

A WARRIOR UNDEFEATABLE /

A Man Like None Other [On-Going]

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“You’re right about that, Mr. Aldwych,” Jared replied with a smile. “Must’ve been pure luck that Ms. Murray was there to save me.”

“Azriel, do you think you can open this stone door?” Jemina asked, changing the subject.

“Of course,” Azriel said casually. “It’s just a stone door. Nothing I can’t handle.”

With a calm, confident grin, he walked up to the door. Without saying another word, a short, jet-black blade appeared in his hand.

Clang!

A cold flash vanished into the stone, but the door remained completely unmoved. Then, a powerful backlash erupted from the door. Azriel, caught by surprise, was blasted backward over three hundred meters.

Everyone watching was stunned.

Even Azriel couldn’t move the stone door an inch.

Jared narrowed his eyes as he studied the runes more closely. They were strange. When the backlash happened, the runes almost seemed to come alive, shifting and twisting just before unleashing that explosive force.

His expression turned serious. It was clear now -exploring this ancient ruin wasn’t going to be easy.

Azriel, visibly frustrated after getting thrown back, stepped forward with a scowl on his face. He gently ran his hand over the stone again, but there was no response at all.

“Seems like this arcane array is stronger than expected. We should have Mr. Draycott from Heavenfall Pavilion take a look. He’s the expert when it comes to arcane arrays,” Aziel said, feigning calm.

Jared stayed quiet. Given enough time, he could’ve cracked this arcane array himself. It was unusual, but once he pinpointed the arcane array’s core, breaking it wouldn’t be a problem.

But with him only at Wandering Immortal Realm Level One, he couldn’t afford to show too much power in front of these people. His knowledge in array craft would only draw unwanted attention from Aziel.

Right now, his best move was to act useless. If there were magical items in these ancient ruins, maybe he could grab them while the others were off guard.

But if Aziel started getting suspicious, things would only get harder.

Just then, Aziel pulled out a token and crushed it in his hand.

As it shattered, a drop of blood essence was forced from his palm and floated into the air, slowly spreading into a blood mist.

Quickly, the void within the blood mist began to tremble.

Then, from the center of the blood mist, an elderly man with completely white hair slowly emerged.

This was none other than Dexton Draycott, an elder of Heavenfall Pavilion.

“Aziel, what is it? I was in the middle of a chess match with the sect leader,” Dexton said with a raised brow.

“Mr. Draycott, I was checking out the ancient ruins, and there’s an arcane array on this stone door I can’t break. I thought of you right away. Since you’re skilled in array craft, I was hoping you could help me break it.”

Aziel’s tone was noticeably more polite with Dexton. There wasn’t a trace of the arrogance he had shown before.

Dexton nodded slightly and walked up to the stone door. He examined the runes with a careful eye. Then, with a wave of his hand, a glowing screen materialized in midair. All the runes on the stone surface projected onto it in sharp detail.

As his fingers danced through the air, the runes on the screen shifted, rearranged, and spun in complex patterns.

Jared could tell right away that Dexton was searching for the core of the arcane array.

If the arcane array's core could be found, it could be dismantled without brute force. Otherwise, one would need overwhelming strength to break through.

Jared silently watched, intrigued by Dexton's approach.

"This one's definitely a tough nut to crack," Dexton muttered, his brow furrowed as the light screen gradually dimmed.

Then, on the surface of the stone door, a faint circular glow began to spin, like some unseen force was beginning to stir.

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"Mr. Draycott, you can't crack this stone door's arcane array either?" Aziel asked, looking at him.

"Don't rush it. This arcane array's unusual. It'll take some time," Dexton replied.

Aziel didn't press him further. All he could do was wait in silence.

Jared couldn't help but find Dexton's pace amusing. For all the time he was taking, he was still beating around the bush. If Jared had stepped up, he could've broken it already. But this wasn't the moment for that, so he stayed put.

Dexton studied the glow on the stone door for a long while. Then, a red light began to radiate from his palm as he slowly pressed it against the surface. The runes on the door lit up in red, and before long, those runes began to merge. The door quivered slightly, then gradually opened.

Seeing the door parting, Aziel laughed. "Mr. Draycott, you're as incredible as ever. No arcane array stands a chance against you."

Just as the door opened, the air around them trembled, and a woman materialized from the void. She wore a white robe, her long hair flowing over her shoulders, and behind her were three black-robed elders.

Aziel frowned at the sight. Dexton's expression darkened as well, and he let out a cold scoff. "So the Bloodbane Palace decided to pull a sneaky move after all."

"We just happened to show up as you opened the door. Pure luck," the woman in white, Nymeria Ashdorne, said with a faint smile as she led her group toward the entrance.

"You can't go in." Aziel stepped forward and blocked their path.

"What? This ancient ruin belongs to Heavenfall Pavilion now?" Nymeria asked.

