

# E4 - Toward an Unexpected Situation

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

**[00:15] Ivy**

Is it morning already?

**[00:22] Ivy**

What? "Just like an alarm clock"?

**[00:24] Ivy**

I wonder what an alarm clock is.

**[00:29] Ivy**

Morning, Sora. You seem energetic again this morning.

**[00:36] Ivy**

Well, then, today we continue our journey!

**SIGN** The Weakest Tamer

Began a Journey  
to Pick Up Trash

**SIGN** Toward an Unexpected Situation

**[02:17] Ivy**

Thank you for this food.

**[02:25] Ivy**

It's so good!

**[02:27] Ivy**

Sora, is yours good, too?

**[02:30] Ivy**

You stretched taller!

**[02:32] Ivy**

You jumped!

**[02:33] Ivy**

Sora, you have new ways you can move!

**[02:37] Ivy**

Somehow... you seem more sturdy  
than you used to.

**[02:43] Ivy**

Sora, didn't you used to  
be weaker and more fragile?

**[02:49] Ivy**

Maybe you've grown. You've eaten

a lot of blue potions, after all.

**[02:56] Ivy**

If you're healthier,  
I guess it doesn't matter why.

**[02:58] Ivy**

Eat lots more, all right?

**[03:03] Ivy**

I'm so glad I was able to  
gather so many fruits.

**[03:05] Ivy**

I'm just about to run out of dried meat.

**[03:09] Ivy**

When we reach the next village, Latom,  
I'll have to buy more dried meat.

**[03:13] Ivy**

I need to catch some field mice  
to earn the money to do that.

**[03:18] Ivy**

What? "If I cook and eat the meat I catch,  
it will cost less money"?

**[03:23] Ivy**

I can't do that.

**[03:25] Ivy**

If I take the time to cook  
meat out in the forest,

**[03:28] Ivy**

the smell will draw in monsters.

**[03:30] Ivy**

Even if it costs money,  
buying dried meat is safer.

**[03:37] Ivy**

What? You've already eaten all of them?

**[03:40] Ivy**

Those were all the potions I had.

**[03:45] Ivy**

You still want more?

**[03:48] Ivy**

What do I do?

**[03:54] Ivy**

Oh!

**[03:56] Ivy**

A dumping ground!

**[04:00] Ivy**

There might be food for Sora here!

**[04:03] Ivy**

Oh! Clothes!

**[04:04] Ivy**

I've been wanting a change of clothes.

**[04:08] Ivy**

Oh, right. Your food comes first, doesn't it?

**[04:13] Ivy**

I found some!

**[04:14] Ivy**

Potion bottles!

**[04:18] Ivy**

We're lucky there are so many of them!

**[04:21] Ivy**

This one still seems new.

**[04:24] Ivy**

And this one is too old.

**[04:27] Ivy**

Sora, you won't eat this, will you?

**[04:30] Ivy**

What? You'll eat that?

**[04:32] Ivy**

Maybe as long as it's a blue potion,  
nothing else matters?

**[04:35] Ivy**

This is an inexpensive bottle.

**[04:37] Ivy**

A child must have made  
this potion as practice.

**[04:40] Ivy**

How about this one?

**[04:43] Ivy**

You'll eat that one, too.

**[04:47] Ivy**

Oh! That's a red one!

**[04:49] Ivy**

It's a red potion that cures illnesses!

**[04:52] Ivy**

You eat red potions, too?

**[04:55] Ivy**

You wouldn't eat them before, though.

**[04:57] Ivy**

Well, what about this, then?

**[04:59] Ivy**

It's a green potion that dulls pain.

**[05:02] Ivy**

So, you won't eat green ones.

**[05:04] Ivy**

Then how about this one?

**[05:05] Ivy**

It's a purple potion that breaks curses.

**[05:09] Ivy**

You won't eat purple ones, either?

**[05:11] Ivy**

What? "Mix the colors"?

**[05:14] Ivy**

All right. I'll try it!

