

World 1221

Chapter 1221: Entering Hydrurond Palace

Ligiritudum and Hydrurond forces continued to chase after the fleeing Hydrurond soldiers as far as they could still receive commands from the war tables. Countless draconian soldiers were killed with little retaliation since they were fleeing and couldn't adopt any formation.

This second battle between Ligiritudum and Aurebor against Hydrurond ended up with a similarly crushing defeat on the Hydrurond's side as the first battle.

In this battle, Hydrurond's 1,500,000-strong army was reduced to only 200,000 which managed to return to nearby bases. An estimate of around 100,000 was still scattered in the wilderness.

On Ligiritudum's side, they didn't lose many soldiers in this battle. Their current soldier counts after the two battles were around 1,200,000 troops.

As for Aurebor, they suffered more casualties compared to Ligiritudum. But since they had only gone through one battle, they still had more troops than Ligiritudum. Their army was around 1,500,000 soldiers.

After taking the remaining of the day to reorganize their troops, Ligiritudum and Aurebor started marching the next day. They conquered one settlement after another on their way to the capital. They secured supplies from those captured settlements. They also used the settlements as bases and supply routes that supported their march to the capital.

With more than half of the Hydrurond army defeated, they faced little resistance when taking down those settlements.

The defeated first Hydrurond army, which was defeated by Ligiritudum, still had 300,000 soldiers. This army originally chased after the Ligiritudum army when it marched to the north. But the Ligiritudum army miraculously increased their march speed, leaving Hydrurond's first army in the dust.

This first army continued to move north, intending to help their brethren. Unfortunately, the second army collapsed before they arrived.

The capital then sent them an order to pull back. With the remnants of the second army, the first army marched back to the capital. They were told to head straight to the capital and not to bother defending the settlements that would surely be targeted by the enemies on their way. Thus, why there was little resistance from those settlements when Ligiritudum and Aurebor came knocking.

They were unwilling. But they were soldiers, they followed orders. They also knew that even if they tried to defend those settlements, they won't be able to do much with their little army. They would just be sacrificing their lives pointlessly.

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While those armies started marching to Messephyria, Jack, Jeanny, Bowler, Arthur, and Megan teleported to that capital.

Megan was also summoned by the queen, the same as Jack and Jeanny. As for Bowler, he insisted on following. Jack thought that since Bowler was sort of their guild's ambassador, it would be good to let him get into contact with Hydrurond's top brass. So, Jack let him follow.

Jack didn't worry if Hydrurond protested an extra person they didn't invite. He was a sovereign that was formally invited, he had the right to bring a plus one.

They met with Easycome who then took them to meet the princess' representative. A carriage had been prepared for them. They entered this carriage which took them to the palace.

Outside the palace wall, Princess Aldryth had been waiting with a garrison of soldiers.

Jack was no longer in his disguise. He was in his real human form fully geared in his regal outfit. He approached the princess with Jeanny and Arthur by his sides.

"Your Highness," Jack greeted.

"Your Majesty," Queen Aldryth greeted back. She glanced at Bowler, using Inspect on him, but otherwise showed no objection.

"Come, Queen Frorryntiar is waiting," Aldryth said. She used her mother's title formally while in the public.

The garrison escorted them through the huge main gate and a beautiful courtyard. Jack looked up at the palace. The palace was a tower that looked like a sword piercing the sky from a distance. Now that he was right beneath the structure, he must say that it was even more impressive. He felt as if he had returned to the real world and looked at one of the tallest skyscrapers in the modern world.

He couldn't help but ask, "Your Highness. If I may ask, where is the throne room located?"

"It is at the top of the palace," Aldryth answered.

Jack gulped after hearing. He couldn't imagine climbing the height.

Bowler had the same thought as Jack. He now regretted having asked to be included in this visit.

"But we are not going to the throne room," Aldryth continued. "We are going to a royal guest meeting room."

'Oh, right. Native sovereigns are now afraid of letting players into the throne room,' Jack remembered. He also gave a relief sigh since he didn't have to climb to the top.

"The royal guest meeting room is located right under the throne room," Aldryth added, to which Jack almost reacted with a facepalm.

The soldiers opened the large main entrance to the palace. The group walked into an extremely spacious hall. Jack looked up and was amazed to see the scale of the hall. The ceiling was probably a hundred stories in height. Several large windows were situated high on the slanted walls. They brought in rays of sunlight that contrast the heavy and dark color of the walls. This sunlight gave the enormous hall an ethereal feeling.

"This way," Aldryth gestured when she turned to the side.

They came to a huge pillar that appeared to head straight up into the ceiling. The bottom of the pillar was hollow.

"Is that...," Jack said.

"I think it is," Jeanny caught Jack's meaning.

Aldryth and Arthur entered the hollow part at the pillar's bottom. Arthur seemed to have done this before. Aldryth gestured for the others to enter when she saw they were still standing outside.

The four entered. They looked up and saw that the inside of the pillar was also hollow, forming a long vertical tunnel. The tunnel went so far that they couldn't see its end. It probably went directly to heaven for all they knew.

The floor underneath them glowed. As it did, the walls forming the vertical tunnel also shone. Many rune diagrams were seen along the wall of this tunnel.

A sheet of light came out of the floor and floated around the height of their chests. Jack then felt his body become weightless.

The six of them then shot up the tunnel with incredible speed.

Chapter 1222: Meeting Hydrurond Queen

It felt like the entire process lasted only a second. Perhaps it was. All Jack knew was he suddenly stopped near the end of the vertical tunnel, which was now visible when he looked up.

Jack still had the time to think that if this was the real world, this abrupt stop from such a speed would have turned their inside out. Luckily, this was a game world where normal physics was a concept that made no sense. So, they were perfectly fine.

He looked down and saw that he was floating in the air. It was now the bottom end of the tunnel that was so far away he couldn't see it.

The tunnel wall in front of them slid open. The light that was making them afloat slowly lowered until their feet and that light solidified into something that allowed them to step on.

"Come," Aldryth took the lead and walked out. Arthur followed her.

"Damn...," Bowler uttered. "Do you think they will mind if I ask them to let me use this tunnel to come up and down a few times?"

"Don't embarrass us by acting like kids, please," Jack said. "This tunnel experience is nothing special."

"Dude, not all people can fly as you do," Bowler protested.

"Shut up, you two. Please act formal!" Jeanny chided.

They walked out into another large hall. The ceiling was much lower than the one they came up from. There was a double door on the opposite wall. Two guards opened that door when they saw Princess Aldryth's approach. Aldryth led Jack and the others through that door.

Crossing the door, they came into a bright room. It was bright because one of the walls, which was also an outer wall, was fully made of glass. Allowing them to see the outside, which was filled with white clouds. They were reminded again that they were very high up near the top of this towering palace.

