

## World 1241

### Chapter 1241: The Retreating Army

As Master suspected, Eoranth surveyed his surroundings with furious eyes. He had been exerting his strength to break free of the accursed bird's prison. But even for someone of his power, Suzaki's immortal prison was not easily breached.

He didn't expect the battle to have undergone such a drastic change in his absence. Not only was the battle over and the capital deserted by the armies, but he could also no longer sense his connection with the country's sovereign.

This could only mean one thing, Frorryntiar had died. Without her heir formally crowned as the next monarch, the link he had with the sovereign of this country was not passed down. He was now no longer this country's guardian.

He was furious. This failure to protect the country and its queen was a huge tarnish to his pride, and he wasn't going to let the person responsible go just like that.

He turned to the palace. He uttered an ear-splitting roar to announce his intention. His body then shot forward at high speed to the palace.

When he was close, a figure standing on top of the sky-high palace caught his attention. He stopped before this figure, who was a person with a skeletal face carrying a black scythe.

"Vekja, are you going to risk your life for the outworlder?" Eoranth asked.

"I am not presumptuous enough to challenge the lord of the dragons," Vekja said. "But know that I'm not alone."

A dark gigantic portal appeared in the sky. Out of this portal, came out a five-headed dragon. Its huge body crushed several houses below it. This dragon was the same one that fought against the Council of Virtus' guardian during that faction's destruction. The dragon was God Fear's pet. Its name was Primordial Hydra and it was a level 96 eternal grade.

"Hmph! I will take both of you down if I have to!" Eoranth roared.

"I do admit that we might still not be your opponent even if we fight you together," Vekja said. "But know this, we don't interfere with this mortal's war, but this country already officially belongs to the outworlder named Master. If you insist on causing trouble here, we can consider you abusing your power on a mortal's settlement. At that time, our God will have a reason to interfere. Do you think you can take on our God?"

Eoranth growled menacingly, but he didn't take action. As powerful as he was, he was still below the realm of God.

He huffed. He looked around and saw in the distance the zombie army catching up to the retreating Hydrurond army.

As he was still staring into the distance, he sensed another presence approaching. He turned back and saw Master appearing out of one of the top balconies. The sight sent him back to fury. He almost ignored all the possible consequences and attacked, but he stopped himself.

He stared straight into Master's calm-looking eyes and gave another ear-splitting roar. He then flapped his wings and flew toward where the armies were resuming their battle.

Master watched the dragon leave. He didn't care about his zombie army. They were going to die anyway due to his Army of Darkness ability. He just hoped that the zombie army could kill as many of the enemy soldiers as possible, so he had fresh bodies to be revived using the Necronomicon.

"Why did you come out? Are you trying to provoke him into attacking?" Vekja asked with his or her queer voice.

"It's a pity that he did not take the bait. He would have been a glorious addition to my zombie army," Master replied.

"Although I said our God will interfere, he might choose not to do so until this capital is razed to the ground. He might even let you die once to teach you a lesson. Do not presume you can use us like we are your tools."

"If I do, I would have spared myself all the troubles and used your cult to take over this capital," Master returned. "Anyway, can you call God Fear? I wish to speak to him."

"You can speak to me. Our God is not someone you call on your whim."

"Very well. Please send him a message that the next plan we have discussed is ready for a go."

"You have gotten a reply from the other side?"

Master nodded. "He will act accordingly when it is time. With his interference, God Fear will have his opening."

"Mm... Fine. Let us know when," Vekja said.

"Soon," Master replied. "It will be soon."

\*

Outside the capital, Hydrurond's retreating army was being harassed by the zombie army. The zombie soldiers cared not for their well-being. They just threw themselves to Hydrurond soldiers with the sole objective of taking down as many of the enemies as possible.

Hydrurond soldiers were mostly not in their best shape. Many were already wounded. These wounded ones were the zombie army's main targets. Since they were retreating, they couldn't adopt any effective formation. They could only resist as best they could.

