why am I here?"

"Unfortunately, his spirit cannot pass on without your presence," I told her, twisting the truth somewhat. "His love for you was so strong that it keeps him bound to this place."

Upon hearing those words, she froze, seeming on the verge of tears, though she remained stoic. "What must I do to help him find peace?"

"You simply need to witness as we burn his body," I told her.

I had already prepared the wood, which had been stacked next to the fireplace in a little cupboard of sorts, and Rana had located a firestarter, which was a type of metal tool that could, with a simple gesture, cause sparks to fly, which in turn could light the flammable bits I'd stuffed around next to the wood. I was no expert, but Rana had said that the fire ought to take.

I double-checked the Encyclopaedia entry for the Remorseful Betrayer, where I'd added a sketch of the thing I'd witnessed through Sumi's vision, and my eyes caught on the warning at the bottom near the exorcism details:

*Take heed that when you attempt to exorcise a Remorseful Betrayer through funerary pyre that you have all the requisite mementos and people present, lest from the flames a Condemned Ifrit be born.*

From the entry on the Condemned Ifrit, there was a further explanation that stated that it was often a vengeful and hateful spirit birthed out of a failed exorcism involving fire. From what I could understand, this meant that because the spirit did not pass on, but most of its earthly ties were burnt alongside its corpse, it became a fire elemental that would burn uncontrollably until it could be slain. It was only a concern for the flame-based exorcisms that involved Shade-type entities, but it almost made me want to scour the entire East Wing again to see if some additional memento wasn't hiding away somewhere.

I swallowed hard as I took the firestarter and ran the two metallic pieces along each other, casting a shower of sparks onto the pile of wood and burnable items below the corpse, painting, letter, and flower. As the sparks took hold and a fire began to blossom, I took a step back.

Cecilia stood next to Lukas, holding her hands folded close to her heart. I didn't want to pry, but it seemed obvious that she had loved Steffen, though probably for the sake of her own heart and sanity, she must've moved on after he disappeared. I didn't want to tell her the reason why he had died, nor the sin he had committed. It seemed cruel enough to bring her here just for the exorcism to work.

The flames began to spread to the wood and the mementos were already consumed by the fire, while the mummified corpse slowly began to billow smoke. To my Spirit Sight, there was more than just smoke billowing from the corpse and its earthly ties as they were set on fire. I watched closely to see if I had done something wrong, but it was hard to tell for sure until it was over.

The room began to smell of burnt skin and charred bones, along with the powerful scent of wood smoke, but fortunately the majority of the smoke billowed up and out through the chimney. I wasn't exactly the most honourable funeral pyre I had made, but I supposed that the act was more important than the appearance. After all, a burial was still a burial, even if it didn't feature an expensive casket.

"I love you Steffen," I heard Cecilia say to the fire.

*I hope his spirit can finally find rest and that he can forgive himself for his sins.*

## 14 - The Worst Type of Monsters

It had been a sombre affair, watching the body be slowly consumed for fire until just the bones and wood ash were left behind. For one brief moment I wondered if I ought to collect his ashes, as they might be considered a Sinner's Ashes, though I pushed the consideration from my mind as the abhorrent impulse it was. That being said, I did find a large vase that I swept the ashes into, along with the bones, before handing it to Cecilia. She said that she would see to it that he received a burial. Then she left the old Margrave's room and I wondered if I would ever see her again. It was probably for the best if I didn't.

"What happens now?" Lukas asked. He was sitting on a cushioned footrest and balancing an empty bottle of the cold fruit tea I'd finished on his index finger with impressive deftness.

"Now we turn the quest in," I replied. I'd used Sumi to look through the East Wing and there was no sign of the Teruterubōzu-looking Shade, so I felt confident in saying that we'd pulled off the Exorcism.

"Can I come?"

I blinked in surprise at the question. "I don't see why not, but won't Colleen be upset if you go missing?"

"She says she doesn't really care where I go," he replied and it made my chest hurt to hear.

"You know, I don't want to get your hopes up, but I think you should try the Role Assignment at the Guild."

"Really? I've always wanted to be an Adventurer!"

Rana looked at me seriously. "*What* are you doing? Don't give him false hope like that, it's cruel."

"You can't see it," I told her, "but he has a very strong aura. To my eyes he already looks like an Adventurer."

"Natives can't obtain a Role," she replied simply. Her voice wasn't mean or cruel, but there was an ironclad certainty in it that didn't invite room for *maybe* and *perhaps*.

"Why not?" I asked her, genuinely wondering.

"Why should I know?" she replied. "But it just doesn't work *that way*."

"I think we should try it," I said stubbornly.

"Try and it fail and you'll be the laughingstock of the city."

"What's new there?" I asked. "Not like anyone took me seriously before."

She let out a sigh. "It'll be detrimental to your reputation... but I suppose you're an accomplished Exorcist with two Exorcisms under your belt, so maybe it won't matter if people think you're eccentric."

I highly doubted two Exorcism Quests made me anything as fancy as 'accomplished', but I had a sense that, if the Role Assignment was based on the auras I could see, Lukas had a shot at becoming an Adventurer. Granted, he was still a kid and would need a steady hand to guide him, not to mention a competent teacher, but surely it was better to let a mischievous and adventurous soul like his soar free, right?

"Lukas," I started and the boy stopped balancing the bottle on his finger and looked at me as though I was the only thing he could see. "How about we meet in front of the Adventurers' Guild around noon?"

"Okay!"

"But first, I need you to go tell Colleen that we have finished with the Quest and will be taking our leave."

As the blonde boy ran from the room to go find his mistress, I carefully collected all the Sacred Corpse Ash back into its pouch, before leaving the room alongside Rana. We took our time getting down the many stairs, as her broken ankle made the steps painful for her though she took it in stride.

We walked out the front door of the East Wing and I took in a deep gulp of fresh dawn air. Beads of morning dew covered the garden in the courtyard like a thousand jewels and reflected off the first questing rays of sunlight that broke across the sky.

By the bridge stood just a lone guard, someone different than the two we'd seen the day before, but his aura was much the same and, from the glare Rana shot him, I was sure that it was a fellow member of the Mercenary Guild. After we passed him and went out towards the Noble Ward, I couldn't help but feel like eyes were tracking us the entire way.

When we neared the Guild Ward, Rana told me that she would go to the nearby Church to find a Priest to heal her ankle. I promised her that I'd pay her back what it cost from the Quest Reward.

"Let's meet back at my apartment," she said as a farewell and I just nodded lamely in response.

It felt like quite an awesome thing to have been able to exorcise a spirit without Master Owl holding my hand. Although, by his own words, it had been the kind of quest most suited for a new Exorcist and I reckoned that, aside from the pretty horrific consequences of screwing-up the exorcism, he was



probably right. Still, without the knowledge of the Encyclopaedia and what I'd learnt from Hamsel's Rest, I would've probably suffered a lot of injuries, or perhaps even been killed.

*But maybe it's not so bad to feel like I did something amazing?* I thought to myself as I crossed through an alleyway that lay three-or-four streets from the Adventurers' Guild.

Suddenly the sound of boots running caught my attention, and I turned around just in time to see a fist being swung my way. Before it could connect and I could even register what was happening, my attacker was flung against the nearby wall. But no sooner had he been thrown aside than a second man came at me. Then a third and a fourth.

Each were repulsed in turn by Armen, whose autonomous defence kept me from harm and threw them away against the walls of the narrow alley.

"Fucker has some kind of familiar!" one of them yelled, and his voice triggered some recollection in my mind, though I wasn't sure from where exactly.

One of them, a man with spiky leather armour swung a bat at my head and the bat shattered into a half-dozen pieces thanks to Armen's powerful hands. Realising that I would quickly run out of energy before they gave up, I started running down the alley, while Armen covered me. But then two came at me at the same time and one managed to trip me up, before the Wraith slammed him face-first into a wall, knocking him out cold.

*I don't care if you have to hurt them bad, but don't let them get to me!*

**"As you desire."**

The next man to come at me, while I got up from the ground, was picked up by his arm and tossed head-over-heels back the way I'd come, but he quickly recovered.

*This is bad, they're all Adventurers or Mercenaries!*

Each of them had prominent auras. Two were red, meaning Vanguard, and the other two were auburn and yellow, which I didn't know what meant, but they were clearly all high into the physical Attributes and all I had was Armen to protect me.

The yellow-aura one came for me next and my familiar grabbed his punching arm in such a way that when he pulled on it, it clearly came out of its shoulder socket, then he followed it up with what looked like a gentle palm strike, but which flung the man back against the Vanguard who was just getting up, sending them both tumbling to the ground.

Then the auburn-aura came at me with a series of jabs like a boxer and somehow managed to evade all of Armen's repulsing strikes. In the same moment, a terrible realisation hit me, as my vision began to blur.

*I'm out of energy.*

**"You should run,"** Armen advised.

A second later, the Boxer's fist passed through my Guardian Wraith and connected right against my chin, flinging me back into the nearby wall. I managed to stay upright until his second punch hit me in my stomach and keeled me over.

As I fell onto the ground, I tried to lift my arm and use my only offensive spell, but he quickly stomped on it, fracturing my forearm.

I heard someone come over to join him and then a powerful kick of a metallic boot connected with the side of my head and everything went black.

I came to sometime later. It was maybe early morning by then, although I couldn't tell. A sobbing whimper of pain was the only thing that came out of my mouth.

*Everything hurts.*

A migraine to beat all migraines stung painfully and I wanted to just bury my head in the dirt I was lying in, but there was a hatred in me at the injustice and cruelty that I'd just been dealt that made me struggle to my knees.

With a cough of dirt and blood, I spat out what must've been the fragments of at least four teeth and as I ran my tongue around my mouth, it felt all wrong, as though they'd kicked me in the mouth until all my teeth were broken.

It took me a moment to realise that my Spirit Goggles were gone... along with my rented Staff and Focus. But, worst of all, my bag was gone, wherein lay all the tools Master Owl had gifted me, as well as the Quest flier and my Guild Card.

"...Sumi, find those bastard..." I begged my Watcher familiar, but I had no energy and thus it did not respond to my command. In that moment I also did not realise that such a command would be a violation of my Pact.

"Gods, you look like a sack of shit," said someone next to me.

I recognised the voice, but part of me was just wondering if it was a concussion-induced hallucination.

Then an arm grabbed me around my waist and pulled me to my legs. It made everything hurt ten times more.

"Ah, they really did a number on you," he said, his warm breath flooding my nose.

"...They took my Guild Card," I croaked out. "And all my things. My money. My tools..."

"I'll get it back for you," Owl said.

"Why? How?"

"Cause I can. Although let's get you to a Priest first, huh?"

I wondered how he'd found me, but realised it didn't matter. I leant against him as he walked us to a Church.

When I was taken to a simple wooden slab to lay on while a Priest tended to my broken bones, shattered teeth, and concussion, the self-pity, pain, and fear all came in a tsunami wave that washed over me.

I sobbed as the Priest used his magic to spread a warmth through my body, restoring my ruined right arm and somehow even regrowing my shattered teeth.

Master Owl sat nearby, just watching me. I had no idea how much my treatment cost, but all I could think about in this moment was revenge.

"Stop *that*," he scolded me. "Go ahead and feel sad about your predicament, but don't become focused on the hatred you feel right now. An Exorcist that becomes wound-up in their negative emotions will follow a dark path in life. Don't become that person."

I couldn't simply let go of the anger, but I tried to push those feelings away, although they kept flowing back into my head, along with one simple question: Why?

The warmth moved through my body below the tip of the Priest's staff, while he ran it up-and-down the length of my body like a heat-lamp.

After having my body healed, I was given a washbasin and a cloth to wipe down my body, which was covered in dirt and blood. Then I left the stone church with Master Owl. He knew exactly where we were going it seemed.

