

## World 1051

### Chapter 1051: Infernal Cleansing Flame

Jack saw the incoming crimson bolt. He did not doubt that this crimson bolt had a knockback effect, which would force him to stop channeling his rune technique. He was powerless about it. If he moved, his rune technique would be canceled all the same.

Before the crimson bolt hit, Alfredo's asura came before him. The asura sent flying by the archdemon was coincidentally in Jack's direction. Seeing that, Alfredo immediately commanded his asura to be Jack's meat shield.

The crimson bolt struck the asura. As expected, it produced a strong knockback force. The asura was pushed in Jack's direction. It bent downward and stabbed its four weapons into the ground to forcefully stop its skidding.

It managed to stop itself before bumping into Jack.

Jack was saved, but Alfredo was not. There was no one near enough to block the crimson bolt for him. Except for Dimitri. The knight turned his crossbow and used a skill that produced a shot that was blindingly fast. This flash shot accurately hit the archdemon's crimson bolt mid-air.

Dimitri's bolt failed to destroy the archdemon's bolt because his bolt's power was much less, but it managed to change the crimson bolt's trajectory to a degree. The crimson bolt went past Alfredo's side by a hairbreadth.

For Arlcard, he saw the archdemon approaching. The mastery of his rune technique was already very advanced that he could complete it very fast. He estimated he should be able to complete it just before the archdemon arrived.

However, the archdemon thrust its two arms forward mid-way. That arms suddenly elongated unnaturally. The sudden lengthening caught Arlcard by surprise.

The archdemon's hand grabbed Arlcard's shoulder and pulled him. The pull caused Arlcard's rune technique to be forcefully canceled.

The archdemon's mouth opened unnaturally wide while Arlcard was pulled to it. A black hole was seen inside the mouth which produced a strong sucking force. Arlcard tried to break free but the archdemon's hands grabbing him were very strong. The closer he got to the demon, the stronger the pulling force from the archdemon's mouth.

In the end, everyone horrifyingly saw Arlcard getting sucked into the archdemon's stretched-out mouth. Arlcard's clone puffed into smoke after he was swallowed by the archdemon.

"Holy f\*cking... Don't tell me that's an instant kill?!" Jack uttered nervously.

"It's demonic devour!" Peniel informed. "He is not killed yet, but he will continue to lose his HP inside the archdemon. He can be saved if you deal enough damage to it."

Although Arlcard was captured by the archdemon, the incident bought Jack and Alfredo enough time. Alfredo was the first to complete his mega spell.

Gigantic prism of multiple colors formed around the archdemon, locking it inside. The archdemon's movement slowed and damage number continuously popped up above it.

"Attack!" The duke commanded. His Prism Prison permitted allies to pass through while blocking the archdemon and its attacks.

Dimitri and Alfredo attacked without reservation since they were ranged combatants. Jonathan didn't dare go inside the prism and had a go with the archdemon even when it was being weakened by Alfredo's Prism Prison. That one smack from before had terrified him greatly. If the archdemon decided to focus on him, he would have been a goner.

Alfredo's asura didn't have such fear for its life. It ran inside the prism and fought the archdemon. The archdemon mostly ignored the asura, though. It was banging its fists into the prism's wall. Each bang caused the prism to heavily shake.

After five banging, a crack appeared. Even Alfredo's Prism Prison didn't seem to be able to hold the archdemon for long.

Jack finally completed all the thirty runes required for his rune technique, but the archdemon was so far away. He only had a one-second interval to deliver the completed technique or else the technique would be considered used and its cooldown timer began.

Jack remembered what Peniel had told him. If he was disrupted when he was still forming the runes, the technique isn't considered used. He could use it again immediately after. But if it was completed, the cooldown timer started whether he scored a hit or not.

Jack seemingly had no way to score a hit because his rune technique was a melee one. He had thought about this predicament after acquiring the technique and he managed to think of a way to make it useful.

Just before the rune technique was completed, his left hand formed a spell formation. With his Hundred Synchronous Thoughts, he had no trouble focusing on his rune technique while casting a spell at the same time.

The spell formation was completed at the same time as his rune technique was completed, and he vanished from his original location.

He teleported directly behind the archdemon who had just kicked the asura away and was back to busily punching the prism's wall.

The archdemon's mana sense let it know that someone had appeared behind him. But the slow effect of Alfredo's Prism Prison and Jack's unexpected emergence made it too late for the archdemon to respond.

Jack's dragon claw struck the archdemon's back. He didn't forget about Peniel's info regarding rune techniques. He focused his willpower to boost the damage. The thirty runic symbols around him slammed into the point of impact following his claw. Raging white flame erupted from the archdemon's body.

Tremendous damage popped up continuously as the white flame burned the archdemon. This damage had been further boosted because Alfredo's Prism Prison enhanced any damage the enemy imprisoned inside received.

The archdemon had a high resistance against fire and dark damage. Even though Jack's Infernal Cleansing Flame was fire-based, it also contained light damage. This technique was actually more deadly to demon-type enemies as it cleansed the evil inside them.

The archdemon screamed due to extreme pain. The cleansing had burnt even his soul. Similar to how he had burnt Jack's soul a while ago. Jack had unintentionally returned the favor.

The archdemon flailed its arms around in pain, which accidentally struck Jack since he was so close. Jack was sent flying out of the prism. His beast form came off mid-flight. He landed and rolled on the ground.

The asura remained inside and continued to attack the archdemon. Dimitri and Alfredo also never stopped their attacks.

The archdemon's wild flailing also hit the prism's wall, which finally broke it.

## **Chapter 1052: Securing the Legendary Artifact**

With the prism broken, the archdemon's strength returned to normal. It also regained part of its awareness even though the flame was still searing its body and mind.

The archdemon was so enraged by the pain that it grabbed the nearby asura and slammed it to the ground. It then savagely pummeled the asura repeatedly to unleash all its frustration and pain while still burning with white flame.

The violent beating finally killed the asura, but the archdemon's HP was also down to near critical, and the white flame was not out yet. Jack added damage by firing ranged spells from afar.

Suddenly, the archdemon clutched its chest. It was already in pain due to the white flame, but this ache in the chest seemed to bother it more.

A twisting dark light pierced out of the chest it was clutching. This dark light continued to seep out. The dark light pouring out intensified and soon it was as if hundreds of bats flew out of the archdemon's chest.

These bats converged above and formed the shape of a man. Arlcard reappeared again!

The archdemon received heavy damage to both its body and mind, causing it to lose its grip on the demonic devour skill. Arlcard used the chance to force his way out then.

Arlcard swung his rapier down. Multiple spears made of shadow impaled the various parts of the archdemon's body. The white flame from Jack's rune technique finally died down, but the archdemon's HP was already critical. Its body was also returning to its original appearance. Its demonization skill had ended.

"It is dying! Keep up the pressure!" Jack yelled.

Jack used ranged attacks since his beast form and most of his buff skills are in cooldown. Only Arlcard could contend with the archdemon in melee.

