

Shadow Enhancer

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Jinwoo was the weakest healer, only an E rank. Despite everything he survives the Double Dungeon and becomes a player. Putting points into intelligence he starts gaining more skills and abilities. He's able to use more spells, becoming next level when he becomes a necromancer able to revive the dead and create buffs with his shadows. Bottom

Jinwoo/Harem

Chapter 1 Rise Healer

Sung Jinwoo was known as the Weakest Healer, an E-Rank who could barely heal anyone. He could use Heal twice a day. Other hunters couldn't count on him for healing, support, or even holding his own in a fight. He still put in work, carrying and mining so he still made some money, it was a vicious and dangerous job. Jinwoo had bills to pay, his mother who was in the hospital, his sister who was in school, and paying for rent, food, and utilities.

He took jobs anyway, despite the danger. Then came the day of the Double Dungeon, the first half of the dungeon was tough enough then they found the mysterious chamber. A vote occurred and they ventured forth. It was a mistake...

They were bound by the three rules of the Temple, failure to follow the rules meant death. Jinwoo figured out the first one, and the giant statue smiled.

He was trying to figure out what to do next when other hunters stood up, unknowingly triggering the next test. Jinwoo tried to figure everything out, noticing the giant statues, some had weapons but others had instruments.

Many died, but the survivors had Jinwoo to thank, despite this in the third and final test the fear got to them, one by one Jinwoo was abandoned, people leaving to save their own skin. All they had to do was wait, run out the clock, but soon the numbers caused the giant statues to march.

Jinwoo couldn't escape on his own, after the injuries he'd sustained, so he told their leader to take the B Rank healer on the team and leave. He did and Sung was left alone, the giant statues marching on him.

His best efforts to survive were nothing, he wasn't strong enough, he wasn't fast enough, he didn't have enough mana to heal himself. Already lost his leg, then one of the giant statues took his arm, his blood flowed spilling over the alter.

Time ran out and a screen appeared. **“Will you become a player?”** He chose yes.

-X-

Baek Yoon-ho had received the SOS and arrived to find Jinwoo unconscious. The double dungeon door was gone.
“Who is he?”

“Sung Jinwoo sir, he was one of the squad’s healers.”

“They left their healer behind?” He growled and his hand balled into a fist. The man’s eyes glowed an angry gold.

Baek lifted Jinwoo up and carried him bridal style, taking him to the hospital.

-X-

Everything went black and when Jinwoo came to, he was in a hospital room. His arm was back, his leg was back.

‘What...happened to me...’

Hunter Association reps showed up, thinking he may have gone through a re-awakening. Jinwoo got excited, filling with hope and...no...he was still E-Rank, his mana pool was still low. They couldn’t see the strange window.

He had gained some skills: Will To Recover, Longevity, and Detoxification. Shadow Vestige – This skill gave him access to a summon, he manifested his own shadow to fight for him. The shadow would inherit his Strength and Agility, it’s durability was determined by his Vitality.

Jinwoo learned about this the hard way, he failed to complete the System's Daily Missions and faced a punishment. He had to survive against giant vicious Centipede monsters. It was hell, but he survived. He conjured his shadow, which looked just like him but glowing blue eyes. 'I'm definitely not skipping those again.'

100 push ups, 100 sit-ups, 100 squats and a 10 km run. Completing these gave him a reward. + 3 Stat Points, A Full Recovery, and a Random Loot Box.

Jinwoo had an Item Box thanks to the system. So he could store the random items. He got a couple of weapons, a knight sword, a dagger, and a magic cube. 'No way!' He'd seen these before, mage and healer types could use these for their spells.

Just equipping it gave him 1000 MP and the Weapon Skill: Mana Shot. These weapons were useful for spell casters, but they were expensive, even most D ranks couldn't afford them.

Mage and Healer types had known weapons they could strive for. Cube, Staff, Wand, Book/Grimoire, Orb, Bracelets/Rings/Necklace, each one varied in quality, durability, ability, and more.