"How much did it cost, my treatment?"

"Don't worry about it."

"I don't want to owe you anything."

"Bit too late for that, boyo. But I'll take the blame for this, as I did tell you to accept the Quest."

I paused. We were almost in the Market Ward by now and prospective vendors were busy setting up their stall for the crowds that'd arrive a few hours from now. "What do you mean?" I asked. "Did I get beaten up and robbed because of the Margrave's Quest?"

Master Owl sighed. "I thought it'd be a teachable moment, but you really are daft sometimes."

I frowned. "It's because of what I found, isn't it?"

"Of course."

"And you knew it would be a troublesome quest."

Owl nodded. "You should immediately assume foul play when you're told there's a Haunting but it's been left alone for years, despite being in the middle of a goddamn city..."

I thought back to the letter that Steffen had written to the old Margrave, Reis Litterby, wherein he confessed his sins. He had poisoned his Master over several months, because his life and that of Cecilia had been threatened by the goons of the aspiring Margrave, Finn Serelliam. That guilt he felt had, following his murder to silence him, led to him becoming a haunting ghost. The new Margrave must've known the cause of the Haunting, but had not tried to have it dealt with, except through private requests to Master Owl.

"Why did he want you to do the exorcism?" I asked, suspiciously.

"Because I have a reputation. Undeserved I'd like to add! But everyone thinks I'm some morally-bankrupt Exorcist who'll take on any job as long as the pay is good. Heck, I've even been propositioned to sic apparitions on some people or to curse them."

My frown deepened. "And you knew the Margrave, Finn, was one such shady character, but still thrust me into his claws."

"There are bigger things at play here than some egotistical and messed-up Margrave," he replied. "I need you to be Seeker rank for my current headache, so, yes, I sent you on a bad quest. But we Exorcists must learn to deal with the quests we're given, regardless of the circumstances."

"I want to expose this Margrave and see his head chopped off," I replied barbarically.

"As if that'll happen," he said. "The powerful stay powerful in this world. It takes a greater force to deal with them, and in Arley only the Prince is above the Margraves and petty Lords, but he doesn't give a shit how corrupt or evil Finn is, so long as his tithe of gold flows the same as ever."

I sighed and we continued heading towards wherever it was Owl was taken us.

Eventually he stopped in front of a random tavern. "There's only one way to get powerful people off your back," he said, then pulled out his dagger-like talisman and opened the door.

As I followed him inside, Armen hovered in front of me, though my energy was barely replenished, so he wouldn't be good for much.

Although the tavern wasn't that wide, it was deep, having a rectangular floorplan, with the bottom floor entirely used as a restaurant and bar. As we walked towards the back, I spotted four men laughing as they were eating some kind of grilled meat and slamming back frothing beers.

One of them, the guy who had punched me in the face, suddenly noticed us and got up from the table. The whole atmosphere of the tavern changed as his friends got up as well. Several people saw the writing on the wall and immediately left the back of the tavern to hover closer to the door, ready to bolt when things got crazy. The guy who stood behind the bar counter looked poised to make some comment like, "Take it outside!" but he was clearly not interested in drawing the four men's ire.

As the Boxer stalked towards us, each of his steps landing heavily on the floor, Master Owl said in a calm voice that belied the intense fury that I could feel practically radiating from him: "My apprentice here seems to have lost some precious items and I hope you four gentlemen might be able to help locate them."

The Boxer didn't say anything and went straight for Owl with a rapid jab, only to be stopped by an invisible wall. His eyes widened in sudden terror, as though he saw something the rest of us could not, then his body was simply torn in two, sending blood and intestines raining all over the floor, furniture, and his friends.

One of them, the one who I recognised as having the yellow aura and whose arm Armen had dislocated though it had since been healed, screamed something and pulled a sword from his belt and charged at us, but then Owl pointed his talisman at the guy and said, "Repel."

An invisible force took hold of the guy and then sent him flying backwards into the table they'd all been sitting by a moment prior. Before the other two could pull out their weapons and come at us, Owl ran the pointy end up his dagger talisman across his left palm and spilled his blood on the floor, before saying:

*"Feast."*

A heavy pressure came over the tavern and the temperature dropped significantly, while the blood on the floor began frosting over. Then, for one terrifying moment, the creature he had summoned flickered into reality as it manifested: It was like a frost-blue shadow made physical and given life. It had an enormous maw within which were a thousand teeth running down the throat, as though anything it swallowed would be chewed all the way down to its stomach. Its lower half was legless and it supported itself on arms with enormous many-fingered hands, which dug into the floor as it dragged its enormous frame across the wooden floor, leaving hideous rends in the panels underneath. And its eyes... there were so many of them that it hurt my head to think about and made me nauseous, but in the very instant all those eyes shifted to look at the target Owl pointed to, one of the Vanguard's, its entire body became invisible to me.

The man it was looking at seemed to be able to see it though, as he screamed and pleaded for his life. I tracked the rents in the floor and the heavy impacts its hands made as it moved towards the guy. Then, when it had locked him to a corner, he let out a final scream that was cut short, before his body simply vanished, leaving all his clothes and equipment behind and not shedding a single drop of blood.

The hideous and terrifying monstrosity became visible for a moment as its eyes moved about the room, but then Owl pointed his talisman to the downed yellow-aura guy who was still unconscious from the Repel. The creature became invisible again, and moments later, as furniture was pushed aside in its path towards the downed man, he too disappeared, leaving behind his clothes, coin pouch, and sword.

I saw as Master Owl pointed his talisman towards the last Vanguard and a moment later his screams filled the tavern, before he also vanished with a cry cut short, leaving behind only his equipment.

*“Banish.”*

The pressure vanished from the air and I let out a breath, realising I’d been holding it in out of pure terror. Master Owl reached into a pocket and extracted five golden crowns, then went over and placed it on the counter in front of the barman, who had soiled himself in fear.

“Go on and retrieve your stuff,” he told me. “It should all be here.”

I swallowed hard, then stepped around the frozen pool of blood and the Boxer’s severed body. Sure enough, amongst their possessions I found my bag, within which were all my tools. I found my Guild Card and the Quest flier on the remains of a different person than the one who had my bag, but my Staff and Focus were gone, perhaps having been tossed somewhere since they weren’t worth anything to the robbers. I also found my Spirit Goggles, which I put on.

For a brief moment, I thought I saw an aura around Master Owl, but then I blinked and it was gone.

It had been an aura of pure black.

He looked me in the eyes and said, “To keep powerful people off your back, you have to make them fear you.”

## 15 - The Gamble

Following the destructive aftermath by Master Owl's hands, I went to Rana's apartment, where, after knocking on the door a few times, she let me in with a worried expression on her face. I didn't say anything, before finding my way to her couch and promptly passing out.

Rana awoke me sometime just before noon, reminding me of what I'd told Lukas. She once again tried to discourage me from making him take the Role Assignment, arguing that it would be humiliating to him and me when it failed.

"If it fails," I replied stubbornly. "I just hope he shows up."

"Why wouldn't he show up?"

I sighed but didn't elaborate. Part of me feared that he had received the same treatment as me and was lying somewhere in an alleyway bleeding onto the dirt, unseen by the people of the city. Granted, Rana had not been jumped and it was quite possible they had just targeted me, since I was the person who had taken the quest.

A body-quivering yawn escaped me. From the horrific events of the morning, plus the intense quest before that, and the lack of proper sleep since, I was deadly tired. But I wanted to go to the Guild and prove Rana wrong about Lukas, as well as to cash-in the Exorcism Quest, so I could buy myself a replacement Staff and Focus, and a clean set of clothes plus a bigger bag. I also wanted to pay back Rana for the injury that'd been my fault, and I was sure that since my For-Rent items had been stolen, I needed to report it to the Guild and perhaps pay a fine or something.

"You should come with me," I told her. I didn't add that it was because I wanted protection from potential reprisals from the Margrave.

"Let's make a wager then," she said. "If I'm right and the Role Assignment fails, you have to do something for me."

"That's unfair," I replied, "You know I have terrible luck..."

"Those are the words of a coward," she teased.

"Fine! But when I'm proven right, I'll get the right to ask you to do one thing for me."

Rana grinned fiercely. In that moment I realised that she loved to gamble. "Deal."

"...Deal."

*I'm putting my faith in you, Lukas!*

It was still before noon by the time I arrived to the Adventurers' Guild. I didn't see Lukas anywhere outside, so I peeked inside, though also did not spot him anywhere.

"Oy, pipsqueak," Master Owl said from where he sat by a table, a mug of sweet mead in his sausage-fingered hands. "Why haven't you handed the quest in yet?"

"I was just about to do *that*," I told him. "But I'm waiting for someone to show up."

"Who?" he asked, confused, as Rana took a seat next to him.

"It's a servant boy from the Castle," she said, her menacing façade up and her eyes like daggers.

"The blonde one that was with you in the East Wing?" Owl asked.

"You were stalking us?" I asked, although it didn't surprise me.

"Listen here, you paranoid little shit, it's not called stalking when I'm watching out for you."

After the events of the morning I couldn't argue with that. A cold sweat suddenly ran down my back as I recalled what I'd seen in the tavern. Behind his annoying personality and shabby appearance lay a true monster. I should be overjoyed to be able to call him my mentor, but he was a difficult man to respect.

"What do you want with this servant boy?" he asked, returning to the topic at hand.

Rana sighed, letting her imposing mask falter for a moment, then said, "He thinks the boy might be able to have successful Role Assignment, even though he's a Native."

Owl grinned, then said, "Are we betting on it?"

"We are," Rana told him.

"How much is riding on this?"

When neither of us answered, he glanced between us with a lascivious look.

"It's nothing like that!" I protested.

"I'll bet a gold on failure," he then said with a smirk.

"I'll do the same," Rana said.

"That's not fair! I'd have to pay back two gold if I lost then!"

"Life's not fair," Owl replied.

Rana nodded, for once agreeing with the old man.

Then I spotted Lukas by the door and I saw a brief expression of surprise cross Master Owl's face. In that moment, I realised that he hadn't been able to see the boy's aura while spying on us.

"Deal!" I quickly said.

"No, no, wait," Owl began, but I quickly cut him off.

"Too late to change your bet now," I said with a grin.



While I handed in my completed Quest, Lukas was waiting in the queue to the counter where Caroline performed the Role Assignments. He had drawn quite a few glances and mocking whispers, but I figured it was as much due to his Native appearance as his age. After all, he was several years younger than even the youngest person in the Hall. Two people were in front of him and he seemed eager. I wished I had his unfaltering optimism.

I sighed. After all, two gold coins were riding on whether his Assignment worked or not. Rana and Owl both knew this world and its rules far better than me, so it seemed all but certain it would fail, although I couldn't avoid thinking of the look of surprise on Owl's face when he'd seen the boy through his Goggles.

"Next," said the lady by the Quest Counter. It was the woman that Master Owl had complained to when I didn't rank-up to Seeker following Hamsel's Rest. If I remembered correctly, her name was Lia.

I handed her the Quest flier, which had spatters of blood on it, and my Guild Card.

"I have completed the Exorcism at the Margrave's Castle," I told her.

"Well done," she replied. "We will have to send a runner to check the voracity, but Master Owl has already pestered me about this Quest four times today, so I do not doubt that you have successfully completed it."

I nodded gratefully, as she sent a clerk to fetch the reward money. It seemed that it was a privilege to receive your reward immediately after handing-in a quest, at least in the cases when there was no clear proof of its completion presented. I suppose that a lot of people must've abused the Guild's trust and thus it was now necessary to verify the claim of a completed quest, at least for those below a certain rank.

*Just another perk of ranking up, I thought.*

After she took my Card and the flier, putting them on the wide tablet, she then pulled out the soul-stone disc and placed my Card on there.