**[05:17] Ivy**

Mix blue and red, and then...

**[05:19] Ivy**

How about this?

**[05:21] Ivy**

You ate it!

**[05:22] Ivy**

Then what about the purple one from before?

**[05:27] Ivy**

A similar color won't cut it, huh?

**[05:37] Ivy**

It's lucky that we have  
such nice weather, isn't it?

**[05:41] Ivy**

I feel like we'll be able to  
travel really far today!

**[05:45] Ivy**

I never imagined that traveling  
would be this much fun.

**[05:49] Ivy**

I'm so glad that I met you, Sora.

**[05:51] Ivy**

I thought that I'd always travel alone,  
that I'd always live all alone.

**[05:57] Ivy**

What? "You're not alone"?

**[05:59] Ivy**

But my past life is still me in the end.

**[06:03] Ivy**

Oh! Those are nobberries!

**[06:05] Ivy**

And there's so many of them!

**[06:08] Ivy**

They're delicious!

**[06:11] Ivy**

Sora, do you want some, too?

**[06:12] Ivy**

Here!

**[06:15] Ivy**

But they taste so good!

**[06:17] Ivy**

I'm going to pick lots and lots!

**[06:28] Ivy**

Thank you for this food!

**[06:33] Ivy**

These taste so good!

**[06:35] Ivy**

It'd be nice if we could travel down paths  
lined with nobberries the whole way!

**[06:38] Ivy**

Oh, but wild grapepes would be good, too!

**[06:41] Ivy**

You already finished eating those?

**[06:42] Ivy**

Do you want some more?

**[06:45] Ivy**

Then, here you go.

**[06:50] Ivy**

What?! You want to eat more?

**[06:52] Ivy**

You're eating too much!

**[06:54] Ivy**

If you keep eating like this, there won't  
be any left for me when I need them!

**[06:59] Ivy**

All right! All right, I understand!

**[07:03] Ivy**

Honestly! At this rate,  
Sora's going to eat them all.

**[07:07] Ivy**

What do I do?

**[07:08] Ivy**

What? "As long as you're awake,  
you'll get hungry"?

**[07:12] Ivy**

I see. Then, I should have Sora  
fall asleep as soon as possible.

**[07:18] Ivy**

Hey, Sora!

**[07:20] Ivy**

I'm going to tell you a bedtime story.

**[07:26] Ivy**

This is a story I heard a lot  
when I was little.

**[07:32] Ivy**

I'll tell it to you now, Sora.

**[07:35] Ivy**

Long, long ago, the world was at war.

**[07:40] Ivy**

One day, the king gathered together magicians who could see the future

**[07:44] Ivy**

and had them all make predictions about how the war would end.

**[07:51] Ivy**

The future they saw was the end of the world.

**[07:55] Ivy**

It was a such a terrifying sight.

**[07:59] Ivy**

The magicians discussed their visions, and then, in order to protect the world,

**[08:03] Ivy**

they cast a very, very powerful magic.

**[08:07] Ivy**

No one now knows what that magic was,

**[08:11] Ivy**

and no one now can use it.

**[08:14] Ivy**

The only one who can is a child who comes from another world.

**[08:18] Ivy**

It's a forgotten magic.

**[08:20] Ivy**

It's a magic that doesn't exist anywhere anymore...

**[08:23] Ivy**

A magic that no one remembers anymore...

**[08:26] Ivy**

A magic that no one knows the effect of...

**[08:29] Ivy**

A magic that doesn't exist...

**[08:32] Ivy**

It's vast and scary and quiet...

**[08:37] Ivy**

lonely and untouchable...

**[08:40] Ivy**

a nothingness.

**[08:50] Ivy**

Huh? Is it morning?

**[08:56] Ivy**

What? I fell asleep while telling the bedtime story?

**[09:00] Ivy**

Well, that story makes me sleepy.

**[09:04] Ivy**

I've never heard it all the way to the end.

**[09:08] Ivy**

Sora!

