

World 1201

Chapter 1201: The Serial Killers' Accomplice

The door fell near the opposite wall. The player who was asking Jack for a password was laying on the floor under the door. Jack only saw his feet. He was not moving. Jack used Inspect and saw the person still had HP.

"Players can faint?" Jack asked amusingly.

Deekof was in the room as well. He watched Jack with wide eyes. He thought he had made sure that he wasn't followed.

Jack didn't waste time speaking with Deekoff anymore. His purpose in letting Deekoff go was simply to know if the World Maker had a base within the city. Since he had found it, there was no point sparing the guy. But he also didn't plan to kill Deekoff, Jack cast Myriad Venomous Vipers.

The green snakes burst from the ground and coiled around Deekoff. Deekoff's body burst with a puff of smoke, and a log of wood replaced his body.

"Substitution Escape," Jack muttered. He had seen this skill several times. With both his radar and mana sense, he quickly locate where Deekoff was. Substitution Escape didn't have a long range.

With his superhuman speed, Jack arrived where Deekoff appeared and gave him a roundhouse kick. Deekoff was swiftly sent back to where the fifteen vipers were waiting.

Deekoff was entangled. His Vanish's one-hour cooldown was not yet over, the substitution escape just now was his final trick. He was helpless as his body was bound by the vipers.

Jack controlled his snakes to not bite Deekoff to avoid killing him. He then took out a runic rope and bound the guy.

He sent a message to Arthur Bagrat, informing him about what had happened and the location where the princess could send people to apprehend one of the people responsible for the serial killings.

Jack then went to the poor guy who was still laying unconscious on the floor. He kicked the door away and looked at the person under it. In his previous Inspect, he had learned the guy's name to be Fat Fox. He now saw the guy's bulging belly and admitted the guy was quite self-conscious.

Fat Fox was a level 46 druid. He was either a player who had died before or he was not a field person.

Jack bent down and used another runic rope to bind the guy. Jack then slapped him until he regained consciousness.

"Do you have to be so harsh?" Peniel asked.

"The guy is an enemy," Jack defended himself.

Fat Fox finally woke up after a few slaps. He blinked a few times while staring at Jack blankly, probably trying to remember how he ended up in this current situation.

"Yo, Fat boy. Are you awake now? I want to ask you a few questions. Can you answer or do I need to give you a few more jolts?"

"What jolts?" Fat Fox asked.

"This," Jack answered and slapped him another time.

"Ouch!" Fat Fox was angry. Who the hell was this orc? But he then noticed Deekoff who was bound. Deekoff was someone he dared not offend. If such an expert ended up in such a situation against this orc, then it was most certainly not wise to raise the orc's ire.

"What... What do you want to know?" Fat Fox asked.

"Why do you harbor this person? Do you know what he has done?" Jack asked while pointing at Deekoff.

Fat Fox turned to Deekoff, who stared back menacingly.

"Hey!" Jack slapped Fat Fox again. "Don't look at him. Look at me! Do you know what he did?"

"I... I have no idea... What are you talking about? Did he do something wrong...?" Fat Fox answered.

"Don't play coy with me, fat boy. Do you want to find out if I can flatten your belly? Saving you from years of diet? Why do you let him into this shop?"

"He... He is a friend," Fat Fox answered.

"Do you ask all your friends for a password before allowing them entry? Cut the crap, fat boy! I know you are in league with them. What I want to know is do you work alone or if your guild is involved. Do you harbor him out of your guild's order?"

"I... I don't know what you are talking about... Just let me go!"

"... Okay. I will consider that you work for yourself. You will be under arrest as an accomplice to the serial killings of the native officers in the city. You will be put in jail for a very long time."

"What...?! Wait! Wait...! I know nothing about any serial killings. All I do is just provide him and his people with a place to stay."

"Shut your mouth, fatso," Deekoff warned.

Jack shot an ice bullet at Deekoff, which coincidentally triggered the Freeze effect. Deekoff was frozen and couldn't talk.

"So, you are only following orders? From who? Your guild leader?" Jack asked.

"The... The instruction came from my superior in the guild. I never talk directly with our leader...," Fat Fox answered.

While Jack was interrogating Fat Fox, he noticed a blue dot come into his radar's range. He was wondering why a player dared to roam the streets during curfew. When this blue dot came nearer, he could see that it was heading toward them.

It could be an enemy. Jack stopped his interrogation and faced the entrance. His sword and magic staff were ready for action.

Arthur Bagrat came in from the broken entrance.

"Oh? How are you so fast?" Jack asked.

"I was in the vicinity," Arthur answered. He looked around and saw the two bounded players.

"This is one of the players who failed to kill Zoikod," Jack pointed at Deekoff.

"And this?" Arthur looked at Fat Fox.

"Someone who is working with them. I'm still trying to make sure if his guild is involved or if he is a freelancer," Jack said.

"Have you found out?"

Jack shook his head. "To make sure, I will have to visit the place owned by his guild which I suspect shelters some World Maker's members."

Chapter 1202: Infiltrating a Hidden Dragons' Shop

"World Maker... With this proof, the queen will have enough justification to completely outlaw this guild within Hydrurond's territory," Arthur said.

During wartime, all the guilds from the opposite country were automatically outlawed. This was to prevent the members of the guilds from sabotaging the country from the inside. Hence, Deekoff and his other friends shouldn't be able to roam Hydrurond's cities. That's why they needed places such as this shop to hide.

But this restriction was only temporary. After the war, the guilds would be allowed access again. Just like how members of Everlasting Heavenly Legends were still able to roam in Verremor after Verremor invaded Themisphere.

Even though World Maker was involved in the war and its leader was also the sovereign of the force that was invading Hydrurond, the guild itself was considered innocent. Hydrurond would not be able to outlaw World Maker after the war. If Hydrurond used force to outlaw them after the war, the system would consider the action as a tyrant. This would lower the public favor.

The serial killings started before the war. Now, with Deekof in their hand, this proved World Maker had harmed Hydrurond even before the war was announced. Hydrurond would be able to outlaw World Maker indefinitely without worrying about the world system punishing them.

"If you can make sure this Hidden Dragons guild is involved, the princess can send troops to seize their buildings and outlaw them as well," Arthur said.

"I will try to infiltrate one of their places first thing in the morning," Jack said. "I will let you know if I find anything."

Arthur nodded. "Once their hiding places were taken, these serial killers would be flushed out. We can then end the problem."

"I agreed," Jack said.

"The princess was right to enlist your help in dealing with this serial killing issue," Arthur said.

"Huh? She didn't enlist me. She just lightly mentioned the issue when we talked," Jack said.

Arthur simply smiled at the response.

