

## World 1181

### Chapter 1181: Grind while on the Move

Jack continued pummeling Saakir with his claws while she was helpless on the ground. She was unable to cast a spell. Jack's attacks filled with mana manipulation produced powerful impacts that caused her difficulty in concentrating. She was also panicking since she was unable to think of a solution to get out of her predicament.

Suddenly, Jack stopped when her HP was critical.

"Does Mammon know that I'm here?" Jack asked.

Saakir didn't answer.

Jack grabbed her neck and lifted her. "You won't get the chance to talk anymore if you refuse to answer."

"Will... Will you let me go if I talk?" Saakir asked.

Jack paused for a moment before answering, "I will."

"Do you promise?"

"Stop wasting time!" Jack tightened his hold, causing Saakir difficulty in speaking. He then loosened it.

"Do not think of stalling," Jack said. "Are there any other demons nearby?"

"No... No. It's just the two of us," Saakir answered.

"What about my first question?"

"Mammon knows that we are searching for you and the satyrs who were involved. He sent a lot of his followers on this task, but he doesn't know exactly where they all go to search... He doesn't know I am here..."

"The other demon said that you found I was here by detecting my lingering aura. How do you do that? Is it something unique only to you or other mages can do that as well?"

"How can you hear that? You are in stasis... How do you break out of the stasis field?"

"I am the one asking the questions here!" Jack again tightened his hold.

Saakir coughed when Jack loosened his grip. "Answer my question!" Jack yelled.

"I found where you used to be by using a spell. Although not many have this spell, there are mages other than me who do. When the spell is cast, it detects a creature's lingering aura in the vicinity. The longer the creature stays in a location, the stronger the aura is," Saakir answered.

"Creature...? So, the spell is not specifically targeting me?"

"... You are the only human in this plane. You might as well be the only target."

"I see. Thank you for your information," Jack said.

"... Are you going to let me go now?" Saakir asked

Jack released his grip.

Saakir dropped to the ground. "You... You are truly letting me go...?"

"A promise is a promise," Jack shrugged.

Saakir couldn't believe it, but she also didn't want to waste it. She turned around and ran but then found herself blocked by Therras.

Therras made a powerful stomp, stamping out the remaining HP Saakir had.

"I said I let you go, but I never said anything about my pet," Jack said.

"That is so pointless, just kill her if you don't want to let her go," Peniel reprimanded.

"Hey, a man's promise means something!" Jack returned. He then asked her, "Did she tell the truth about the detection spell?"

"There is more than one type of detection spell, but I think the most likely one used to find us is the one she told us just now."

"Is there a spell that can be used to track a particular individual?" Jack asked.

"There is. I told you before about the Track Person skill that can be learned by the ranger's branches, didn't I? There is a spell with a similar effect, but the caster needs to be close to the target to cast the spell. After hitting the target with the spell, the caster will know about the whereabouts of the target at all times. But same as the Track Person skill, the effect lasted only one day at the first level. The spell at its max level allowed the caster to track the target for three days."

"So, I don't need to worry about someone tracking me. I didn't have contact with any demon within the last three days."

Jack was picking up the loot dropped by Saakir and Buzz while talking. He then summoned Pandora and left the place. Saakir might have said that there were no demons around and Mammon didn't know about her being in this place, but he couldn't trust her completely. It was safer to just leave.

He was sad though. This meant he could no longer farm the amphipterelets here.

"Are there any other spots in this underworld that have amphipterelets or amphipteres?" Jack asked.

"There are, but the areas are rather spread out. Do you want to farm draconic essences?" Peniel asked back.

"That's the plan," Jack answered.

"There are other draconic monsters in an area not far away. They are stronger than amphiptere but you should be able to handle them at your current level. The farming rate might not be faster than when you hunt amphipterelets, though. Do you want to try hunting this other monster or go directly to the area that has amphipterelets?"

"Let's go to the nearest one first," Jack said.

So, they traveled to the place Peniel mentioned. Jack hunted the draconic monsters there. Jack didn't stay for long though. He only hunted in the area for one day before moving to a different area the next day.

After what had happened with Saakir, he could no longer afford to stay in one area for long or return to the same grinding spot. He was grinding while on the move.

Luckily, he had Pandora. With her excellent speed, he didn't waste too much time going from one grinding spot to another. He still farmed draconic essences like he originally planned. But because of the constant traveling and not all the targets were amphipterelets, his gain was less. After one week, he collected less than 2,000 draconic essences.

He was only a tiny bit away from bloodline level 8, but he couldn't afford to spend more time in the underworld. He had received a message from John telling him that they had received a reply from Hydrurond's queen. Liguritudum and Aurebor's armies were also nearing Hydrurond's territory.

Jack marked all the places he had hunted before in this one week. When he returned to the underworld, he would have to avoid these places. Otherwise, mages similar to Saakir might place another trap for him at those places.

With Pandora, Jack returned to the upworld.

## **Chapter 1182: Rejected**

Out of the loot dropped by Saakir and Buzz, nothing was interesting except for one scroll.

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Field Prison (Super Rare mobile rune diagram)

Create an energy field that holds a target for a maximum duration of 24 hours. Target cannot use skills, spells, tools, or access the inventory.

Field Prison can be activated remotely from a maximum distance of 100 meters or will automatically activate when hostile steps on it.

Restriction: at least Basic Master grade Runecraft and Scrollmaking

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Peniel explained that there were two kinds of rune diagrams. The ones like the Protective Framework and Offensive Formula were learnable only by guilds. The other one was mobile rune diagrams like the Healing Diagram which the kingdom had learned through research.

This mobile rune diagram can be learned by individual players, who could then apply the diagram in the field using mana paint.

When Jack was checking this rune diagram scroll, an interface appeared asking if he wanted to learn the diagram.

"Even if you learn it, you won't be able to use it," Peniel warned. "It's no problem for your runecraft skill but your scrollmaking skill is only basic apprentice."

He never dabbled in scrollmaking so it made sense that his grade was still at the lowest level.

Since Jack couldn't use this mobile rune diagram, Jack gave it to Jeanny who was also in the throne room waiting for him with John, Isabelle, Thaergood, and Armstrong. Jack asked Jeanny who in the guild had a high-level scrollmaking and runecraft. Jeanny answered she didn't keep track of members' auxiliary skills. She would have to check later but she remembered Trinity Dawn was one player who dabbled in both auxiliary skills. She would first want to make a copy before she gave this diagram to anyone.

Jack then turned his attention to the others. "What is Queen Frorryntiar's reply?" He asked.

"You've better read it yourself," John replied. He was offering a piece of parchment in his hand.

Jack took the parchment and read it.

"Outworlder king, do not think that we will fall for your ploy. Come at us openly! We look down on your attempt at trickery. Do not think that we, the great Hydrurond Dominion, will be intimidated by an assault from three countries. We will show the three of you why Hydrurond was once hailed as the leader of the seven countries!"