**[09:11] Ivy**

They're gone! Gone!

**[09:13] Ivy**

There isn't a single blue  
or red potion left!

**[09:17] Ivy**

Honestly, Sora!

**[09:34] Ivy**

All right! I caught it!

**[09:36] Ivy**

It's such a big help that  
I can trade field mice for money.

**[09:39] Ivy**

In order to continue our journey, I have  
to earn and save as much money as I can.

**[09:43] Ivy**

A snake monster?

**[09:47] Ivy**

It isn't a field mouse. What do I do?

**[09:50] Ivy**

But I might be able to sell this too, so...

**[09:56] Ivy**

Um... let's see.

**[10:01] Ivy**

Take this!

**[10:12] Ivy**

That should do it.

**[10:23] Ivy**

I wonder what this smell is.

**[10:26] Ivy**

Is it a monster?

But I don't sense anything.

**[10:46] Ivy**

Sora, hide!

**[10:48] Ivy**

If there are bandits around,  
you'll be a target!

**[11:39] Ivy**

That's... Latom over there.

**[11:48] town center shop person**

Wait just a moment, you two, there!

**[11:54] Ivy**

I have to tell someone.

**[12:00] Ivy**

Town Hall?

**[12:09] adventurer**

I'm telling you, that's what  
that fighting stance is for!

**[12:11] receptionist**

What? Is that true?

**[12:13] Ivy**

Um, excuse me.

**[12:22] receptionist**

Say, young man, what's that?

**[12:24] Ivy**

What?

**[12:25] Ivy**

Oh, nothing!

**[12:27] Ivy**

I set a trap for field mice and  
caught this snake monster instead.

**[12:31] adventurer**

If you want to sell a snake, you should  
go to an apothecary, not the town hall.

**[12:34] Ivy**

Th-Thank you. No, wait!

**[12:37] Ivy**

On my way here, I found some  
people who had passed away.

**[12:47] receptionist**

Come closer.

Will you tell me all the details?

**[12:50] Ivy**

It was on the road from Latoto Village.

**[12:52] Ivy**

There was a cart on fire,

**[12:53] Ivy**

and there were people who had been  
attacked by monsters and didn't survive.

**[12:56] guard captain**

What? Did you say monsters?

**[12:58] receptionist**

If that's true, then there's a possibility  
that this village will be attacked.

**[13:10] guard captain**

It's not that I'm doubting you,

**[13:12] guard captain**

but was it really monsters and not bandits?

**[13:16] Ivy**

Yes. The wounds to the bodies were awful,

**[13:19] Ivy**

and the cart horses were dead, too.

**[13:23] Ivy**

If it had been bandits, I think they'd have stolen the horses instead of killing them.

**[13:30] guard captain**

This account is real. Monsters, huh?

**[13:34] guard captain**

Apologies, but I have an urgent request!

**[13:36] guard captain**

Find the exact location and, if possible, the type of monster!

**[13:39] guard captain**

I'll put a formal request in through the Guild later!

**[13:42] adventurers**

Sir!

**[13:45] adventurers; adlib**

All right. Let's go!

**[13:47] adventurers; adlib**

Hurry! Quit dawdling!

**[13:50] guard captain**

Thank you, kid.

**[13:53] guard captain**

You'll get the tip reward after we confirm the location. Is that all right?

**[13:57] Ivy**

Tip reward?

**[13:59] receptionist**

You can get money for information.

**[14:01] receptionist**

If you have information about monsters or people who have died from monster attacks

**[14:04] receptionist**

and you bring those tips to a town hall, you'll receive a tip reward.

**[14:07] Ivy**

I didn't know that.

**[14:08] receptionist**

It's better to have information on monsters as quickly as possible.

**[14:11] receptionist**

That way, we can take measures before people get hurt. Here.

**[14:22] receptionist**

Please hold on to this document and come back again later.

**[14:24] receptionist**

We should have the results  
of the investigation by this evening.

**[14:27] Ivy**

All right. Thank you.