The archdemon also realized its situation. If it didn't flee, it could die!

The archdemon couldn't believe this bunch of people could threaten its life. If only it didn't get hit by that suppression crystal. But it was too late for regret. What's important was preserving its life. It would take its revenge another day.

Seeing that the archdemon almost died, Arlcard pressed harder. He forewent defense and focused on offense all the way. Even Jonathan took the risk and joined the melee.

The archdemon's body made a quick spin, its large bat wings created a flaming whirlwind that forced Arlcard and Jonathan's back. The two bat wings then surprisingly detached from the archdemon's body.

The two large wings formed a round shell around the archdemon, blocking all incoming attacks. It then flew toward the portal.

"It wants to flee. Stop it!" Jack shouted.

However, all the attacks only harmed the wing shell. The archdemon's HP bar didn't decrease. The HP bar was already very low. One high-damage attack should be enough.

"That is its last resort skill. It sacrificed its wings to provide a very strong protective shell," Peniel informed.

"Don't think your autotomy can save you!" Jack uttered and cast Myriad Venomous Vipers.

The fifteen large snakes tried coiling around the shell and stopping its movement, but they were warded off every time they approached. Arlcard also used Shadow Lock but his skill similarly couldn't stop the wing shell's advance.

"It's useless. It is immune to movement restriction in that state," Peniel said.

The wing shell was close to the crimson portal already. If it entered the portal, it is scot-free. Even with Jack's reckless nature, he won't jump into the portal just to score a kill on this archdemon.

While everyone thought that the archdemon would escape, Jack remembered his unique grade sword skill, Peerless Slash. This skill hit the enemy from afar and completely ignored defense.

Luckily, he had set this Peerless Slash as one of his Storm Breaker's abilities. He accessed his sword and executed the skill. He aimed it right at the center of the fleeing wing shell.

A simple flash of light in the shape of a straight line cut through the wing shell.

Different than before, the archdemon's thin HP bar was shaved following the flash. The wing shell stopped in mid-air. The shell then broke into two, revealing the archdemon. The archdemon and its wings dropped to the ground. They then disintegrated into red dust.

"Yes!!" Jack exclaimed. Jonathan and the others joined him in cheering the victory. Arlcard didn't show any emotion.

The exp from the kill pushed everyone's level up except for Dimitri. He didn't have the outworlder's benefit of fast leveling. But since the archdemon had been suppressed when it was killed, the exp was not as high as if they killed the archdemon in its eternal-grade form.

Jack's Brave Swordmaster and Time Sage both increased by one level into level 65 and 64 respectively. Arlcard and Duke Alfredo increased by one level to level 67 and 71. Jonathan increased by three levels to level 55.

Several items were on the ground where the archdemon used to be. Jack had used his Runestone of Luck when he executed the Peerless Slash.

When Jack wanted to check the items, Peniel warned him, "Hurry up with the artifact! With the archdemon gone, the vacant corrupted mana will allow other demons to enter."

Hearing that, Jack hurriedly scooped up all the loots without bothering to study them. He immediately went to one of the light pillars beside the portal. The others took their positions in front of the portal, ready to unleash hell if any demons came out.

Jack looked inside the light pillar. The light prevented him to see clearly what artifact was inside, but he could make out the shape of a round object. He guessed this light pillar contained the Boundless Cache.

He went to the other one. The shadow inside this light pillar showed a rectangular object. This should be the Totem Banner.

Jack placed his hand on the light pillar. As he did, he sensed the light intensify and went into him. He felt the light course through his body, checking him, identifying him. Then he felt it leave his body. The light then vanished. In front of Jack was a war flag.

The rectangular banner was fixed atop a long pole. The banner had a drawing that resembled an orcish face. The drawing was surrounded by many runic inscriptions that seemed to glow occasionally.

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**Totem Banner (Legendary Artifact)**

Grant power to 10 war banners.

Each banner provides +100% attributes, +50% movement speed, +10% damage, and +20% damage reduction to all allied soldiers within a 1000-meter radius

Each banner gives HP recovery to all allied soldiers in relation to their vicinity. Maximum of 100 HP/second for allies standing next to the banner, and a minimum of 1 HP/second for allies standing 500 meters away.

Restriction: Only effective if owned by a country's ruler

## **Chapter 1053: Heart of Archdemon**

"This is one powerful war tool," Jack remarked of the Totem Banner. "Themisphere's national treasure might be great for a country's development, but this one is more powerful in terms of war purposes. It truly suits Verremor's war-mongering nature."

"I think we should leave," Jonathan said. He was glad of the three-level increase, but he preferred he didn't have to go up against a monster like that archdemon again.

No demon came out of the portal. Probably that archdemon had chased away the other demons on the other side so it could hoard all the corrupted mana for itself once it got the chance.

Still, they thought it was wiser if they didn't stay there for too long. Jack stored the Totem Banner in his inventory and led the others back to where they came from.

A gap had appeared there. Severus mentioned that they could sense when an artifact was removed from its station. they opened a gap in the dome then.

The five ran out through that gap. Seeing everyone had come out, Severus ordered the mages to close the gap.

"So, you have taken the Totem Banner," Diana asked.

"I have," Jack answered. He then asked Severus, "How's the rune diagram doing? Will it be okay with just one artifact?"

"Yes. The closing of the portal proceeded as before one of the artifacts was taken. The portal had weakened enough that we no longer need two."

"Will this cause the process to take longer?" Jack asked.

"A little, but not much," Severus answered. "At this point, the power from the second artifact was mostly wasted. There was a limit as to how fast this portal can be closed. It won't go any faster even if we add more artifacts to power up the diagram."

Jack nodded. With this Totem Banner, he now had something to make peace with the Verremor nation.

"Thank you, everyone, for your aid. I truly appreciate them," Jack announced.

"It is our honor, Your Majesty," Alfredo and the others said.

"I won't take your time any longer. Everyone can go back to your duties," Jack said. He used his king badge to return Alfredo and Jonathan to where he summoned them from. Severus opened the barrier for the rest to walk out before returning his attention to supervising the mages.

Jack wanted to head out, but he noticed Arlcard was still there. The vampire normally just unsummoned himself after a battle ended.

"Can we talk in private?" Arlcard said when Jack looked over.

"Sure," Jack said. Diana and Dimitri then excused themselves and walked away.

Jack and Arlcard walked to another part of the ruin. Some soldiers were fighting monsters around this ancient ruin but they were too far to hear them talk.

"What is it?" Jack asked.

"Is there by any chance you will be visiting Sangrod Empire again?" Arlcard asked back.

"I have no plan at the moment, but I'm sure I will have to go there again at one point in the future," Jack replied.

Arlcard nodded. "In that case, call me when you are there."

"O... kay. What is this about? What do you want to do there."

"I need your help with something in that country. I will tell you when we are there," Arlcard said, then vanished.