His first point distribution was 1 to Vitality, 1 to Power, 1 to Intelligence.

Jinwoo Level 1 HP: 2000 Mana 300 (+1000), Strength: 11, Agility: 10, Vitality: 11, Perception: 10, Intelligence: 12

Skill: Heal (Rank E) 150 MP,

He went around and visited other rooms offering his healing, he could use it more now thanks to the cube. This was great training. **Notice: Kind Healer Skill Unlocked, the cost of using healing skills on others is cut in half.**

So that's how he spent his days, completing his dailies, using healing magic on other patients. He saved his Full Restore, recharging his Stamina and Mana instantly. He kept healing, and used his long rest to recover his mana.

Three days later he got another notice. **Notice: Heal Rank E has evolved into Heal Rank D.** It cost more, but thanks to his skill he can keep helping people. As a D Rank Healer he could heal wounds quicker and numb pain.

Jinwoo Level 1 HP: 2200 Mana 400 (+1000), Strength: 14, Agility: 13, Vitality: 17, Perception: 10, Intelligence: 17

Skill: Heal (Rank D) 300 MP,

He learned that if his points crossed a certain threshold it effected things more. The mana boost he gained was because he crossed the INT threshold.

Then came the Instant Dungeon, a key that let him access a dungeon to test his skills. He went and summoned his Shadow. The shadow equipped the sword and fought for him. His shadow fought monsters, and the experience let Jinwoo Level Up. Strength + 1, Agility + 1 Vitality + 2, Perception + 1, Intelligence + 3

Jinwoo Level 2 HP: 2400 Mana 600 (+1000), Strength: 15, Agility: 14, Vitality: 19, Perception: 11, Intelligence: 20

Jinwoo fought alongside his shadow, he was the healer so he needed his summon to fight for him, but with the Cube he could do a mana shot, doing some long range damage.

At Level 5 Jinwoo gained a new spell, Strength Buff MP 200.

Joohee was a B Rank healer, she could heal faster than him and had a few buff spells under her belt. He could cast the buff on his shadow making them stronger temporarily.

Jinwoo Level 5 HP: 4000 Mana 1400 (+1000), Strength: 18, Agility: 17, Vitality: 25, Perception: 14, Intelligence: 29

With his shadow's help he kept slaying monsters. Meanwhile a large dungeon gate appeared in the middle of the road.

Goblins, Steel-Fanged Lycans, Razor-Clawed Brigas, Black Shadow Razans,

The beast monsters were more of a problem, they were faster and fought in small packs. They fought together, his shadow acting as the tank/fighter while he kept distance for support and long range attacks.

After defeating the goblins and wolves, he gained loot including a teleportation stone. He checked his stats and he was level 18.

At Level 10 he gained the Armor Buff 200 MP, and at level 15 he gained the Haste Buff 300 MP. Cure Poison 300, Cure Paralysis 300, Cure Sleep 300.

Jinwoo Level 18 HP: 11, 900 Mana 9100 (+1000), Strength: 31, Agility: 30, Vitality: 51, Perception: 27, Intelligence: 68

His Shadow was faster and stronger now. **Title Acquired Beast Assassin – It boosts damage done to Beast Type Monsters.**

They were up against a boss next a giant snake. Blue Venom Fanged Kasaka. “Let’s do this smart!” He cast buffs on his shadow, Armor, Strength, and Haste. He applied Armor to himself.

The Shadow Attacked but despite the powerful strike there was barely any damage. In fact the sword he was using broke, Jinwoo quickly switched the sword for the daggers. ‘Damn a

dungeon boss wouldn't be so easy.' He readied the cube and unleashed a blast of mana. The damage wasn't much.

Kasaka was pissed and lashed at Jinwoo he got struck and his armor broke and he took damage. 'Damn it...' His shadow attacked distracting the giant snake. 'Even with a buff...he broke it so quickly...' Memories tormented him, everything, not just the Double Dungeon, but people calling him the weakest hunter, a useless healer, he thought of his mother, his sister, even his father who vanished.