But it was not a good situation. For every three dead soldiers they took down, they lost one of their comrades.

Casualties continued to increase. Morale was low. They had lost their queen. They had lost their capital. They had lost their country. Some were ready to just split, but they had heard from their superiors that the princess was still alive and was waiting for them. This was the only motivation that was driving them.

They then heard a roar. A roar that brought hope back to their hearts.

Up in the night sky, they saw the silvery white dragon approaching. As he did, Eoranth poured his soul breath onto the zombie army at the rear, decimating them in droves.

The dragon then landed on the ground. He proceeded to stomp the zombie soldiers, taking them out a few at a time.

The zombie soldiers didn't care, though. They felt no fear despite Eoranth's intimidating presence. They continued throwing themselves at Hydrurond soldiers with the lowest HP.

When at last all the zombie soldiers were eradicated, Hydrurond had lost another 100,000 soldiers. Their army count was down to 800,000.

The surviving soldiers rested after they reached the location where Aldryth was waiting. They recuperated and drank recovery potions.

Eoranth stood and watched over this defeated army.

The ranked officers met Aldryth and discussed their next move. Some suggested that they tried retaking the capital now that Eoranth was back with them, the zombie soldiers were vanquished, and the enemy's phoenix was unavailable. However, Aldryth decided otherwise.

When asked why, Aldryth pointed at the capital. She was pointing at the gigantic five-headed hydra that was watching them with its ten eyes.

## **Chapter 1242: On the Way to Rendezvous**

"So, what should we do?" The officers asked.

"We moved East. There should be cities on that way that are still loyal to my mother. We will rebuild our force in one of them," Aldryth answered.

"Why east?" Dytess asked.

"It's where the reinforcement from Themisphere will come from," Jeanny answered.

"Themisphere?" Dytess loathed the fact that they needed help from another country, but their situation was indeed bad. She had also seen Jeanny and her guild members' chivalry during this battle, so she won't dismiss their opinion as she would have normally.

She looked to Aldryth. "My queen, is that what you wish?" She asked.

Aldryth was dazed for a while from the words. She was not ready to be called a queen. The title also brought sadness to her as it reminded her that her mother had passed. Yet, she knew it was her responsibility to step up.

Aldryth nodded with determination. "Lord dominator, command the troops to move East. We depart immediately."

"We follow your command, my queen," Dytess replied. She then issued the marching command to the rest of the army.

Eoranth took to the sky and disappeared behind the clouds. He was no longer officially this country's guardian, so he had no obligation to protect this army. Still, he felt a little guilt for failing to protect Queen Frorryntiar. So, he figured he should at least make sure her daughter was safe.

No one knew the dragon's thoughts, though. Some thought that this was probably the last time they saw Eoranth. Aldryth had the same thought. She wasn't the official sovereign of this kingdom. She didn't possess a queen badge, so she had no means to call Eoranth even if she wanted to.

As they started marching, the night gave way to dawn. The soldiers looked back and saw the ruined capital they had so valiantly defended. They couldn't hide their sadness for having to leave. The first light of the sun shone on Messephyria which was getting smaller as they moved away. They swore they would retake the capital in the future and erase this stain of defeat.

"The capital fell in just one night...?"

The army of Themisphere had just crossed through the border territory and entered Hydrurond this morning, but what greeted them was the news of their ally's defeat. Messephyria was still close to two weeks marching from where they were. With Jack's runestone of marching, he could probably shorten the time to one week, but that was all pointless now.

"Yeah, it also surprises me," John said. He then asked Peniel who was floating beside Jack, "Jeanny said about a book that can raise the dead natives, you know anything about that?"

"Yes. That is Necronomicon, a legendary artifact," Peniel answered. She said to Jack, "Remember the Book of the Damned you gave to Horatio? The Necronomicon is an artifact of the same power level. The difference is the Book of the Damned is catered to the Warlock class, while the Necronomicon is to the Summoner class. Or more precisely, to the necromancer special class."