"About these two," Jack said. "Please keep them bound with runic ropes. That will prevent them from sending messages and warn their friends about my intention."

"All right," Arthur said.

A few draconian soldiers appeared soon. They knew Arthur and recognized his authority as the princess' confidant. Arthur told them that Jack could be trusted so they didn't trouble him. Arthur also instructed them to take the two bound players to jail and not release their runic ropes.

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The next morning, Jack headed to one of the places owned by Hidden Dragons.

The investigative teams had been hard at work the night before. They cross-checked their information. From the new data regarding the involvement of Hidden Dragons, they quickly identified the links. They pinpointed the possible hidings.

Jack said he wanted one that most likely had the hiding players inside. Although World Maker players most likely stayed inside the hiding places full time, there was always the chance they were out doing other things in disguise until it was time to strike.

Hence, the most likely time when they were sure to be inside the hiding places was the day just before they struck or the day after they struck.

After reviewing the info, Jack decided to go to a city where a murder had just happened the day before. The same day when he saved Zoikod from being murdered. The city's name was Abdiletra.

The investigative teams didn't peg the victim in Abdiletra as a potential target because the victim was a rare elite. Also, the murder in that city took place in the interval of just three days.

'This is the doing of that group of experts that is different from the other groups,' Jack thought.

He suspected the group should still be in hiding because they wouldn't dare to move around after the incident. The day after a murder was always the most riled up. Patrols were heavier than usual and checking was also more severe. Hence, the murderers who had just committed the killing should still be laying low in the hiding place.

Jack sent a message to Arthur, who arranged for the guards in Abdiletra to give him a pass. When Jack teleported to that city's zone portal, the soldiers guarding the place only used Inspect on him and didn't give him any trouble.

Jack immediately traveled to the place informed by the investigative team. The place was a potion shop. It sold potions brewed by the guild's alchemists.

Jack went into the shop and pretended to window-shop the wares. It was not a big shop. One door led into the inner part of the shop. Jack saw on his radar three blue dots in the room behind that door.

There were two shopkeepers and he was the only visitor, so his every movement was watched. After one round of browsing, Jack left.

He found a secluded place and summoned three of his royal agents. Jonathan, Lindsey, and Amy. He was at first worried that the barrier that prevented cross-country teleportation during wartime would block his attempt at summoning his royal agents. It was proven now that the barrier was not powerful enough to prevent that.

He was glad to know this. This meant during the campaign to another country, he could just leave his royal agents to continue their tasks and summon them when needed.

Jack told the three what he wanted from them and he returned to the shop with the three.

He went to browse the wares close to the door leading to the shop's inner part. The other three went to the opposite side.

After Jack got into position, Jonathan and Lindsey started quarreling loudly. This was Jack's instruction to pull the shopkeepers' attention away. When the shopkeepers just watched without doing anything, Jonathan improvised by getting physical. He pushed Lindsey.

It was just a nudge, but Lindsey responded with a hook to Jonathan's chin. It was not known whether Lindsey was also improvising or she was genuine, but her hook sent Jonathan reeling.

When the shopkeepers saw that, one of them hurriedly came over. They were worried that the two might knocked their merchandise over and broke them.

The other shopkeeper still stubbornly stayed in his place. Amy came to him and forcefully chatted with him. This caused the shopkeeper to turn to her and away from where Jack was.

When Jack saw the two shopkeepers were occupied. He moved to the nearby door. He pulled the door handle and was glad to find it was not locked. He then dashed into the room behind that door.

Chapter 1203: A Martial Art Expert

Behind the room were three people sitting around a table. They were wearing concealment coats but the hoods were down. Hence, their data was not hidden. Jack's Inspect revealed that the three were all World Maker members.

'Bingo!' Jack exclaimed within. With two establishments owned by Hidden Dragons hiding World Maker members, it was clear that the two guilds were in cahoots.

The three were still confused as to why the Hidden Dragons players outside let a stranger into the room. Jack didn't let them be confused for long. Jack cast Myriad Venomous Vipers.

The fifteen vipers burst out from the floor. When Jack was prepared to deal with the three as he expected them to escape capture, they were bound by the snakes without any resistance.

'Huh? I thought this group is supposed to be experts?'

Jack was confused. But as the saying went, 'Don't look a gift horse in the mouth,' he happily accepted this easy capture.

He walked toward the three and took out three runic ropes to bind them.

As he approached, he noticed that while two of the bound players stared at him in bewilderment, one of them was looking past him, at a corner.

This corner was out of his field of view when he entered the room. But since neither his radar nor his mana sense identified a presence other than these three in the room, he didn't bother to look at the corners.

Now, after the player's strange stare. Jack turned to that corner. And all of a sudden, both his radar and mana sense detected a fourth presence. At the same time, he saw a palm heading straight at his face.

It was only due to his incredibly high reflex that he managed to dodge that palm in the last instance. He bent backward and the palm went past above him.

When Jack was about to counterattack, his legs received a sweep kick. Since his balance was still off due to bending backward, his legs gave way. Before he knew it, another palm landed on his chest.

PANG!

An extremely loud impact sound resulted from that soft touch and Jack felt as if he had been driven into the floor by a pile driver. The floor underneath his body cracked and a damage number appeared above him. That palm strike had been fueled by strong mana manipulation.

While Jack was still trying to make sense of the situation, he saw his ambusher run out the door he just entered. He couldn't get a good look at the man. He could only see that it was a draconian in a battle monk's garb.

Jack quickly rose by doing a kip-up. He ignored the three players in the room who were still bound by his vipers. Those three were not the ones responsible for the rare elite victims, the martial art expert who had just hit him and escaped was.

Jack ran out the door and saw his three royal agents and the two shopkeepers looking in confusion. He threw the three runic ropes in his hand to Amy.

"Go in and tie the three inside!" He ordered.

He then fished out another two runic ropes and threw them to Lindsey.

"Tie those two as well!" Jack meant the two shopkeepers.

He then ran out of the shop without explaining further. He had also sent a message to Arthur informing him about this shop. The old swordsman knew Jack came into this town. He should be here as well. It shouldn't take long for Arthur to arrive here and take custody of the captives here.

Arriving outside, he looked around. He couldn't see that draconian battle monk among the pedestrians. He looked at his radar. He didn't see any black dots. The guy must have again done something that made his radar unable to detect him.

'Does he blend into the crowd?' Jack thought in dismay. It would be difficult to locate a single player on this street.

"Anyone saw someone running out of this shop in a hurry?!" Jack yelled at the crowd.

One of the draconians passing by stopped and said, "Yeah. You."

'Dude. That's not helping,' Jack thought annoyingly.

Then a little kid who was walking with his mother said to Jack while pointing, "I saw someone coming out of this shop and jumped up the roof there."