"Shit! Can't you at least say goodbye first?" Jack grumbled. He heard a notification soon after.

"You have received a companion quest, Blood Debt."

"Companion Quest?" Jack turned to Peniel.

"This is surprising. Normally, only when your relationship with your companion had gone deeper can a companion quest be available," Peniel said. "I seriously doubt you and that vampire's relationship can be said as anything but deep."

"What are you talking about? Of course, our relationship has gone deep. He is just shy to express it. I mean, who can resist my charm, eh?"

Peniel responded by vanishing into her hidden dimension.

"Hm, I guess she is also shy," Jack muttered. He opened his status window and checked the quest given by Arlcard.

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Blood Debt (Companion Quest)

Difficulty: SSS

Rewards: ???

Meet Arlcard in the Sangrod Empire and help him resolve his matters

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'Blood debt... Doesn't sound like a peaceful quest,' Jack thought. But then again, most decent quests in games are rarely peaceful. This was even an SSS difficulty. Arlcard didn't sound so urgent, though. So, he would just leave this quest for later.

Jack didn't bother walking up to the warehouse to exit this place. He used his king badge and teleported himself back to Thereath Palace. This was another new function of his Themisphere faction badge after becoming a king.

Arriving there, he now had the time to check on the archdemon's loots.

There were the usual coins and mana cores. A few materials and equipment. The most unusual that exuded powerful mana were three items. One of which was an insignia for a guild unit.

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Demonic Legion Insignia (Unique Insignia, for guild purposes only)

Allow the training of Demonic Legion

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"Sweet," Jack whistled. "John and Jeanny would love this. Oh... Only Jeanny now, that annoying guy mostly hangs out in this palace nowadays."

"Demonic Legion is a very powerful guild unit, you are very lucky to get this," Peniel said. She had come back out from her hidden dimension.

"Of course, my luck is undeniable. But I'm actually expecting a legendary item. That archdemon was originally an eternal grade, after all."

"It was suppressed to a mythical. So, don't get your hopes up," Peniel said.

Jack shrugged and looked at the second item.

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Gate of the Underworld (Unique consumable, Disaster item)

Summon the underworld horde to the surrounding area

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"Whoa, a disaster item! Let's just put this aside," Jack said and stored the item. He had a fleeting thought about giving this disaster item to Wicked Witches. To let them use it at World Ruler's headquarters. But he decided against it. Though this disaster item was unstable, he might have a use for it later.

He then turned his attention to the last item. He froze once he read its description.

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Heart of Archdemon (Legendary material)

For crafting purpose

## **Chapter 1054: Going to Verremor**

"Le—Legendary...," Jack muttered.

"He—heart of archdemon...," Peniel also muttered.

"Peniel... Is this heart of archdemon similar to the heart of ice and heart of rock...?" Jack asked.

"Yes..."



"Holy! Then that means...", Jack took off his amulet and then placed the Heart of Archdemon close to the amulet. An interface appeared.

"Yes!" Jack exclaimed.

"Hold!" Peniel called. "Do you truly want to replace your current Ice Demon Fiend with the archdemon?"

"Of course. The archdemon is much more powerful. Why don't I want to replace it?"

"... Never mind. Proceed then."

Jack watched the fairy with narrow eyes. "Are you withholding something from me?"

Peniel shrugged.

"Come on. Stop fooling around," Jack said.

"You do remember when you exchange the rock golem with the ice demon fiend, the summon cost increased, don't you?" Peniel said.

"How many mana cores are needed to summon this archdemon?"

Peniel shrugged again. "It depends on what kind of archdemon you get. Although they had the same name, there are many kinds of archdemons."

"Shouldn't it be the same archdemon warrior as the one who dropped this heart?"

"It's not certain. All loot drop is random. The probability is high for it to be the same as the archdemon who dropped it, but it is not one hundred percent guarantee."

"How many mana cores are needed if it is that same archdemon?"

"10,000 mana cores," Peniel answered.

"Ten— ten thousand...?! That's a lot!" Jack blurted.

"Yes. That's just for a single summon," Peniel added. "So, you have to decide if you want to have a weaker but more accessible summon or the big gun which you can mostly only summon once in a very long interval."

"Hm...", Jack contemplated the choice. He looked at the mana cores inside his bag. He had almost 7,000 mana cores after stocking them up all this time. If he spent two or three weeks inside the ancient battleground legacy dungeon, he should be able to collect enough for 10,000 mana cores.

"The archdemon should be an eternal grade, shouldn't it?" Jack asked.

"The heart is a legendary grade. So, yes," Peniel confirmed.

"Okay," Jack decided to proceed with the change. The ice demon fiend was not that useful anymore compare to his current power level. It just added a helper to run interference. He needed something that could help turn the tide if he met a powerful enemy he couldn't handle. This archdemon could provide that.

He proceeded with the process of installing the Heart of Archdemon into his Amulet of Summoning. The ice demon fiend was gone then, replaced by a different summoning description.

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Summon Archdemon Lord (Eternal monster)

Cost: 50,000 mana cores

Duration: 1 hour

Cooldown: 6 hours

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"F\*CK!!" Jack cursed loudly. "Why is it five times the number you mentioned?!"

"I said if it is the same archdemon. It obviously is not!" Peniel shouted back. "This is surprising. Archdemon Lord is among the most powerful archdemon."

"What's the use if I can't summon it?" Jack complained. 50,000 mana cores. When would he collect enough to get that number? He couldn't stay for so long and just did the ancient battleground legacy dungeon every day.

"Ah, f\*ck it. Let's just treat it as I can't summon using this amulet anymore," Jack said. It's not like he lacked helpers. He had his royal agents to make up for that.

Speaking of royal agents. He had changed the commands he gave to Lindsey, Amy, and Howard. He changed their command to adventure, which gave them free rein. However, he gave them private commands to meet Jeanny who had been preparing three teams following Jack's request.

Lindsey, Amy, and Howard each joined one of these teams. The team took them to high-level areas to power-level them. This should help them level up faster than normal means. The faster they could reach a level where they could help Jack's battle, the better.

As for Jonathan, Jack continued sending him on quests. Jack also started issuing commands for Duke Alfredo to take up quests since he saw that the management in the palace had proceeded smoothly. Duchess Isabelle and Thaergood were exceptional court officials. Together with John, they settled many of the administrative duties.

Since Jack returned to the palace, Thaergood used the chance to arrange for him to meet visiting dignitaries. Jack thought it was just a huge waste of time. He told Thaergood to just arrange it so he only needed to meet these dignitaries monthly, at the same time when he was back for the advisors meeting, and to use the officers and foreign overviews.

Jack also used the monarch system's Foreign Overview to send a message to Verremor, requesting a meeting with the grand chief of the nation.

He spent four days dealing with palace matters.

In between the court duties, he spent his free time using the ancient battleground legacy dungeon and the training caves.