"The heck? He thought I am in league with Liguritudum and Aurebor," Jack said.

"Well, if you think from her perspective, I can't truly blame her," John said. "There are similarities between you, Master, and Mistress. You all became sovereigns recently and you are all outworlders."

"But we have been at odds with Master's guild for quite some time," Jack said.

"I doubt Queen Frorryntiar pays attention to outworlders' affairs. All she knows are that three countries with new outworlder sovereigns are now approaching her country. Two come aggressively, while the third offers help. What if this third one backstabs her after she let him in? If I was in her shoes, I will also reject you for the possibility that the three of you were colluding."

"She didn't only reject our offer," Armstrong said. "After Emris led our troops and amassed near our border facing Hydrurond, the queen also mobilized her army and reinforced their border that is facing us. She treats it as if we are also planning an invasion."

"What? If they do that, don't they weaken the armies that are facing Liguritudum and Aurebor?" Jack asked.

"It appears so," John said. "Our attempt to give aid has instead backfired and caused Hydrurond to split their forces into three fronts."

"Ugh," Jack gritted his teeth. Perhaps he had been too idealist.

"Anyway, we won't be able to move our troops anytime soon. Not as long as Hydrurond still treats us as enemies," Isabelle said.

"Then I guess our members will continue to stay as players fighting on the Hydrurond's side," Jeanny said.

"Are they in position?" Jack asked.

"They have all crossed over the border into Hydrurond and entered the nearest city there. They took the war summon quest before teleporting to the city closest to the frontline, which is Hemerema," Jeanny answered. "I will also do so after this briefing. We will join the Hydrurond army that faces the Liguritutum army."

"When will their armies clash?"

"For Liguritutum, I'll say in two or three days," Armstrong reported. "Aurebor has arrived first, but they seemed to hang back. Probably they want to synchronize their assault with Liguritutum."

"You can cross the border in two days?" Jack asked Jeanny.

"I have a new steed. I should be able to manage," Jeanny answered. "What will you do?" She asked back.

"I say we return to our original plan. We wait," John proposed.

Jack frowned. He already felt it was not right to just sit back and do nothing when he first heard about the invasion. Now, after his action had caused Hydrurond into a worse situation, it felt even more wrong.

"I will go to Messephyria," Jack announced. Messephyria was the capital of Hydrurond.

"Don't do things out of impulse," John warned.

"I can't leave things as it is. I will meet Queen Frorryntiar and explain myself to her," Jack said.

"You will get captured if you show yourself in front of her," John said.

"Your Majesty, I agree with the royal advisor. Please do not act rashly," Thaergood pleaded.

Isabelle and Armstrong also advised Jack to reconsider. While they all think that Jack wasn't thinking clearly, they also saw Jack's steely expression.

John sighed. "I see that you have made up your mind. I still think that you are making a mistake, but maybe you can create a miracle again as you did with the rebellion."

"Thank you," Jack said. "I promise I will be careful. I won't force my way into the palace. I will look for an opportunity where I don't get captured."

"Do you need any help?" Jeanny asked.

Jack shook his head. "It is easier for me to move if I am alone. I will be in disguise," Jack answered.

"All right. I will be leaving then. I will be waiting for this miracle from you," Jeanny said, to which Jack answered with a wry smile.

"Our members will finally meet the World Maker in combat for the first time," Jeanny uttered.

"Ask them to be careful," Jack said. "Master knew most of the secrets of this world. His guild can't be compared to a regular guild. He also must have prepared something to help him win this invasion."

"I will. Don't worry. The resurrection chapel is already up and running in Heavenly Citadel. That structure gives us an extra life."

"That's good to hear. But still, be careful. Don't fight Master directly. Leave him to the Liguritum's natives," Jack warned her.

Jeanny simply smiled. She then left.

Jack hoped she took his warning to heart.

### **Chapter 1183: Sovereign Powers against Players**

Isabelle and Armstrong also left the throne room after a few more discussions. Only John and Thaergood remained with Jack. Jack sat on his throne and activated the monarch system. Today was coincidentally the day when he received ruling powers from his sovereign level.

He received 90 ruling powers from his level 9 sovereign. Combined with his stock and the ruling powers he received from Boundless Cache, he had 172 ruling powers.

He was amazed by the number, he could do quite a lot with this.

He again spent them on the same matters. Call to Arms, Mass Drill, and Summon Population. Those three consumed 90 ruling powers.

Jack noticed a new sovereign power appeared.

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#### **Imposed Blockade**

Block guild members of a guild whose base or headquarters is outside of Themisphere from coming into Themisphere territory.

Cost: 20 ruling power

Cooldown: 1 month

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"Oh? Cool. I can use this to block any World Maker members from entering this country!" Jack exclaimed after seeing this new sovereign power.

He then stopped and thought. He turned to Thaergood, "Can I just give a command to outlaw all World Maker members in this country without using this sovereign power?"

"You can, but...," Thaergood seemed hesitant.

"But you will lower public opinion," it was Peniel who completed Thaergood's words. She continued, "Unlike Death Associates who had betrayed the country, World Maker never openly offended Themisphere. Outlawing them without sufficient reasons will make the public see you as a tyrant sovereign. This will cause the settlements' stats to decrease. Officers' loyalties will also decrease. Using this sovereign power saves you from all those negative effects."

"That's why Wicked Witch can continue to operate inside Aurebor," John remarked. "They and their allies didn't join the current Aurebor's invasion. They also continued to create trouble for World Ruler members. But they didn't violate the country's rules, so Mistress doesn't use her status as the queen to bully them."

"She didn't?" Jack made a surprised expression. "My understanding is although their group knows a lot of secrets of this world, they are not familiar with the monarch system. I'm surprised they are aware of this rule."

"Actually, they learned it from World Maker who learned it the hard way. I have intel that after Master became Liguritudum's ruler, he forced the kingdom's army to attack a guild that refused to obey his will. He ended up getting a bunch of penalties. Not just a reduction in settlements' stats and officers' loyalties, but also a reduction in gold and mana income for three months."

"Yes, a blockade is one thing, but using the country forces against outworlders or natives without any valid reason carries heavier punishment," Peniel added. "Repeated abuse of powers will increase the penalties and add new ones. Soldiers might desert, reducing their troops count, and the people might revolt. Continuing to ignore these penalties and repeating the abuse will result in the ultimate punishment."

"Which is?"

"Divine interference. God or Goddess will interfere, stripping the sovereign from its position and electing a new one to rule the country."

"Wow," Jack uttered. He then turned to John and asked, "Can you cook up a ploy to incite Master or Mistress into doing these repeated offenses?"

"If they have the intelligence of a pig, I might," John returned.