Jack looked at where the kid was pointing. He turned back to the kid and said, "Thank you, kid! Very much appreciated!"

He then ran to the wall of the roof the kid was pointing at and made a super jump upward. His super jump only brought him to three-quarters of the wall. He stepped on the wall and did a second jump, which brought him up to the roof.

Arriving up there, he did one swipe with his eyes. He immediately located the draconian he was chasing. Since the draconian had a good head start, he was very far already. He was almost a speck in Jack's vision.

Jack activated Strength of the Wild and Acceleration to increase his movement speed and started chasing after the draconian.

Most Hydrurond buildings had high pointy roofs. This made running along roofs extremely difficult. A lot of jumping was involved. The draconian seemed extremely comfortable doing all kinds of acrobatic jumps from roof to roof. Jack wondered if the guy was a parkour expert in real life.

But Jack's agility was above standard. He also had the super jump ability from his beastmaster's passive skill similar to the battle monk class, so he could do what the draconian did.

Jack increased his speed even further by using Acceleration. Jack closed in the distance within thirty seconds of the spell duration. But after that, his progress in reducing the gap between them was very slow

Jack was astonished. Though his speed was still faster, the draconian didn't lose too much in terms of speed. Jack could see the draconian was using some sort of skill. His legs created shaking images as they ran. Peniel informed Jack that it was a tell-tale sign of Speed Run skill. It was a non-standard skill that could be learned by any classes branched out from ranger class. The skill increased the user's movement speed by a great deal.

But Jack himself was still under the Strength of the Wild's effects. Even though this skill didn't primarily increase his movement speed, he thought his three special classes' attributes were more than enough to make his speed trump anyone else. But it turned out he could only shorten the distance between him

and the draconian at an irritatingly slow pace. The irregular terrains of the unusual roofs also prevented Jack from using Shooting Dash.

"Ah, screw it!" Jack cursed and transformed into supreme dragon form. He originally wanted to save this skill in case of an emergency.

He used his dragon form's inherent wind jet skill, shooting himself forward. He then cast the wind jet spell. This second blast of air shot him forward again like a jet. With the two consecutive wind jets, he had crossed over one hundred meters in a heartbeat. He was close to the draconian then.

Chapter 1204: A Formidable Foe

When Jack got close to the draconian he was chasing, he used his Inspect.

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Long (Fist Lord, level: 67)

HP: 17,248/17,248

Guild: World Maker

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Peniel informed Jack that Fist Lord was a first-class special class.

Jack used Wind Slash to stop his target. Five wind energies crisscrossed from different directions.

Before the wind energies reached Long, Jack saw Long's body become blurred. Jack thought that something was wrong with his eyes, but then Long's blurry body swayed weirdly. All of Jack's five wind energies just passed by Long without hitting him.

"What the...?!" Jack couldn't believe what he saw.

"I'm not aware of that kind of skill," Peniel uttered.

"It's not a game skill!" Jack said.

The Wind Slash only slightly halted Long. The gap between them didn't reduce much.

Jack used Time Realm then. The spell didn't only slow Long and speed Jack up, it also created a barrier along its edge, imprisoning every hostile within its domain.

Long was already by the Time Realm's edge when it was cast. He sensed the barrier and had no choice but to stop. He then put a palm gently onto the barrier.

Jack saw a ripple radiate on his Time Realm's barrier where Long's palm touched. A second ripple appeared, a third. It became more and more at a rapid pace. Jack could sense the mana that was forming the Time Realm's barrier trembled and became chaotic. The barrier then shattered.

Jack was in disbelief. The barrier was supposed to be able to resist damage equal to 200% of his HP. But from the mana he sensed, he knew that Long didn't break the barrier the normal way. Long broke the

barrier by dissolving the mana that formed the barrier. The guy was not only a martial art expert. He was a mana manipulation expert!

Even though the Time Realm's barrier was broken, Long stopped long enough for Jack to come into his melee range.

Long sensed Jack's approach as he stepped out of the Time Realm's AOE. He turned back abruptly. As he did, Jack sensed a spike in mana intensity from Long. Long's palms multiplied and a lot of eastern dragons materialized around the draconian. These eastern dragons, numbered eighteen, headed to Jack.

Jack's hands also exploded into countless slashes. Ninety-six sword lights met the eighteen dragons.

Even though Jack's slashes far outnumbered the dragons. Each of the dragons carried with it a wave of energy that swept the many sword lights. Not only were the dragons block Jack's slashes, but the impact also created a powerful shockwave that pushed Jack back.

Each collision between Jack's swords and Long's palms forced both sides back. Long utilized the knockback force and widen his distance from Jack.

Jack was very shocked. It was not strange for Long to be pushed back by his attack, but for him to be pushed back as well. His strength stat from three special classes should far outmatch Long, not to mention he was in his beast form. Yet, he did sense the mana manipulation from the palm art just now was exceptional. He didn't believe someone possessed such a high level of martial art aside from his grandfather. Not to mention, this draconian appeared to be not that much older than him.

Jack didn't let this thought stop him, he executed Swords of the Braves and cast Tracing Beams at the same time. Ten golden swords and thirty thin beams with a targeting system chased after Long.

When all these projectiles approached, Long's fists shone with dark light. It was Dark-infused Fist. Battle monk's Ki-infused Fist that had been modified with a dark element seed.

Long punched at the first golden sword that came at him from the side. His body was pushed by the impact. His other fist also punched rapidly at the beams that arrived. These beams similarly pushed his body as well.

Long used Infinite Lightning Punches. His two fists punched at a rapid pace and struck all the swords and beams that arrived. The random trajectories of the golden swords and tracing beams should have kept Long unbalanced due to all the knockback effects. But aside from those first few impacts, Long adjusted his position so that each impact now pushed his body to the back. He was utilizing the two skills' knockback effects to push him back further.

Jack was dismayed. He was hoping his skills could stop Long from moving further away. Instead, Long took advantage of the skills' effect and created more distance.

After punching all of the golden swords and tracing beams, putting a large gap between him and Jack as the result, Long turned around and ran again.

Jack flapped his wings. He was not going to let this expert escape him. If he could apprehend this man and take him out of the board, it would be a great blow to World Maker.

However, before Jack could advance much, he sensed a great energy coming at him from below. He stopped his advance and flew back just as an image of a gigantic flaming axe slashed where he would have been. A familiar orc jumped up and landed on a roof in front.

"A... Abasi...?" Jack said after recognizing the orc.

Jack then noticed the orc warlord's level was 75, which surprised him as the last time he saw Abasi, he was at level 66.

He then realized something. "You... You are that draconian's companion?"

Abasi simply sneered at the question. He swung his giant axe, creating a flaming cyclone.