"Congratulations, you have ranked up to Seeker and can now take quests of this rank."

"Thank you," I replied and took my Card back. Seeing the new rank did make a sense of pride swell in my chest. I'd only been in the Guild for about a week and I'd already reached the same Rank as Rana.

Then a terrible thought wormed its way into my head: *If the Skinstealer and Remorseful Betrayer were considered beginner-level Exorcisms, what manner of Quests might I face now?*

A moment later the clerk came out of the backroom with a tray upon which lay two gold crowns and five ten-silver coins. I gratefully took the money and put them in my pocket.

*I'll need to get more belt-bags, I thought. And maybe a coat like Owl's, with a bunch of pockets.*

After leaving the counter I went over to Lukas' side. There was only one person in front of him now: a tough-looking youth with frizzy dark-brown hair and pale skin, whose aura was red and hazy.

"Vanguard," Caroline announced to the man and the Hall of people who always paid attention to the newly-assigned.

Some words were spoken between the Representative and the new Vanguard, then he took his Guild Card and left. I got the sense that the guy had been briefed about what to expect before taking his Role Assignment, because he seemed very sure of himself and not at all the bumbling and confused fool like what I had been.

"Next."

Lukas walked up to the counter and said to Caroline, "Hi! I'm here to take the Role Assignment!"

"Name, please?"

"Lukas!"

She nodded, then showed him how she'd written it down and he nodded to confirm that it was correct. It was hard not to be envious of Lukas' confidence and positive attitude. I wished someone would've guided me through my first day in this Guild like I was doing for Lukas...

*This is like night-and-day from what I experienced.*

Caroline brought forth the black-grey soul-stone slate and, without prompting, Lukas put his right palm on it. The frost-blue glyphs began to pulse, before eventually speeding up their pattern. Then with a gesture she bade Lukas lift his hand away, while she studied the pulsing glyphs for a moment.

"Rogue," she stated.

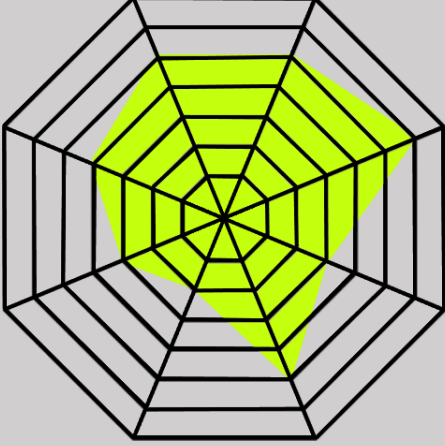
I blinked non-stop for a few moments, while muttering broke out across the room.

Then I heard the screech of a chair across the room and thundering steps as Rana came over.

"Welcome to the Adventurers' Guild. Here is your Card."

Lukas grabbed it and held it out proudly in front of himself, so both Rana and I could see:

<i>'LUKAS'</i>			
<b>ROLE:</b> <i>Rogue</i>		<b>RANK:</b> <i>Novitiate</i>	
<b>GENDER:</b> <i>Male</i>		<b>AGE:</b> <i>13</i>	
<b>ACUMEN:</b> <i>B</i>	<b>DEXTERITY:</b> <i>A</i>	<b>INTELLIGENCE:</b> <i>D</i>	<b>LUCK:</b> <i>B</i>

PACT: <i>E</i>	SOUL: <i>D</i>	STRENGTH: <i>C</i>	VITALITY: <i>B</i>
<p><b>ABILITIES</b></p> <p><i>'Rogue I'</i></p> <p><i>'Fleetfooted'</i></p> <p><i>'Guardian Angel'</i></p>			

“You’re kidding me,” Rana complained, seeing the undeniable proof that the Role Assignment had worked.

In that moment, I realised I’d just gotten two gold crowns richer.

*Maybe I’m not as unlucky as I thought?*

As we moved away from the counter to let the next in line go up, I asked, “How come he starts with two abilities besides his Role skill set?” Now that I thought about it too, I’d seen the ‘Guardian Angel’ Ability on Harleigh’s Guild Card as well.

“I think I know what happened,” Master Owl commented, suddenly standing next to us, while also looking at Lukas’ Card. “You’re an orphan, right?”

Lukas nodded uncomprehendingly.

“I bet one of your parents was an Otherworlder. It’s a rare thing, but it happens. Natives can’t get assigned a Role on account of their auras not being strong enough for them to tap into the potential that us Outsiders possess. But if an Otherworlder has a child with a Native, then there’s a possibility for them to pass on that powerful aura, as well as some of their abilities.”

His eyes lit up like stars at Master Owl’s words. “My parents were great people, weren’t they?”

Owl smiled a genuine smile, which was the first time I’d seen him wear such an expression, and said, “My guess is that one of your parents was a Paladin or a Priest, since they are the only ones who manifest the Guardian Angel ability. But I’ve only seen it on high-ranked Adventurers’ Cards.”

“What does it do?” I asked. “Harleigh has the same Ability.”

Owl shrugged. “No clue. My best bet would be something like a ‘Cheat Death’ thing.”

Lukas was holding on to the Card so tightly his fingers were turning white. I could tell from the way his aura was quivering that he was experiencing a lot of intense emotions all at once. As an orphan, I guessed that he'd been told over-and-over that he was unwanted. He'd worked as a servant for many years despite being a kid, because he had no one to look out for him but himself. When I thought about it *that way*, I felt guilty for thinking he was lucky. In his eyes, I was the lucky one for having grown up with parents that kept me safe and warm.

Rana put a hand on his back and said, "Come Lukas, I'll help you find some equipment for your Role. A friend of mine was a Rogue, so I know a bit about it."

Before she could leave, I told her, "Don't worry about paying the bet. I owe you for the injury my actions led to and I'd rather you spent the money on making sure Lukas has the things he needs for his Role."

She didn't protest and instead just flashed me a grin, which made me feel momentarily wrong-footed and fuzzy inside. Then I turned to Owl, who seemed to be slinking away in a hurry, and said, "You, on the other hand, pay up."

With my newfound money, my first order of business was visiting Æmos on the second floor and paying him back the ten silvers he had given me on my first day in this world.

"You really didn't need to," he complained.

"I did," I told him, "for my own sake."

"I heard you've now completed two Exorcisms."

I bowed deeply. "I couldn't have done it without your guidance."

He waved a hand in front of him, from which hung a scroll, "Your mentor is more responsible for your success than I."

"Nonsense," I argued. "You were the first person to show me genuine kindness."

Æmos adjusted his spectacles, perhaps to hide his embarrassment at my sincerity. Then he cleared his throat and took on a serious expression.

"Remember to face your tasks henceforth with a humble mindset. Success breeds complacency, and complacency is lethal in this business."

"I'll remember that."

"I have heard of the Quest that Owl wants you to aid him with. I hope you will put aside your apprehensions and listen to his wisdom."

*That's a very ominous warning...*

After visiting Æmos I went to the For-Rent Armoury, where Rana was in the middle of helping Lukas pick the right kind of bow. Apparently his Role could wield one-handed weapons like daggers, knives, shortswords, and cudgels, as well as a select few types of bows.

I observed them for a while, then went to the counter and told the clerk that I'd had my rented weapons stolen. He asked for my Card, which I showed him, then asked me where they'd been stolen and by whom. I truthfully explained that the robbers had been killed, but that they must've tossed the weapons somewhere around the Market Ward.

He nodded. "I see. It should be a simple matter to retrieve them, then."

"Is there a fee I need to pay?" I asked.

"Why? It's not your fault they've been stolen."

I sighed. It was somehow a relief that I wasn't punished for their loss. To be honest, I had no idea why I had thought such a thing might happen, although perhaps it was just an assumption based on my perception of this world as ruthless and unfair.

"Where's a good place to buy personalised weapons and equipment? I can afford to not rent items now, so I'd like something a bit more bespoke."

I was unsure why, but Master Owl had decided to accompany me to the store that the Guild Clerk in the For-Rent Armoury had recommended. It seemed the Old Exorcist had used the same Staff and Focus for so long that he no longer knew of a good place to have them made in the city. From what little I could gather about his tools, they were apparently not made by human hands, though he would do no more than that.

"I need to buy some more clothes too," I said.

"Running low on underwear?" he asked with a grin.

"Yes," I replied, a bit embarrassed. For over a week I'd worn the pair that I'd been wearing since before being transported here. "I also need to find a bath or something, I'm absolutely filthy."

I hadn't noticed Lukas nor Rana smelling badly, but had been too self-conscious to ask the Vanguard about it, and I'd only just gotten to know Lukas, so it seemed a weird question to spring on him.

"Your Protector familiar is pretty powerful," Owl suddenly remarked. "You fought off four Seeker-ranked Mercenaries at the same time. It would've been impressive if you hadn't run out of steam so quickly."

I frowned. "Where's this coming from?"

"I was just thinking."

"You were watching the entire thing, weren't you?"

"Do you blame me for it?" he asked. "I keep tabs on a lot of people. Watcher familiars are useful for that."

"I can't say I don't blame you somewhat," I replied. "If you knew it would happen, I wish you'd have told me."

The trauma hadn't fully cemented itself and I truthfully couldn't say that the punishment by attackers had received had been just. I didn't believe in that sort of punishment and I was frankly quite terrified of upsetting Owl, knowing that he wielded such terrible power.

"The way you punished them was wrong," I told him.

"I suppose I went overboard," he replied meekly, which was unusual for him. "But," he continued, staring me in the eyes, "every time I have not duly punished those who sought to exploit me, I have regretted it. I don't know what your world was like before you came here, but in mine there was nothing to be gained from sticking to a belief in justice. This world doesn't have such a concept either. Might makes right and everyone else is wrong."

"You mean you're not from earth?" I asked, and he shook his head slightly. "Well, the country I was from definitely wasn't perfect, but everyone more-or-less abided by the rules and we could all live in relative peace because of that. That's not to say that crimes didn't happen and that bad people didn't exist, because I'm sure they did, but there was a general sense of unity and respect that helped prioritise everyone's happiness over that of a single person."

Owl sighed. "Sounds like a great place, I can understand why you want to go back."

I hadn't ever told him such a thing, but if he'd been stalking me since day one then he must've heard me say it, or maybe he just inferred it somehow.

"There is one thing I do believe in though," Owl started. "I believe in doing what I can to help the most people possible."

"This quest you wanted me to be Seeker-rank for, is that one such thing?"

The Old Exorcist grinned frustratingly, "You better believe it, pipsqueak. If you make it out of that alive, then you'll be a proper Exorcist in my book."

"If it's so bad, why do you need someone new like me?"

He laughed. "Scraping the bottom of the barrel, as the saying goes. I'd take any established Exorcist over you any day of the week, but there's so few of us and this problem is only growing worse by the week, so desperate times lead to desperate measures, right?"

"But what sort of help can I realistically provide?" I asked sincerely. "It must be bad if you can't do it alone."

"Even an expert needs an assistant sometimes. After all, I am but a man with two arms."

"And a hundred familiars no doubt," I commented.

"It is not the number of familiars that makes an Exorcist great, it is how they use them. I could potentially summon the kind of familiar that could aid me in the way I seek, but the price would be great. I'd like to live past the age of sixty you know. Times are not yet so desperate that I would sacrifice myself to fix them."

"You're being very confusing," I told him.

"In time you'll understand."

## 16 - Gear Replacements

Before arriving to the store that could make specialised Staves and Foci, I stopped by a jewellery store, in front of which was posted a guard with a tall lance, whose aura was a vague red.

Within the store were great display models and cases full of every imaginable type of jewellery, but there was also a second for the types of spectacles I'd seen Æmos wear. My visit to him earlier in the day had given me an idea for a problem that'd been bothering me for some days now.