He also went to the Order of Magi daily to collect knowledge points. He repeated stage 78 ten times every day, racking up 3,120 knowledge points in those four days. With his previous saved-up points, he had 4,924 knowledge points.

With those points, he could finally exchange one of the three spells he was interested in. He chose Interrupt which cost 3,500 knowledge points. He was not in a hurry for the other two. Lightning Mine was an offensive spell. He didn't lack offensive options. Fly is useful, but he had Soar and Supreme Dragon form to cover that point, so it was not urgent.

Fusing Interrupt with Dispel would give him the option to disrupt opponents during or after casting. This gave him a wider tactical option. Hence, he chose the spell.

He went to the mage academy to fuse the spells immediately. The two spells disappeared and became Cancel Magic.

He also visited the League of Champions daily. Since he didn't have privileges as he did in the Order of Magi, he could only challenge the same stage five times a day. He still had enough challenge points previously given by Gruff so it was not a problem for him to keep repeating the stages.

He first challenged higher level stages on the first day, he reached stage 79. He was unable to beat stage 80 which would promote him to a higher rank. He racked up 2,033 glory points in those four days. Added to his existing 872 glory points, he had 2,905 glory points.

Most of the Angusticlavian exchange list needed 4,000 glory points, so he didn't exchange anything.

Jack looked for Gruff during those four days. Finally meeting him on the third. He asked for the approval letter needed for building the Colosseum. Gruff pleasantly gave him the letter without asking anything in return. Jack was not sure if this was because he was now a king, but he didn't mind the ease.

Jack gave the letter to John so John could start building the colosseum once the current building process was completed.

One day before Jack left for Verremor, his human age reached 15 months. His Slash of Determination level up to rank 3, which increased the damage inflicted to 200% and the added critical chance to 40%.

That same day, he also used the monarch system for the mass pay function. One week had passed since he last used the function. This time, he chose the 300 gold coin options to pay all the officers. The kingdom coffer was reduced by another 170,100 gold coins, but it was worth it because the officers' loyalties increased again, even if only by a little.

Done with all the matters, Jack teleported to Heavenly Citadel before using the teleportation chamber there to teleport to a city in Verremor which his guild had linked with.

## **Chapter 1055: Falling Out**

At the center of Dritzuut, the capital of Liguritudum Realm, was a towering structure that looked like several colossal crystals stacked together. The structure's wall seemed translucent and its color constantly changing. Around the structure were smaller buildings with mushroom-shaped roofs. Their walls were also made from the same material as the crystal structure.

The structure was a palace. The seat of power for the Ethereal race in Liguritutum.

In the throne room inside this palace, several individuals were gathering.

"What do you wish to discuss?" An ethereal native was sitting on the throne. He was Igneos, the rebel prince who had conspired with Master to overthrow his father.

Before he was Master, accompanied by Master's five followers. Spring Crown, Wong, Ronald, Motherboard, and the elven woman who was also a heavenly enforcer. The elven woman was named Linda.

Master was level 63. Spring Crown was level 62. Wong and Ronald were both level 61. Motherboard and Linda were level 60. They were all considered above average because the average adventurer players were around level 57 and 59, with a small portion of experts at level 60.

Beside the throne, by Igneos' sides were two ethereal natives. One was a warrior garbed in heavy armor. The other wore an official dress.

The warrior was a level 75 rare elite named Chemos. The official was a level 55 special elite named Silph. Igneos himself was a level 60 rare elite.

Lining along the two sides of the throne room were ethereal soldiers. There were ten of them. Each was a level 60 special elite.

"When are we beginning our offensive?" Master asked.

"Watch your tone, outworlder! You are speaking to the ruler of the realm!" Chemos admonished Master.

Igneos waved for Chemos to calm down. He then said to Master, "I've told you many times already. We still need time to recuperate. Many officers who are loyal to my father had formed an underground resistance movement. If I send the army out, they will use the chance to strike. Until I get rid of them, we will have to delay our plan."

"That's a pity," Master uttered.

"It is, but we have to be patient. I share your desire to conquer this world, but it is not an endeavor that can be taken lightly," Igneos said.

"You misunderstood," Master said.

"What do you mean?" Igneos asked with a furrowed forehead.

"I didn't pity your decision of holding back. I pity that this is how far our cooperation goes. It is time to get rid of you."

"I'll have your tongue for this...!!" Chemos roared and brandished his weapon, a sawtooth greatsword.

"I'll have your lives!" Master uttered back. Two magic staffs suddenly appeared in his two hands. Two spell formations formed rapidly. He was dual-casting.

As he took action, his followers also did. All of them had been preparing to make a move.

Linda took out a magic scroll and activated it. The spell inside was Greater Dispel. Once the spell was released, the rune diagrams that were seen around the throne room were erased.

Spring Crown dashed to the left while Wong rushed to the right, sending ambushes to the guards on the two sides of the hall. Ronald's two revolvers were out and he shot both to the left and right.

Motherboard, who was a bard, took out her rapier and violin before playing a song, buffing everyone.

The natives inside the hall were taken by surprise. They didn't expect these outworlders would suddenly turn hostile on them. These outworlders had frequented this throne room so often that there was never a suspicion about them.

After using the magic scroll, Linda, who was a druid, cast summon treant. Her spell was max-level, so three treants appeared.

Chemos and Silph came forward to protect Igneos. Silph cast a spell and conjured a lightning fence before them. Linda's three rushing treants slammed into the fence and were electrocuted. They received lightning damage and were paralyzed.

Igneos was extremely surprised by his allies' sudden hostility. He yelled, "Fools! Where do you think you are? Guards! Come and arrest these rebels!!"

However, no soldiers came into the throne room.

"Guards...!!!" Igneos yelled.

"Save your breath. No one is coming," Master said.

Master's spell formations were completed. A lesser angel appeared on his left. While on his right, a demon appeared.

It was not the lesser demon from the Warlock's spell. This demon had a female body similar to the lesser demon, but her horns were larger than a lesser demon's. Her skin was also more scaly and occasionally emitted flames. Her wings appeared to be constantly on fire.

Master could summon a demon because his Warlock class had changed to Prime Demonologist, a first-class special class. The first spell of this class was Summon Demon.

Master then cast another spell, Cancel Magic. The lightning fence that was blocking the three treants flickered before fizzling out.

"Betrayer!!" Chemos roared and rushed forward. His chainsaw greatsword spun and created a twister. The twister struck the three treants and carried them up high, slamming them into the ceiling high above.

The lesser angel threw her white flaming sword, while the demon pointed her palm and fired a continuous barrage of fiery missiles.

Chemos put her off-hand to the front. An imaginary shield appeared. All the demon's and the lesser angel's attacks were blocked by the shield. Chemos received no damage. He was a level 75 rare elite, these two summoned creatures meant nothing to him. He continued rushing forward at Master without slowing down at all.

"Give me your life as atonement!" Chemos yelled as he made a jump attack.