'Damn! He just went and used AOE skill here,' Jack uttered in his mind. He had refrained from using such a skill for fear of damaging the building and hurting the people inside or below the building.

The cyclone was very large and it was about to engulf Jack. Jack used Brave Slash. The slash cut through the cyclone and the ranging flame dispersed.

"... You have gotten stronger," Abasi uttered.

"So are you," Jack said.

"Who dares make a ruckus in the city!!" A voice called from down there. Some soldiers had come due to the commotion caused by the battle.

"I guess it is not time for our showdown yet," Abasi said. He then disappeared.

Jack noticed his vanishing animation was the sign of a companion being unsummoned. He looked over and couldn't see Long anymore. He flew up, ignoring the soldiers who were climbing up onto the roof.

He flew around trying to locate Long, but the guy was nowhere to be seen. Long must have jumped down to the street and hid or mixed with the crowd.

Before, when Long started dodging Jack's Wind Slash, the black dot that represented him reappeared on Jack's radar. Now, the black dot was gone again from the radar. Jack didn't think he could find the guy anymore.

Jack was disappointed. He didn't expect World Maker to have this kind of an expert. This Long person was not only an extremely skilled martial artist, but he was also good at utilizing game mechanics.

Not only had Long successfully taken advantage of the knockback effect of his Swords of the Brave and Tracing Beams to put some distance. He also used his companion token when Jack didn't notice and had Abasi summoned to a location where Abasi was hidden. He then let Abasi buy enough time before using the unsummoning feature from the companion token to bail his companion out once he was far enough.

Jack hadn't fully clashed with Long yet. But from this brief contact, it was clear that Long was a formidable foe.

Chapter 1205: Planned Final Stand

The captain of the patrolling soldiers down there had the Fly spell. He cast it and flew up into the sky to meet Jack who was still staring at the people down on the ground, hoping to catch a glimpse of Long.

"You are under arrest for disturbing public orders! Follow me down, right now!" The captain exclaimed.

He grabbed Jack's shoulder and tried to pull Jack down, but Jack wasn't moving. He couldn't inspect Jack so he was unaware of Jack's level. He himself was a level 65 special elite.

Jack gave up trying to locate Long. He looked at the captain and said, "I'm sorry. It's not my intention to cause a disturbance. I'm chasing a fugitive. Follow me, someone will explain the matters to you."

Jack took off just like that. The captain's grab was not strong enough to hold Jack.

"Hey, wait...!" The captain called. The dragon form's flying speed was much faster than his Fly spell.

Jack flew where he came from and landed before the shop owned by Hidden Dragons. A crowd has gathered there to see the commotion. Some soldiers formed a perimeter to keep the crowd away. Arthur was seen talking with Lindsey and the others while the five bound players were sitting on the ground.

The soldiers were startled to see a dragonman suddenly land within the perimeter. Some adopted attacking poses ready to attack, thinking a monster had brazenly entered the capital.

"Hold! I'm an ally!" Jack exclaimed and ended his beast form. He returned to his orc disguise.

"He is a friend," Arthur told the tense soldiers. He then came to Jack and said, "They told me that you went and chased another suspect. Seeing that you don't bring back anyone, you failed or have you killed him?"

"I failed," Jack sighed. "That one who escaped is most likely the leader of this operation."

"That's okay. This is good enough already," Arthur said. "I am going to meet the princess to report about this. This is enough to outlaw the Hidden Dragons. We will crack all the buildings owned by them and capture their members for interrogation. I believe that without a place to hide, the World Maker players won't be able to continue their operation here."

Jack nodded. He thanked his three royal agents and unsummoned them. The soldiers took the five bound players to jail. By then, the captain from the patrolling soldiers finally caught up. Seeing Arthur with Jack, he greeted, "Sir Arthur, he..."

Arthur was already well-known among the kingdom officers. He was a good friend to the princess and also an incredible swordsman. Some military officers had sparred with him on a few occasions. Those who did so were left with a deep impression of how flawless Arthur's swordsmanship was.

"He is the princess' friend," Arthur said. He then explained to the captain what had happened. The captain knew then that Jack was telling the truth.

After the captain excused himself, Arthur said to Jack, "Come with me. The princess wants to meet you."

"That is my intention as well," Jack said and followed Arthur.

Arthur took Jack to the zone portal. They both teleported to the capital, Messephyria. Arthur then hailed a carriage that took them to the noble district. When Jack saw that they stopped in front of a lovely building instead of the palace, Jack was disappointed. This meant although he had helped settle the serial killing case, he still didn't earn an audience with the queen.

Arthur led Jack into the building, which was a place of retreat for the wealthy. It was a similar establishment owned by Duke Alfredo in Thereath, where Jack and Dylan went after the auction.

Arthur brought Jack into a private room. Inside the room was filled with exquisite decoration which Jack thought was too excessive. A comely draconian girl in an elegant robe was sitting on a large round sofa in the room.

Since only the three of them were inside the room. Jack changed back to his human form.

"Princess Aldryth," Both Jack and Arthur greeted.

"King Storm Wind, Sir Arthur," Aldryth greeted back and told them to sit. "I take it that the operation at Abdiletra bore results?"

"Yes, Your Highness. We again found World Maker's members in hiding inside Hidden Dragons' shop. We can now conclude that the two guilds are working together," Arthur answered.

Arthur continued his report in more detail as Jack sat quietly at the side and listened.

After he finished, Aldryth turned to Jack and said, "We thank you for your help, King Storm Wind."

"Arthur mentioned that you intended to have me deal with the case. You could have just asked, you know," Jack said.

Aldryth gave her signature small smile without saying anything in response.

"Does this convince you enough that I am on your side?" Jack asked. "Can we finally work together to fight Liguritudum and Aurebor?"

"I'm convinced, King Storm Wind. Unfortunately, my mother is not," Aldryth answered.

Jack frowned upon the answer. "I've pulled back my army at the border. I've solved the serial killings problem. What else does she need me to do to prove that I'm an ally?" Jack asked in frustration.

"I'm truly sorry, King Storm Wind. After what you did yesterday by saving Zoikod and capturing the perpetrators, I'm already convinced. I've spoken at length with my mother this morning. But unfortunately, we draconian can be rather stubborn. My mother especially. I'm afraid that nothing you do will be able to convince her otherwise."

Jack was depressed hearing that.

"But the army guarding the border facing Themisphere had been recalled, Isn't it?" Arthur asked. After hanging out with Hydrurond officers for so long, he had many native friends in the military. He heard about the army's movements from them.

"That's true, but not because my mother trusted Themisphere. It's simply because she doesn't have a choice."

"No choice?"

