

The Crafts 339

Chapter 339: Border Troubles

Back when Lucas had headed into the Millennium Mountains in search of the Aión source —the Heart of Silver— there was a crisis that threatened the Neon Summer province of Trundel City.

A desolate beast wave with at least one hundred thousand desolate beasts ranging from the third to fifth levels, and rated as a Class B threat was approaching the city.

A Class B threat was a threat that could wipe out one or two districts in a city-state. In the Belfargos region, major cities were the equivalent of a district, so a Class B threat could take on one or two cities. In other words, the desolate beasts wave had the ability to wipe out Trundel City.

Due to this, the Desolate Beasts Conflict Organisation, or DBCO for short, was called in to handle the crisis. The DBCO was an organisation founded by the authorities in Belfargos City to handle the threat of desolate beasts in the region, especially from the Class A desolate beasts domain, the Millennium Mountains.

There were thirteen directors in the DBCO, two deputy heads and one bureau chief. All directors were at least at the seventh level, with the two deputy heads at the ninth level. As for the bureau chief, he was at the tenth level.

From this, one could see how powerful the DBCO is. Very few factions could survive under the full force of the DBCO. They would have to be a city lord family or a top-class family like the Lester family and the Lin family, whose reach extended outside of Erete. Excluding such forces, and the obvious Oklo Dynasty, the Desolate Beasts Conflict Organisation was capable of taking down almost any force on the planet.

For the beast wave approaching Trundel City, a director at the peak seventh level of the Apertures Opening stage was sent in to lead the charge. Alongside him and the DBCO's agents were 42 sixth level stellar practitioners and 16 seventh level stellar practitioners, who were leaders of freelancer organisations and public security officials. These individuals also had teams and units they led, making the grand total of the allied force against the desolate beast wave reaching at least five hundred stellar practitioners.

On the day Lucas arrived at the Millennium Mountains and snatched away the Heart of Silver, the allied force had gathered for a meeting under the lead of the DBCO's director. After the

meeting, they moved their forces to engage with the desolate beast wave, intent on confronting the wave before it reached the city.

The next day, which was when Lucas had returned back to his store in Cas Lego province, the allied force had already engaged in multiple skirmishes with the desolate beast wave.

On the day of the race, the allied forces were recuperating from the previous battles, but the situation seemed to have worsened at the border.

Originally, the news about the desolate beast wave was suppressed. Even though it had leaked at some point, the public wasn't worried. This was Trundel City, the closest neighbour to Belfargos City, the capital of the world. If Belfargos City was the safest place in Eretre, Trundel City would be the second. Whether it was the forces stationed here, or the fact that the city lord was from the divergent royal bloodline family, the Cardoso family, there was more than enough reason for the citizens of the city to not be afraid.

However, the desolate beast wave was more intense than expected.

Originally, the allied forces of the Desolate Beasts Conflict Organisation, the public security agencies, and freelancer organisations, had discovered only a few seventh level desolate beasts present in the horde. Even then, against 17 seventh level stellar practitioners all armed with at least two vestiges, —with one being a Grade 4— the desolate beasts didn't seem to stand a chance.

That was until the true force of the desolate beast horde appeared; 3 eighth level desolate beasts appeared, with the grand total of seventh level desolate beasts reaching 15. Even though some of the seventh level stellar practitioners in the alliance could hold out against eighth level desolate beasts, it was only holding out and not winning. Also, these beasts were at the top of their food chain; one of them could even take on 2 eighth level desolate beasts on its own as it was at the peak of the level.

The presence of these creatures made the once confident alliance to stumble. They would have been wiped out if not for the support of technology that enabled them to hold their ground. However, because they had underestimated the desolate beast wave, there was neither enough manpower nor equipment to handle the monsters. As such, the lines were forced back.

Due to this sudden movement, even the crowd that was once uninterested and unbothered by the attack, were now displaying initial signs of panic and fear.

The Belfargos stock market was affected as some desolate beast resources companies were located in the Neon Summer province. Owing to the negative news of the beast horde in the region, these companies stocks declined on the market as a risk of their literal destruction became likely. Even some of the freelancer organisations that were registered on the stock exchange were affected by this. As for the citizens, some of them began to retreat from the Neon Summer province to provinces inwards, while others made preparations for an emergency evacuation.

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Beyond the Neon Summer province, the alliance had pitched their tents around 25 kilometres away whereas the battle zone was 45 kilometres away from Neon Summer province. This location became the frontier base of the humans against the desolate beasts. The distance might seem like much, but it could easily be scaled by a fourth level desolate beast in thirty minutes, moving at full speed. For the speed type monsters, they could do it in record time.

Nonetheless, this distance was perfect as it enables the alliance to gain support from the province close by. The 20 kilometres distance of the camp from the battle zone was just within the range of the long-ranged weapons in their possession.

"Any feedback from the frontliners?" Tanner, a sixth level stellar practitioner captain from the Trundel City Security Force, asked.

The frontliners were the scouts positioned at the battlefield to monitor the situation and send feedback to the base.

"Nothing new. Still the same old report." A muscly man replied. The man's name was Holad and he was just like Tanner, an official from the city's official security outfit.

"It's been a few hours now and they haven't done anything yet, strange. Tanner frowned while contemplating the situation.

"Would you prefer they attack us?" Holad teased.

"I'd rather not. However, this situation just doesn't make any sense." Tanner sighed.

"From what we know about the higher ranked desolate beasts, they push forward when they have the advantage, and retreat to replan their moves when losing. With three eighth level desolate beasts, they clearly have the upper hand, yet they don't want to move. Makes no sense."

Holad thought for a while before adding to Tanner's statement,

"The only situation that would make sense is if they were ordered to do so. As you know, desolate beasts in a horde have a very strict hierarchy."

"What are you implying?" Tanner stared at him.

Holad's appearance might make him seem like the ideal version of a musclehead in people's minds—all brawn and no brains. But in reality, Holad was quite smart. He wouldn't have gotten to the rank of captain otherwise, as the Trundel City Security Force didn't just look at one's skill level but achievements as well as abilities.

"You already know what I mean." Holad said, not planning on answering Tanner's question directly.

"There's a leader behind this army, and it has yet to make an appearance."