Jack chuckled. He then proceeded to use the new sovereign power, imposing a blockade on World Maker and World Ruler's members.

The action used 40 ruling powers. The number of ruling powers that he was so impressed with at the start was now reduced to 42 points.

"Just so you know, the blockade doesn't mean a barrier appears and blocks the two guilds' members from entering this kingdom," Peniel informed. "It simply outlaws their presence. Any kingdom soldiers who happen to catch them in sight will turn hostile at them. They will also appear in the kingdom's bounty list. So, any outworlders who killed those guilds' members within the kingdom territory can receive rewards."

Jack nodded his understanding.

"You will also get more powers to deal with outworlders' guilds at later sovereign levels," Peniel added. "Level 11 gives you the ability to punish a guild, limiting their access and taking a small portion of their resources. Level 15 gives you the ability to banish a guild. Sort of like what was done to Death Associates but without the need to wait for them to commit an offense against the kingdom."

"I don't really have anything against the guilds in this kingdom," Jack said. "Even the one remaining leader of the coalition, Corporate United, has been playing nicely with us. So, I don't truly need those powers. But still, those powers will be handy to have."

One week had passed since Jack activated the enchantment from the Arcane Forge. So, Jack used more of his ruling powers to hasten the research of adamantine and magicite forging. He also spent some ruling powers to hasten the construction of more population-related buildings, spending another 12 ruling powers.

He then fed 300 magicite ores, which were produced by Thereath's mines, into the arcane forge. The enchantment, Arcane Armor and Weapon, increased to its second level. The effect now changed to +10% on all units' damage and defense.

Jack spent the remainder of the day having a meeting with Thaergood and his magistrates. He couldn't postpone his planned travel to Hydrurond so he asked Thaergood to make the meeting short. In the evening, he met the guests who had been waiting for his presence by arranging a feast. He couldn't afford them a formal meet.

The next morning, he made a short trip to Ellie's restaurant and Amy's Bakery to pick up his share of the profits, which was 175 gold coins. The profit from the restaurant had significantly decreased, almost by half. Ellie explained Darmos' consumption of food was out of this world. That draconian could be said to be staying inside the VIP room all day, having three meals there daily.

Jack didn't mind. He was not in urgent need of coins.

He then used the city's zone portal and teleported to a city closest to the border. He summoned Pandora and flew in the direction of Hydrurond.

## **Chapter 1184: Naivete**

An immense number of troops crossed through a vast expanse of grassland. The grassland was part of the Lanoskh region, a border region filled with grasslands and savannahs between Liguritutum and Hydrurond.

Beyond this grassland, the troops could see the mountainous terrain that filled many of Hydrurond's landscapes.

At the border where the grassland and the mountainous terrain blurred, another army lined up and waited. This second army was composed of the draconian race.

The first army that crossed through the grassland was composed of the ethereal race. This ethereal army stopped a distance away and they started forming a line formation.

While the army reorganizing itself, the leaders of the army convened at a temporary command station. Before these leaders was a war table that projected a 3D image that showed their surroundings.

"Have we found out about their numbers?" Master asked.

"I've input the data into the war table," Linda said. "The enemy before us roughly consisted of 1,500,000 troops."

"We are fighting an army that is less than us? This is disappointing. We have 2,500,000 troops, almost twice theirs," Ronald said. "Boss, can I sit this one out? I'm not interested in fighting an easy battle."

Master didn't respond. It was Linda who said, "You will do what you are told, mercenary."

"Hehe. As long as you remember a mercenary required payment," Ronald returned.

"You'll have your payment," Master said and asked Linda to resume her report, "What about the other fronts?"

"Mistress and her 2,000,000-strong army were entering from the North through the Shylvan region. They had been hunkering near the border. The Hydrurond army on that side also numbers 1,500,000 troops. They are staying still. As we had expected, they will only attack when Aurebor crosses into their territory."

"I thought the report said Hydrurond has more than 4,000,000 troops? Why do they only send so few at us?" Spring Crown asked.

"Maybe they are like us? They couldn't send all the troops?" Motherboard said.

Ligiritudum has 3,500,000 troops. Master had used drafts and Call to Arms to recruit troops, but he also suffered a setback due to desertion when he used the country's army to attack a player's guild. So, his army more or less stayed the same.

He left behind 1,000,000 soldiers in Ligiritudum to keep control. Otherwise, the resistance would cause chaos when he was out. The resistance had no real army so he didn't worry too much, but they could still cause trouble if they were allowed to roam free. Most of the ones forming the resistance were the officers who had left when he became Ligiritudum's ruler.

"The reason they couldn't send all their troops is different from us," Linda explained. "They don't have internal problems like us so they don't need to leave behind too many soldiers. Just a few to keep security in the settlements. The reason why they couldn't mobilize all their army at us is that they have to watch out for a possible third invader."

"Third?" Spring Crown asked in surprise. "We have more allies?"

Linda smiled. "Not an ally, but an enemy. Hydrurond has placed a 1,000,000-strong army facing the east where Themisphere is located. This is because Themisphere has started amassing their army at their border."

"I bet that army is meant to be used against us," Spring Crown said.

"That is true, but Hydrurond doesn't know that. They are not aware of our relationship with Themisphere," Linda said.

"They acted exactly as you said," Master said to Linda. "To be able to predict our enemies' movements and cause our target to split its force without us even needing to do anything. I know I'm not wrong to have recruited you."

"One has to know one's enemies to win a war," Linda said. "The Themisphere's king is too naive. I bet his advisors have advised him not to, but I can foresee him insisting on lending aid to Hydrurond. That act has instead benefitted us."

"I heard this naivete of him has made the rebels in Themelot submit without a battle," Spring Crown said. "A move that YOU said should weaken Themisphere's army because that same naïve king refused to ambush the rebellious officers inside the town."

Spring Crown didn't mask his mocking tone. Linda glanced at him irritatingly but she didn't give him a response.

Spring Crown just chuckled. He didn't tease the older lady further. He asked a different topic, "By the way, I thought we will finally have all five heavenly enforcers together in this massive campaign. Why are there only the four of us here? I thought it's finally time we meet the fifth enforcer."

Spring Crown, Ronald, Wong, and Linda were there around the war table. Wong wasn't interested in joining their discussion. He just stood in silence. He would only be interested once the battle started.

"You don't need to worry about the fifth," Master said.

"Can't you at least tell us his name? So that we can identify our fellow teammate and not accidentally bully him," Spring Crown said.

"You won't be able to bully him even if you want to," Linda said.

"Oh! So, it truly is a he! You know this person then?" Spring Crown said to Linda.

Linda again ignored Spring Crown, who then turned to Ronald. "Do you know this fifth enforcer?" He asked.

"Hehe," Ronald simply chuckled.

Spring Crown turned to Wong, "Do you?"

"Hmph," Wong harrumphed and turned away.