Aldryth nodded. "The Liguritutum army which had beaten our first army had headed North. We didn't expect them to move so fast. But somehow, they crossed the distance faster than expected. Yesterday, they ambushed our second army that was battling Aurebor. Our second army had suffered massive losses."

"That bad...?"

"The battle is still going on as we speak. But from the report this morning, it was not encouraging. Our second army won't last for long. With how things go, we can only rely on our third army to return to the capital and make our final stand here."

Chapter 1206: Heading to the Battlefield

"With how desperate things are, shouldn't your mother just accept my offer for help?" Jack said.

"As I said, my mother is especially stubborn," Aldryth replied.

Jack was exasperated hearing that.

"Is there truly no way...?" Jack asked.

"I'm very happy about your enthusiasm to help us defend this invasion. I will try to talk with my mother again. But before she agreed to it, please don't do anything rash, either you or your army."

Jack's enthusiasm was due to the worry of Liguritutum becoming stronger after defeating Hydrurond. But if that happened, he would just go along with John's plan to attack after Hydrurond lost and before the enemy could recuperate.

Since there was nothing more he could do to change the queen's mind, Jack excused himself. "Thank you, princess. If you have good news, please ask Arthur to send me a message."

"What will you do now?" Arthur asked.

"Since my army can't help. I will go and aid my guild mates in whatever way I can in the war," Jack answered.

"It is dangerous for you to show yourself without an army in the war," Aldryth said.

"I will be using my disguise," Jack said.

"I still don't think it is a good idea, but thank you for your help."

"If only you are the queen. Our two countries will have been able to cooperate to fight against this invasion."

Aldryth again only replied with a smile.

When Jack was about to leave, Arthur said to Aldryth, "Your Highness, I will go with him."

Jack looked back with a surprised expression.

Seeing Jack's questioning glance, Arthur said, "My old bones are getting itchy for staying idle for too long. Seeing a youngster's burning desire for action, I can't help but get fired up as well."

"You are never my subject, Sir Arthur. You are free to do what you want," Aldryth answered. "I'll pray for both of your safety."

"Thank you, Your Highness. I will take my leave now," Arthur followed Jack out. He then told Jack, "I don't really understand warfare well, so I will just follow where you go."

"I'm happy for your companion," Jack uttered. "First, you need to go to take the War Summon Quest first, so you don't do this for free. Since you don't have a guild, we will go to the Adventurers Association for the quest."

"You will take the quest as well?" Arthur asked.

"My guild had taken the quest. I am included as long as I am a member," Jack answered.

Arthur knew the capital better, so he took Jack to the Adventurers Association. There, Jack took over and guided Arthur through the process. While Arthur was being processed to be a member, Jack also took the chance to cash in the many non-faction quests he had completed in the past.

It had been a long time since Jack came to the association, so he had quite some quests to submit, Escape the Lost Forest, Dragon Form Trial, and several others. Even though many of the quests were high difficulty, they were not formal association quests, so the adventurer points granted were halved.

From all the quest completions he submitted, he gained 65,000 adventurer points. His adventurer points were now 87,504. It was still a long way from the required one million points to become a diamond rank, but he didn't fuss about it.

He was no longer interested in climbing the rank of this association. He would have to spend a lot of time doing the association quests if he did, and he didn't have the time for them. He bet by now, lots of the members in this association already had adventurer points closer to the diamond rank than him. Perhaps there were even some players who had already reached that rank.

He checked the exclusive exchange list for the gold hall. As expected, all four exclusive items had been snatched.

Since he was no longer interested in climbing the rank, there was no need for him to save the adventurer points. He looked around at the available items on the general exchange list. Most items didn't catch his interest. The highest grade was super rare.

Jack spent 70,000 adventurer points to get a super rare grade mount, which was a silver horse with a blue mane. He needed this steed for his current affair.

After Arthur completed the process of becoming the association's member and accepted the war summon quest, the two went to the zone portal and traveled to the city nearest to the battlefield in the north.

Outside that city, Jack asked Arthur to wait while he worked on the process of recruiting his ethereal disguise into Everlasting Heavenly Legends.

As Princess Aldryth pointed out, it was better if he didn't show up on the battlefield using his real identity. World Maker should already know about his mage disguise due to their ties to Death Associates. As for his orc disguise, after what happened with Long, World Maker would soon hear of it as well. That left his last disguise. The one with the ethereal race, Master Slayer.

During wartime, all races of the opposing side were temporarily banned. If he walked around the city as an ethereal, he would be kicked out, or worse, captured. But on the field, as long as he was a member of the guild joining Hydrurond's side, he won't be considered hostile by Hydrurond's natives. Just like how Life Runner stayed with Themisphere's army during Verremor's invasion war even when he was an orc.

"How many disguises do you have actually?" Arthur said.

"Three," Jack answered honestly. He equipped a super rare sword for his off-hand sword. He couldn't use a magic staff unless he wanted this last disguise to get blown as well.

"All right. Let us go hunt some Liguritutum or Aurebor's soldiers," Jack said.

Jack summoned the super rare grade silver horse that he had just exchanged. He couldn't just travel around with Pandora if he wanted to keep his cover, thus the need for this steed.

Arthur's steed was also a super-rare-grade horse. After the two checked their map for the location of the battlefield, the two galloped in that direction.

Chapter 1207: The Two Ghosts of the Battlefield

"Linda, I want a report," Master commanded.

"The war is proceeding as we planned," Linda reported. "Our marching rush had caught the enemy by surprise. That first day had reaped large casualties on the enemy's side. They went into a defensive state after that. But with Aurebor pinning them from the other side, it was only a matter of time until they are defeated. We have chipped off their force in these past four days. I estimate in another four or five days, they will be routed."

"We beat the enemy's first army in a lesser time frame, why does it need longer time now that we have an ally and has the enemy pinned?" Master asked with dissatisfaction.

"That's because, under this situation, we can win without many losses. We should take our time and whittle their force. If we put them in a desperate situation, their resistance will be greater and thus cost us more losses than we need to. We let them think that they still have a chance to win and slowly weaken them."

"You should know that it doesn't matter even if we have losses, our army count will not reduce."

"A strategist's job is to plan for a victory with a minimal loss," Linda said. "If you are willing to use the reserve, we will be able to finish the war here quickly."

"No, I will keep them for when we assault the capital. The surprise should catch them off-guard and allow us to take down the capital more swiftly," Master said. "Keep using the native army, but I want the enemy here defeated and we march for the capital in two days!"

"... As you wish, my lord," Linda replied.

"You aren't going to tell him about the two ghosts?" Spring Crown, who was next to them, asked.

"What two ghosts?" Master asked.

"Nothing for my lord to be concerned about," Linda replied. "Since the Hydrurond force was pinned. Several clashes caused some of their forces to break away from their main formation. These forces were unable to return to the main formation so they fought in a guerilla-style from our rear and flanks. I have formed several companies to deal with these disjointed forces."