Master didn't back away from the intimidating native. The magic staff on his left hand had disappeared and was replaced by a companion token. The token shone brightly and a large armored ethereal appeared before him just as Chemos' chainsaw greatsword came swinging down.

The newly summoned ethereal held a large glaive. He swung the weapon and it clashed hard with Chemos' chainsaw greatsword. The collision sent both of them a few steps back.

Chemos looked at his adversary in consternation. The strength this ethereal demonstrated was not weaker than his. He was even more shocked after using his Inspect.

Master's companion was a level 65 Mythical grade.

### **Chapter 1056: Unending Spells**

Outside the throne room of Dritzuut's palace, a group of soldiers was crowding before the entrance. They were staring at the entrance with apprehension. They had heard their sovereign's call, but they couldn't enter the throne room.

The reason was that two beings were blocking the entrance. Two beings that exuded an aura that caused them to not dare charge through.

These two beings were Strah and Korku, the mythical-grade corrupted lord and lady from the Cult of Phobos.

"This is absurd. If the point is to take out this country's ruler, we can carry it out in an instant. Why are we standing guard like this?" Korku complained.

"Because that's our God's order," Strah answered.

"Hah! This is boring. They don't even dare to attack," Korku uttered. "Well. If you ask me, I said God Fear wants to help that outworlder but he doesn't want to make it seem as if he is favoring the outworlder too much. Our God has his pride, after all."

"You talk too much," Strah said.

"Why are you all still standing here?!" A large ethereal in heavy armor appeared. His armor was gleaming with swirling bluish energy as he walked.

"High Marshall!" The soldiers uttered. The high marshal was equivalent to Themisphere's lord marshal.

The one who was addressed as the high marshal immediately noticed the problem. His eyes narrowed as he watched the two figures standing before the throne room's entrance.

The high marshal was a level 80 mythical grade named Morphic. He brandished his weapon, which was a giant silver bearded axe.

His other arm waved and a bipedal creature slightly larger than him materialized beside him. It was his pet, a Crystal Wendigo. The Crystal Wendigo was a thin humanoid creature with crimson moose antlers

on its head. Its skin was rigid and hard as its name implied. It had hollow eyes and a wide mouth full of sharp teeth.

The Crystal Wendigo was a level 85 rare elite beast.

"For Liguritutum...!!" Morphic shouted as he lunged forward with his axe. His Crystal Wendigo ran by his side.

"Hahaha! This is more like it!" Korku laughed. She grabbed her black knife and turned into a shadow.

Her shadow zoomed forward and collided with Morphic. The impact threw her back but she became a shadow again and zipped around at an undiscernible speed. Morphic and his crystal wendigo had trouble catching her.

The other ethereal soldiers also rushed forward now that their high marshall had taken the lead. But Strah made one wave with his hand and black fog appeared around him. Those that rushed into the fog found themselves lost inside while their HP was slowly depleted.

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Inside the throne room, Igneous was unaware of what happened outside. He was still confused why no one came after his call of emergency.

Chemos clashed with Master's companion, an ethereal whose name was Urxor. Even though Chemos was ten levels higher, Urxor was one grade stronger. After a few melees, it was clear that Urxor was at an advantage.

Master even proceeded to summon his other minions, Flame Salamander and Winged Feral Tiger, to support Urxor, further pushing Chemos back. He also summoned his dual-wielding avatar who rushed at Silph.

Master continued to cast one spell after another. He cast his level 60 Prime Demonologist spell, Waves of Hellfire. The spell conjured repeated flaming waves which dealt fire and chaos damage.

The waves washed over all his three opponents, hitting his summons and companion as well. He didn't care about damaging his allies. They were simply his tools.

As a mythical combatant, Urxor's HP was very high. So, the damage from Master's spell wasn't a concern, but Linda still cast Healing Spirit to heal his HP.

Master never stopped casting, he also activated his Warlock's boost, Demonic Possession. He cast his Elementalist's spells, which class had also been upgraded into a first-class special class, Elemental Master. This special class boosted all his elemental damage.

Combined with his non-standard spells, his library of spells was inexhaustible. He could cast two spells at the same time. His casting speed was also inhuman. It made his opponents feel as if he cast his spells instantly.

Igneos could only cast defensive spells to protect himself from Master's unending spells. Without the palace's rune diagrams healing him, his HP continued to dwindle.

Igneos became more and more concerned as time passed. The guards in the throne room were losing. He watched with disbelief as these few outworlders defeated his guards one by one. And there was still no sign of reinforcement coming from outside.

Master's AOE spells not only hit him but the throne as well. An emergency warning should have sounded in every Liguritutum soldier's mind. Where didn't anyone come?!

As his worry became more urgent, he saw something even more concerning.

Master was still dual-casting, but one of his spell formations was extremely large. It was a mega spell!

Igneos couldn't allow Master to complete the spell! It would be a disaster. He forgot about protecting himself and cast an offensive spell.

He summoned a barrage of ice boulders that rolled toward Master. These ice boulders delivered strong knockback force upon impact. Master wouldn't be able to maintain his position against this spell, which should cause his mega spell to be canceled.

However, Master's other spell formation was completed and he disappeared. He reappeared behind Igneos. He had expected Igneos to panic and used a big spell, thus he anticipated by casting Teleportation.

Teleportation displaced his position to another place. But in a sense, he never moved. Hence, the mega spell was not canceled.

Master's mega spell was not yet completed, but a torrent of powerful elemental energies was unleashed from his body. Twenty wind blades rushed at a blinding speed toward Igneos. It was the Wind God Blades.

The Wind God Blades didn't produce AOE damage as the Lightning God Barrage. Each blade only hit one target. But in exchange, the damage they produced was higher than the Lightning God Barrage.

Master's mega spell was completed while Igneos was barraged by the wind blades.

Out of the completed spell formation, three gigantic beings burst out. Each was an oriental dragon made of different elemental energies. Fire, ice, and lightning. The three elemental dragons roared as they rushed toward Igneos, who could only watch them helplessly with terrified eyes.

## **Chapter 1057: Second Outworlder Monarch**

"My lord...!" Silph shouted as she broke away from Master's avatar and threw herself in the three elemental dragons' path.

Yet, the dragons were as if alive. The ice and lightning dragon swerved to the side, evading Silph. The fire dragon maintained its path and bit her. The bite delivered high fire damage and burn status. The fire dragon then flew up carrying her, slamming her into the ceiling before dragging her down and slamming her again onto the floor.



Her HP was not in a good condition before she was bitten. She suffered damage from Master's Avatar who was supported by Linda. She was also positioned not far from Igneos, so Master's AOE spells also hit her on occasion.

The last slam by the fire dragon finally took out her HP.

After claiming its victim's life, the fire dragon didn't end. It continued toward its original target, who had been bitten by the lightning and ice dragon. Half of Igneos' body was frozen while the other half was electrocuted.

When the fire dragon came and took its bite as well, the three elemental energies produced a chain reaction and triggered a cataclysmic explosion. The force blew everyone in the vicinity away.