"Tsk! You people."

"Enough of this meaningless chatter," Master rebuked. "Everyone takes your position. We will begin our assault soon!"

Master turned to Motherboard, "You will be in charge of our guild army. Summon the guild army command platform next to the war table. Listen to Linda's instructions."

"Yes, my lord," Motherboard replied.

"Gridhacker," Master called next.

"Yes, my lord," Gridhacker, who was standing at the back, responded.

"You will be coordinating with the guilds. Have them summon their guild armies and place them as the tip of the spear. Let them take the full brunt of the enemy's attack before our country's army engages the enemy."

Out of the other ten guilds with headquarters in Liguritutum, six had submitted to them. These were the six whom Master had commanded to follow them in this war to be cannon fodder.

"It will be done," Gridhacker answered.

### **Chapter 1185: Meeting Hydrurond's guild leaders**

Jeanny and the others were preparing themselves. They were grouped with the draconian players.

Hydrurond was similar to Themisphere at the start of the civil war. The native army acted separately from the players. They had never fought together. This was Hydrurond's first war since outworlders came into this world.

This fact worried Jeanny. She was currently making her way toward the ones in charge of this player group. The Man and Jason Wu followed beside her.

The ones taking charge were unsurprisingly the eleven guilds in Hydrurond which had headquarters. Out of the eleven, the one that held the number one rank in the country was a guild called Inquisition.

This guild was another one of the past world's famous game guilds. It didn't have a presence in Themisphere because very few of its past members ended up in that country. The leader's name was Herald. He was currently acting as the de-facto leader of the player group.

Jeanny tried to force her way to where the guild leaders were convening, but the players forming the perimeter stopped her.

"Please inform Herald that Jeanny from Everlasting Heavenly Legends wishes to speak," Jeanny told the players.

"Never heard of you, or your guild," the player said dismissively. His friend beside him laughed.

Jeanny frowned. Although their territory was in Themisphere, their guild also had influence in Hydrurond. They had some draconian members who were active in this country and had also interacted with many of the guilds here. Although one of the guilds they hadn't had contact with was Inquisition, there was no way this number one guild didn't know about them.

"Want me to make a way for you?" The Man asked. He brandished his large two-handed axe directly in front of the face of the player who had just dismissed Jeanny. That player scowled at The Man's act.

"No need," Jeanny said and did a super jump.

"Hey! What are you...?!" The player was surprised by Jeanny's sudden jump.

High in the air, she did a double jump which was one of her Brave Lancer's abilities. She landed behind the perimeter and walked toward the guild leader.

"Stop rightâ€" The player who had dismissed Jeanny and his friend tried to chase after Jeanny, but they were suddenly pulled back by a pair of hands with incredible strength.

The Man threw the two players away as if they were ragged dolls. The strength stat of his Brave Rusher couldn't be compared to these two players with standard elite classes.

Jeanny and The Man's action immediately drew the attention of everyone, including the player leaders who were convening.

One of the leaders, a man named Morius from Guild Sand Family, scolded Jeanny who was walking over, "Who the hell are you?! How dare you not know your place and barge in here? This place is not for a nobody. Seize them!"

The players who were guarding the perimeter were already advancing to The Man who had assaulted their friends while Morius was issuing the order.

They were all brandishing their weapons. The Man, however, had stored his axe. He walked toward the advancing players without fear.

Seeing such bravado, the advancing players were offended. They swung their weapons at this burly man.

The burly man, however, easily dodged their swings and continued enclosing them. He grabbed one of the closest players and violently slammed that player into his comrade. He then lifted that player and swung him as if a baseball bat at any player who tried to come near.

Some players tried sneaking behind The Man, but they were intercepted by Jason who was using a long mace weapon. Jason expertly used his long mace to control the players' movements and cause them to lose balance and fell without hitting them. Hence, these players didn't receive any damage.

Two other players approached Jeanny. Jeanny also didn't pull out her weapon. She dodged the two who tried to attack her, then sent counterattacks using her fists and kicks. Bringing the two to their knees without damaging them.

"Halt!" Another leader shouted. The players who had been agitated and were about to gang up on the three stopped after the shout. They had stopped because the one who shouted was Herald, the leader of Hydrurond's number one guild.

"Sister Jeanny, even if you are the leader of the number one guild in Themisphere, it doesn't mean you can do as you please here."

"Hmph! What's so great about the number one guild in Themisphere?" Morius harrumphed. "She should be glad that we are not in the same country as hers. Otherwise, her guild wouldn't have gotten that spot."

Jeanny looked down at the two on her feet. The two had Sand Family guild tags.

"If all your members are like these, I doubt you can back that bull," Jeanny returned.

Morius' face was red with anger from the insult.

"She is not just the leader of the number one guild in Themisphere. She is also the finalist in the Outworlder World Tournament hosted by the Council of Virtus," A woman, who stood with the other Hydrurond leaders, said.

Jeanny looked at her and recognized the woman. She was Megan Flair. One of the participants in the world tournament as well. She was the leader of the draconian race team. She was guildless when she

was at the tournament. Now, she was a leader of the guild Evil Breakers, which was also the number two guild in Hydrurond.

"Hmph. So what?" Morius harrumphed again. "It's just a sports match. It doesn't mean anything."

"You are pretty loudmouth for someone who had no achievement to boast about," Jeanny said to Morius.

"How dare you!" Morius was a warlock. His staff appeared in his hand.

But he froze before he could do anything. That was because a spear was suddenly in front of him. Its tip was just an inch from his throat. No one was able to catch Jeanny thrusting her spear out.

"Your spear technique is even more impressive than during the world tournament," Megan praised. She then said to Morius, "You have better stopped embarrassing yourself."

Morius' face became redder from the humiliation.

Herald gestured for everyone to calm down. "Everyone, lower your weapons," He ordered. He then asked Jeanny, "What do you want coming here, sister Jeanny?"

"I want to know what's your plan for this campaign," Jeanny answered. She returned her spear to her inventory.

#### **Chapter 1186: The Purpose of the Plan**

"What is it to you?" Morius said grudgingly.

"Her guild has joined two wars in Themisphere and won both," Megan said. "One of the wars was also an invasion war similar to what we are experiencing now. I say her input will be valuable."

"The deciding factor is the native army. We players are just a small portion of the fighting force. Their country winning the previous wars had nothing to do with her guild," Morius uttered.

"Is that the excuse you've prepared if your country loses this war?" Jeanny asked.

"I will not stand this mocking!" Morius exclaimed. His staff was again in a battle-ready position, but he made sure he was outside of Jeanny's spear range this time.

He didn't attack, though, but he had sent messages for all his members to converge to this meeting spot. "Don't forget this is our turf, woman!"

Sand Family's almost four thousand members showed themselves aggressively.