"She is saying that there are many mini-battles outside the main battlefield," Spring Crown said.

Master glanced at Spring Crown in annoyance. He understood what Linda said and needed no interpretation.

"So, what is the problem?" Master asked.

"Many of the companies I sent consisted of players. Mostly members of the guilds who had submitted to us. Each of these companies had a number that should be more than enough to deal with the disjointed forces outside the main battlefield. But starting two days ago, the companies that I sent to deal with the guerilla troops were destroyed one by one."

"By these two ghosts?" Master asked.

"Two ghosts are just what the players who have revived called them. They were actually two players, a draconian and an ethereal. They used swords and were reportedly very skillful swordsmen. The players called them ghosts because they just came out of nowhere, killing everyone, and then left as abruptly as they appeared. Even the few natives our players brought couldn't last long against those two. The slain players said that from the expressions of the enemy force they were chasing, those enemies also didn't know about the two. They were as surprised as our people."

"They are just two players. They won't make much difference in the war," Master said.

"That's why I said it is not something that my lord should concern about," Linda said.

"So, we are just going to ignore them?" Spring Crown asked.

Master turned back to a figure who was sitting leisurely by a tree. "Ronald! You are known as a battlefield hunter. Go and hunt these two ghosts down."

Ronald stood with a wide grin. "I've been waiting for you to ask ever since I heard you talk about these ghosts. Hunting battlefield ghosts is my favorite. I will turn them into real ghosts."

"Great! I'll join," Spring Crown said. "I've been bored to my bones here. I have wanted to go after these ghosts myself. That's why I brought them up, but I'm just too scared to go at them alone. I mean, what if they are real ghosts?"

"Chickenshit," Ronald ridiculed.

"I don't mind that. I am looking forward to us working together," Spring Crown replied.

"Just don't get in my way," Ronald returned.

"Don't worry. I will let you fight these ghosts. I will support from afar."

Ronald acted like he didn't hear, but Linda glared at Spring Crown. 'Aren't you supposed to be a melee and he a ranged class? Isn't the plan should be the other way around?'

She didn't voice her thoughts. He had already gotten used to Spring Crown's playfulness. The guy was a gamer, after all. She sent some commands and had a company of two hundred players and fifty natives followed the two.

"Two days," Master reminded Linda again.

"Yes, my lord," Linda replied.

The two ghosts were none other than Jack and Arthur. The two knew about the natives' unwillingness to work together with outworlders due to the serial killing cases. Even though Arthur was close to some military officers, it was only a small minority. The army might let him come into their ranks but not Jack.

So, they just followed what the other guilds do, they fought outside the main battlefield. Stole attacks whenever they see vulnerability.

The guilds that were still fighting for Hydrurond in this war had greatly decreased. Many had thought the war was hopeless and they couldn't score enough contribution points to be worth the risk. Even Everlasting Heavenly Legends had less than half its members still joining. Jeanny never forced their members to join a war, it was mostly volunteers.

Jack didn't join his guild members. He was afraid they might recognize his fighting style and blew his cover. So, he and Arthur roamed around the edge of the battlefield with just the two of them.

When they saw some native soldiers who had been forced away from the battlefield needed help, they went to help and then left again once the enemies were defeated. They didn't even stay long enough to receive the soldiers' gratitude.

That's how they earned their ghost nickname.

Chapter 1208: Hiding Place Found

"Arthur, can you do mana concealment?" Jack asked.

The two were resting for the night in a small cave inside the woods near the battlefield. They had been using this cave as a hiding place to rest before they went out to hunt for enemies during the day.

"I can, but I'm not an expert. Why do you ask?" Arthur asked back.

"Can you do it for me, please?"

"Now? Why?"

"I just want to check something. Please?"

Arthur shrugged. "Okay," he said and closed his eyes. Soon, Jack felt Arthur's presence disappear. It was as if the draconian was not there despite he was still visible.

'So, it is true,' Jack thought as he looked at his radar. The green dot that represented Arthur had disappeared from the radar.

He was not aware of this since his own dot was never shown on the radar. The only time another person performed this technique near him was Wong during the world tournament. But at that time, Jack didn't pay attention to his radar so he was not aware.

'This confirms that Long person is an extreme expert in mana concealment,' Jack thought. Long's dot only appeared on the radar when he was using mana to execute a martial art. When Long was running, his dot was not visible. Long could conceal his presence even when moving. Something that Jack was still unable to do. Jack had to do it like Arthur here, staying still and concentrating to erase his presence.

Who was this Long guy exactly? He wondered if his grandfather knew such an expert. But the guy was very young. Long shouldn't be in his grandfather's circle. Yet, Long's martial expertise was frighteningly close to the elderly generation.

He didn't think such an expert would hold a regular rank within World Maker. He suspected Long to be one of Master's heavenly enforcers. If this was true, then he had laid eyes on four out of the five heavenly enforcers.

"Enough?" Arthur asked, opening his eyes.

Jack nodded and said, "Thank you."

"What do you want to check, anyway?" Arthur asked.

"This eye patch," Jack said and pointed to his eye patch which was a disguise for his God-eye monocle.

"You recognize my monocle that replaces this eye patch when I'm in my real self, do you? Some of our enemies wore the same monocles. These things have a radar that can detect others in the vicinity. Using mana concealment makes the radar unable to detect you."

"Hm... Good to know. I will make sure to always use mana concealment if I want to hide from the enemies," Arthur said.

"The war on this side seemed to be coming to an end soon," Jack said. "The Liguritudum army had fought fiercely today. Much more fiercely than the days before. It is as if they don't care if they lose troops."

"Maybe they are on a timetable?" Arthur guessed. "A protracted war is never good for anybody. They probably want to speed it up to avoid unfavorable things from happening."

"Maybe...," Jack said. "Okay, time for a practice before sleep."

He unsheathed his Storm Breaker and started practicing his sword art. Jack never skipped his daily training. Ever since he traveled with Arthur, the old swordsman watched Jack practice and gave him pointers. Arthur was a master swordsman, so he could see what Jack lack at a glance. From Arthur's advice, Jack's sword art received improvement.

Arthur didn't teach Jack any new sword art despite seeing the boy's talent in using swords, he thought it would be better for Jack to perfect his Formless Flowing Sword Style rather than learn a new sword art.

But he did teach Jack a deeper understanding of the way of the sword, one that he termed the sword's heart. This was more of a zen teaching rather than a sword art. It let the practitioner build a connection with one's sword, becoming one with it. One who mastered it could feel and move one's sword as easily and as swiftly as one's thoughts.