"We're the ones who opened the stone door!" Aziel snapped.

"So what if you did? If I want to go in, I will. This isn't your house. Quit acting like it is," she retorted coldly. "You meddling androgynous brat."

Aziel's face turned red with anger. She was ruthless, but he didn't dare lay a hand on her.

Seeing the tension rise, Dexton stepped forward and pulled Aziel aside, clearing the way.

Nymeria led her people inside. Aziel stood there seething, his expression thunderous. After a long breath to calm himself, he turned to Jemina. "Let's head in too, Jemina..." he said.

Jemina gave a small nod and followed Aziel and Dexton into the passage. Jared, seeing them go in, followed behind. Verdin hesitated but couldn't resist the temptation and eventually stepped through as well.

But the moment they entered, everyone froze. Beyond the door was nothing but a chaotic, empty city. The stone door behind them slowly vanished without a trace.

As it disappeared, the entire space fell into chaos. A dense mist enveloped everything. It felt as if they were floating in a void. There was no sense of up or down.

"W-Where are we?" Verdin asked, his voice shaky, his face pale.

“What’s there to be scared of?” Aziel said with a snort. “This is an ancient ruin. It’s bound to have strange things going on.”

He turned to Dexton. “Can you make anything of it, Mr. Draycott?”

Dexton narrowed his eyes, a faint red light glowing from his palm as he sensed the surrounding energies. After a moment, he said in a serious tone, “This isn’t an illusionary realm. It’s a real spatial rift. We’ve been transported into the heart of the ruins.”

“A spatial rift?” Nymeria murmured, furrowing her brow. “So we’re trapped for now?”

“Why the rush to leave?” Aziel scoffed. “This ancient ruin came from an ancient sect. There’s treasure here, no doubt. Whoever finds it first, it’s theirs.”

With that, he ignored everyone else and led Dexton and Jemina deeper into the chaos.

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Nymeria gave a cold huff. “What an arrogant man.”

She turned to the three elders behind her. “Let’s go. We’re not letting them get ahead of us.”

Verdin hesitated for a beat but decided to follow Aziel’s group. In an unfamiliar place like this, tagging along with the powerful seemed wiser than wandering alone.

Jared remained still, quietly scanning the area. A faint smile crossed his lips. “Interesting...” he muttered under his breath, then walked forward.

This chaos dimension might’ve looked like a mess at first glance, but Jared could already detect faint patterns. His perception was keener than most, even sharper than those at Wandering Immortal Realm Level Five.

Deeper into the chaos, after about half an hour of walking, the mist began to lift. A crumbling stone platform emerged in front of them.

Atop it were three coffins. They were all blood-red, etched with strange, arcane runes.

Flanking the platform stood two armored warriors holding large swords. Though they were just stone sculptures, the craftsmanship was so detailed that they seemed almost alive.

Everyone stood in stunned silence. No one could tell who, or what, was in those coffins.

Jared was curious. He tried to probe the coffins with his spiritual sense, but couldn't sense anything. Even more concerning was the powerful scent of blood radiating from them.

No one dared get too close. In a place like this, filled with unknown dangers, everyone kept their distance from the stone platform.

Instinctively, Jemina edged closer to Jared, half-hiding behind him. She was nervous. Standing next to Jared made her feel just a little safer.

Aziel saw her leaning toward Jared and was instantly filled with rage. But with Dexon and the Bloodbane Palace folks nearby, he had to bite his tongue. He forced a smile instead. "There's probably something hidden inside these coffins. We should send someone to check first," Aziel said.

Everyone turned to look at him. Nymeria rolled her eyes. "Why don't you go, then?" she said.

Aziel shook his head. "Not me." Then he looked at Jared. "You should go check it out."

Jared blinked, "Why not you?"

"It could be dangerous," Aziel replied plainly.

"I'm afraid of danger too," Jared said, clearly displeased.

"If you don't go, I'll beat you till you can't stand. I'm stronger than you, remember?" Aziel threatened. "So either explore the coffins, or get ready to die. Take your pick."

"F*ck..." Jared was momentarily speechless.

"Aziel, he-" Jemina started to defend Jared.

"That's enough, Jemina," Aziel cut her off. "He's just a servant. You don't need to keep shielding him."

Jemina glanced at Jared helplessly. Jared understood all too well. This was a world where only strength mattered. He had no one to blame for still being at Wandering Immortal Realm Level One.

Nymeria stood off to the side, watching Jared with a faint smirk. "A Wandering Immortal Realm Level One poking around here? Might as well be suicide," she said.

Jared just smiled and said nothing. He walked straight toward the broken stone platform.

"I'm going with you." Jemina quickly followed behind him.

"Jemina..." Aziel called out, but she had already caught up to Jared.

Aziel's face twisted with envy. His teeth clenched, his eyes wide with fury.

"What are you doing, following me? What if it's dangerous?" Jared turned and asked Jemina.