"What can I help you with?" the pale and black-haired man behind the counter in the back of the room asked. Nearby were his tools for measuring and cutting jewels, as well as many other specialised tools that I had never seen before. From his appearance, it was clear that he was not a Native to Lundia, though judging by his weak vaguely-orange aura it was clear that he was still a Native to this world, though perhaps hailed from a different country.

I took off my Spirit Goggles and laid them on the stone counter before him. He immediately picked them up to admire the lenses.

"I'd like to have a pair of spectacles made with these lenses."

Master Owl who was behind me scoffed. "Nothing wrong with goggles," he muttered.

"I see. Spirit Quartz is not difficult to work with, but it is rare and expensive. I could no doubt fix this left lens and make a durable frame to hold them, but I would have to make adjustments to the lenses, and they may lose a bit of thickness, is that okay?"

I looked to my Mentor, who just shrugged. "Thickness doesn't alter their effect, but they should be durable."

The Jeweller nodded. "Purpose-built. Of course. Exorcists like you two no doubt see a lot of up-close fighting."

"You're familiar with what we do?"

The man nodded. "I have worked on Spirit Quartz for another Exorcist in the past, before I came to Arley," he explained. The mention of coming to the Principality we were in made it clear that he was not originally from this part of the world, but I guessed that people might have his appearance in other parts of the Hallem continent. After all, it was supposed to be quite vast, perhaps comparable to the Americas of Earth.

"What sort of frame would you like? And what sort of metal?"

"How much would the work cost? And could you have it finished within a day?"



"Within a day?" he asked, seeming to consider it for a moment. "It can be done. The price varies greatly depending on the sort of metal you want the frame made out of, but if you were to say, go with steel, I could make them by tomorrow for eighty silver coins."

I swallowed hard. That was a lot of money. Once again I looked to Owl for guidance.

"It's a good deal," he commented.

"I'll go with a steel frame then," I said. "Also, do you have something I can sketch on? I have an idea for how the frame should look."

After handing over a gold crown and getting two ten-silvers in return, the Jeweller told me that I should return after dawn tomorrow to pick up my Spirit Glasses.

Owl was grumbling as we went to the store I'd originally been heading towards.

"Why didn't you like the Goggles?"

"For starters, one lens was broken... and they were uncomfortable, and I think I may have a skin allergy to brass..."

"Your eyes are surrounded by green rings," he stated, "and they do look puffy and irritated."

I sighed. "So why did you ask if you could see that clearly?"

"You're gonna end up dropping your glasses," he said, ignoring my question. "That's why goggles are superior."

I sighed deeper.

*What a weird hill to die on.*

"I have a strange question," I said.

"About goggles?"

"No..."

"Then what?"

"Do any of your familiars ever speak to you?"

Master Owl halted on the spot, with a nearby civilian nearly bumping into him. Around us in this part of the Commerce Ward, where the Market Ward only lay a few streets away, were a heavy throng of people, but he had stopped in the middle of the pedestrian path and ignored the people who glared at him in annoyance as they moved around us.

"Do any of yours?" he asked with narrowed eyes behind the lenses of his Goggles.

**"He is looking at me very intently."**

*Can he hear you?* I asked Armen.

**“Only you can hear me, as I am speaking directly to your soul.”**

“Yes,” I admitted, wondering if I was about to be punished for some sort of delinquency.

Master Owl shook his head frustrated.

“He says that you are observing him.”

“Familiars that can speak are abnormal and generally a bad sign, as in sentient-demon-who-will-most-definitely-eat-you kind of bad. Most of what we summon and form Pacts with are barely-formed remains of those who are long dead or the offspring of absurd deities, with a rare few being spawned out of concentrated energy in the world or belonging to other worlds.

“The majority are of the long-dead category and basically never retain their personalities or will, but the few that do are what we define as demons usually. Looking at your Guardian Wraith, it clearly doesn’t seem demonic in nature, but if it retains a sentience then it is a rare thing indeed.”

“My Guild Card lists him as a ‘Greater Protector’,” I admitted.

“I noticed,” Owl said.

*Of course he’d spied on my Card... damn hypocrite.*

“But Greater familiars are nowhere near as rare as ones with an intact consciousness.” He narrowed his eyes even further, such that they were like tiny slits that glinted with the ever-shifting hue of his lenses. “Are you sure you have an F-tier in luck?”

I was becoming very conscious of all the people muttering obscenities as they had to walk around us and I deliberately pushed Owl to the side of the narrow path. “Maybe it isn’t based on luck?” I suggested. “My Pact Attribute is A-tier after all.”

“Mine is S-tier,” he replied dryly. “None of my familiars speak. A few of them gibber maybe, but that’s about it.”

**“My apologies that my existence is a nuisance to your mentor.”**

*It’s not, I assured Armen. He’s just being petty and jealous.*

“Pipsqueak. Bring out your Watcher for a moment and observe me through its eye.”

*Sumi, come forth.*

The ink-stain bubbled forth out of the thin air and I poured my energy into our Pact-formed bond to gain its vision with my left eye. As I covered my right eye and my borrowed sight washed the world in grey, I saw Master Owl as he wished me to see him.

It was terrifying to behold.

A large six-armed headless and legless torso held on to Owl’s shoulders with two of its massive arms. I recognised it from the primitive drawing in the Encyclopaedia, though the drawing did not

capture its sheer size and abhorrent features. It was a mix between a decayed corpse and a ghost, since it was see-through but not in the blurry way that Armen embodied, such that all its surface details were clearly visible. This was the Protector Armen warned me about in the little cabin in Hamsel's Rest. It was a type of Shade known as a Corpse Warden. As a Haunter, it sounded like a horrific Shade to deal with, because it always dismembered its victims and reanimated their disfigured bodies. Even as a Protector, it had easily torn one of the four robbers in half when the man had attacked Owl.

Alongside this Protector was the enormous Fighter that he'd used to devour the three remaining robbers, though I did not know what it was called, but figured it was one of the many entities in the Encyclopaedia that did not have a drawing, but then again, how did you go about capturing such an abomination's appearance on paper? As when I'd seen it in the tavern, its eyes were flickering around and a few people nearby let out gasps as one of its eyes transfixed them and it became visible to their mortal eyes.

Master Owl patted the large monstrosity on its frost-blue back and Banished it before it caused chaos to spread in the street. "Can you guess what type of Fighter Familiar that was?"

"I have no idea," I replied, my eyes shifting to the familiar by his right hip.

"It's called 'Spawn of Nwetrou'. They've got bottomless stomachs and an endless appetite, but fortunately I've never had to exorcise one. It's supposed to be impossible, although you can learn the names they were summoned by and Banish them that way."

I now remembered the entry. It was one of the ones marked with the trident-symbol in the first half of the Encyclopaedia, meaning they did not appear in this world unless deliberately summoned.

"...and that *thing* by your right hip?"

It was like an Axolotl mixed with a Komodo Dragon, but instead of the frills that an Axolotl would have protruding from its neck, it had tongue-like tentacles that swished around. It had no eyes on its elongated face, but it was covered in holes on its long top and bottom jaws, which were constantly opening and contracting at distinct intervals, almost like sniffing nostrils. Its mouth had no teeth in it, but there was a long tongue within that kept running saliva onto the dilating holes covering its head. The rest of its body was covered in leaf-shaped scales and its four legs were adorned with thick claws, meaning it could climb well, just like the Komodo Dragon. Along with its powerful tail, I felt sure that it could track any prey, whether on land or in water, whether across plains or up into the canopies of forests.

“This is a Tracker Familiar called ‘Scenting Tongue’. It’s in the peculiar category of familiars which are summoned from another world, in this case the world of Merriddia, where this fella is native to.”

I couldn’t stop staring at its unsettling face, but Owl dismissed it as well, then pointed his thumb to his left eye. “And in here is a Watcher Familiar like yours.”

It took me a second to realise what he meant, but then, as I saw him through Sumi’s vision, I realised that his fake eye housed an ‘Eye of the Observer’, though its inky mass was contained inside the glass sphere. The pupil and iris that moved around within that glass orb moved independently of his real eye, but seemed to still be controlled by his mind.

“You p-put it in your eye!?”

“There are plenty of ways to utilise familiars,” he commented.

I frowned. It was hard not to be a bit disgusted by the extreme he had taken *that* line of thinking to. “Like Possessed Weapons?” I then asked.

Master Owl began fiddling with his right earlobe for some reason. “That’s not exactly the same.”

“Seems the same to me.”

“Well, it isn’t. Possessed Weapons are dangerous. You have to make a different sort of Pact to accomplish the creation of such a weapon and without the proper precautions they’re no different than releasing a dangerous entity into the wild. I know more than a few Exorcists who perished because of such damned weapons.”

“Is that why you need such a high rank to rent one from the Guild?”

“Yes, but even at the Rank of Eminent there are a lot of morons. Every year some new Exorcist gets themselves killed thanks to a Possessed Weapon, and then people like me have to go clean up the mess... so don’t even think about it.”

“Your Fighter Familiar didn’t seem much different.”

“Well, it is. I can control it directly. Maybe I should have you summon one so you understand.”

“I’m not sure I want to,” I told him.

“If you’d had one this morning then you wouldn’t have gotten beaten up, I promise you that.”

“I don’t want to kill anyone though.”

Master Owl shook his head disappointedly. “Pacifists don’t live long.”

We eventually reached the story that specialised in magical weapons like Staves, Foci, Spell-Tomes, and Enchanted Weapons, and I let Master Owl guide me through the selection of the best-suited weapons for me.

In the end he selected a metre-and-a-half-long bamboo-like Staff that was almost like a spear, thanks to a sharpened glass-like stone recessed into one end. Apparently it was a type of staff that excelled in harnessing ambient magic to boost the spells I used. It seemed a great beginner staff, though I wondered why the For-Rent Armoury hadn't possessed such a staff, but figured that maybe it was just so popular that they were rented out permanently.

As for Focus, he recommended a dagger-like talisman, similar to what he wielded, but I knew that I didn't want to focus on offensive power, when I only had Repel, although he argued that it would be a boon for when I had an offensive familiar like his Fighter. I recalled the image of him stabbing and slashing it through the air to send his terrifying Spawn to eat the robbers, and, honestly, *that picture* alone was enough to make me want to choose something else.

After some back-and-forth with the proprietor of the shop, who was, like the Jeweller, pale of skin and dark of hair, I ended up choosing a Focus that had a steel ball in the centre, within which was some sort of bell, and around which was a torus-shaped opaque glass ring. As I settled the strange Focus in my palm, the bell within the centre ball began to ring gentle, while the other ring began to spin around.

Once again it was a type of weapon that hadn't been available in the For-Rent Armoury, but which was called a Barrier Ring. It was quite literally the opposite of the type of Focus that Master Owl had advocated for, but, for once, he did not complain about my choice.

As I took the two weapons to the counter, the proprietor said, "That'll be four-and-a-half gold crowns."

I let out a sigh. It was far too expensive for the roughly two-and-a-half I had left. But then Master Owl came to the rescue.

"This kid is an up-and-comer and he'll no doubt come back here for when he wants an upgrade."

I nodded enthusiastically.

"Best I can do is four gold," the man replied.

"Maybe we'll just take the staff then," Owl replied and took the Focus as though he was about to return it to the shelf we'd found it on."

"Alright, alright! You can have it all for three gold crowns!"

*Business must be slow*, I thought.

I looked to Master Owl, who placed one gold coin and five ten-silvers on the counter, then I placed the same amount.

"Thank you," I said, as we left.

"You still need to buy some clothes, right?" he asked. "How much do you have left?"

"About one gold crown."

He nodded. "That's what I thought." Then he looked to the sky which was darkening already. "Better hurry up though, your girlfriend wanted to see us by *that* restaurant when it got dark."