Standing at an elevated platform under this glass wall, was a draconian woman in a regal robe. On her head was an intricate-looking crown. Comparing her crown to his, Jack felt his one was a little bit plain.

Several draconians with luxurious clothes stood by her sides. One of which Jack knew. This one glared at Jack with unfriendly eyes. He was Guzrim, the draconian diplomat who had come to Thereath and demanded tributes.

Guzrim looked discontent but he was silent. Jack pictured Guzrim must have protested when the queen announced that she was summoning Jack to the palace. Jack just spared the draconian a glance.

At both sides of this hall lined a row of draconian soldiers. They stood ready in case the guests caused trouble.

Prince Aldryth stopped before the elevated platform where Queen Frorryntiar was standing. Jack and the others followed his lead. Aldryth bowed as a show of respect. Arthur, Jeanny, and Bowler followed suit. Jack gave the queen a respectful nod. They were both sovereigns, bowing might imply that Themisphere was beneath Hydrurond.

Guzrim scowled silently seeing Jack's nod. Several officers next to him seemed unhappy as well. Queen Frorryntiar didn't show any emotion.

Aldryth said to her mother, "My queen, I have brought His Majesty of Themisphere kingdom, King Storm Wind. Jeanny, the leader of the outworlder guild from Themisphere, Everlasting Heavenly Legends. And Megan, the leader of the outworlder guild in our country, Evil Breakers."

"Good," Frorryntiar uttered. She then turned to Jack and said, "King Storm Wind, perhaps we should start by addressing the elephant in the room."

Jack was amused that the queen understood the idiom. He could roughly guess what the queen meant, but he still asked, "Which is?"

"You disrespected the emissary I sent to your palace. That is the same as you disrespecting Hydrurond and me. It is not something I take lightly. I should do the same to you for what you have done to my emissary."

"My queen, please..."

Frorryntiar made a gesture to Aldryth asking her to be silent. Aldryth didn't dare to disobey.

Guzrim was making a gloating expression at Jack.

Jack sneered at his expression. He then said to Frorryntiar, "Queen Frorryntiar, if you invite me here just so you can get a payback for your emissary, then go ahead. But please understand that I won't just stay still. If anyone was hurt, please don't blame me."

"How dare you throw threats?! Do you forget where you are?" Guzrim scolded.

"I don't give a shit where I am. If you threaten me, then prepare to be treated the same!" Jack shot back.

None of the native draconians in this room was a mythical grade, and the one with the highest level was the queen herself who was level 75. All the high-level and high-grade ones were already dispatched for the war. So, Jack was serious when he said he was capable of hurting the ones here.

"You uncivilized...," Guzrim stopped speaking because he noticed Frorryntiar was glancing at him. The queen simply gave him a simple stare, but he was as if someone had given him a death sentence. He lowered his head and his back was slightly bent. He remained in that pose in complete silence.

Frorryntiar returned her attention to Jack. "King Storm Wind, my man's outburst was shameful, but I'm disappointed that you as a sovereign responded in kind as well. It was... very unkingly."

"Well, I do know that I'm not an ideal king, but I won't just lie down and take it if I know I'm not wrong."

"So, you think you are right when you disrespect my emissary when he visited your palace?"

"I do. And if I come into your place and started throwing insults without provocation, I believe you will do the same to me. Please note that I said, without provocation. My outburst just now was because that asshole provoked me."

Guzrim almost looked up and shouted back, but he quickly controlled himself and stayed still.

"So, you are accusing my emissary of insulting you?" Frorryntiar asked.

"Yeah. If I come here and start spouting that Hydrurond is a weak country that can't protect itself, a country that has to bow to others to survive, a country that is filled with incompetent cowards, I do believe you will be angry and throw me out, won't you?"

"Are you saying my emissary said that?"

"Oh, he said them in more flowery words, but yes, he did say that."

"Was he?" Frorryntiar asked, but this time the question was not directed at Jack. She was looking at Gizrum.

Seeing the stare, Gizrum quickly tried to defend himself, "My Queen, I..."

"Be silent," Frorryntiar said softly. "We will discuss this later."

She turned back to Jack and said, "King Storm Wind, I did send Guzrim to offer you our assistance in return for compensation, but it was meant as a transaction, not intimidation. If the message you received is distorted, then perhaps I have sent the wrong emissary. Let's put this matter behind us."

Jack noticed that although Frorryntiar accepted that his man was the one at fault, she didn't show any sign of apologizing. This draconian queen was indeed prideful.

Chapter 1223: The Plan to Face the Enemy's Siege

"Now, let us discuss the important matter," Frorryntiar said. She turned to Jeanny and Megan, "Leader Jeanny and leader Megan, I have received transmissions from the battlefield. The report of your guilds aiding our troops' retreat shows that you are trustable allies. Appropriate war contribution points will be

yours as compensation after the war ends. I invite you here to let you know that you have Hydrurond's recognition."

'Why didn't she just say bloody thank you?' Jack said jokingly to Peniel. Peniel didn't respond.

"As for King Storm Wind," Frorryntiar turned back to Jack. "Arthur advised me that you have been leading him roaming around the battlefield killing enemy soldiers under the disguise of the enemy's race. The two of you also helped halt the enemies who pursue our retreating troops. Although many of my officers are still not convinced, I am willing to believe that you are an ally instead of an enemy."

'Hey! My disguise is supposed to be a secret!' Jack sent a message to Arthur.

'Didn't you want to gain the queen's trust? This is the way,' Arthur replied while giving Jack a shrug.

Frorryntiar continued, "Now, considering that we are all allies. I will let you in on our plan."

A mechanical device came out of the ceiling. It then projected a 3D map showing the map of Hydrurond.

One of the officers next to Frorryntiar came forward. The officer's name was Grombi. He reported while pointing at the markers inside the projection, "Even though we have the valiant efforts from you all in helping our troops to retreat, we still lost many soldiers. Out of the second army that faced the Aurebor army, only 200,000 reported back to duty. Our second army suffered the greatest loss, it even cost us the life of one of our lord dominators."

The other officers winced at the words. Even Jack saw Frorryntiar's eyes slightly narrowed. There were only three lord dominators in the Hydrurond army. The loss of one was a great blow to their military.

"As for the first army who had lost earlier, they had 300,000 troops," Grombi continued. "What remains of the two armies are now returning to the capital."

"To the capital? So, who will defend the cities between the capital and the enemy armies?" Jack asked.

Grombi didn't answer. He instead turned to Queen Frorryntiar, who answered, "No one. We will make our stand in the capital."

Frorryntiar didn't bother to give any explanation. Jack didn't ask further. He didn't think they would appreciate him objecting to their plan. He also didn't have a plan to protect those cities, anyway. He didn't think it was realistic to evacuate so many cities, he just hoped Liguritutum and Aurebor didn't bother to harm the citizens.

"What about the third army that used to protect the border with Themisphere? I heard it has been recalled, hasn't it?" Jeanny asked.