But while they made themselves known, a group of players twice their sizes appeared and surrounded them. When people used their Inspect, they saw that this new group was all the members of Everlasting Heavenly Legends. Just as Morius called for his members to come, so did Jeanny.

"How... How did they have so many members...?" A guild member from the Sand family uttered.

Morius looked at the larger group with a solemn face. There was only one reason for these many players to have the same guild tag. The guild they were in was already level 5, giving them a maximum of 10,000 members.

The members of Everlasting Heavenly Legends here could easily number 8,000 players.

Herald also looked at the situation pensively. As the number one guild in Hydrurond, his guild was still at level 4, in which the maximum number of members was 5,000 players. Although they were close to level up, the fact that Everlasting Heavenly Legends was already level 5 meant that the guild was ahead of them. Not to mention, Jeanny had managed to fill up those new member spots to 8,000.

The fact was Everlasting Heavenly Legends had already almost filled up all their 10,000-member slots. Jeanny simply didn't bring all their members here since some were not combat oriented or had other important tasks that needed attending.

All the Hydrurond players looked at each other. None of them now looked down upon Jeanny and his guild anymore.

"So... So what? Do you think you can scare us with more people?" Morius said. He was still unwilling to yield. "Don't forget you are in Hydrurond, not Themisphere. I have ten allies here right beside me."

"Speak for yourself. My guild is a friend to the Everlasting Heavenly Legends. I say she has the right to join our meeting," Megan uttered.

"You...," Morius looked at Megan with a bitter expression. He couldn't believe Megan opposed him for the sake of an outsider. But then again, the relationship between the eleven guilds with headquarters in Hydrurond was not exactly peaceful. They were all competitors. His guild and Megan's guild had even clashed on many occasions.

'Their number is not the only thing that you need to watch out for,' Herald sent a silent message to Morius.

'What do you mean?' He asked, but he then noticed it himself. A large number of players that stood at the forefront of the Everlasting Heavenly Legends group all had special classes.

Nowadays, everyone had a good understanding of special classes. But understanding and having one were two different things. Even the top guild in Hydrurond, Inquisition, only had three players with special classes. One of them was the leader, Herald. His class was Witch Hunter, a normal special class from the Inquisitor class.

"Let's stop fighting among ourselves," Herald said. He didn't wish to go into a confrontation with a guild that could amass so many players with special classes. "We will have plenty of enemies once the battle begins. If the leader of Everlasting Heavenly Legends wants to join the discussion, then so be it."

"Come," Herald gave Jeanny some space to join their council. He then signaled everyone to resume their interrupted discussion.

The discussion between the guild leaders was already at the end when Jeanny joined. But with Megan's help, Jeanny could roughly understand their plan.

Their intel told them that aside from World Maker, which was Liguritutum's national guild since its leader was also the country's sovereign, six guilds with headquarters had joined this war. The other four chose to abstain. While for Hydrurond, all eleven guilds with headquarters joined the war. This meant in terms of the number of players, Hydrurond held the advantage.

Hence, they planned to focus the offensive on Liguritutum players, while leaving the natives to fight the natives. After they were done dealing with Liguritutum players here, they would head to the place where the Hydrurond force was fighting the Aurebor army and repeated the same strategy.

Jeanny looked at the Liguritutum force in the distance. The players on that side were similarly positioned separately from the native soldiers. Jeanny found that to be odd. Liguritutum should have experienced a long civil war where players fought together with natives. It didn't make sense that the players there still couldn't work together with the native soldiers.

"Does everyone clear about the plan?" Herald asked.

"I suggest we proceed differently," Jeanny said.

"We are already generous to let you hear our plan. You are not included in the deciding part," Morius uttered.

"We should hear her reasons, at least," Megan said.

Herald was frowning. He didn't appreciate people challenging his decision. This plan was his proposal. So, he saw it as Jeanny challenging his authority. Even so, he couldn't openly dismiss her as Morius did. The fact that Jeanny's guild was level 5 was not something he could just brush off. Not to mention Megan seemed to be supportive of her. He didn't want to get into Megan's bad side because although Megan's guild, Evil Breakers, was one rank below his, the difference in power between their two guilds wasn't that large. Additionally, he had some feelings for Megan, even when he knew it was one-sided.

"What is your suggestion, sister Jeanny?" Herald asked Jeanny.

"Thank you, brother Herald," Jeanny replied. "I think we should work together with the native soldiers. We should serve as support while they take the brunt of the conflict. They have more HP than us and thus can survive better, but we have more flexibility due to having more skills and spells. Some of us also have martial expertise that most natives don't. With our support, they will last longer, giving the army the time it needs until reinforcement arrives."

Almost every guild leader chuckled. Herald said, "I don't blame you because you are not active in this country. But at this moment, it is almost impossible to work together with the natives."

Jeanny was confused by the statement. When she wanted to ask further, Megan asked her, "What reinforcement?"

"Themisphere army," Jeanny answered.

Moriud laughed upon hearing it. "Themisphere army is the very reason we have fewer native soldiers here than we should have. The Hydrurond army won't let them enter this country, much less let them assist us."

"The Themisphere king is working on it. He will deliver," Jeanny said with confidence.

"That's absurd!" Morius exclaimed. He then turned to Herald, "Don't say you are considering her suggestion."

Everyone turned to Herald, who was silent for a while, before saying to Jeanny, "Sister Jeanny, while I value your input, I can't follow it. From the difference in force, it is highly unlikely Hydrurond win this war. Our purpose here is simply to score as many war contribution points from this battle, not trying to do the impossible. Killing the players from the other side is the easiest way to get those points. So, I'm sorry. We are going to continue with our original plan."

### **Chapter 1187: Players Targeting Players**

Even if players were still granted war contribution points when the country lost a war between countries, Jeanny still felt sick hearing the players here fight without the intention of winning. She didn't show her feeling, though. She kept a calm and determined expression.

She said, "Brother Herald, please reconsider. I understand that you feel it is impossible to win because of the difference between the native armies, but there is still a chance! We shouldn't waste it just to chase short-term benefits."

"Hah! We are all gamers here. We play for benefits," Morius uttered. "Don't tell me you consider yourself a part of this world? Then again, if the army of this country is weakened, we might get a chance to hit the palace and install ourselves as the sovereign. Just like what happened in Liguritutum and Aurebor. Just like what your guildmate did to seize Themisphere's throne."

"Shut your vile mouth!" Jeanny admonished. "My guildmate became the sovereign through valid means!"

"Heh. The victor decides the story. You can weave whatever story after taking the throne."

Jeanny's spear again appeared in her hand, but Herald stopped her before she took any action.

"Sister Jeanny, our decision is made," Herald said. "You and your members can help us, or you can stay out and do what you suggested, but don't expect us to follow."

Herald then told everyone to disperse and organize their respective members. They would start moving out once the natives started the battle.