I blushed. "She's not my girlfriend."

Master Owl grinned and said, dismissively, "*Sure, I believe you.*"

The sky was void of light and the lanterns were the only source of illumination in the darkness, as we left the Commerce Ward and arrived by the restaurant in the Residential Ward, near where Rana's apartment lay. Neither she nor Lukas were waiting for us outside like she'd said they would, but based on the sounds emanating from within, it seemed obvious that they were already being treated nicely by the owner.

Owl and I came through the door, and the chatter of the few patrons, the owner, and our awaiting companions came to a halt, then after everyone had taken a good long look at us, they all resumed what they'd been merrily talking about.

"You're late!" Rana complained, aiming at me with a chicken spear, upon which had also been impaled some tomato-looking vegetables and mushrooms.

"Pipsqueak here is such an indecisive one," Owl commented.

"At least I now have some new weapons," I said, patting the bamboo staff on my back. It hung over my new robe-like coat that I'd bought for twelve silver crowns.

"You're not the only one with new clothes and gear," Rana replied, nodding towards Lukas who was busy stuffing as much chicken into his mouth as possible. The way he ate reminded me of a starving dog. It made me wonder what sort of food he was normally used to.

Master Owl plopped down on the bench next to Lukas, almost sending the youth airborne. Then he flagged the owner down and asked for some deep-fried chicken and a bowl of steamed vegetables, along with the largest mug of beer they could muster.

I sat down next to Rana, who was already deep in the drink, though her faculties yet under control, but who knew how long that'd last?

"Have you been here before?" I asked Owl. He seemed to know the menu well enough.

“Sure, a few times in the past. Surprised the place is still around.”

When the owner returned with a beer for Owl, I asked to be served the same, although with a cold tea instead of a beer. The man gave me an odd look, then returned with a pitcher of tea and told me to just let it cool down before I drank it. I realised that the cold tea store might be the only place that sold *that* drink. But I wasn't too bothered, tea still suited me better than sweet mead or beer.

As I ate with the people around me, I got a good look at Lukas' new equipment. His basic and threadbare clothes given to him as a servant were replaced by a form-fitting off-white shirt over which he wore some leather padding, which covered the base of his neck, the front of his torso, and his flanks. His pants were also rather tight, but looked of high-quality thread, with a durable belt fastening them to his waist and from the back and side of which hung three pouch-like bags like the first one I'd gotten myself. As for weapons, he seemed to have gone for a long slender knife and a shortsword. It surprised me that he hadn't picked a bow as well, but maybe I'd ask him about it later.

I was quite happy with my own purchases, as my new robe-like coat sported man small pockets on the inside, but was still breathable to the point that it didn't feel too different from the clothes I'd had before, despite looking like I should be sweating to death while wearing it. I'd gotten two pairs of pants as well, plus two identical white shirts, some sturdy socks, and three pairs of underwear. I'd thrown out the original pair that I'd worn since coming to this world, but hoped that I could find a way to properly wash my clothes later, so I wouldn't have to constantly buy replacements. Lastly, I'd gotten another belt-pouch, such that I could separate my quest fliers and Guild Card from my Exorcist Tools like the Black Candle, Energy Stone, and such.

I smiled to myself as I observed the chatter between my companions. This was such a comfortable moment, the four of us sharing a meal while trading stories, that I honestly wished it would never end.

After eating enough for my stomach to feel on the point of bursting, and listening to Lukas telling rumours and stories he'd heard in the Margrave's Castle from the other servants, which greatly interested Owl amusingly, I accompanied Rana to her apartment. To my surprise, Master Owl grabbed Lukas and told him about the inn he was staying at, then brought the boy along with him.

Rana seemed to have learnt from our last visit to the restaurant, since she was only sporting a minor buzz this time. After we went up the stairs to her apartment and she let us in, I headed straight for the couch. The lack of sleep was hitting me particularly hard after such a nice meal and cozy atmosphere. Of all the days in this world so far, today had been the craziest one of them all.

Surprisingly, she followed me to the couch as well and sat down next to me. It only just now dawned on me that she wasn't wearing anything other than her arming jacket and hide pants. Apparently she had left her armour in the apartment along with her weapons.

"You never told me what you want me to do for you."

I blinked uncomprehendingly for a moment, then realised she was talking about our wager. "I thought we changed that to just betting money."

"That was just for the old man's sake," she answered. "So, what are you gonna ask of me?"

My heart began to beat in my chest like a steam engine about to explode.

"I erm, I... I want you to be in my party! Not just as a hired guard, but as a comrade."

She grinned. "That's not what I expected you to ask," she said, then leaned in closer, making my poor heart beat even faster. With only a handspan separating our faces, she then said, "Do you know you have green rings around your eyes?"

The surprise made me burst out laughing.

Then Rana put both hands on my face and pulled me in for a kiss.

My vision was filled with the dark freckled skin on her face and that red curly hair. Her eyes were closed, but I kept mine open as I wanted to absorb it all, while getting lost in the sensation of her warmth and the touch of her lips.

She got up from the couch and pulled me with her to her bedroom. Armen was floating nearby and I tried desperately to signal him with my eyes. He seemed to catch my drift, because he came to a halt in front of the door, which Rana closed behind me.

**"I will stay out here and keep guard,"** he announced, though I could tell there was a slight mocking tone to it.

*I don't think I'll sleep tonight...*



## 17 – My Party

I awoke within Rana's naked embrace sometime the next morning. It took me a moment to realise that the events of last night hadn't been some fever dream, but had in fact been real. Never in a million years had I imagined *it* would feel like *that*. I'd also always imagined that I'd be the taller person, but I couldn't say that I disliked the way she had taken charge. For a 'first time' it had not been as awkward as I'd feared, and I looked at her sleeping body for a while, uncomprehending of my situation.

*Maybe an F-tier in Luck doesn't mean what I think it does...?*

I shut my eyes and just revelled in the moment.

*If I die now, I will have no regrets.*

*Although I'd prefer not to die...*

*... Wait, are you able to hear this, Armen?*

**"My apologies, but I have no way to ignore your thoughts. They enter into my mind with excruciating clarity."**

*Oh god... does that mean?*

**"Unfortunately, yes. I believe it will be in our mutual interest to pretend I did not overhear your every thought."**

I grimaced. *A Pact such as this with a sentient being is quite an awkward thing...*

Eventually Rana woke up and went to the kitchen to get something to drink. I followed behind her lamely. She gave me a smile, but we didn't talk about last night at all as we shared a breakfast of eggs and sausage.

I remembered belatedly that the Jeweller had promised to have my Spirit Glasses ready by dawn, so I told her that I'd meet up with her back at the Guild Hall, like Master Owl had requested before we parted ways after dinner yesterday.

The walk to the Jeweller's store in the Commerce Ward was tense and fraught with paranoid fear that, given my recent good fortune, I was due for a calamity, but such a thing never manifested and I made it to his store in one piece.

"I am quite proud of the final result," he commented on his work. "The design you drew was quite brilliant, though I must say I've never thought of such a frame for spectacles before."

I held up the pair of glasses he had made. It was a fairly standard design I thought, but when I'd seen the few models on display in the Jeweller's store, as well as the pair I'd seen Æmos wear, it was clear that this world had a far more archaic idea of what glasses were. Back on Earth I hadn't ever worn glasses myself, but my mother wore them at home, so I had grown used to see them up-close my entire life. However, the design in this world were bizarre in that many had no limbs that could rest on the side of one's ears, nor did it have a proper way to rest on one's face, rather, they had a triangular nose-support that settled high on the nose-ridge, which I doubted was comfortable for prolonged periods of use.

"I didn't come up with the design," I admitted, "it's just very common in the world I'm from."

He nodded thoughtfully. "Lundia, and Arley in general, is not a great seedbed for the wisdom of you Otherworlders. If you travel north of Arley's border to the Kingdom of Lacksmey, you'll find that a lot of technology brought by your kind has been implemented into the governance and daily routines of people there." He sighed. "I miss having easy access to ice..."

"Why did you come here then?"

The Jeweller threw a hand in the air, kind of like a shrug, before saying, "The climate here is nicer and there's more work for someone like me. The big cities in Lacksmey are all very competitive in the crafting markets, while there's only two Jewellers here in Lundia, and the two of us have no need to fight over customers, because there's plenty here."

"Do you think there'd be work for an Exorcist like me in Lacksmey?" I asked, putting on the glasses. The Jeweller nodded self-satisfied when he saw that they fit me perfectly.

"Arley is rife with Adventurers because this is where you all seem to appear, but used to be that Otherworlders appeared in Lacksmey until about a hundred years ago, so they still struggle from the aftermath of losing access to cheap labour for menial and dangerous tasks. They've developed a fairly robust Explorers' Guild since, but only you lot seem to have access to magical powers, so any imitation without those powers will be lacking. Of course, many Adventurers travel to Lacksmey because it is full of opportunity and they find their work rewarded greatly. So, in short, yes, you'd no doubt be swimming in work. Exorcisms cannot be performed by anyone but an Exorcist after all."

"I see. I may just have to try it out sometime."

"You'll certainly find far less people suspicious or hostile towards you," he remarked. "If you have not been outside of Lundia yet, then you might not have realised that the treatment of Otherworlders here is the kindest you'll find in Arley."

"Why do you think people here are so distrustful of us?"

“Who can say? Suppose not all people are welcoming towards strangers, but I wish it’d change. I like to be able to drink ice-cold beverages again...”

I chuckled politely, though it did feel odd that people in the Principality of Arley didn’t like people like me, despite relying on us to keep them safe.

When I reached the Adventurers’ Guild half an hour later, Rana was standing outside, arms folded and staring menacingly at anyone who glanced her way, while wearing her full plate, with her shield attached to her left arm and her sword on her hip. Next to her stood Master Owl and Lukas.

Owl took one look at me and let out a huff. “New glasses, huh? Goggles are still superior.”

“I think they suit him,” Rana commented, which made me smile.

The Old Exorcist put on a lopsided grin at her words, which I found to be annoying, though I ignored it.

“Can I try them?” Lukas asked excitedly.

“Yes, but be careful with them.”

He put them on, though they were slightly too big for him. I was sure that in just a few more years he’d be a head taller than me. “They’re nothing at all like glasses the guy on the second floor wears,” he said, disappointed.

I put the glasses back on after he handed them back, then looked to Master Owl. “Why did you want us to gather here?” I asked him.

“Because we’re going to Ochre and you’re all coming.”

“Even Lukas?” I asked.

“Me?” he chimed in, surprised. We’d been telling him that he needed a mentor, so I felt that we were betraying his expectations.

“Rogues are valuable,” Owl said, then upon seeing our worried expressions added hastily, “Not in *that* way. I mean, a Rogue is a good support to have for your Party. They’ve got ‘Trap-Detection’, ‘Lockpicking’, ‘Lurk’ to spy on people or set up an ambush, as well as ‘Foresight’ which warns them of dangerous situations, plus they can be a decent addition to any Party’s arsenal. I’ve already had to swat away eight separate teams that wanted to scout him.”

I frowned. “Wouldn’t he be better off with a conventional team?”

Owl shrugged. “You found him, you decide how to use him.”

“I think the choice should be left to Lukas,” I replied.

The blonde boy looked between us, then just said, "I had fun in the Castle, so I want to follow you."

"You know you don't have to, right?" Rana said.

"But I want to," he insisted. "You have been really nice to me and you believed I could be an Adventurer."

"Alright, fine," I said, "But we need to get him a proper mentor."

"I can teach him what he needs to know," Rana said. A pang of envy hit me, but I shoved it aside. It was no use being petty over something like *this*.

"You said you knew a Rogue in the past, right?" I asked.

"Yeah... he was a member of my Party before I joined the Mercenary Guild."