"The third army is on its way to the capital. They will arrive in around three days," Grombi answered.

"With the three armies assembled, the capital will have around 1,500,000 soldiers protecting it. On the enemy side, our intel told us the Liguritutum was down to 1,200,000 troops. Aurebor still had 1,500,000 troops. Their combined army was almost twice ours, but if we play defense in the capital, the odds are in our favor."

Grombi zoomed the projection to Messephyria to have everyone get a better look at the capital.

"Our capital is too large to be an effective defensive fortress, there are too many points where the enemy could attack from. It will be difficult to prevent the enemies from scaling and entering the wall. We should be ready for heavy combat on the wall. As for the wall itself, I won't worry too much. Our capital's defensive wall has a top-tier rune diagram. It needs repair. But once it does, it will take a lot of siege weapons to take our capital's wall down."

"Do we have a report on how many siege weapons the enemy brings?" Megan asked.

"They brought some. The enemies haven't used those siege weapons because the battles until now are all field battles. The weapons are still far back behind their front line."

"Do we have an estimation of how long till the enemy arrives outside the capital?" Jeanny asked.

"Bringing the slow-moving siege weapons, we estimate they should take three weeks at least," Grombi answered.

"Don't forget that Liguritutum has a way to speed up their army's marching speed," Jack reminded.

"They might arrive sooner than that."

"We know," Grombi said. "Taking that into account, it should still not be faster than two weeks."

"This gives us some time to prepare our defense," Frorryntiar said. He looked at Jeanny and Megan,

"Will your guilds help us in this defense?"

"We will," both Jeanny and Megan said.

"Good. Then I appoint you, Megan Blair, as the leader of the outworlders. Jeanny, you will be her second in command. We will announce this decision to all the outworlders. The outworlders who joined this war will coordinate with our army through you. I hope you can organize them so we can work together effectively."

"Thank you, Your Majesty, for this honor. I will do my best to aid the defense," Megan bowed.

Jeanny also expressed her gratitude and bowed. Although Everlasting Heavenly Legends was more instrumental during the retreat, she didn't mind Megan being picked as the main leader. She was a draconian and from Hydrurond. It was more appropriate to choose her rather than an outsider from a different race.

Jack was glad of this. This showed that Hydrurond natives' distrust of outworlders due to the serial killings had diminished.

"Queen Frorryntiar," Jack called. "Now that you know that I am not an enemy, will you accept Themisphere's aid?"

"My queen, it will be careless to accept...," Guzrim said but he was again stopped by Frorryntiar.

Frorryntiar turned to Aldryth. She said, "What do you think?"

"My queen, I trust King Storm Wind is sincere in helping us," Aldryth answered.

Frorryntiar turned back to Jack and said, "I didn't believe so at first, but your action has continued to prove otherwise. Your aid in solving the serial killing case helped us bring stability back to our cities."

Your aid in helping our soldiers retreat spared us the soldiers to help defend our capital. I will take the risk of believing in you. Do not betray my trust!"

"I won't. Thank you for your trust, Queen Frorryntiar," Jack said. "I will go back to Themisphere and mobilize my army. I also have something that increases my army's speed. Hopefully, I can arrive here before the enemy did. Please hold out until then."

"They won't breach the capital," Frorryntiar uttered. "When they come, I will show them why our country used to be the leader of the seven countries!"

Accompanying her words, a thundering roar was heard. Everyone turned to the glass wall. An enormous shadow was seen swimming inside the white clouds outside.

'Is that...,' Jack asked inside his mind.

'Yes, that is Eoranth. Hydrurond's country guardian,' Peniel answered. 'Otherwise known as the lord of dragons.'

Chapter 1224: Returning to Prepare for the Offense

The meeting continued for a few more hours, discussing the details of the defensive plan. Since Jack didn't join the capital defense, he excused himself. It was more beneficial for him to return immediately and started moving his army. Jeanny, Megan, Bowler, and Arthur stayed behind because they were joining the defense.

The Themisphere army that had previously been prepared near the border had been pulled back deeper into the country. Hence, it would take time to march them back to the border. They would then have to cross the expansive border region, before traversing their way through Hydrurond territory to reach the capital.

Jack estimated under normal circumstances, it might take his army three weeks to arrive at Messephyria.

It was about the same time for the enemy army to arrive in the capital even when the enemy was already inside Hydrurond territory. This was because he would only be marching with essential supplies. He won't be bringing any slow-moving siege weapons.

Even if Master had a method to increase the marching speed to only two weeks. He estimated his Runestone of Marching should help his army to arrive around the same time as well.

After saying his goodbye, Jack was escorted to the palace's teleportation chamber. From there, he teleported to a city near the border facing Themisphere. He then rode Pandora and crossed the border with haste.

Pandora took one day to cross the border region. After leaving the border region, Jack used Town Return Scroll to return to Thereath. He then headed directly to the palace.

Jack had sent a message to John the day before when he left Messphyria palace. John already sent the order for the army to march back to the border. Jack still had something to do so he came back to the palace first before joining the marching army.

The one-week cooldown for the Arcane Forge had ended. He could now use the monarch system to upgrade the enchantment to the max level.

More than two weeks had passed since Jack used this throne. He got 10 ruling powers from the Boundless Cache, bringing his ruling powers to 55.

Jack spent 2 ruling powers to complete the ongoing research of orichalcum forging. He then inserted 100 orichalcum ores from the kingdom's vault into the arcane forge. The enchantment, Arcane Armor and Weapon, increased to level 3. This enchantment now gave all Themisphere kingdom units a 15% increase in damage and defense.

He then spent another 20 ruling powers using Increase Population and War March.

Thereath's population was close to reaching ten million. It should not be long before it reached the required population count and became a megalopolis.

The War March he had used provided an increase to all soldiers' marching speed for three days. This should give the army a good starting speed. Too bad the ruling power usage was not an online feature. He couldn't use it on the road. He had to return to the palace again if he wanted to use another war march.

There was another sovereign's ability, War Rally, which increased all Themisphere soldiers' attributes for one day. He also won't be able to use this power because the battlefield would be in Hydrurond. He needed at least two days for the return trips through the border region. If it was a war within Themisphere, then this power was usable because he could utilize the teleport feature between cities.

Another way for this power to be useful was if he stayed out of the battlefield. To just stay inside the throne room and used the ruling power when the battle happened. But he was not a king who stayed back while his soldiers fought. He preferred to be on the front line, fighting together with his army.

After finishing with the monarch system, Jack had a meeting with Thaergood to settle whatever issues needed settling before he left tomorrow morning. John, Isabelle, and Armstrong had gone ahead and joined Emris. They were all joining the marching army.

During the meeting, Thaergood asked Jack, "Your Majesty, can you please talk with your friend, that old draconian, to tone down his activity in the palace?"

"What activity?" Jack asked.