On the perfection of this sword's heart, the swordsman no longer needed any sword art. This was because one could command his sword to do anything he wanted. Arthur admitted that even he had not achieved this perfection stage.

Jack wondered. If even the strongest swordsman hadn't achieved it, then no one else had. Didn't this mean the perfection stage was just an imaginary concept? Jack didn't argue, though. He listened to Arthur's teaching with earnestness.

When Jack was training this sword's heart by meditating, he suddenly became tense.

"What's wrong?" Arthur asked after seeing Jack's expression.

Two longswords appeared in Jack's hand. The main sword was Storm Breaker but it had a different look due to being disguised.

"Lots of people are approaching... Most likely enemies," Jack informed Arthur. He had seen many dots appearing on his radar. All were blue dots, indicating players. Their number looked to be around two hundred. Most friendly players and natives who had broken from the main army traveled in fewer numbers.

They then heard a loud voice from the outside, "The two ghosts of the battlefield! We know you are inside. Come out! It's time we send you to the afterlife, where ghosts are meant to be."

"Should we go and meet them?" Arthur asked, holding the hilt of his katana.

Arthur was back to wearing the samurai outfit he had gained from winning the world tournament. This samurai outfit was a super rare grade, while the soldier outfit he wore when he was with the princess was just a rare grade.

On their first night together, Jack asked why Arthur wore weaker equipment. Arthur said because the soldier outfit was stronger. Jack was confused as to how rare-grade equipment was stronger than super-rare-grade set equipment.

It turned out that the soldier outfit was level 70. The high-level set armor was a gift from Princess Aldryth after Arthur helped her with a quest. As for the samurai outfit, it was still at its original level of 50. Arthur didn't know or didn't want to bother about the equipment leveling feature. Hence, the much higher level of rare equipment was stronger than the lower-level super rare equipment.

After finding out, Jack did him a favor by upgrading the samurai outfit until level 65. He had enough ores to spare after no longer needing to upgrade his own equipment.

Arthur admitted that the samurai outfit was superior after the level-up, so he went back to wearing it.

"They might have prepared a trap," Jack answered Arthur's question. "Let's go out the other way. We will circle back and observe. If it is feasible, then we take them on."

The cave they hid in had a back exit. They were not stupid enough to hide in a place that got them trapped with only one exit.

"How do they find us?" Arthur asked as they walked to the back exit.

"They might have someone with good tracking skills. A real-world skill, I mean. Not the game skill," Jack answered. "It doesn't matter. The fact is they find us. Now, we need to deal with it."

The two went deeper into the cave, over some tight spaces until the cave widened again. They came out of the cave with its exit covered by vines hanging from above. Just as they stepped outside, both of them sensed an assault from above.

They jumped in opposite directions just as an energy field fell right in front of the cave's exit. Jack noticed that the energy field was the Spectral Prison, a mage knight's skill.

'Aw, man... Are you two those who have the damn mana sense thingy? That ability is truly game-breaking," Jack heard a familiar voice and looked up.

Standing beside the mage knight who had just used the Spectral Prison were Spring Crown and Ronald. Jack also noticed around them were roughly fifty ethereal native soldiers.

Chapter 1209: Facing the Hunters

'Why didn't my radar detect them?' Jack asked in his mind. He then noticed the strange device next to Spring Crown's feet. He had seen the same device before. It was the jamming device that Gridhacker once used. That device blocked his radar detection.

Jack was in unknown disguise, so they shouldn't know that he had a God-eye monocle, but Peniel mentioned that the device's proper usage was to block detection skills. Since the World Makers didn't know the two ghosts, Jack figured they used that device in case the ghosts had detection skills to detect that an ambush was waiting in the back exit.

"I can't send a message to you," Arthur said to Jack. The device also blocked players' messaging systems. "What should we do? Should we fight them?"

Arthur had no problem in a fight. But about what to do during wartime, and where to go, he mostly listened to Jack's instructions.

"Old man, what else can you do aside from fighting us?" Spring Crown asked. He then turned to Ronald, "Go ahead and deal with them."

"Didn't you say you were bored? Why do you even want to be here if you are not joining the fight?" Ronald returned.

"Watching you fight is entertainment itself. I did say I will support you from afar, didn't I? I will give you lots of cheers."

Ronald decided to not bother with Spring Crown anymore. He gave the signal for the native soldiers to attack. He also threw something that created a line of fire in the sky, some sort of a flare. Jack did not doubt that was to call the players who were blocking the cave's front entrance.

"Don't let them escape!" Ronald exclaimed before starting to open fire. The mage knight beside him jumped down while using Spectral Discharge, turning himself into a ranged attacker. He started shooting and cast Spectral Blade at the same time.

"Fight the soldiers! I will deal with this lot," Jack yelled to Arthur.

Arthur dashed to the side at the incoming native soldiers. His katana came out of its sheath with a blinding flash of light. His iaido struck multiple soldiers at the same time and sent them stumbling back.

Jack, who was the target of Ronald and the mage knight's shooting, used Shooting Dash. His sudden burst of speed caused Ronald's accurate shooting to miss. He also arrived in front of the mage knight in an instant.

Two extra pairs of arms sprouted from Jack's back. Jack's six swords sliced at the startled mage knight before his spectral blade even had the chance to attack.

Jack's slashes were powered by mana manipulation. The mage knight had no chance of surviving.

Jack then jumped to the cave wall and ran upward to where Ronald and Spring Crown were. Ronald shot at Jack, but all his bullets were deflected by Jack's slashes. This shocked the two heavenly enforcers. They knew this game world gave players superhuman speed and reaction, but they had never met anyone who could deflect speeding bullets using swords, until now.

At such a close range, Jack wouldn't have been able to pull such a feat. He was able to do so because he used Dragon Eye when he jumped. Slowing his perception to allow him to slightly see the incoming bullets.

Ronald jumped back. He knew he shouldn't allow such a terrifying swordsman to come into his melee range.

While retreating, he also activated a vision skill, Focus Sight. He used Rapid Shot while seeing everything in slow motion.

Jack continued advancing while slashing the bullets that came at him. But suddenly, he felt some bullets hitting him from the side. He was flabbergasted. He didn't see any gunners from that direction. He realized then that Ronald had used the same trick when he won the final in the world tournament. Ronald shot his own bullets and caused them to ricochet.

But a few hits were nothing for Jack's high defense and HP. He was wearing the disguised unique grade royal outfit and Cloak of Shadow. Hence, neither Ronald nor Spring Crown could use Inspect on him.

They could gauge Jack's HP from his HP bar, though, which reduced very little from those hits. This astonished the two even further.

Ronald used Wraith Phase when he couldn't escape Jack's speed. But Jack's mana sense informed him of where Ronald was going. Jack's incredible speed allowed him to keep up. Forcing Ronald to use all three phases of his skill consecutively.