The way she referred to him in past tense made it pretty obvious that the guy was no longer among us. "What happened to him?" I asked, but she shook her head.

"Maybe I'll tell you some other time," she said.

"Alright kiddos, we'd better get going. A carriage-ride to Ochre will take at least three days, maybe five if the weather takes a turn. The more days we idle, the worse the situation will be when we arrive."

"We ought to buy some resources for the trip," I said. Owl and Rana both gave me a look as if to say: "We're counting on you for that."

I let out a sigh of defeat, then added, "I'll go buy some stuff, then I'll meet you in the Market Ward by the carriages."

"Attaboy," Owl said with a grin.

"I'll come with you!" Lukas decided and together we left to find food that wouldn't spoil for the duration of our trip, as well as something to slake our thirst.

We linked back up with Owl and Rana, and I just managed to overhear the tail-end of Owl's haggling with the carriage-driver. It cost fifteen silver crowns for each of us, but he got away with paying him an even fifty for all four of us, arguing that one was still a kid. When I asked him if he wanted us to help chip in, he told me not to worry about it. The way he had acted today and yesterday made me wonder if his past actions of taking my forty silver to pay for his injury and making me pay Rana's one-gold retainer were meant as lessons, rather than him being miserly.

When we were some hours into the journey, I asked Owl if he had the quest flier for the Exorcism in Ochre and he seemed to vacillate between hiding it from me or showing me, in the end he reached

into a pocket and brought out a neatly-folded square vellum paper and handed it to me. I had no idea that they even printed quests on such expensive paper, after all, a single page of vellum was over four silvers in a lot of Lundia's stores, so it seemed a waste.

I gaped in a mixture of surprise and horror, as I read the quest info:

<i>'The Demon Galleon'</i>		
<b>EXORCISM QUEST</b>	<b>TYPE:</b> <i>Calamity</i>	<b>RANK:</b> <i>Savant</i>
<p><i>Lord Peter Garfh of Ochre requests the aid of a veteran Exorcist of high standing in the Adventurers' Guild to deal with a Haunting of extraordinary difficulty and complexity that is disrupting the port of Ochre and causing an unrest in the populace of the sprawling city.</i></p> <p><i>Little is known of the entity that plagues the merchant galleon known as 'Fallow's Fortune', though it did not manifest itself until the vessel reached the port of Ochre, which seems to suggest an intelligent apparition. There are rumours that it was brought about by a malevolent curse, but there are also rumours that say the captain picked up a stranger from a foreign port and who turned out to be a demon in disguise.</i></p> <p><i>The Guild of Ochre, along with the Church, have their hands full containing the entity within the possessed vessel, as it spews forth a vast horde of malevolent spirits at midnight every day, though these are weak to Blessed Weapons and the unique powers of Crusaders, Paladins, and Priests.</i></p> <p><i>There is no telling if the daily attacks will eventually break through the cordon placed around the galleon, but it seems clear that if nothing is done then trade disruption will be the least of the problems.</i></p> <p><i>Given the fact that two Exorcists of Eminent Rank have succumbed to this entity already, the Adventurers' Guild has decided that no Exorcist may attempt the</i></p>		

*Exorcism alone, though the assistant may be of Seeker Rank, so long as the one accepting this quest is Savant or higher.*

**REWARD: 80 Gold Crowns**

"I wish you'd have shown me this before I said yes," I told Owl.

"It's the most exciting quest I've gotten in years," he remarked.

I shot him a glare, to which he replied, "I'm joking, obviously. Although from the descriptions I've heard of the Haunter, as well as having witnessed the nightly attacks a few days in a row, I can say with a hundred percent certainty that this is a new type of Demon."

"But you're sure it's a Demon?" I asked.

He nodded. "Only Demons are weak to Blessed Weapons and attacks. Although, the spirits it summoned were like wraiths, but with fully-corporeal bodies that looked like soldiers. Unlike normal wraiths, they couldn't go invisible though, and given that their weakness is one that only Demons are known to possess, I believe they are an extension of the Demon who resides within the bowels of the Galleon."

"It must be bad if two high-ranked Exorcist have already died to this thing."

"Died is not the word I would use," Owl commented, "as their bodies have not been recovered. They simply vanished. Though you're probably right that they must've perished."

"Has it killed anyone else?"

"Oh yes, at least sixty people have died because of this thing. A lot of them were from the first few midnight attacks before the cordon was properly established, but even now they still see deaths from the spirit horde every few days."

"Do you have any plan for how to deal with it?"

Owl shrugged, which made me frown. I couldn't tell if he was taking it serious or not.

"The plan is to first ascertain what sort of Demon we are dealing with. As I say, I have never heard of one that might herald an army of spirits to attack on its behalf, but Demons are often quite unique."

I reread the quest flier again and noticed the difficulty rank.

"I thought Perilous was the highest rating for a quest."

Master Owl smirked. "Calamity is special, of course. It's the sort of thing they might post in other nations just to get the proper team to deal with it. As a matter of fact, I came to Arley because of this quest. I was in Lacksmey when I saw it on a Quest Board."

"I just heard about the Kingdom of Lacksmey from the Jeweller earlier today," I told him. "Is it a good place to get work as an Adventurer?"

"If you're an Exorcist who knows your stuff, Lacksmey is nothing but golden opportunities. But, y'see, I like having Lords and Margraves owe me favours, so I came to Ochre because Peter Garfh is a good man to know."

"What about Finn Serelliam?" I asked.

"He's a snake," Owl said without hesitation, making Lukas, who sat next to him, cast him an odd glance. "He is responsible for some many tragedies, but he's been clever with how he hands out bribes and, given that he's now a Margrave, there's no one to stop him except the Prince himself. He's not truly a useful man to have you owe a favour, because I doubt he would even return a favour owed, but, alas, he's just a symptom of the greater problem plaguing the governance of the cities in this world.

"The world I came from, Oblus, was ruled by a meritocracy and decisions were based on what would benefit people the most. It was far from perfect, but at least it beat this world where every new ascension of a King or local Lord could drastically alter the livelihood of everyone."

"My world was the same as Mondus," Rana interjected, "But my family, the Thorn Dynasty, were the rulers of my kingdom, so my perspective was too biased for me to say whether it was different or not."

"You were royalty?" I asked in surprise.

"Sort of," she answered. "My Aunt was the Queen of our kingdom, and I was the daughter of her third sister, so I was very much on the fringe of royalty."

"I wonder if your blood would count as 'Royal Blood'," Owl commented creepily.

Rana put her palm on the pommel of her sword. "You won't get a single drop from me without a fight," she promised him.

Owl let out a phlegmy laugh that filled the entire carriage.

The following two days of travel passed without incident and for most of it I just listened to Rana explain to Lukas how to feel out his different abilities and whatnot, while also trying to teach him how to use Lurk, though he was unsuccessful at it. Apparently it required a similar state of mind as my Meditation ability.

On the third day, sometime before dusk, Owl nudged me in the arm and said, "Send out your Watcher to scout the road ahead, while I take a nap."

No sooner had he said the words than he leaned back and immediately began to snore.

*Sumi, I need your sight.*

The inkblot appeared in front of me and I used my thoughts to send it out in front of our carriage, while it lent its vision to my left eye. Instead of covering my right eye, I closed both my eyes, as it still allowed me to see what Sumi saw, but was less straining on my mind.

As I floated the Watcher further out along the road, I saw nothing except a few birds and small critters. I lifted it higher into the air, far above the road and the forest we were travelling through. The green canopies of the forest spread out to either side of the narrow road that bisected its territory, but all was calm in the rapidly-darkening world. In the distant eastern horizon I noticed the glinting waves of the sea that reflected the sun's waning light, as well as the outskirts of the city we were heading towards.

For maybe twenty minutes I scouted the road and the forest, but saw no signs of any ambushes or potential threats, so I recalled my familiar before I exhausted all of my energy on maintaining our bond. I hoped that, as I grew stronger, the strain on my reserves would lessen, such that I could maintain a link to my Watcher at all times like Master Owl seemed capable of. After all, it was a powerful tool to have.

I looked at my Mentor, seeing that Lukas had fallen asleep up against him, which looked like a mischievous fox daring to enter a bear's den to snuggle up for warmth. Before I could take a look at Rana, her head suddenly fell on my left shoulder. I remained still as a statue, not wanting to disturb her rest, while her breath tickled my neck with every exhale.



## 18 – The Port of Ochre

Around noon on the fourth day of travel we finally arrived to the city of Ochre. As our carriage slowed a halt in front of its large gate, we all disembarked to walk the last bit. Lukas and Rana were both full of energy as soon as they left the vehicle, but Owl and I both needed to stretch our legs first. I cast him a glance, wondering if I could expect to turn into a chubby and grumpy old man like him as I got older. He noticed me staring and grinned, as though he could read my thoughts.

“Where should we go? Do we make right for the Galleon?”

“Sure, if you feel like just diving headfirst into a Demon’s Lair... No, obviously we have preparations to make.”

“What sort?”

“First off, we need to find a good restaurant to eat at and an inn that we can stay in, preferably not too far from the Port District, but not within the splash zone of the nightly attacks either.”

“I thought we’d make a sanctuary to stay at within the Galleon.”

Owl shook his head. “Generally it’s a bad idea to stay within the territory of the entity you’re trying to exorcise.”

I frowned. “You should perhaps have taught me that sooner. I did after all stay inside the haunted east wing of Lundia Castle...”

“With many of the weaker apparitions we come across it might be fine, and if you know what you’re doing it’s a good strategy to quickly figure out what sort of creature you’re dealing with, since they tend to show their hands when disturbed or enraged. But the best practice is to establish a point beyond the area of the Haunting where you are able to observe the area and quickly enter it, but still have the ability to retreat to when things get dicey.”

“And we’re doing that here?”

“Oh yeah. Demons have a lot of nasty abilities and many of them can trigger mind-loops that slowly fry your brain just by being close to them. So we’ll need to make a lot of wards, along with some other preparations, such as holy water baths and have our weapons blessed.”

“We’re not bringing Lukas inside with us, right?”

“No, that would be extraordinarily stupid. I’m thinking we leave Ms. Thorn outside as well, though, as I understand it, the Church will give us a small retinue of Paladins to aid us.”

I chewed my lower lip. I wanted Rana to go with me, because her presence made me feel safe, but I also wanted to keep her out of harm’s way, especially given that this was a Calamity-rated Quest.

Just then the tall Vanguard came over and asked, "What are you talking about?"

"Strategy," I replied.

"You wanted to try the rice in this world, right Ryūta?"

I nodded eagerly.

"Then come on, I know the perfect place to have dinner tonight."

I looked to Owl briefly and he just shrugged. Then we both followed after Rana.

Ochre was a tremendously-beautiful city, which was perfectly accentuated by the gentle warmth of the sun and a crisp salty breeze that brushed across it from the coast. The city itself looked like it was hewn from a single slab of marbled stone, with every street and building constructed out of the same yellow-white rock.

Compared to Lundia, Ochre seemed to be several eras of technology ahead, as brass pipes visibly pierced through the buildings and, according to Rana, the pipes carried water drawn from underground thermal reservoirs, allowing even the cheapest homes access to warm water by just turning a single valve.

She also told me that the poorest people in the city were employed to sweep the streets and maintain the façades of buildings, which were prone to erosion from the salty ocean wind. In Lundia outright poverty hadn't been a thing, as far as I could tell, but the general welfare was rather low, whereas Ochre seemed to have no such issue on the surface.

"Does the Principality of Arley have a capital?" I asked her, as we crossed under a large arch that demarcated the border between the Marketplace District and the Comfort District that we were entering.