Thaergood sighed. "He keeps playing pranks on us. Many of the palace inhabitants have complained already. Some soldiers even said that they are going to ignore Your Majesty's order and teach that draconian a lesson if he does another prank on them again."

"Thaergood. Please tell those soldiers that I didn't ask them to not lay a hand on Darnos for his protection. I did it for their protection."

Thaergood was confused hearing it. Jack then said to him. "I will just let you in on this, but please keep this a secret. That old draconian is simply a disguise. He is actually our country guardian, Broidrireg."

"What...?!" Thaergood's reaction was as Jack expected.

"Now you see why I told you all to give him proper respect, do you?"

A commotion was then heard outside the throne room. Some soldiers were shouting.

"I think it's the draconian, uh... Our country guardian again...," Thaergood said. He then added, "Your Majesty is not joking, right?"

"I'm not. I will talk to him," Jack replied and ran out.

Outside the throne room, he saw Darnos with two angry soldiers. The two seemed to be about to get into a physical altercation with Darnos, but they then spotted Jack approaching and they abandon their attempt. They still threw Darnos an angry glance, though.

Darnos himself was still laughing at the two soldiers, which irked them even more.

Jack saw the body of one of the soldiers was wet. His clothes that were not covered by armor were soaked. There was an empty bucket on the floor near an opened door. Jack could imagine Darnos must have filled the bucket full of water and placed it on top of the slightly opened door. The soldier that came out of the door was flushed by the water that fell from the bucket.

"Your Majesty," The two greeted Jack and adopted a soldier pose.

"I'm sorry about his prank. Please forgive him. I'll talk to him. Go and clean yourself," Jack said to them. He then said to Darnos, "You, follow me!"

"Kid, is that how you talk to your elder?" Darnos asked.

"Cut the crap, just come with me!" Jack chided.

Chapter 1225: A Chat with Darnos

Jack and Darnos were up on a balcony of the highest room in the palace. Jack had a good view of the entire capital of Thereath from that balcony.

"That room behind us was the place where I fought Themos," Jack said to Darnos. "There used to be a big hole in the ceiling caused by Tiemezzys. It has been fixed now."

"Great," Darnos said. "So, if I make another hole, it is fixable, isn't it?"

Jack gave the draconian a hard stare.

"I'm kidding, kid," Darnos said. "... Maybe."

"I will be heading out to Hydrurond again tomorrow. This time with an army," Jack said.

"How bad is the situation?" Darnos asked.

Jack told Darnos what had happened in Hydrurond, about how the Hydrurond was pushed to resort to a final stand at their capital.

"I will need to get our army there before the enemies break through Messphyria's defense," Jack said. "If we can do that, we can work together with the Hydrurond army. We will then have a chance to defeat the enemies."

"With Eoranth guarding Messphyria, they won't be able to breach through," Darnos said.

"You know Eoranth?" Jack asked.

"I know every prominent dragon that is still alive, kid," Darnos answered, before quickly correcting, "I meant true dragons, of course."

"I heard Eoranth is called the king of dragons," Jack said.

"Lord of dragons," Peniel corrected.

"Yeah, lord. So, this Eoranth, he's stronger than you?" Jack asked Darnos.

"I said before I'm not the strongest dragon, didn't I? Yes, Eoranth is stronger than me," Darnos answered.

When Darnos saw Jack's impressed expression, he added, "But make no mistake. If he saw me, he will still bow his head to me in respect."

"Oh? Why is that?"

"Didn't I tell you before? Because I'm the greatest dragon there is. I used to mentor Eoranth when he was still a hatchling."

"Hatchling? How old are you? Do you mean you are older than the lord of dragons?"

"The lord of dragons is the title you mortals give," Darnos said. "We, dragons, never truly see our relationship in that sort of hierarchy. What affirms our respect for one another are strength and age. None of us see the need to be served by our kind."

"I see... By the way, I heard before that all true dragons despise the other races. Why the Eoranth, the strongest dragon is willing to be Hydrurond's country guardian?"

"We do," Darnos answered. "I look down on everyone. I am the greatest dragon there is, but I still become your country guardian. Why is that?"

"Uh...," Jack almost blurted out because I tricked you into service, but fortunately, he held himself.

"We might look down on most, but once in a while, there are mortals who deserve our respect. If the mortal turns out to be a country's sovereign, we might offer ourselves to form a protective bond. The forefather who built the Hydrurond Dominion was one such mortal. Just as how I formed a bond with you."

"And I truly appreciate that," Jack said to Darnos. "I'm not sure, but I have a feeling that I might call you to aid me during my campaign into Hydrurond."

"Is it just to pose around like the last time?" Darnos asked.

Jack rolled his eyes without answering Darnos' question.

"Do you think Master has secured a country guardian replacing Syndrillis?" Peniel asked.

"I don't know...," Jack answered. "But I have a gut feeling the coming battles won't be easy. I will need all the help I can get."

"Even if I want to, I can't just join any battle," Darnos said. "Only if the enemy summons their country guardian or a being with equivalent power to a country guardian, then only can I come to your aid. Additionally, even if your enemy does indeed have a country guardian, with Eoranth there, you still won't be able to summon me. The enemy will have to summon two country guardians, then only can I join and help Eoranth in leveling the field."

'The balance rule of this world system,' Jack thought. Sometimes he was glad for this rule, sometimes he hated it. If he could summon Broidrireg when the enemy still not yet had a country guardian, then he would be able to win the battle easily.

Jack said, "I somehow suspect Master to already have a country guardian or something that can match the power of one. He surely knows about Eoranth's existence. There is no way he goes ahead with this invasion if he doesn't have something to counter Eoranth. The question is whether Mistress also has one. If it turns out she has, then my hunch about needing your help will be proven."

"I will be ready, kid," Darnos said. "Do not hesitate to call me."

"Thank you," Jack said. He was sincere about it.

Darnos appreciate the sentiment. He knew many past rulers just treat their country guardians as war tools. Many forgot the bond that had been forged once the guardian agreed to enter the country's services. Jack didn't seem to be that kind of a ruler.

"Okay. I will have to resume my meeting with Thaergood. I will leave tomorrow morning to join the marching army," Jack said.

Darnos nodded. "You do what you have to do, kid," he said.

"Before that, can I ask a favor?" Jack said.

"Mm...?" Darnos turned to Jack.

"Can you please tone down your pranks in this castle? Many people have been complaining."

"I'm bored, kid. You are rarely here to play with me."

"Sigh... Didn't you say you like lakes? Have you gone to the one near Heavenly Citadel?"

"Yeah. Nothing special there. I did find a tiny dragon turtle in that lake that I played with. But after that first time, that dragon turtle just stays inside its lair whenever I come to visit. How rude. I wonder why."

Jack didn't need to wonder why. "Anyway, just try your best to not annoy the people in this castle too much. Can you do this as a favor to me?" Jack asked.