Jinwoo wasn't used to having mana to control, two heals a day, to actually having mana to channel and manipulate. The shadow Jinwoo fought hard attacking with all his might, his daggers were getting worn down. 'I can't...I can't give up...'

His shadow grappled the snake using raw strength to squeeze and made the snake scream. It thrashed and slammed Jinwoo's shadow until it was completely destroyed.

He channeled 500 MP into the cube and fired a more powerful Mana Blast, this one he aimed for the snake's eye and destroyed it.

THAT got the snake's attention, it roared and charged looking to swallow Jinwoo whole.

Jinwoo waited, he poured mana into the cube, more and more, the cube was growing hot. He held strong pouring more mana into it. “Eat this!” All his remaining mana 7000+

Kasaka got ripped apart his insides roasting. It died, Jinwoo leveled up, and he recovered instantly. He gained a new dagger Kasaka’s Venom Fang, which he awarded to his Shadow. Kasaka’s Venom Gland was another drop, it looked like a potion. Kasaka’s Scale Cloak, he gained a blue robe of snake scales. Kasaka’s Serpent Orb. It was a sinister looking orb.

Kasaka’s Scale Cloak | C Rank - +25 Agility

Kasaka’s Serpent Orb | C Rank Mana + 2500 | Paralyze Hex 500 MP, Poison Hex 500 MP, Petra Bolt 1000 Fires a beam of mana dealing damage and petrifies the area.

His cube was fried, burnt and cracked he couldn’t use it again. ‘Guess I over did it...’ He remembered using weapons until they broke before. Mr. Kim had given him a weapon to protect himself and he used it until it broke, he couldn’t afford weapons otherwise. Low rank weapons had durability issues.

The dungeon finished, returning to the subway it had been. Jinwoo had left with a haul, 34 Lycan Fangs, 17 Briga Claws, 15 Razan Fangs, 10 Kasaka Scales. He sold it all and gained money in the system shop.

Defeating the boss he got to level 20. Courage Buff unlocked.

Jinwoo put on his cloak and left the subway, running into a soldier. “Sir get back, we have a dungeon break!”

“What?!” The man saw his hunter ID.

“My apologies sir, can you assist?”

Various hunters were fending off a dungeon boss. The gate had broken, and the boss was running loose. It was a giant Stone Golem and it was very strong. No one could do enough damage to break his defenses.

Jinwoo took his damaged cube and pitched it. Chucking it at such speed and power it broke the golem’s defenses allowing the assembled hunters to attack and slay the beast. He didn’t take credit, heading back to the hospital to finish his stay. He had 10 days covered by his Hunter Insurance.

Sung made a pit stop, checking on his mother who was in coma. The Eternal Slumber, a supernatural sleeping disorder. “Cure Sleep!” He cast.

No Effect!

Jinwoo grits his teeth. He applies more mana and casts again.

No Effect!

Sung keeps trying burning through all his new mana, the system slapping him with failure messages.

No Effect! No Effect! No Effect! No Effect!

NoEffectNoEffectNoEffectNoEffectNoEffectNoEffectNoEffectNoEffectNoEffectNoEffectNoEffect

‘Damn it...’ He collapsed from the depleted mana.

Notice Eternal Slumber cannot be cured by this level of magic, no matter how much mana is used.

Jinwoo was surprised, that meant there was a way to cure it, he just needed to figure out how. Be it magic, a potion, or something else he’d figure it out. ‘I’ll get stronger!’

He called on his shadow who took him back to his room.

To be continued...Checking In and Checking Out

Baek comes to check on Jinwoo since he’d be checking out soon. He walks in on Jinwoo exercising breaking a sweat, he smells amazing. Baek feels a powerful urge that surprises him at the intensity. Jinwoo’s healing improves to Level C and gains the Generous Healer Skill.