Jeanny turned to Megan, who shook her head weakly. Although Megan wanted to support Jeanny's proposal, she was only one voice. Additionally, many of her guild members also expressed their interest in scoring war contribution points rather than trying to win the seemingly-impossible war. So, she kept her silence.

Jeanny saw that it was impossible to sway the minds of the guild leaders. Since it was the case, she uttered, "If what you want is to score war contribution points, then we should target the enemy's guild army command platforms!"

"Though I agree we can score many points by destroying them, the platforms are no doubt summoned at their command base. It will be heavily guarded," Herald said.

"Give me manpower. You draw the players' attention, my guild and I will go for these platforms," Jeanny said.

"If you want to die, just go for them yourselves," Morius uttered.

"I will go with them," Megan declared.

Herald looked between Jeanny and Megan. He was displeased but since he held no real authority over the other guilds, he couldn't forbid Megan. To save face, he said it as if he gave the permission, "Fine. Evil Breakers will go with Everlasting Heavenly Legends for the platforms while the rest of us fight the enemy players' main force."

Finished speaking, he turned and left. He didn't wish to prolong the discussion any longer. The other guild leaders left to organize their members.

"Are you sure about this?" Megan asked Jeanny after the others left.

"I don't know. This is not ideal, but we can only gamble it like this if we want to have a chance at winning," Jeanny said.

These proposals were what John gave Jeanny. He already told her though that the chance of people following her plans was slim. That's why he didn't bother joining this war. If people were unwilling to follow a strategy, then it didn't matter how good that strategy was.

Jeanny spoke with Megan for a bit longer to describe her plan in detail. They then left to organize their members.

The two forces just stared at one another for around two hours before the Liguritutum's side started advancing. The Hydrurond's army didn't make any move until the Liguritutum's army passed the line that marked their country's border.

The players also started advancing to adjust to the natives' movements.

As they got closer, the players noticed the forces advancing on the front line were not native soldiers, they were guild soldiers instead. The native soldiers followed from behind.

As for the Liguritutum's players, they were advancing right at the Hydrurond's players.

This confused Hydrurond's players. It seemed that the enemy players were also targeting them. But since this aligned with their plan, they just considered this a blessing. Additionally, the enemy's guild armies were in a different position. So, the enemy players that were already fewer than them were now even more vulnerable.

The guild leaders gave the command for their deputies to summon their guild armies and had these armies join the players in rushing toward the enemy players. Each guild had an average of 15,000 guild soldiers, with the top three guilds summoning around 20,000 soldiers. Their force was suddenly strengthened by around 180,000 soldiers.

"Let's score us war contribution points...!!" Herald yelled to rally the others.

Sane, a berserker who was also a participant in the world tournament, was now a member of the Inquisition. He led the guild's melee players on the front line. While from the back, Telebinge, another world tournament participant who was killed by Ronald in the first match, led Inquisition's ranged players.

While they were advancing, they saw in the distance Hydrurond's native soldiers clashing with the enemy's guild soldiers.

Considering Hydrurond's native soldiers had many high-level commanders, the guild soldiers were immediately overwhelmed. But Liguritudum's native soldiers coming from behind the guild soldiers quickly balanced the conflict. With more numbers, it didn't take long for Liguritudum's forces to tip the balance in their favor.

However, despite Liguritudum having more numbers, the battle was not one-sided. This was because, in terms of the number of high-level officers, Hydrurond didn't lose even after dividing their force into three fronts. Liguritudum had only a few high-level officers because they lost more than half the native officers when Master became the ruler.

In addition to that, there was an unseen buff and debuff, morale. As predicted by Peniel, Liguritudum's morale was low because of the lack of native officers. While Hydrurond's native army had high morale since they were defending their country against invaders.

Thus, the battle was somewhat balanced.

Some of the guild leaders, who saw this situation, slightly regretted not going with Jeanny's proposal. Win or lose in this battle was not yet certain.

It was too late to alter the plan. They could only continue as planned. If they could defeat the enemy players, it was not too late to go and support the native soldiers.

As they were about to meet the enemy players advancing toward them, a native force suddenly came from behind the enemy players. When they used their Inspect, they learned that this native force was World Maker's guild soldiers.

## **Chapter 1188: The Difference in Strength**

What drew their attention the most when World Maker's guild soldiers appeared, was the flock of flying creatures. These creatures looked like giant bats with humanoid bodies. After using Inspect, the players knew that these creatures were called werebats.

These werebats had no arms. They had wide and large wings for their upper limbs. Their lower limbs were long legs that ended with sharp claws for feet. Some of these werebats held metallic balls in their clawed feet. These balls were dropped on the front line of the Hydrurond player force as they flew above.

The ranged players shot and cast spells on these werebats without needing prompts. However, most of these ranged attacks couldn't reach the werebats that flew at a high altitude.

A few more quick-witted players shot at the balls the werebats dropped instead. When they were hit, the balls exploded with lightning shockwaves.

Unfortunately, only a few were hit. Most of the balls landed in the middle of the players. These balls then exploded like the ones that were shot in the air. While the lightning shockwaves in the air were harmless, the ones that exploded on the ground hit many players and guild soldiers.

These balls were war tools called Paralyzing Bombs. The lightning damage this paralyzing bomb dealt was nothing to speak of, but the shockwave it produced had a large AOE. Those that were hit were paralyzed for 10 seconds unless they had a high resistance to Paralyze effect.

While the players were incapacitated, the werebats swooped down and struck the players with their clawed feet. Against guild soldiers with higher HP, the werebats grabbed as many as they could before flying back and throwing these poor soldiers into the midst of Liguritudum players waiting below.

These werebats could also send ranged attacks by using sonic darts similar to the bard's skill, except they didn't need to play music to use this skill as bards did.

While Hydrurond's players and guild soldiers were reeling from the paralyzing bombs, three unusual units charged into them.

One unit looked like robotic trolls with wheels for legs. Their movement speed was very fast and their two hands were chainsaw arms. They dealt damage as they zoomed past their targets. Hydrurond players and guild soldiers had trouble hitting them because of their fast and erratic movements. They also barged into their midst so the mages couldn't hit them with AOE spells for fear of hitting allies. This unit's name was Mechanized Trolls.

The second unit was hulking humans covered in thick armor. They had morning stars for hands. Each strike dealt heavy damage and caused knockback. They had an extremely high defense. They just barged into the enemy's midst as if walking tanks. This unit was Armored Giants.

The third unit was the largest. They were War Mammoths. Each of them had three pairs of tusks and a mighty trunk that swept at all enemies who dared to block their paths. Teams of archers sat above these war mammoths and shot arrows at the enemies below.

The formation of Hydrurond's player force was completely broken by the first strikes from these unusual units, then a fifth unusual unit rushed in. This unit had a skull for a face while its other body parts were covered by armor. This unit was Wight Warriors.