"All right, all right. I will reduce my pranks... a little," Darnos answered.

Jack guessed that's the best he could do about Darnos for this time. He headed back down to resume his meeting with Thaergood.

Chapter 1226: The Need for Coins

The next morning, Jack teleported to a city nearest to the marching army. He then chased after them using Pandora.

In a short time, he caught up. Even though he had seen it before, the sight of a one million-strong army was still something to behold.

He had Pandora continue to fly to the head of the army before landing there. The appointed general of the army, Emris, halted the troops' advance once he saw Jack arrive. He ordered a salute. All soldiers followed suit.

Jack saw Armstrong, Elizabeth, Claudius, Salem, and John at the front where the commanders were. Behind them was the carriage that carried the war table.

"At ease!" Jack said to them. They were short on time, so Jack didn't want the army to stop for long. He ordered the army to immediately resume their march and summoned his Runestone of Marching.

The army's march speed had already increased yesterday when Jack used his monarch power, War March. With the added effect of the runestone, the army's march speed increased further.

On the way, Jack spoke to John in detail about what had happened in Hydrurond. John had received reports via messages but that kind of report had limitations. It was always better to talk directly with the person who underwent the experience.

"From what you said, it was clear the enemy was well prepared for this invasion," John said. "However, from the number of casualties the enemies had incurred until now, I don't see how they can easily conquer Messephyria."

"Because of Enroth? I have a feeling Master will have a weapon against that country guardian," Jack said.

"Not only that. If we are to see the enemy's surviving number, Liguritudum has 1,200,000 troops, and Aurebor has 1,500,000 troops. Their combined number doesn't reach three million. Hydrurond has 1,500,000 troops. Yes, they are outnumbered, but they will be playing defense this time. Even if Messephyria is not a proper fortress, breaking through with a force not even twice the defending side is an extremely tall order. I don't see a chance of them winning."

"Isn't that good then?" Jack asked.

"It is good if that is the reality," John said. "But I don't think someone who has been so well-prepared will make such a basic mistake."

"Well, whatever Master's plan is, we need to reach Messephyria as soon as possible so we can do something about it," Jack said.

"I agree. I must say, I bet Master will not expect Hydrurond to change their view about Themisphere and consider us an ally. Hydrurond might have no chance but to pull their third army back. But if they still consider us an enemy, we still won't be able to enter their territory freely. You have again created a miracle. This might be the tipping point to ruin Master's plan."

"What miracle? I'm just trying my best to show my sincerity," Jack said.

"That act by itself, in our old world or this new one, can be considered a miracle," John replied.

"So, do you have a plan about how we are going to engage them when we arrive?" Jack asked.

"The plan is simple," John said. "When they aren't expecting us, we land a surprise attack on them. Especially targeting and destroying their siege weapons. This will destroy their chance of breaching into Messephyria. Once they lose the capability to break into the capital, we can then slowly wear their armies down. Once their armies are weakened and are forced to retreat, we will then help the Hydrurond military in retaking the conquered settlements."

"What about their supplies? Shouldn't we go after their supply route like what we did during Verremor's invasion?"

"That might be an option at the beginning of the war. But at this moment, many of Hydrurond's settlements should have fallen into the enemy's control already. Those settlements can produce supplies for the enemy. Even though there is a penalty due to the settlements being considered hostage settlements, the output should still be enough to help Liguritutum and Aurebor last for weeks. Even if we cut their supply route from their home countries, it won't affect the war much."

"Sigh..., if only Hydrurond was willing to work with us from the start," Jack lamented. "We could have worked together to target the supply routes."

"Actually, I've asked Jeanny to send players to scout their supply routes. It won't be as easy as during the Verremor's invasion."

"Oh? Why?"

"Both the supply depots built by Liguritutum and Verremor are not the basic ones. They are improved ones that not only have shields but battle capabilities as well. Between the structure's defenses and the garrisoned troops, it will take a longer time for us to take one down. The enemy might have the time to send reinforcements."

"How do they get those improved supply depots?" Jack asked.

"From research," Peniel answered. "Master and Mistress must have invested the research heavily on the military path."

"Research? Are we...?" Jack asked.

"Yes, I have also researched our supply depots. Ours are also improved versions. If you remember the Stone Gargoyle research from the mystic path, we have also learned that tech. We can add these stone gargoyles at our supply depot or settlements. These stone gargoyles will come to life and attack hostile enemies that come into range. But we don't truly need these supply depots, we are going into

Hydrurond as allies. As an ally, we can procure supplies from the Hydrurond's settlements we pass through, but we still need to pay for them using the coins from our kingdom coffer."

"That's great to hear," Jack said. If they didn't have to rely on supply routes, they could move more flexibly.

"And just so you know, we spent 200,000 gold coins to start a campaign into a foreign territory," John informed Jack.

"What? Really? Just to march?" Jack asked.

Peniel confirmed, "Yes, every time you mobilize an army outside of Themisphere, you will need to pay coins. The larger the troops, the more coins are needed."

"If we built supply depots, we will need to spend more coins," John added. "But even when we don't build any supply depot, we still need to spend coins when we buy supplies from Hydrurond's settlements, and it won't be cheap."

Jack was dismayed. It turned out there were still many concerns when one marched an army into another country's territory.

Seeing Jack's expression, John said, "War is an expensive affair. It was so in our real world. It is the same in this game world. We will need to think of a solution to increase our kingdom's income if we are to plan more of this oversea campaign in the future."

"When Thereath successfully becomes a megalopolis, one of those solutions might be available," Peniel said.

"Really? What is that solution?" Jack asked.

"Tee-hee. You will see when it happens," Peniel said, which caused Jack to roll his eyes.

Chapter 1227: Defying Expectation

In Messephyria, all the inhabitants were busy with defensive preparation. Although the civilians were wary about the coming conflict, they also kept calm and order and tried their best to aid the soldiers. They truly showcased the pride of the draconian race.

Blacksmiths and runecraft specialists inspected the wall's durability and its rune diagrams. If there were parts that needed fixing, these specialists fixed them. Since the capital was very large, the wall encompassing it was also very long. It took a lot of manpower and many work hours to check all parts of it. Both the kingdom and the civilian specialists took turns doing the chores.

Small siege weapons like the ballistae and scorpions were mounted atop the wall. As for larger siege weapons like the catapults or trebuchets, there were only a few empty fields inside the capital that were situated near the defensive wall, so only a few could be set up.

The capital was large enough to house the 1,500,000 soldiers. Some civilians willingly shared their living quarters with the soldiers. Many military camps were erected on the larger streets. The commanders

organized so that these soldiers knew where to defend and also prepared a communication network within the capital so it was easy to send the orders to all divisions.

The cavalry units were grouped near the side gates. If needed, these cavalries could serve as shock troops to ambush the enemy soldiers outside.