As the dust settled, Igneos was seen leaning on his throne in a pitiful condition. His HP was very low. The throne beside him had also had its HP reduced by one-quarter.

"Sto... Stop...", Igneos said weakly. There was a clear fearful expression on his mouthless face.

Master walked up to him. He looked right into his eyes and said flatly, "So long, ex-partner." He then unleashed the second skill of his Wind God Blessing, Wind God Rage.

A sphere of intense wind energy erupted around Master. Torrents of sharp wind ravaged everything within this sphere except for Master. The sharp wind sliced through everything, even the tiniest objects. No spot was spared.

"No, my Lord...!!" Chemos sawtooth greatsword grew to double its original size. He then used it to forcefully drive Urxor back.

Chemos then lunged at the wind sphere that was still raging. He swung his sawtooth greatsword. Loud screeching sounds were heard when the greatsword collided with the wind energy. Chemos tried to keep applying pressure. But in the end, his greatsword was blasted aside violently.

Panicking, he thrust his hand inside the wind sphere, trying to grab Igneos.

"AAARRGGGHHHH...!!!" He screamed as extreme pain coursed from his arm that was inside the wind sphere. He felt like every fiber of his arm was being cut to the tiniest pieces. Even with his high level, he couldn't resist the wind power.

Urxor came back and struck Chemos from behind. Chemos slammed into the wind sphere. Without mercy, Urxor used his hands and pushed Chemos, keeping him in contact with the raging wind sphere. Chemos felt like he was being held against a grinding machine. He screamed in pain as damage number over damage number kept on popping up above him.

Finally, the Wind God Rage ended. The sphere dissolved and the wind dispersed.

Chemos fell to his knees weakly. He looked despairingly and only saw Master beside the throne.

Igneos was nowhere to be seen. His body had been cut to atoms and he ceased to exist. Even a resurrection spell won't be able to bring him back.

Master looked around him. Chemos was no longer showing any fighting spirit, but the others were still fighting. He then turned his attention to the throne. Its HP was half.

After giving it a brief thought, Master commanded his summons to attack the throne. He also resumed casting spells at the throne, continuing to reduce its HP.

Urxor stayed beside Chemos who was still kneeling. His glaive was pressed at the back of Chemos' neck. Chemos' HP was already very low. If Urxor gave him a stab, he would die.

It took a rather long time to deplete the throne's HP. But with no one interrupting, it was just a matter of time.

When the throne was destroyed. Master heard a notification, informing him that he had successfully defeated the current government. He was now the ruler of the Ligiritudum Realm.

The destroyed throne magically reformed before him, turning back into an intact throne with full HP.

'As I thought,' Master said in his mind. He then walked over and took a seat on that throne.

The surviving guards by the side of the hall stopped fighting after the throne was destroyed. They all turned to Master and knelt. Spring Crown and the others who were fighting them just a moment ago felt like everything was unreal.

Chemos wasn't affected though. Even though he was still dispirited, his eyes stared at Master with hatred.

"Swear your allegiance to me and you will be spared," Master said to him.

"I would rather die!" Chemos spat.

"Have it your way," Master uttered.

Urxor lifted his glaive before slashing it down. Chemos' HP was sliced clean with that slash. His head also detached from his neck.

The fighting outside the throne room had also stopped. Every native had heard the world notification that their ruler had changed. Everyone had the chance to support the current ruler or chose to leave. The lower-ranked soldiers mostly chose to stay. To them, it didn't really matter who the ruler was as long as it was recognized by the world.

The higher-ranked ones had more free will. Like Morphic who had been fighting with Korku outside the throne room. He also stopped fighting after hearing the notification, but not because he accepted the new ruler. It was simply because it was pointless to continue fighting since there was no more thing to save.

He looked defiantly at Korku who was wickedly grinning back. Without saying anything, he turned and left.

"Our job here is done," Strah said. He turned into black smoke and flew away.

Korku licked her black knife before slowly turning transparent and disappearing.

While the natives in Liguritutum Realm were still reeling from the news about the changing of the monarch, the image of God Fear appeared above the country. His voice boomed across the land, sending the heart of everyone into the depth of terror.

"People of Liguritutum! Starting today, the outworlder Master will be your ruler! He is my representative and he has my blessing to rule this realm. Fear him as you fear me! Or I will make you remember what fear truly is. This country will have my blessing for a year!"

## **Chapter 1058: Preparing for World Conquest**

"You have been sitting on that throne doing God knows what for hours already. Care to explain what you're doing to us, the low people?" Spring Crown was there by Master's side with Linda.

The others had gone away to do other tasks.

"No," Master replied.

"Give him a position as you did to me. Perhaps he can then see these screens," Linda said.

"Oh, yes! Give me, please. I'm dying to see the screens. Whatever these screens are," Spring Crown said.

Master didn't give any response. Spring Crown thought the guy must have ignored him again when suddenly multiple screens materialized before him.

On the main screen right before Master, he saw his portrait on one of the boxes marked with the Councilor title. There were two empty boxes beside his portrait. Above him was Linda's portrait marked with the title, High Councilor.

The High Councilor title was equivalent to the Royal Advisor rank in Themisphere.

"Holy cow... No wonder you spent so much time in this oversized chair," Spring Crown whistled.

"This is called the monarch system," Linda informed him.

"This is very, very interesting. This is a country simulation game... Hey! I know you are a genius but you are inexperienced in gaming matters. How about letting me play this simulation? I don't get my number one gamer title just by playing a single type of game," Spring Crown said to Master.

"Give me your council if you like, but only I touch these control panels," Master replied.

"Tsk!" Spring Crown uttered.

"This is rather depressing," Linda said. "More than half the officials have quit. We have lots of empty portraits here."

"Hmph! We don't need those officials. This country's army is still intact for me to command," Master said.

"An army still needs leaders to be effective," Linda said. "Only one of the three High Marshalls remained. That is a huge decrease in our fighting power."

"Our members' levels continued to increase. They will soon rival these high-ranking military officers. The army will soon just be meat shields for us to make use of."

"But then we won't be able to go on the offensive as soon as we want to," Linda argued. "We need time to organize people to fill up this post first. Otherwise, the command in the army will be a mess."

"Pick players from our guild. We will put them in these empty slots. Get them to familiarize themselves with the troops so they can mobilize as soon as possible."

"As you wish," Linda said. "But this is a surprise. My intel in Themisphere tells me that the governing structure there is still mostly intact despite an outworlder becoming their king. I've expected a similar situation here."

"Even though the basis of this world is a game system, it came into being by using the real world. So, the hole in the system was filled by copying the real world's rules. The difference in our situation must be caused by reputation. He is hailed as that country's hero and although once convicted as the prince's murderer, his charge was dropped. I, on the other hand, truly murdered the ruler of this country to seize the throne. Not to mention, I also helped topple the previous ruler. This must be the reason why many discontented officials chose to quit their prestigious positions rather than continue to serve me."