The wight warriors carried varied weapons. They fought without fear and were immune to all status ailments. They could also produce shrill cries at intervals that dealt magical damage and had the chance to inflict the Fear effect.

Charging together with these five special units were four special beings. Two guild guardians and two guild heroes.

The guild heroes were a hulking orc that wielded a giant mace. This orc was a level 65 Mythical grade named Rollnoch Shatterhead. The other guild hero was an Ethereal by the name of Xalmath, a level 68 rare elite. He was a spellcaster that cast dark element spells at his opponents.

The two guild guardians were both mythical grades. One was a level 72 Flame Daemon. Its appearance was similar to a high demon but was larger and bulkier. Its wings were made of flame.

The other guild guardian was a level 70 Ice Roc. It flew above among the flock of werebats and shot ice beams at the enemies below.

Following those special units, Liguritutum players and World Maker's basic guild soldiers crashed into Hydrurond's disorganized player force. All of World Maker's basic guild soldiers were the same as World Ruler's, all of them had been upgraded to stronger variants.

Even when Hydrurond players had ten guilds' worth of guild soldiers, they still crumbled under Liguritutum player force.

World Maker had around 50,000 guild soldiers, more than three times the soldier count of one average Hydrurond's guild. The guild had also leveled up to level 5 the same as Everlasting Heavenly Legends. Master brought 9,000 of his members into this war. All these 9,000 members wore the best equipment.

Combined with the six guild players who had submitted, their number still lost to the Hydrurond player force by three to one. Yet, it was the Hydrurond player force that was losing.

Herald and the other guild players couldn't believe this outcome. This was even only the guild soldiers from one guild. The other six guild armies were on the other side fighting with the natives. How could the difference in strength be so glaring?

As much as they wanted to deny it, they couldn't ignore the fact before their eyes. Their guild soldiers were defeated one by one. The low HP members of their guilds were also getting butchered.

They fought as best as they could. Their thoughts which were full of the desire to score war contribution points were now forgotten. All they could think of was how to survive this onslaught. Even without getting an order, they slowly retreated as they fought.

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While both Hydrurond native force and player force were in full contact with the enemies, a detached force rushed from the side. This force consisted of members of Everlasting Heavenly Legends and Evil Breakers. They had taken a roundabout way to avoid the advancing enemies and were now running straight to the undefended enemy's command post.

All of them were riding steeds, hence their fast movement speed. The Evil Breakers' guild soldiers were fighting together with the other Hydrurond's guild armies. Megan only brought her guild members with her.

"That... How can one guild be that powerful?" Megan uttered when she saw the onslaught in the distance.

Jeanny was also speechless. She wondered who would win if her guild army faced the World Maker's army.

## **Chapter 1189: Master Blocked the Path**

"They truly come as you said," Motherboard said. She was controlling the guild soldiers beside Linda who operated the war table that gave instructions to Liguritutum's native soldiers.

"It was one of the several scenarios I figure they will take," Linda said. "This one is riskier but also gives them a good advantage. That is, of course, if they succeed."

"They will be in for a surprise," Gridhacker chuckled.

Behind Gridhacker lined the six guild leaders and their guild army command platforms. Their guild armies were currently sacrificed as meat shields in the battle between the native armies. They had no choice about it. They didn't dare to defy World Maker's will.

The little consolation they had was that their members were not sacrificed as their guild armies. Their players were now supporting World Maker's guild army in slaughtering Hydrurond players.

"That incoming ambush is insignificant, leave them to Master," Linda said. "Focus on vanquishing the players and their guild armies."

Herald and the other guild leaders might be falling on their heads if they heard Linda's words. While their target was Liguritutum players, they were also the enemy's target.

That was because the one plan Linda didn't hope the enemy players to take was what John told Jeanny to first propose to the Hydrurond guild leaders, by working with the native army and helping them survive longer. Hence, buying time.

If the enemy did that, the war would be prolonged. Many changes could happen in a prolonged war, and Linda didn't want this. Liguritutum could suffer more casualties. Because even if their force almost outnumbered the enemies by twice, they were not at a complete advantage. There were plenty of high-level officers on the opponent's side and she had just learned that there was this thing called morale when they last sent the native troops on a mock invasion to Aurebor.

She had tasked people to find more information about this Morale. Some players found out about it in the palace's library. Morale of 70 or higher gave buffs to the army. While below 60, debuffs were applied.

Their current morale was at 62. It was 66 when the army first departed from Liguritutum. She figured this morale would increase and decrease based on how the war went.

She did not doubt that a difficult battle when their army outnumbered the enemy would pull the morale lower. Hence, she needed an early win to boost this morale. Players with low HP were the easiest targets.

Furthermore, taking the players out now would remove the chance of them supporting the native force. This should give her an easier time dealing with the Hydrurond native army. Even if these defeated players wore amulets of rebirth, it would take time for them to return and they would also return one level weaker.

Luckily, those players stupidly separated themselves from the native army. But considering Hydrurond's native army and players had never fought together before, this was to be expected. Additionally, she had also implanted a ploy in Hydrurond cities that lowered the trust between natives and players.

To entice the enemy players further, she even purposefully separated Liguritutum's native army and players and placed these players facing Hydrurond players. All to incite those enemy players to come at them.

Linda controlled one regiment of their cavaliers, which was the upgraded variant of the cavalry units, to separate themselves from the fighting with Hydrurond's native army and head to the rear of Hydrurond's player force.

She could have sent this regiment to the enemy's unprotected guild command platforms, but she didn't do that. Because she wanted to not only obliterate the enemy players but also their guild armies. This way, it would take the Hydrurond's guilds longer to recover. Taking out their effectiveness in influencing the remainder of this war.

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While the cavaliers were charging to the rear of the struggling Hydrurond's players, Jeanny and Megan led their people to the enemy's command base.

They saw four figures in the distance standing in their way.

"Four? They are underestimating us," Megan said. She then yelled an order to her followers behind her, "CHAARRGGEEE...!!!"

Everyone increased their pace.

As they got closer, Jeanny saw that she recognized three out of the four. The three were all World Maker's Heavenly Enforcers. Spring Crown, Wong, and Ronald Dreary. She didn't recognize the fourth, but one look and she knew who this fourth one was.

This fourth one was an Ethereal who wore heavy armor while holding two magic staffs in his hands. The ethereal was none other than Master.

"Wait! We shouldn't charge recklessly. There must be a trap!" Jeanny shouted at Megan. No way the enemy boss exposed himself like this. But Megan was too far ahead already, she couldn't hear Jeanny's warning.

"Jeanny! There are invisible things around us!" Domon yelled.

Jeanny also sensed them at the same time Domon gave the warning. Unfortunately, mana sense had limited range. With their charging speed, they were already too close when their mana sense warned them.