"Helmstatter is where the Prince has his castle," she answered, "but there is no clearly-defined capital in Arley. Lundia is what could be described as its centre and backbone, but Ochre is where the money is produced, and Helmstatter is where decisions are made."

"Lacksmey is different," Owl quickly added. "Where the Royal Family lives, the city of Evergreen, is also where money is produced and decisions are made."

"How come Arley is different then?"

He shrugged and Rana didn't see to know either.

Suddenly the Vanguard stopped, announcing, "We're here."

In front of us was a three-storey stone slab of a building, with a rusty metal plaque above the door stating ‘*Home of the famous Fish-on-Rice dish!*’. My mouth was already watering at the promise of rice and fish.

After the four of us entered and found a table, we were quickly served stone cups of a sweet white wine or something of the sort. It was slightly alcoholic, but no one complained when Lukas began chugging it with glee. I wished to just have normal water someday, but it seemed that currently all water-sources were contaminated, since everyone drank only alcoholic beverages or tea. Apparently no one had discovered that you could just boil water and let it cool down...

When we were served the only dish that the restaurant served: fish-on-rice, I was surprised to see something akin to nigiri but with grilled fish. The taste was pretty good, though I felt it lacked soy sauce. No sooner had the thought entered my mind than Rana pushed a stone vessel towards me and said, “Try it with this.”

I lifted the vessel up to sniff the contents and was greeted by a pungent fishy aroma. I poured a bit of the sauce inside onto one of my not-quite-nigiri fish-on-rice pieces and saw, to my surprise, that its colour was similar to soy sauce.

As I put the sauced-up piece into my mouth, the flavour that hit me was overwhelmingly fishy, though with a sort of umami that perfectly accompanied the rice and the grilled fish.

“Wow, that’s delicious,” I commented. “It’s not quite like soy sauce, but I might become addicted to *this*.”

“They sell this everywhere in Ochre,” Rana told me. “It’s called Garum.”

After our meal, Rana suggested that the four of us could stay in the rooms that lay above the restaurant, but Owl protested, saying that he wanted a place closer to the Port District, and given that the Comfort District was in the opposite end of the city, Rana easily conceded.

We left the restaurant and Comfort District with our bellies full, while the sun set and the street sweepers switched to lighting the lanterns that lined all the streets. We returned to the Marketplace District, where the main thoroughfare led us to the Guild District.

Master Owl stopped me and told Rana and Lukas to go ahead to the Crafting District and find us a place to stay there, while he and I would visit the Adventurers’ Guild and announce that we were taking on the Exorcism Quest.

The Ochre Adventurers' Guild building was similar in many ways to the one in Lundia, though it was made of the same stone as the rest of the city's buildings and the large door was made of brass rather than red-painted wood, which was spotted green all over from the metal oxidising.

As we entered, I saw that the place was mostly empty, with the exception of group of Adventurers huddled around a table in the tavern-section and seeming deep in some important discussion, and a few loners who looked to be sleeping off a drunken stupor. From the appearance of their auras, I noticed that one was a Crusader, another a Priest, the third might be a Spellhand although the colour was slightly wrong, and the last one the same auburn hue of the Boxer who had knocked me out and later been torn in two by Owl's protector.

We handed our Guild Cards to the Guild Representative, who, unlike the few I'd interacted with in Lundia, had dark hair and pale skin, meaning she was from Lacksmey. Her eyes widened as she saw the quest we were accepting.

"What does an Auburn aura mean?" I asked Owl, while we were waiting for the lady to register the quest for us.

"That'd be a Brawler," he replied. "They focused on hand-to-hand, but are similar to Vanguard in a lot of ways. They usually utilise claws, daggers, axes, or special gauntlets."

"Like the one who attacked me," I muttered. "He seemed to be able to avoid my Protector's defences."

"Yeah, they have a sort of precognition for that sort of thing, but it's hard to master..." he trailed off as he realised that I'd been looking at the group of adventurers in the tavern. "*That one* with the Aquamarine aura is an Elementalist. Quite a tough party that one, with two Advanced Roles in it..." he trailed off again, and I realised why, because the Crusader had stood up and I immediately recognised the man.

"Harleigh? What's he doing here?"

Master Owl huffed as the tall and handsome man began to make his way to us.

"We are very pleased you have decided to take this Emergency Quest, Master Owl," the Guild Representative said, making us turn back to face her. As she handed our Cards back, my Mentor mumbled some kind of answer that I didn't catch, and then a moment later the Crusader's shadow was looming over us.

"I didn't expect to see you here, Ryūta."

"Nor I," I told him.

"I'm sorry that I just suddenly vanished without a word. I wanted to tell you, but my party suddenly received an urgent bounty we needed to take care of."

"It's okay," I replied.

"I hear from my Apprentice here that you grew a consciousness, Harleigh," Master Owl remarked bitingly.

Harleigh nodded, as though agreeing with the characterisation Owl was painting of him. "I have certainly not taken my duty as a Guild Veteran seriously before and, although it was brief, I was glad to be able to aid your Apprentice slightly, but I am glad to find that Ryūta is in your capable hands now."

Owl grinned. "You know that I can tell when you're lying, right?"

Harleigh's amiable façade faltered slightly, then he turned to me and asked, "Why are you in Ochre?"

"We're going to Exorcise the Galleon," I told him, puffing my chest up slightly.

"Don't attempt it," he warned. "You'll die."

"He won't if he follows my teachings," Owl answered before I had a chance to defend my own competency.

"I've already completed two Exorcisms," I told Harleigh. "I'm a Seeker now."

"Impressive," he commented, though I noticed how there was a tiny tremor in his golden aura. "But it won't be enough. The last two Exorcists to attempt dealing with the Demon Galleon both perished and they had more than a decade of experience each."

"Your warning has been heard," Owl said, "But we already accepted the Quest and Pipsqueak here is more capable than you believe."

I blinked in surprise at Owl's praise, then he grabbed my by the arm and we left the Guild Hall before Harleigh could say anything else.

As soon as we left the brass doors behind us, Owl began grumbling, "Two-faced piece of shit!"

"Why do you hate Harleigh so much?" I asked.

"You're not my first apprentice," he revealed. "Guess what happened to the last one?"

"Eaten by a Banshee?" I guessed.

"Your idol, Holier-than-thou Harleigh killed him along with his Witcher Hunter friends..."

I swallowed hard, unable to say anything.

*Why would he do something like that?*

Lukas and Rana had found us a comfortable inn that lay just a few minutes from the tall arch that separated the Crafting District from the Port wherein lay the Haunted Galleon. Because Rana had been in charge of the rooms we were given, Lukas and Owl shared a room and we had one for ourselves. No sooner had we said goodnight to my Mentor and the Rogue than she pulled me into the room and closed door behind us.

She pulled me in for a kiss and I could scarcely object to it, though the revelation about Harleigh's past was weighing heavy on me and I felt unable to fully reciprocate her embrace.

After pulling away, she looked at me with concern. Her normally-thorny aura was hazy and wavering, but I wasn't sure how to interpret *that*. "Are you okay?"

"I don't know," I told her. "Master Owl told me something bad about Harleigh."

For just a split-second, I saw how her aura flickered at the mention of the Crusader. "Why were you talking about him?"

"We ran into him at the Guild Hall when we were accepting the quest and there was this really weird—"

"Harleigh is in Ochre?" she interrupted me.

I blinked. "Yes."

"Why do you have that look on your face?"

She didn't reply so I pulled myself out of her grasp.

"You're in love with Harleigh, aren't you?" I asked, my chest tightening at the expectation of her answer.

"It's not like that," she replied. "It's... complicated."

I let out a sigh. "Of course." The way her aura was shifting around made it clear that she was hiding something from me or maybe even lying. I could now guess who had gifted her the expensive mirror in her apartment.

Gritting my teeth, I put my robe, which she'd tossed on the floor, back on and left the room. I went into Owl and Lukas' room and told the boy to switch beds with me.

"Okay!" he said cheerfully, though I could tell he was a bit curious as to why. Fortunately, he wasn't the type the pry, which I appreciated right now.

After Lukas left the room, I crashed down on the bed with an annoyed sigh.

"Miss me already?" Owl teased me.

"Shut up," I told him.

## 19 – Demon Galleon I

It was maybe just around midnight when Owl woke me up and dragged me out of our room, barely allowing me to put my robe on. Before I could ask what was going on, we were outside and I saw the sky in the district beyond, as it lit up with wisps of unholy light. Owl continued to drag me by the wrist towards the arch that led to the Port District, but we were halted by guards before we could enter.

“No one is allowed inside,” one of the guards told us.

“It’s fine,” Master Owl responded, “we’ll just watch the fireworks from here.”

As we stood by the district arch, I saw the lights swell as it swirled from the distant port, before those lights condensed and took form, riding down from the heavens like vengeful ghosts wearing the guises of soldiers. Their armour and weapons did not match that of any guards I’d seen in Arley, as though they were of a past era, but the wraiths were dressed in padded armour and metal vambraces and helmets, wielding simple shields and metal-tipped spears. Some of them even wielded bows and shot ethereal arrows from the sky while ascending down into the district.

A lot of the ghosts never made it down to the ground, as spells flew up to meet them, along with arrows that shone with a golden light. Some were also caught in pillars of energy or torn apart by invisible powers.

“Is it *like this* every night?” I asked, astounded.

“That’s right. I’ve never seen anything like it before. Certainly I’m no stranger to ghost armies, but to think that a single entity has the power to conjure these night-after-night, it’s unheard of.”

The guards around us were starting to get annoyed with our presence, so as soon as the lightshow ended, we were shooed away.

When we made it back to the room at the inn, Owl told me, “Find a Fighter familiar you like. You’ll be summoning it and forming a pact with it before dawn.”

I sat on my bed, a frown on my face, as I leafed through the pages of the Encyclopaedia. Pretty much all the familiars labelled as ‘Fighter’ were dreadful-sounding and I couldn’t help but recall the story of how Owl had lost his eye to the ‘Crimson Nightingale’, nor could I forget the vision of his ‘Spawn of Nwetrou’ as it devoured the Mercenaries who’d attacked me.

Among the names of those I considered, were: 'Writhing Prisoner', 'Priest of the Deep', and 'Formless Envoy'. Each seemed less difficult to manage than most of the other ones, but when I showed the entries to Owl, he commented:

"The Priest of the Deep will try to kill you or find a way to get you killed, so that's a bad idea. The Writhing Prisoner hates forming pacts and will do everything to be set free, i.e. killing you."

"Awesome..." I replied sarcastically. "What about the Formless Envoy?"

"I don't really know anything about that one, but they're similar to the 'Eye of the Observer' and my 'Spawn of Nwetrou' in that it's the offspring of one of the Old Gods. Some of them come with some bizarre requirements or tolls that may end up being pretty bad."

I thought about it some more, then found another entry that sounded promising, based on the apparition's behaviour that was listed both in the Familiar section and the Entity section.

"Corpse Tree," Owl read aloud, nodding to himself. "I think that'd be a good pick."

The Corpse Tree was a type of Revenant that was extremely rare to encounter in the wild, but which could be caused by a type of execution performed in this world where condemned men and women were hanged from a tree. Over time their flesh and souls would bond with the Hanging Tree and turn it into a living creature of their combined spirits. It was described as a tall creature with several legs and arms, which often had a single enormous eye in the centre of its body within a large gaping maw.

As a Haunter, it was described as territorial and vengeful, but was known to only target those who had condemned its constituent souls to death and it had even been observed guarding people, perhaps due to a lingering sentiment or something like that.

"I'll choose the Corpse Tree," I confirmed.

"Excellent, although, since you've chosen a Revenant, there are some requirements for summoning it."

I read the description of the ritual and couldn't help but furrow my brow. "How am I supposed to find all *this*...?"