**[14:32] apothecary**

The market value for a snake monster  
is two gidal per snake, however...

**[14:37] apothecary**

this appears to be a female.  
They're rare, so I'll give you three gidal.

**[14:41] Ivy**

What?

**[14:42] Ivy; internal**

*A gidal is...*

**[14:44] Ivy; internal**

*Ten copper blocks, which are  
100 dal each, make one gidal,*

**[14:47] Ivy; internal**

*so three gidal would be...  
30 field mice worth?!*

**[14:51] Ivy; internal**

*A snake monster is worth that much?!*

**[14:54] apothecary**

What is it? Are you unhappy  
with three gidal?

**[14:56] Ivy**

Oh, no! That will be fine.

**[15:00] apothecary**

If you catch any more,  
bring them here for me.

**[15:06] Ivy**

This is amazing! Three whole gidal!

**[15:08] Ivy**

I'll be able to buy lots of dried meat  
for our journey with this!

**[15:12] Ivy**

Next, let's go look for food for you, Sora!

**[15:20] Ivy**

I wonder if there will be any potions here.

**[15:23] Ivy**

Oh! That's a magic bag!

**[15:29] Ivy**

There's one over there, too!

**[15:32] Ivy**

And over here, too!

**[15:33] Ivy**

There are *so many* magic bags!

**[15:38] Ivy**

All together, there are 21 of them.

**[15:44] Ivy**

I'd like to take anything  
that seems usable with me,

**[15:47] Ivy**

but there's only so much  
I can carry while walking.

**[15:49] Ivy**

And they're all older models,  
so their abilities are all different, too.

**[15:53] Ivy**

What? "If you put the magic bags  
into other magic bags,

**[15:56] Ivy**

you can carry as many as you want"?

**[15:58] Ivy**

That's it! All right, then.

**[16:01] Ivy**

It went in! And it's gotten lighter, too.

**[16:06] Ivy**

Now, I'll put this into another magic bag!

**[16:11] Ivy**

Huh? It won't go in.

**[16:13] Ivy**

Maybe a magic bag that has a magic bag  
in it can't go into another magic bag.

**[16:20] Ivy**

Oh, even an empty magic bag  
won't go into this one.

**[16:28] Ivy**

It went into this one,  
but it didn't get any lighter.

**[16:32] Ivy**

If I put lots into this one, it might get  
so heavy that I can't walk carrying it.

**[16:39] Ivy**

Over here are magic bags  
that don't carry other magic bags.

**[16:42] Ivy**

Here are the magic bags  
that can carry one magic bag.

**[16:46] Ivy**

These are magic bags that can  
carry up to two magic bags.

**[16:50] Ivy**

And these are magic bags that can carry up to three magic bags.

**[16:55] Ivy**

Those groups each have...

**[16:56] Ivy**

magic bags that can carry a magic bag with a magic bag in it,

**[17:00] Ivy**

magic bags that make the things they carry lighter,

**[17:03] Ivy**

and magic bags that don't make the things they carry lighter.

**[17:08] Ivy**

So, if I put magic bags that can't carry magic bags

**[17:12] Ivy**

into a magic bag that doesn't make things lighter,

**[17:15] Ivy**

and then put that into a magic bag that does make things lighter,

**[17:19] Ivy**

then the whole thing will be light and compact.

**[17:22] Ivy**

But that would take a bag that can carry three bags and some can only hold one,

**[17:26] Ivy**

so I'll put together the ones that can only hold one bag, and then...

**[17:31] Ivy**

No, wait. If I leave the ones that carry two bags for last, then...

**[17:37] Ivy**

After I put this one in this one, I put this one in next, and...

**[17:44] Ivy**

No! There's still that one left!

**[17:47] Ivy**

I have to do it over!

**[17:51] Ivy**

I put this one in this one.

**[17:54] Ivy**

And finally, I put this one in this one...

**[17:57] Ivy**

I did it!

**[18:03] Ivy**

Sorry to keep you waiting!