"That is truly fascinating, but one thing piqued my curiosity," Spring Crown said. "I can't help but notice that you seemed to be still learning this... Monarch System. For one who claimed to have made this world, it is weird that the creator is studying the contents he made. It's almost like, you have no idea this monarch system exists in the first place."

Master didn't give any response.

Spring Crown continued, "This also makes me notice that you only start usurping Igneos' throne after you hear about that Storm Wind player becoming the King of Themisphere. Do you only realize that a player can become the sovereign of this world's countries after hearing the news?"

"Careful, number one gamer. You are of use but it doesn't mean you are indispensable," Master said.

"Forgive me, my lord. It's just my free-speaking mouth spouting nonsense. Please, don't take it seriously," Spring Crown said with an exaggerated bow.

"Well, anyway. There is much to do if we want to organize the army for world conquest," Linda said, trying to change the subject. "Liguritutum has always been a militaristic country. Both previous rulers continued drafting the population regularly. Even with the loss from the civil war, we still have three and a half million troops. But this is hardly enough to defeat the other countries. I suggest for our first conquest, we need to play it smart. We can't waste our troops before our attempt at conquest becomes public knowledge."

"What do you propose?" Master asked.

"Give me some time to work with it," Linda said.

"Don't take too long. I dethroned Igneos because he is delaying me from my objective. I am not delaying it now that I hold the reins."

"I'll try my best," Linda replied.

"What should I do?" Spring Crown asked. "Should I continue to travel around countries searching for where the other two divine treasures are located?"

"One," Linda said.

"Oh?" Spring Crown turned to her questioningly.

"Only the Ice God Sphere is still missing. We already know where the Book of Creation is."

"Really? Where?" Spring Crown asked.

"Inside Everlasting Heavenly Legend."

"Storm Wind's guild? How do you know?"

"From Mistress," It was Master who answered. "They had a battle with Wicked Witches guild recently. In that battle, several magic players perform combination casting of the same mega spell."

"I see. Considering the nasty probability of a mega spell dropping, it is impossible for one guild to get so many technique books of the same mega spell. That's why you suspect they used the copying ability of the Book of Creation to make that happen?"

"That's the only explanation," Master said.

"Do we know who in that guild has it?"

"It is unlikely the divine treasure is held by a common member. It must be with one of the leaders. Since Storm Wind already had one divine treasure inside him, the Book of Creation has to be either with the player named Saint John, or the one called Jeanny," Master answered. He made a short glance at Linda when saying. Spring Crown thought it was an odd glance.

"Okay, then I only have the Ice God Sphere to search for," Spring Crown said.

"Halt the search. You will help Linda organize the army," Master said. "Once we take over this world, we can search for it with ease."

"I'm yours to command," Spring Crown again made an exaggerated bow.

## **Chapter 1059: Entering Verremor**

No one outside Liguritudum had known yet that a second outworlder monarch had emerged.

While Master was focusing on studying the monarch system, Jack set foot for the first time in Verremor Nation. Of course, he did it under his third disguise, Iamanorc. Otherwise, he would be thrown out already if he appeared in Verremor's portal zone as a human. Or worse, thrown into jail since he was also the sovereign of this country's nemesis.

He stood there looking around. The buildings in this city looked to be made of giant-sized bones and wood, with their walls covered by leather. The leather looked as hard as steel, though. The roofs were traditional thatched roofs.

The orc soldiers guarding the zone portal paid him no mind. Nowadays, outworlders passed through this portal regularly.

Not long after, an orc player approached. "Iamanorc?" That orc greeted. "I'm Whisky, from Everlasting Heavenly Legends. Welcome to Larabar."

Jack nodded. He didn't wear his Cloak of Shadow so the other side could identify him. He also used his Inspect and confirm Whisky's identity. Whisky was a level 59 Priest.

Jack had asked Jeanny to arrange for an orc guild member who stayed in Verremor to be his guide. He would have preferred Life Runner. Larabar was the main city Life Runner had entered this world. But Life Runner had joined the Themisphere kingdom faction and became one of its royal guards, so he was no longer able to walk around freely in Verremor.

"What kind of an alias is Iamanorc, anyway?" Whisky asked. "I don't even know if I have pronounced it right. How do you pronounce it?"

"I am an orc," Jack answered.

"I know you are an orc. I asked how do you pronounce your name."

"I am an orc," Jack said again.

"... Dude, are you messing with me? You do know I am a member of the number one guild in... Holy shit! That is your name, I am an orc! F\*ck me, man! Do you have to pick such a name? Well, let me guess. You must be very confused when all this happened. You found yourself as an orc, and you probably think you have gone insane. You keep on thinking I am an orc! I am on orc! So, when you found the startup chest where we have to pick our class, you just put in I am an orc as your alias. Man... I can relate. We all went through that shit."

Jack just stood there listening, all the while impressed by the guy's imagination. Jack didn't want to disappoint him, so Jack just nodded at his story.

"Come," Whisky said. "I was told to take you to Troll's Pissing Pot."

Troll's Pissing Pot was the name of a tavern in Larabar. It was most famous as a frequent hangout for outworlders in that city. It was also owned by outworlders instead of natives. The tavern was the property of the number one guild in Verremor, Cipher Flight.

"You must be pretty close with the high-ups of my guild," Whisky said as they walked. "Our first leader messaged me herself and instructed me to accompany you and do everything you ask."

"We are pretty close," Jack told the truth.

"Really? Then why don't you join our guild?" Whisky asked. Jack's orc disguise was a blank slate, so he was not associated with any guild. "Our guild is the number one guild in Themisphere. Everyone wants to join, but not everyone can. If you are truly close to our leader as you claim to be, then you should have no problem joining."

"I prefer..."

"Or are you afraid to join because you are an orc?" Whisky said before Jack complete his sentence. "There is no worry. See, I am also an orc. As long as you don't go and join the Themisphere kingdom faction, you will be just fine. Or, is it because you have joined the Verremor kingdom faction? I see, you can't join our guild because you can't move around freely in Themisphere."

Jack wanted to say he preferred his freedom. But since he admired Whisky's imagination so much, he decided to just go along with the guy's story.

Whisky proved to be quite a chatty and easy-going fellow, if not a bit too imaginative. They soon arrived in front of a large building that was four floors high. Aside from the closed-walls ground floor, the other three upper floors were opened on all sides.

A cacophony of voices was heard from inside. There were shouts and screams and singing. Jack couldn't be sure if the people inside were quarreling or celebrating. It was still early morning but it sounded like the tavern was full, or was the people inside had been there since the night before?

Then out of the second floor, he saw an orc player fly out and fall on the ground right beside him.

'Okay, one of those noises was surely a quarrel,' Jack thought.

Crazily, instead of standing back up, the falling orc stayed on the ground. Jack used his Inspect to make sure the orc wasn't dead. He wasn't. He was instead snoring on the ground.