Some traps were also prepared around the field in the capital's vicinity. Some pitfalls were dug and then covered with leaves. Sharp barricades were also built to slow the enemy's advance.

Unfortunately, these traps were not part of the game system. They were mostly players' ideas who applied the real world's defense to this world. These traps won't cause any damage or status effect, but they should still slow the enemies somewhat.

Many players came to the capital to join the defense, both independent and guild players. They were all going after the war contribution points. The players who joined were more than during the field battle between Liguritudum and Hydrurond. This was because many players felt it would be easier to score a contribution from the safety of the defensive wall. The risk was less, or so they thought.

These players didn't truly add much to the military power, though. Even though their number was substantial, many were at a level where they won't make a difference.

Currently, players' levels were much more varied than they used to be. Many had abused the usage of Amulet of Rebirths and no longer could afford them. A majority of the players were those who either had died many times or those who played it very safely. These players all had levels below level 50, which was lower than the average native soldiers

Some who had died fewer times and managed to stay alive long enough were around level 50 to 60. Only a minority of experienced players were above level 60. These experienced players probably comprised only around ten percent of the player's population.

As for the top players, they were even fewer. These were normally top independent players or above-average players from the top guilds. These top players could have a level up to level 68.

Many Everlasting Heavenly Legends members fell into the category of the last group, especially their core members. This was because of their high survivability rate. Their bloodlines, equipment, and martial expertise all helped them survive better than the others. With the Resurrection Chapel thrown in the mix, it was as if giving wings to tigers.

Many Hydrurond guild players watched the number one guild from the human country with envy. They had suffered heavy casualties during the field battles. Lots of their members were unable to continue joining this war because they had fallen back to level 1. Their numbers had been severely culled.

The one person most unhappy was Herald. As the leader of the number one guild in Hydrurond, his guild should have been the one leading the players. But instead, an announcement had been broadcasted that Evil Breakers would be in charge of the players, with Everlasting Heavenly Legends as the second in command.

This vexed Herald greatly. He wanted to protest, but he didn't have access to the kingdom's high-ranking officers. He was also a Hydrurond kingdom faction member, but his rank was not high enough. He

wondered how Megan managed to get herself appointed by the queen. Based on the last info, her kingdom faction rank was not higher than his.

If only he knew that it was because Megan had selflessly saved many kingdom soldiers to escape the enemy's pursuit, while he had selfishly chosen to not lend a hand because he wasn't willing to take the risk.

Some guilds tried to goad other players to not acknowledge Megan's authority, but they then learned from another kingdom's announcement that if they refused to follow Megan and Jeanny's orders, they would receive a penalty for their war contribution points. On the other hand, following the girls' orders would give them extra war contribution points.

Hence, they reluctantly obeyed.

Queen Frorryntiar also assigned a few high-level rare elite soldiers to accompany Megan and Jeanny when they were making their rounds. This helped to intimidate the other players into obedience.

And so, everyone worked together to help in the defense. The estimation was that they had two weeks to prepare at least. If they were lucky, they would have three weeks before the enemy arrived.

However, on the dusk of the fifth day. Horns were sounded. This was because, on the horizon, the soldiers on the wall saw a large number of troops approaching.

At first, they thought this was the enemy vanguard army, sent in advance to keep watch on the capital while the rest of the army traveled with the siege weapons.

However, the scouts who patrolled outside the capital came back with surprising news. There were indeed no siege weapons with this army. However, this army was not a vanguard army. Their number looked close to five million troops. A number that was even many more than the combined forces the enemies initially brought into this country!

Both Jeanny who watched from the wall and Queen Frorryntiar who watched from the projection in the palace's war room were deeply shocked by this revelation.

They couldn't understand from where the enemy got this reinforcement.

Chapter 1228: The Enemy Advances

"Where do all those troops come from?" Frorryntiar asked. Her eyes were glued to the 3D projection above them. She kept on making sure that it was not a glitch from the projection.

Once their force laid eyes on the enemy, the enemy numbers were shown in the projection. The combined force of Liguritutum and Aurebor was indeed around five million. According to their intel, the enemy's combined force should only be 2,700,000 after the two battles in the west and the north.

"Did their countries send them a reinforcement army?" Frorryntiar asked.

"We have people in Liguritutum and Aurebor. They didn't report any big movement from the army left behind there," Bowler said. Jeanny stationed him inside the war room so he could send the queen's messages instantly to Jeanny when needed.

"Even if they did, their reinforcement can't have arrived this fast," Grombi, one of Frorryntiar's aides, said.

"How do we not see such a big army on their way?"

"The scouts we sent to monitor their army were killed. They had good scouting groups that prevented us from tracking their movement."

"They even ignored the nearby settlements on their way. They only took down a few settlements near the border where they fought our two armies. They must have come straight to the capital after that."

"How arrogant! They come without bringing their siege weapons and only conquered some settlements far away from here. Do they think they can defeat us without siege weapons and supplies?"

The draconian officers around Frorryntiar kept on making one remark after another.

"Even so, they have caught us by surprise," Aldryth said. "Our people thought we still have more time. Many of our defensive preparations are not yet ready. Even some flaws found in our defensive wall's rune diagrams are not yet properly fixed."

"There is no need to worry. If their entire strategy relies on catching us off guard. They will regret it. Without siege weapons, they won't break through our defenses!"

Aldryth hoped that was all the enemy had in store for them.

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"How do they have so many troops?" Megan, who was watching from the capital's defensive wall, asked.

No one could answer her, they were speechless as they watched the large number of troops covering the horizon.

"Why do they abandon their siege weapons?" Jeanny muttered.

"They did? Maybe the weapons are hidden behind the troops?" Megan asked.

"They didn't bring them. The kingdom's scouts have confirmed it," Jeanny said. She received the updates from Bowler. "Also, they won't be able to arrive so soon if they bring any."

"They truly catch us off guard, we are not yet fully prepared," Arthur said. He was also up on the wall next to Domon and the others from Everlasting Heavenly Legends.

Down there, many players and natives were running back into the city. They were outside working on the pitfalls and barricades and were repairing the outer wall when the enemy showed up. Once everyone was back inside, the gates were closed and barricaded.

"We are not too ill-prepared," Sturdy Serpent said. "This city might not be a true fortress, but it still has decent defensive structures. If they truly didn't bring any siege weapons, they will be the ones that suffer even if they outnumber us three to one."

"They still have guild armies. We don't," Megan said.

All eleven guilds of Hydrurond had already suffered a massive defeat in the previous battle, they couldn't spare any more guild army. As for Liguritudum's side, the ones with massive losses were the six subordinate guilds from Liguritudum. World Maker only suffered a little loss from the battles. From Aurebor's side, only two guilds joined the war, World Ruler and Death Associates. The two's guild armies were still largely intact.

"Don't worry. We don't need to win. We just have to defend until Themisphere arrived with a reinforcement army," Jeanny said.