Let's go collect potions!

**[18:21] guard captain**

Hey there, kid!

**[18:25] guard captain**

The information you gave  
us earlier really saved us.

**[18:28] guard captain**

We were able to verify it right away.

**[18:30] Ivy**

Really?

**[18:32] guard captain**

The monsters were ogres and an ogre king.

**[18:34] guard captain**

There were ogre tracks around the wagon,

**[18:37] guard captain**

and when the adventurers followed them,  
they spotted the ogre king.

**[18:42] guard captain**

Some of the higher-ranked adventurers  
are about to go hunt them down.

**[18:46] guard captain**

It's dangerous, so don't leave the village  
until the monsters are defeated.

**[18:49] Ivy**

I won't.

**[18:51] guard captain**

And, since we verified your information,  
you'll get your tip reward.

**[18:54] guard captain**

Please go to the town hall to accept it.

**[18:59] receptionist**

That's a huge feather  
in your cap, young man!

**[19:01] Ivy**

A feather in my cap?

**[19:03] receptionist**

Do you have the document from earlier?

**[19:04] Ivy**

Yes.

**[19:06] Ivy**

It's...

**[19:09] Ivy**

Um, I'm sure it's...

**[19:11] Ivy**

It's in the one inside this one. No...

**[19:15] Ivy**

It's inside the one I put in this one.

**[19:22] Ivy**

Um... Here it is!

**[19:25] Ivy**

Here!

**[19:27] receptionist**

Yes. Indeed it is.

**[19:29] receptionist**

Now then...

**[19:30] receptionist**

the tip reward for information  
on five deceased persons is five gidal.

**[19:33] receptionist**

That's one silver tablet.

**[19:35] Ivy; internal**

*Five gidal?!*

**[19:37] Ivy; internal**

*The snake monster was worth three gidal,  
which was 30 field mice worth.*

**[19:41] Ivy; internal**

*This time it's five gidal,  
so that's 50 field mice worth!*

**[19:44] Ivy; internal**

*It's worth that much?!*

**[19:47] receptionist**

And for information on high-ranked monsters,  
your reward is two ladal.

**[19:50] receptionist**

That's two gold coins.

**[19:52] Ivy; internal**

*Gold coins?!*

**[19:53] Ivy; internal**

*One ladal is worth ten gidal.*

**[19:55] Ivy; internal**

*And ten gidal is worth 1,000 dal,*

**[19:58] Ivy; internal**

*so two ladal would be...*

**[19:59] Ivy; internal**

*200 field mice worth?!*

**[20:01] Ivy; internal**

*All together, that's 250 field mice worth.*

**[20:04] Ivy; internal**

*And if I add what I got for the snake,  
it's 280 field mice worth!*

**[20:09] receptionist**

It's a large sum, so be careful

not to drop it anywhere.

**[20:12] Ivy**

I, um...

**[20:14] Ivy**

I will.

**[20:20] Ivy**

W-Well, then...

**[20:25] receptionist**

Wait.

**[20:31] receptionist**

There's those.

**[20:39] Ivy; internal**

*This is the first time*

*I've ever had so much money.*

**[20:46] Ivy; internal**

*Could it be that everyone is*

*after these gold coins?*

**[20:49] girl**

Why is that boy carrying so many bags?

**[21:17] Ivy**

Here. This one's a red one.

**[21:22] Ivy**

The forest is dangerous

because of the monster hunt,

**[21:25] Ivy**

so tonight we'll sleep here.

**[21:32] Ivy**

I guess we'll have to stay in Latom

until the monster hunt is over.

**[21:36] Ivy**

The next place we're going

is Latome Village.

**[21:39] Ivy**

It seems like it'll be a big town.

**[21:41] Ivy**

I wonder what kind of place it is.

**[21:45] Ivy**

This might be sort of fun...

**[21:50] Ivy**

this adventure-filled journey.

**[21:55] Ivy**

When I'm with you, Sora, I have so much fun!

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