"Don't mind that. This is quite common here," Whisky said. He then looked at Jack with a weird face and asked, "You do live in this country, don't you?"

"Ah, yes. It's just this is the first time I come to this city."

"I've been to many cities in this country, it is the same rowdiness. Well, never mind that. Come in. Just don't antagonize anyone if you want to be left alone. If you do, be ready for a fight. Everyone likes to fight everyone in this country. Probably all that frustration for having to live with ugly orc faces for the rest of our lives. But don't worry, if you get into a fight, I will keep you alive with my healing spells."

"Gee, thanks," Jack said.

They went in and Jack could see the source of the noises he heard from outside. It was indeed rowdy and messy. There was even a fistfight at the corner. People were placing bets on the fight.

"Come. It looks full, but we should be able to find an empty table," Whisky said.

"Hold! I already made an appointment with someone here," Jack said.

Before Whisky could ask who was it Jack was meeting with, Jack caught a busy serving maid and asked, "I'm sorry, miss. Do you know where I can find Four Winds? I have an appointment with him."

The maid looked at Jack with a weird face, as if saying, 'Do you think I'm going to bring any stranger who says he wants to meet the owner?'

"I will take it from here," Jack heard a voice from behind. He turned and saw Water Lily.

"Lily!" Jack called cheerfully.

"You know we were enemies twice, right? Why do you sound like I am your long-lost friend?"

"You know what they said. Yesterday's enemy is today's friend."

"I have no idea of such a saying," Lily said. "Thankfully, you are not wearing your usual face. So, I can still bear you a little. Come, I will bring you to Four Winds."

Whisky had no idea what the two were talking about. But he did know about Water Lily and Four Winds, they were the big shots in Cipher Flight. He became even more curious about this Iamanorc. Who exactly was this orc? Iamanorc was not only close to his guild's leader, but apparently, also to the leaders of the number one guild in Verremor as well.

### **Chapter 1060: Meeting Four Winds**

Jack and Whisky followed Water Lily. Oddly, Water Lily continued walking toward the corner, where the crowd was gathering to watch the fistfight.

"Hey, don't tell me..." Jack said. But he didn't need to complete his question, he could see the two brawling people once they got closer. One of the participants was Four Winds.

Both Four Winds and his opponent weren't putting on any equipment or using any weapon. They fought almost naked wearing only leather pants. Since no weapon was used, no sides suffer any damage from the fisticuff.

Four Wind's opponent was good. From his pose and the way he fought, Jack believed he might be a professional boxer in his past life. He threw a few fast jabs before sending an accurate hook where Four Winds' head was swaying to.

But Four Winds' stats were obviously better. He was faster and also had good reflexes. He narrowly dodged the dangerous hook. He then targeted his opponent's lower body with low blows and kicks. Jack's belief that his opponent was a boxer was further reinforced because the opponent didn't seem to be experienced in dealing with these lower-body assaults.

Four Winds finished the round by ramming into his opponent's waist before lifting him up and throwing him onto the floor. He lifted his two hands up in a victory pose after his opponent hit the floor.

The crowd cheered.

"The loser is the one falling to the floor or thrown out of the arena," Water Lily explained.

The boxer struck his fist to the floor frustratingly. Jack noticed after using Inspect that he was a member of Warsong Rising.

"You have anyone else you want to pit against me?" Four Winds asked someone as he walked out. Jack realized he knew that person as well. It was the leader of Warsong Rising, Phithion, the poor guy whom he killed twice during the invasion war.

"Hmph! I admit none of us can beat you in this brutish contest," Phithion spat. "Do you dare to send your youngest members, instead? Each of us pick a member who had joined our guilds no more than one month ago to fight each other."



"Sure, but their memberships also have to be at least one week old," Four Winds added. "Otherwise, how can I know if you ask a veteran member to quit and rejoined again right now?"

"Do you think I will resort to such a petty trick to win?" Phithion asked.

"Yes," Four Winds didn't give him face.

"Hmph! Get your member ready! We will have another go one hour from now!" Phithion hissed at Four Winds who had walked away without bothering to look back.

"What was that all about?" Jack asked when Four Winds approached. "I thought it was just a common barfight. That fight is about something?"

"Most of the arranged fistfight here is a gamble. Each side makes a bet before the fight begins," Four Winds answered. "By the way, funny name."

"Try pronouncing it," Jack said with a grin.

"What's the point? I already said it's funny," Four Winds replied.

"Man, you are no fun," Jack said.

"Let's talk in a private room," Four Winds gestured for Jack to follow.

Jack turned to Whisky and said, "Thank you for showing me the way. We are having a private talk. You can go now. Let's add each other as friends. I will call you again if I need anything."

"Oh... Okay," Whisky said. He didn't mind adding a friend who befriended the leaders of the two biggest guilds.

After the exchange, Jack chased after Four Winds. The two of them and Water Lily went upstairs and went inside a closed room that had been reserved for them.

After closing the room, Four Winds said, "So, how are you doing, Your Majesty?"

"Haha, please just call me Jack. That's my real name, by the way. All my friends call me that," Jack said.

"Oh, so we are friends now?" Water Lily said sarcastically.

"Yeah, why are we not?" Jack asked back.

"Well, I don't know. Perhaps because most of the time we met, we fight each other?"

"It's just a friendly fight," Four Winds waved at Water Lily.

Water Lily gave Four Winds a weird face as if saying, 'The battle during the invasion war is a friendly fight?'

"How about we talk without a disguise?" Four Winds said. "Or this disguise is using a consumable item?"

"No, I can change between disguises any time I wish," Jack replied and returned to his original appearance.

"Hm... Neat gears," Four Winds commented on Jack's regal outfit. The crown was especially eye-catching.

"So, what can I help you with, Your Majesty?"

"I've heard about the election tourney. I heard that Cipher Flights had registered as a participant in this tourney," Jack said.

"Your intel is quite good," Four Winds remarked.

"We have you to thank for it," Water Lily said to Jack. "You showed us that a player can join the governing body of the natives. That's why we have participated in this tourney. In fact, not only us. Several other player guilds had fought and won the right to become one of the participants as well."

"Tell me more about this tourney. I have gotten the intel but I want to make sure it was correct," Jack said.

"You know that Verremor was governed by a council comprised of ten of the most prominent orc tribes, right?" Four Winds said.

Jack nodded.

"Well, one of those ten tribes just got expelled from the council not long ago."

"The raretooth tribe," Jack said.

Four Winds nodded. "They were the main reason Verremor invaded Themisphere. The invasion failure was also their failure. Hence, the punishment."

"But thanks to that, a spot was freed," Water Lily said. "Now, the council is hosting an election tourney. It's their traditional way of choosing the tribes worthy of sitting on the council. If we won this tourney, our guild will replace the Raretooth tribe as one of the governing voices in this country."

"That spot will be mine," Four Winds said as he gave Jack a stare. "At that time, we can see eye to eye as an equal again."