Ronald used Roll once his Wraith Phase ended, but Jack used Charge, sticking to Ronald like glue. Ronald was baffled. He didn't expect he was forced into a corner like this by an unknown player.

When Jack was finally about to land a hit, a glowing spear powered by Ki-weapon came in between. Sword and spear collided. The spear was repelled, but this interruption gave Ronald a chance to jump away.

"I thought you are just watching?" Jack asked Spring Crown.

"That was my intention before knowing you are so powerful. I will get an earful if I just stand back and let this dude get slain," Spring Crown answered.

"Who gets slain?" Ronald uttered and used his smoke grenade. The smoke covered him from the opponent's vision and also erased his dot from Jack's radar.

"They have mana sense. What the f*ck is that smoke good for?" Spring Crown cursed.

"Just keep him busy!" Ronald replied from inside the smoke. He moved from his initial position under the cover. He then crouched and used Shooting Stance.

Spring Crown and Jack never stopped moving while talking. Spring Crown used Weapons Festival, summoning an array of melee weapons that he controlled with deadly precision. Jack only had six swords, but his speed let him deal with the nine weapons.

Jack's mana sense continued to lock onto Ronald. He was ready to send the gunslinger a ranged attack when he suddenly lost track of the gunner.

'How...?'

BANG!*BANG!

A series of gunshots were heard. Jack's superhuman reflex allowed him to move his head away the instant he heard the gunshot. This saved him from a headshot, but a bullet hit his torso.

What Ronald did was similar to mana concealment. He erased his presence and become one with the environment. He wasn't able to manipulate mana, so this was not an ability he achieved from training mana concealment. It was instead something that become his second nature after going through countless battlefields as a hidden marksman, killing the enemies without the enemy even knowing what had happened.

Chapter 1210: A Terrifying Swordsman

While Jack was fighting Ronald and Spring Crown on the mound atop the cave's entrance, Arthur was down there fighting the native soldiers.

Arthur's fighting style wasn't like Jack, who relied on speed to move around while fighting a mass of enemies. Arthur mostly stayed at the same spot. He only moved a little when needed, but none of the enemies were able to land a hit.

His katana slashed with lightning speed which knocked any attacks that came and delivered counter slash with equal speed. Each of his slashes was coupled with mana manipulation, thus resulting in high damage.

Arrows and single-target magic that came at him were slashed by his katana, even one from his blind spot.

Some of the soldiers were basic grade. They couldn't last long. When the soldiers saw their comrades start falling, they no longer held back. They instructed the mages to use their AOE spells. Natives had higher HP, if an outworlder and a native were bombarded with the same spell, the outworlder would perish first.

The melee soldiers of special elite grades used their bodies as blockade while the lower-grade soldiers retreated. The AOE spells then started hitting.

Arthur couldn't slash these AOE spells as he did the targeting spells, but his master-level mana sense allowed him to identify the power nodes of these AOE spells when they started forming. He canceled some of these spells by striking those nodes.

However, with so many melee enemies crowding him, he couldn't move freely. Thus, some AOE spells still hit him.

The mages whose AOE spells hit, had some sort of thin red light floating above their heads. These were censure marks. A mark resulted from them hitting Arthur.

Arthur's Avenger class had upgraded to a second-class special class, Avenging Knight. This was a special class bestowed by Princess Aldryth.

The first skill of this special class was Lawful Censure. It was a passive skill. At the first level, the skill marked one enemy who landed a hit on the avenging knight. The marked enemy received 20% more damage from the avenging knight until the end of the battle. If the marked enemy was killed, then the next enemy who hit the avenging knight would get the next mark.

At max level, this skill could target up to five targets and the damage inflicted was 50% more. Arthur was like Domon, he was not accustomed to the game system. So, he had lots of unused free skill points. During the travel, when Arthur was helping Jack with his swordplay, Jack helped Arthur with the game mechanics. Aside from leveling up Arthur's equipment, Jack also gave Arthur pointers on where to distribute his free skill points and free attribute points.

Due to having many free skill points, Arthur could level up his Lawful Censure to level 20. Five mages whose AOE spells had hit Arthur were marked with the red light.

Arthur performed his Crescent Moon Slash, which delivered heavy damage to the melees surrounding him as well as staggering them. He then ran out from the gap between these staggered enemies using a movement art, Immortal Crossing the River.

It was a movement art where the practitioner seemed to move with speed in a straight line but could somehow pass through obstacles along the way as though the practitioner passed these obstacles like a ghost. What Arthur did was perform an extremely fast feint when he got near these obstacles. When the enemy who blocked the way moved reflexively due to his feint, he spun in the other direction without

slowing his forward momentum, creating the illusion that he had somehow passed through the blocking enemy's body.

His movement art confused the soldiers who thought that he might be using a skill that made his body intangible. But Arthur didn't simply pass through the soldiers. His katana never stopped moving. His Shadowless Slash struck all those he passed through, dealing damage to them.

No one was able to stop him and he arrived before one of the mages who bore his censure marks.

He slashed his katana using Avenging Knight's level 60 skill, Strike of Enmity. At the first level, this skill dealt 700% physical damage to the target. At max level, it dealt 1500% physical damage. On top of that, the skill also had a 20% chance to deal one random physical status ailment and a 10% chance to deal one random mental status ailment.

After the world tournament where Arthur saw Domon use mana manipulation on game skills, he also started practicing to do it. This Strike of Enmity was one of the skills he had practiced to apply mana manipulation to.

The mage with the censure mark was a level 60 elite. With the mark increasing the damage he received, he wasn't able to survive the Strike of Enmity powered by mana manipulation. He died in one strike.

After killing the mage, Arthur again used Immortal Crossing the River to reach the other mages bearing his censure mark and proceeded to kill them one by one.

With him moving constantly, it was also harder for the mages to hit him with AOE spells even when they ignored hitting their comrades. They ended up causing more damage to their allies rather than to Arthur. When one of these spells hit, they received the censure marks. Arthur could have a maximum of five censure marks. With him taking out the previous mages who bore these marks, new mages who successfully hit him now received the new marks.

In this way, Arthur continued moving around the field taking out the mages with the marks while slashing those he passed through. He drank a healing potion as he moved, recovering some HP that he lost. The soldiers were unable to prevent him from doing that.

Casualties continued to pile up. The native soldiers couldn't believe that they were losing to a single outworlder. Unfortunately, the commander didn't assign a high-level officer to this group. So, they were helpless against this terrifying swordsman.

What they relied on now were the two hundred outworlders at the other entrance of the cave. Those outworlders should be on their way here. They could only endure until those outworlders arrived.