"Are they going to attack tonight?" Paytowin asked. "It's already starting to get dark. Maybe they will wait until tomorrow morning?"

"I don't know, but we have to treat them as if they are attacking now," Jeanny said.

"I have been wondering," Paytowin said. "This city wall is considered inside the capital, right? So, if we die here, we will be considered dying inside a safe zone, won't we?"

"Unfortunately, when a settlement becomes a battlefield, its safe zone status is suspended," Carnelia, who floated beside Leavemealone, answered. "Until the battle is over, anyone who dies within this capital will be considered to die in the wilderness."

"Ah... Crap," Paytowin uttered.

"Everyone, spread out!" Jeanny ordered. "This capital is big. The wall is long. We need to make sure all sides are defended. We can't let the enemy create a gap that allows them into the city."

Everyone did as Jeanny instructed. They also sent this command to the other players. Jeanny had organized and distributed the players' positions on the first few days, so no one was confused about where they should be. Jeanny, Megan, Paytowin, and Arthur remained on the wall above the main gate.

After some time, while everyone was still organizing, the enemy army started to move. Because the sun had set, all the people on the wall saw only shadows moving toward them. It was now clear that the enemy wasn't going to wait until tomorrow.

The commanders started to give out orders for everyone to be ready. Another horn was heard.

The main generals of the native army were the two remaining lord dominators. Both were mythical grades. One was a level 85 draconian named Dytess. The other was called Balzrim, a level 82 draconian. These two generals positioned themselves on opposite sides from one another.

As everyone waited with bated breath for the opponents to arrive, they saw a small light appearing at the enemy's back line in the distance. The light had an eerie purple.

The light floated up into the air before intensifying. Those with the eagle eye skill could make out the outline of a person directly under that source of light. The light itself seemed to originate from something that looked like... a book?

This purple light then spread to the advancing army. Each of the soldiers on the front line now had the strange purple light enveloping their heads.

"I... I know now how they get so many troops," Carnelia, Leavemealone's fairy companion said. Leavemealone had moved to the other side of the wall following Domon. Jeanny didn't bother to try separating him from Domon. She knew that was a futile act.

"What do you mean?" Domon asked.

"The enemy is using a legendary artifact. The book that emits the purple light is called the Necronomicon," Carnelia said. "This army that is coming to us... They are the fallen soldiers from the previous battles."

As she said the words, the frontmost enemy soldiers came into view, illuminated by the lights from the capital. These soldiers were all draconians with pale scales and lifeless eyes. When someone used Inspect on them, they discovered these draconian soldiers were classified as undead.

Chapter 1229: The Opening Strike

Most of the zombie soldiers that advanced toward them were of the draconian race, but some were ethereals.

"What do you mean? We are fighting our dead comrades?!" Pagram, one of the commanders Jeanny had saved, asked. He was also positioned above the main gates with Jeanny.

"Dead comrades and enemies. The enemy is using a legendary artifact called the Necronomicon," Jeanny answered. She received the report about the artifact from Domon.

Domon couldn't understand half the thing Carnelia said. He simply repeated what she said word by word to Jeanny via messages.

"This artifact lets the user bring the dead back as undead," Jeanny continued. "All natives that are killed by the user or his subordinates can be turned into undead using that artifact. His fallen native subordinates can also be the targets of the book. These targets are valid as long as they didn't die for more than three days."

"That is completely cheating!" Paytowin exclaimed. "That means he not only will not lose any number of his troops but will even increase that number after absorbing the enemy's fallen troops into his army."

"The Necronomicon can only bring back the dead one time. If we kill the undead army, the artifact won't be able to revive them again. These dead soldiers are immune to all recovery effects. They can't be healed, so any damage they received is permanent," Jeanny explained. "But even so, yeah, that artifact is seriously cheating. Especially in the hand of a sovereign. All his native troops can be said to have a double life and he can reuse the fallen enemy soldiers killed by his troops."

"No wonder Aurebor waited for Liguritudum to arrive before they go on a full offense," Megan said. "They wanted the Liguritudum army to join the fight so the fallen Hydrurond soldiers can be considered their kills as well."

"Another thing we need to know," Jeanny said. "The fact that this undead army is here meant Master's summoner class is already a first-class special class, the necromancer lord. The Necronomicon is

restricted to the Summoner class, but the Summoner class can only utilize a small portion of that artifact's power. Only the necromancer lord can use the Necronomicon to its fullest extent.

"A summoner won't be able to use the Necronomicon's raise dead ability. The Necromancer, a normal special class, can use this ability but the raised dead will only last for twenty-four hours. The dead raised by a High Necromancer, a second-class special class, can last for three days. But for a necromancer lord, the dead raised by this class will only die when they are killed for the second time."

"They don't have a duration...," Megan said.

"Yes... Except when the user of the artifact put the dead under that condition," Jeanny pointed at the incoming dead army which was covered by the eerie purple glow. "That purple glow is the sign of another one of the Necronomicon's abilities, Army of Darkness. It enhanced all the dead controlled by the artifact. The dead army received a 200% boost to their attributes, 10% to damage, and 30% to movement speed. These dead soldiers are also now immune to all mental status effects. The drawback is once this skill is activated, the revived dead will only last for twelve hours. After that, they will die even if their HP is still full."

"This means the enemy is intent on winning this battle within twelve hours," Arthur conjectured.

"How arrogant!" Megan exclaimed. "Even with his dead army, they won't breach our defensive wall."

"You are right," Jeanny said. "Without siege weapons, I don't see how they can..."

She stopped speaking.

"What's the matter," Megan asked.

"Oh no... They don't need to bring siege weapons," Jeanny said with a trembling voice. She now remembered the battle against the World Ruler when she was defending the Wicked Witches' headquarters.

As if to emphasize her fear, familiar towering structures appeared at the backline of the enemy.

"How... How can they have the resources to build so many...?" Jeanny uttered.

"What's that?" Megan asked.

The darkness caused her unable to clearly see the structures which had suddenly materialized out of nowhere, but Jeanny recognized those shadows. They were the same massive arrow towers used by World Ruler during Wicked Witches' battle. At that time, World Ruler summoned only four. This time, there were more than twenty of this structure. They were arranged in a very long line following the enemy army's line formation. This line formation could hit half of the capital at the same time.

To make matter worse, another group of massive structures appeared. The people on the wall also couldn't see these new structures clearly, but those with far vision skills could roughly make out the outline of the structure and saw that they looked like catapults.

They were indeed catapults, or more precisely, Flame Catapults. They were produced by World Maker. The stones thrown from these catapults automatically caught fire, increasing their damage and adding

an explosion that delivered AOE damage upon impact. Targets hit by the explosion had a chance to receive Burn status.

There were also more than twenty of these flame catapults.

These flame catapults initiated the opening strike. The stones placed on their firing arms caught fire. The light from these flames illuminated the catapults and let everyone on the wall see what they were dealing with. These flaming stones were then thrown, creating arcs of light that scraped the dark sky.