The list went as follows: Remains of a Condemned Man; Putrid Flesh; Kindling of a Dead Tree; & Blood of the Invoker.

"Luckily for you, I always carry around some deadwood and aged meat."

I didn't want to know why.

"As for the Condemned Remains, your Sinner's Ash will work."

"I might need some help drawing this summoning circle," I told him.



"You're on your own," he replied unhelpfully. "Though I'll check your linework for you. Just so you don't, y'know..." Owl did a slashed-throat gesture for emphasis.

I knelt on the floor of our room and got to work drawing the sigil described in the text. Hopefully I could wipe the remains off the floor and not incur a cleaning fee from the proprietor of the inn.

"Hmm," Owl hummed to himself.

"What?" I asked and looked up at him where he sat on his bed across from me.

"Nothing."

I sighed annoyed. "Just say it."

"I was merely thinking that it may be a bad idea to summon the Corpse Tree into this room. I'm not sure how tall it will be."

I looked up at the ceiling, we were on the top floor and had at least two-and-a-half metres from floor to ceiling. "Don't you think we have enough room?"

Owl shrugged. "It might be fine."

It was not fine.

After completing the strange summoning sigil with its head-scratching-bizarre design of overlapping lines and seemingly-random doodles, I had placed the three offerings in their allocated spots, before borrowing Owl's knife to cut open my palm. Though I hesitated for a while, remembering the pain from summoning Armen, I eventually managed to spill my blood onto the Black Tallow Candle that served as the ritual's conduit.

The very moment that the summoning took hold, a massive creature emerged out of the floor and continued to grow-and-grow, until its enormous back pushed against the ceiling, making the rafters *creak* in protest and making such an ungodly amount of noise that I was sure every lodger in the inn would awaken.

Though Master Owl had warned me against being too hasty with forming my Pact, I felt that time was not on my side, so I concentrated briefly, before extending my spirit outward to touch the hideous fleshy body of my summoned familiar. It felt like my body was gripped by dozens of hands as my soul connected with the entity I'd invoked with my blood.

*Powerful and fierce Corpse Tree, whose spirit is formed of those condemned souls that were hanged from your branches, and whose vengeful fury forgets no transgression. In exchange for an offering of my spirit and blood, lend me thine aid as a warrior and allow me to wield thy fury.*

*My foes will tremble at the very utterance of thy name.*

*I name thee Kabanenoki.*

The entity shudder with some sort of glee as the Pact took hold. Just before I dismissed it with my Banish, I got a proper look at its visage.

The Corpse Tree had only a vague semblance to a tree, though its eight-or-more arms did slightly remind me of branches, albeit a nightmarish version. The middle of its body was a thick trunk-like pillar, where one lopsided and large slash of a maw gaped open with hundreds of bone-shards for teeth and a single enormous rheumy-and-bloodshot eye stared out from within. Each of its arms were twisted and gnarled, with a seemingly-random number of claw-like fingers each, as well as the impression of corded muscles under its fleshy exterior. The body was covered in a spongy and pustulant tough meaty exterior that lacked any sort of skin, as though the bark of the Hanging Tree from which it had been birthed was replaced by the soft tissue of the condemned who'd been hanged from it. The different donor bodies also resulted in a mismatch of colours, and was perhaps to blame for the way that the arms didn't seem to match, not to mention the odd sewn-together appearance of the three thick legs upon which the body walked. Altogether, the Corpse Tree was easily three metres if it stood upright, but thanks to the confined space it was kind of just stuck between the floor and ceiling.

When my new familiar vanished, it was as though the whole house breathed a sigh of relief, given how there followed a drawn-out *creak* as the ceiling settled back into its normal place.

"I hope you're naming your familiars something good," Owl remarked. "Although knowing you, they probably all have really obvious names in your mother-tongue. Like translating the name of the creature directly or something silly."

He must've realised that he hit the nail on the head, because he grinned triumphantly, before adopting a serious expression.

"I may or may not have mentioned this, but other Exorcists, Summoners, Spirit Callers, etc., can Banish your familiars for good if they know their names or even turn them against you if they're strong enough. You don't want that to happen, trust me."

I figured it was like a password and now felt rather dumb about the names I'd given my Watcher and now my most dangerous familiar, the Corpse Tree.

"How do I change their names?" I asked.

"You can't. Just keep it in mind for next time."

"But why would other Adventurers want to Banish or turn my familiars against me?"

Owl shrugged. "Sometimes people will discard their morals if the reward is good enough, and sometimes they just want to watch the world burn."

I frowned at the image he was conjuring. "I thought Adventurers fought to help people in this world."

"If only everyone else was as naïve and sincere, then it might be possible," he mocked me. "You have to realise that a lot of people who come to this world have never experienced what it's like to have *real* power before and it can go to their heads.

"You may not think much of it, but we are able to call upon terrible creatures to do our bidding with, honestly, rather simple and easy tolls. That revenant you just summoned, do you even understand how dangerous it is? I've seen a Corpse Tree decimate an entire village. The way it fights is brutal and they're really difficult to Exorcise, requiring a full team of Adventurers, preferably one's with fire-elemental abilities."

"Is it common for Adventurers to turn evil?" I asked.

"You're looking at things in too simple of terms," he answered. "It's not like someone considers themselves evil because their moral compass is out of whack. I've seen truly despicable acts justified by people I normally would consider good. So it's not a simple thing to explain. But you need to keep your guard up, because there are those who find joy in others' misery. Heck, there are even Exorcists who deliberately cause Hauntings, just because they see the people of this world as having no value other than as sacrifices."

I swallowed hard. When I thought about it, there wasn't really anything that stopped me from causing a Haunting. After all, it seemed to just require me to summon an apparition and then not form a Pact with it. And, with the knowledge of the Encyclopaedia in my hands, I could even cause a Haunting to naturally occur, just by setting up the right conditions for someone's death.

Suddenly, the thought of what my Exorcist Abilities could do in the wrong hands felt overwhelming and I struggled to find rest in my bed until dawn eventually came calling.

Owl and I were standing on a large pier that led to the Haunted Galleon. Along this particular pier, which was made to serve the largest possible vessels the city of Ochre might welcome, there were other boats that were larger or longer than the Galleon, but none were as imposing nor impressive.

From what I'd overheard, while standing behind my Mentor as his dutiful-but-silent aide, 'Fallow's Fortune', as the ship was known, had a distinguished history in the last war between the Principality of Arley and the nearby island nation of Goldentide. Following the war, wherein the

Captain died, Fallow I presumed though he was unnamed by the speaker, the ship had been acquired by a rich merchant who wished to ply his craft on the open seas and its many cannons had been sold off. It was a favourite of Ochre's Lord, Peter Garfh, as, every time it arrived in port, it always brought with it trinkets from faraway lands, as well as peculiar art and sculptures.

Owl seemed to take particular note of this nugget of information and I remembered that the quest had mentioned that there were rumours about *something* having been brought aboard, like a demon in disguise or some curse. I also recalled the descriptions of some entities in the Encyclopaedia, which mentioned that they might be caused by a cursed artefact and I wondered if such a thing could be to blame for this.

When our briefing was over, the person in charge went to fetch us the retinue of four Paladins who would accompany us inside the Galleon as we performed our investigation into the Demon.

Suddenly Owl grabbed my left hand, which sent a jolt of fresh pain through the wound in my palm, which I'd bound tightly with a simple cloth.

"I thought your Protector had regenerative abilities," he commented upon seeing that I still had the wound from the ritual earlier that morning.

"I don't think so," I replied, pulling my hand out of his grasp.

"He can talk, right? So ask him."

I almost argued back, but then realised that it was a silly impulse.

*Armen, are you able to heal me?*

**"Indeed. In life I was a Priest Crusader and a lingering fragment of my once-powerful healing magic is still under my control."**

I blinked in surprise, then my expression soured.

"If you can heal, then why didn't you do so after I was beaten up!?" I blurted out loud.

Owl grinned in response, but I paid it no attention, as my eyes were focused on the hovering wraith in front of me.

**"It requires a substantial amount of energy and you were exhausted of your energy at the time. Further, I have not been instructed to perform such duties."**

I sighed in frustration. *How am I supposed to know you have such an ability if you don't tell me?*

**"I understand the confusion,"** Armen replied unhelpfully.

*I'm telling you now that I desire for you to heal my wounds unless explicitly stated otherwise.*

**"Understood. My priority will still remain on the prevention of such injuries, but I will ensure that I utilise my powers to mend your wounds when you are not under attack."**

A weak glow started to envelop my left hand and I took off the makeshift bandage stained with my blood, just in time to see the wound knit itself shut as if my skin had come alive to mend the tear.

"I'll be damned..." Master Owl muttered. "I think I can guess what sort of Wraith you've acquired. It's a former Adventurer, right?"

"He says he was a Priest Crusader."

Owl tilted his head in confusion. "Huh. I didn't know that was a possible Specialisation for a Priest. Is he able to use his Heal on others? And does he have other Priest abilities like Cure and Blessing?"

**"I can wield Heal and Cure, but I do not have the ability to utilise these abilities on anyone but you,"** Armen answered before I could even ask. I was surprised that he could hear what Owl said as he had thus far only reacted to my words.

I shook my head.

"That's a shame. But still, what a rare find. If you ever grow tired of him and want a replacement, make sure you give me his name."

"Not in a million years," I replied with a smile.

"It was worth a try," Owl replied.

A few minutes later, four tall and brawny men in polished plate armour came marching up to us. As expected, all four of them had yellow auras to match their shared Role.

The frontmost one stepped forward and said, "Master Owl, my name is Holm and I am the leader of your guard. It is an honour to be able to aid you in dealing with the foul demon that has beset Ochre."

The way he spoke made him seem courageous and trustworthy, but the way his aura seemed to tremble made me think that he was absolutely terrified. It wasn't obvious from his chiselled face what exactly his age was and I had no idea if it was common for people to become Crusaders or other Advanced Roles around Harleigh's age, though I got the impression that all four of these men were in his age-group.

Holm had curly black hair and intense pale-blue eyes, while the other three looked like triplets, with only differing eye colours separating them from each other, since each had semi-long dark-blond hair and angular chiselled features.

"These three are—"

"I don't need to know your names," Owl interrupted harshly. "Follow my orders and don't get killed, that's all I need from you."

Holm paused, but then nodded simply.

“Understood.”

His aura was the same as before, but the men with him seemed to already be angry with my Mentor.

*He needs to work on his people skills...*

Before we could even step towards ramp that led to the upper deck of the Galleon, Master Owl handed each of us a rectangular vellum paper strip with strange squiggles on it.

“What are these for?” I asked before Holm or his gang could.

“They’re Wards. We’re dealing with a Demon here so it will seek to assault your mind, either to possess you or trap you in a mind-loop. These are to prevent that... for a time. If you start to see the paper tarnish, then it’s time for you to leave the ship. Understood?”

“Understood,” the four Paladins said in unison, while I just nodded lamely.

“Make sure your weapons are ready. If you haven’t already, you should gather a waterskin of Holy Water from the Priest over there,” Owl told the four, while pointing to one of the many Adventurers who made up the cordon of the Port District.

“When are you gonna teach me how to make *these*?” I asked as the four men left us for a moment.

“Ward Crafting is no simple thing to teach,” he replied. “But, maybe after the Exorcism is done, I can at least show you how to get started with learning it, though a lot of it you will have to discover for yourself.”

Moments later the Paladins returned.

“Alright, I want two of you as vanguard and the other two as rearguard. Make sure to keep your Ward on the front of your body so the rest of us can see them. If you start to feel weird, even though your Ward is in good condition, then you need to leave the ship immediately. Make sure to keep your mind fortified and strong, because a weak and insecure mind is like sweetmeat to a Demon.”

I swallowed hard. We were finally going into the Demon’s Lair.