A lot of figures materialized around them. These figures looked like humans in ninja getups. They immediately attacked the players once they appeared. They struck in melee using short swords and could also fight in range using throwing weapons.

They were very fast and agile. Their hit dealt huge damage, especially their first hits which received an ambush bonus.

Everlasting Heavenly Legends' core members fared better since all of them had at least basic mana sense. They managed to dodge or at least negate the ambush bonus from the attacks, but the others didn't do so well.

"Dread Stalkers!" Carnelia, Leavemealone's fairy companion, exclaimed after seeing these previously invisible units. "They are guild soldiers."

Once the dread stalkers revealed themselves, Master also took action. He cast spells with incredible speed, summoning one minion after another. All of a sudden, it was like a small army had appeared in front of him.

He was not done, he called his companion and also his royal agents, which now numbered five agents. This indicated that his sovereign level was at least level 4.

He then cast a spell that had seven runes. When it was completed, a large number of shadow creatures poured out of a dark portal. It was Master's Shadow Army spell. The shadow creatures he conjured this time numbered a thousand, much more than when Jack faced this spell during the destruction of Council of Virtus. This was because Master had max-level this spell.

Master stood his ground while his heavenly enforcers and his royal agents advanced together with his summons and charged into the players who were in chaos due to the Dread Stalkers' ambush.

#### **Chapter 1190: Punching through the Barricade**

The number of players that Jeanny and Megan brought was still larger than the dread stalkers and Master's summons. But because of the ambush, they couldn't react properly and were in a panic when Master's shadow creatures swarmed at them.

Only Everlasting Heavenly Legends' core members could still maintain their formation and fight effectively. Additionally, almost half of the core members had special classes bestowed by Jack. Hence, they slowly overcame the dread stalkers and shadow creatures and helped the others regain their balance.

But as they were slowly controlling the situation, they heard screams from behind. They looked back and saw a company of players attacking their rear.

"Where did those players come from?" Megan shouted.

Jeanny also thought that it wasn't possible they missed such a large group on their way.

"They must have used a group invisibility spell," Carnelia, Leavemealone's fairy companion, suspected.

When they checked this ambushing group, they noticed that all of them were from World Maker and all of them had special classes!

They numbered exactly 216 players. The same number of core members to whom Jack had bestowed special classes. These were the 216 players whom Master bestowed the special classes from Liguritudum's monarch system.

The regular players from the back couldn't withstand the onslaught from these special-class players. They were again thrown into chaos.

"The Man! Trinity! Take our core members and dealt with those special-class players!" Jeanny ordered. The two gathered the others and headed to the rear.

Jeanny continued shouting commands to bring everyone to order. Suddenly, she felt danger from the side.

\*CLANG\*

She swiveled and narrowly parried a spear that almost hit her.

"This mana sense you people have is cheating," Spring Crown said.

He didn't stop his offensive while speaking. The weapon in his hands continued to change as he attacked. Jeanny was slightly thrown off-balance from Spring Crown's constantly varied assaults.

One thing that puzzled Jeanny was that Spring Crown had changed back to the same weapons several times. Weapon Master class didn't give a buff when one changed to the same weapon if three minutes hadn't passed, but Jeanny could sense the intensity of Spring Crown's attack didn't decrease when he changed back to using a spear.

She then used her Inspect and saw that Spring Crown had changed class to Weapon Ruler. This class was a first-class special class, but not the one Master bestowed. Spring Crown gained this special class on his own.

The first skill of this class was Perfect Control. The skill's duration at its first level was two minutes. During its duration, the limitation of Weapon Master's weapon switching was taken away. As long as the weapon was switched, the buff would always apply. Additionally, the buff gave additional 30% damage on top of the original buff. Attack speed was also doubled when the skill was active.

"Jeanny, I'll help you!" A blinding light shot at Spring Crown at the same time Megan's voice was heard.

Megan also had a special class, Exorcist. It was a normal special class from the Inquisitor class. The first skill of this class was Purging Radiance, which was also the light that currently assailed Spring Crown.

Although Spring Crown was assaulting Jeanny intensely, he was still fully aware of his surroundings. He might not have mana sense but his perception was inhuman. He swiveled just before the light hit and used Absorb Energy. The light was absorbed by his spear. The spear was now glowing.

Spring Crown used the enhanced power to fire his Ki Wave at Megan. Megan parried the wave but was sent reeling back.

"Number one gamer, let me accompany you!" Domon came with a jumping kick.

"Whoa! Number one martial artist! Do I have to fight you again?" Spring Crown parried the kick.

"He is not the number one martial artist!" A shout was heard. Wong came rushing once he saw Domon. It was time to decide who was the better martial artist between them.

But before Wong could reach Domon, a tiger's roar was heard. Wong jumped back just as a humanoid tiger came punching from above.

"You punk! You still dare to stand before me? Do I not beat you enough?" Wong bellowed. He was very not happy with this interruption.

"Try it," Leavemealone challenged. In his white tiger emperor form, Leavemealone was much stronger and faster. Even if Wong was a better martial artist, he couldn't fight Leavemealone with the same ease as before. Not to mention, Leavemealone's martial expertise had increased by a great deal since the last the two fought.

The two exchanged blows while Domon battled Spring Crown.

"Go," Domon said to Jeanny.

Jeanny understood they shouldn't stay here for too long. They needed to accomplish their mission and take out the guild army control platforms. Otherwise, Hydrurond players that were fighting World Maker's guild soldiers would be wiped out.

Jeanny called Megan and they advanced together, only to be stopped by Master's winged Feral Tiger and Avatar.

But two figures intercepted the two summoned creatures. They were Mohmed and Ihhi, Domon and Leavemealone's companions.

As the two kept the tiger and avatar from hindering Jeanny and Megan, a large tiger made of white fire came running past the two women. It then pounced on the shadow creatures in the way, clearing up the path for Jeanny and Megan.

The flaming tiger was the lesser manifestation of Tiger God, which was summoned from Leavemealone's Lesser Tiger God Amulet.

"Thank you!" Jeanny sent Leavemealone a message as she and Megan followed the flame tiger.

With the tiger's help, they quickly pierced through the shadow creatures. They then saw that there was still one person ahead in their path, Master.

Master was just standing at the same spot after summoning his minions. He looked at the three incoming adversaries without expression. He pointed one of his magic staff at the flaming tiger. A spell formation formed on the staff's tip.

The spell was completed after forming seven runes. Jeanny and Megan were ready to face some sort of an offensive spell, but nothing happened. When they were puzzled, they saw the charging tiger ahead of them had come to a complete stop.

The tiger suddenly shook heavily. The flame that formed its body burned wildly as if receiving a large dose of gasoline. The tiger then exploded with a soft boom, turning into small tongues of flames that slowly dispersed into the air.