"Brace for impact...!!" Jeanny yelled.

Those with defensive skills used the skills. Some of the flaming stones hit the wall, causing vibration all over its defensive rune diagram.

Some went past above the wall and hit the houses behind the wall. Luckily, civilians were already evacuated to the deeper part of the capital. But some soldiers and players were there. They were inside the wall, so they thought they were safe. The flaming stones that hit them reminded them that the war had already started.

With the opening strike from the flame catapults, the dead army increased their pace from walking to running. They were now rushing toward the wall. Following their rush, the arrow towers also moved forward. The ranged units inside the arrow opened fire to cover the zombie army's advance.

Chapter 1230: The Defense of Messephyria

The pitfalls and barricades hardly slowed the zombie army down. The zombie soldiers just walked over those who had fallen into the pitfalls. The barricades were not proper game structures so they were easily destroyed. There were also not enough of them to make an impact. Master had surprised the defenders with an early arrival so they were poorly prepared.

Among the zombie army, several native soldiers or players mixed within. These living troops carried siege ladders with hooks on their upper ends. These siege ladders were set on the wall and the dead army climbed them with deadly enthusiasm.

Aside from these normal siege ladders, several World Maker players within the dead army also activated a tool they brought. After using the tools, larger siege ladders appeared.

These summoned siege ladders had some kind of a base underneath them. The ladder was slanted at forty-five degrees, allowing the climber to run over the ladder. Due to its heavy base and the angle of the ladder, the defenders on the wall couldn't push these siege ladders away as they did the normal ladders.

Even if these large siege ladders with bases were fewer than the normal ones, their number was still enough to give the defenders headaches.

"How the hell did World Maker produce so many siege tools? Those things are one-time-use! Do they also have an artifact that grant wishes?" Paytowin shouted. "This is seriously cheating!"

"Fight more! Complain less!" Jeanny yelled back. He delivered a Power Strike to a zombie draconian soldier who managed to climb up. This zombie soldier was sent flying and fell back to the ground.

"I wonder if saying Clatu verata nictu will do anything to these zombies," Paytowin said as he shot at the climbing dead soldiers.

"What the hell was that?" Jeanny asked.

"Nothing. Just something that Jack would certainly say if he is here fighting this army of zombies," Paytowin replied.

Jeanny decided to just stop paying attention to Paytowin's ramblings and focused on preventing the zombie army from scaling their part of the wall. Megan and Arthur had moved further away to help the soldiers there.

Paytowin activated his Brave Techno Suit and Brave Rifle. He sniped the enemies from the air while Brave King and Mihos helped Jeanny stop the enemies from climbing up.

Brave King's appearance was slightly different now. This was because Paytowin had replaced a majority of its parts using upgraded versions he received from Callan via the Legacy of Courage orb. The techno golem still had a lion head but the face on that head now had a fiercer look. The metallic parts that imitated a lion's mane extended far back and made it look like a hedgehog's spine. The golden color all over its body parts was also shinier.

Brave King's power was now almost equal to a mythical grade.

Mihos also didn't remain idle during his travel around the world. He was now level 65. His skill, Gold Sacred Flame, caused extra damage to the undead army. These zombie soldiers, who should be feeling no pain, writhed when Mihos' greatsword enveloped by the golden flame touched them. This made them stop advancing and gave Mihos the chance to strike them with his fist or the pommel of his greatsword, sending them flying back to the ground.

After the zombie army took the brunt of the defender's assaults, World Maker and World Ruler's guild soldiers showed themselves. Led by their guild heroes and guild guardians, they caused the defenders even more difficulty in protecting the wall.

The native defenders continued shooting the mounted ballistae and scorpions on the wall, but there were just too many enemies.

Jeanny sent a command to her guild members to use their war tool, exploding bottle. This was not the time to be stingy. This tool didn't consume many resources so the guild produced a substantial amount. Every member carried some bottles in their inventory.

With that permission, everyone started fishing out the exploding bottles from their inventory and threw them at the zombie army amassing under the wall. The exploding bottle affected a very large area, dealing decent damage to a very large area and burning everyone.

Luckily, the army of darkness ability only protected the dead army from mental status effects, not physical ones. So, they were still burnt by the exploding bottle. And since the dead army was immune to recovery spells, this burn status couldn't be dispelled. They suffered through the full duration.

Jeanny also took another thing out of her inventory. It was a large horn. The Horn of Silver Rhino Emperor from Duke Alfredo.

After the last defeat in the battle against World Maker in the West, Jeanny decided to halt the copying of other items and spent the available mana cores to copy this item, so she could use this horn without wasting the original.

Jeanny activated the item and an enormous silver rhino with three horns appeared outside the wall. The rhino was a level 68 mythical-grade beast, its level followed Jeanny's level. Jeanny thought the creature look more like the prehistoric triceratops than a rhino.

Without delay, this rhino started rampaging around the enemies. It had a charging skill that crushed everything in its path. It was a truly fitting monster to create havoc from within the enemy's ranks.

The horn could be used three times and there was no cooldown. Jeanny didn't hold back. She used the horn another two times. Two more silver rhinos appeared.

Unfortunately, these silver rhinos only lasted one hour. Jeanny directed these rhinos to the most troublesome enemies. He hoped this one hour could buy the defending army time to adjust to the offenses the enemies threw at them. The three silver rhinos crashed through the zombie army and engaged the World Maker and World Ruler's guild guardians.

Some distances away, Hydrurond's two remaining lord dominators, Dytess and Balzrim, were fighting against Liguritudum's high marshall, Oberon, and Aurebor's lord protector, Ashira Sharpsight.

Seeing those high-level mythical natives, Jeanny couldn't help but wonder. She sent a message to Domon to ask Carnelia a question. "When Master revived the fallen soldiers using the Necronomicon, is there a limitation to the power of the revived soldiers? Or the Necronomicon can revive any dead soldiers regardless of levels and grades?"

Before she received a reply from Domon, her question was already answered. Kimat, Hydrurond's level 85 mythical-grade lord dominator that was killed during the battle in the North, was seen floating above the zombie army.

The dead lord dominator cast a spell. A hail of bone spears fell upon the defenders on the wall, causing them difficulty in stopping the zombie army from climbing up. Due to this interruption, some zombie soldiers finally managed to arrive at the top of the wall. Skirmishes now occurred on the wall.

Kimat continued floating along the wall, casting one spell after another and helping the zombie army climb the wall.

"Someone needs to stop that f*cking dead dominator!" The Man yelled. He was almost hit by Kimat's spell just now. The dead had also climbed the part of the wall where he was protecting. He was now in fierce combat with those zombie soldiers.

When everything seemed dire, a soul-piercing roar thundered from the sky. Everyone looked up and saw an enormous shadow behind the dark clouds above.