"That artifact in the hand of a sovereign truly tips the playing field. They can preserve their army count or even increase it without needing to wait for the time to recruit and train new soldiers," John said.

"This completely changes the situation. I thought we can just continue and attack even if Hydrurond lost. But this option is out now, the enemy still has a sufficient force even after the war. We will need to mobilize more army if we want to attack."

"It will take too much time to mobilize another army. Let's go and rendezvous with Princess Aldryth first. They are heading our way."

"You should address her as a queen now," John said.

"Yeah. Thank goodness Master wasn't aware of the succession rule of the monarch system. Otherwise, he would have gotten more soldiers for his expansion."

"When he and Mistress took the thrones, both Liguritutum and Aurebor's sovereigns at the time had no heir. So, it made sense that he was not aware."

"How come the Aurebor's queen had no heir? I thought elves live a very long life. Didn't she ever have any relationship in all her long years?" Jack asked.

"Queen Ashala was a very prideful and arrogant woman," Duchess Isabelle who rode beside them said. "She is too proud to have any man standing beside her as an equal, so she was never married. Nor did she ever sire an offspring as she believed she won't be able to cope with a child who can't meet her standards."

"That's sad," Jack remarked.

"Is this relevant? Let's discuss more important subjects," John said. "You need to know that I've given the go-ahead to construct a large-sized fort facing the border of Hydrurond."

"Isn't a large-sized fort expensive and takes a long time to build?"

"Yes. But it will give us a good spot to prepare our army when we want to mobilize against Hydrurond. Not to mention, it also provides a good defensive advantage in case the enemy came invading from Hydrurond. Now that we learn that Master is in control of Hydrurond, that fort will become crucial."

"When did you start building that fort?" Jack asked.

"When you first leave for Hydrurond to convince Queen Frorryntiar that we are allies," John answered.

"The heck?! Then why do you only tell me now? Wait... Are you telling me about the fort because it is now necessary under the current situation? Do you still have any other things you did without telling me?"

"Uh... I did a lot of things without telling you," John said.

Jack didn't know if he should be mad. He decided to just not bother about it. He instead asked, "Have you thought of a way to deal with the enemy army chasing after the princess' force?"

"Queen's!" John corrected.

"Yes, yes. You know bloody well whom I meant."

"I'm still working on it. But first thing first, we need to stock up our supplies."

"How?" Jack asked.

"Buying them from our allies like we have planned, of course," John answered

"But isn't this country already fallen to Master's hand?" Jack asked again.

"Under the situation where an heir is still around, some settlements might choose to not submit to the new sovereign," Peniel informed.

"How do we know which settlement is still friend and which has turned to foe?"

"Only one way to find out," John said. When Jack gave him an inquisitive gaze, John said, "Knock on the gates and see if they open the gates or send arrows at us."

## Chapter 1243: Meet in the Middle

They checked the settlements' alignments by sending a regiment over. Peniel told them not to bother with towns or villages as those settlements were sure to submit to Master's rule, unless of course if they planned to take over the settlements by force.

They decided not to do so. Although they could easily subjugate the settlements with their one-million army, they would still need to exert some effort. Additionally, after defeating said settlements, they still needed to station a decent number of troops to keep those settlements occupied. Otherwise, the settlements would just revert to Hydrurond's rule once they left. Doing this would reduce their already limited army.

They passed through one city, one town, and two villages. When they sent the battalion to the city, they were greeted with hails of arrows. So, they proceeded on.

Emris informed Jack that their rations were getting thin. The next settlements they found, they would have no choice but to use force to take it down if it was still not an ally.

Luckily, this time the city gates opened when they approached.

The city's name was Lefkauselis. Jack had visited this city before. It was where he first got into contact with World Maker's serial killers.

Coincidentally, the person who greeted him by the gate was someone he knew. It was Zoikod, the vice governor of the city whom he had saved from the serial killers.

"King Storm Wind," Zoikod greeted Jack with a small bow.

"Vice governor Zoikod. It's good to see you," Jack greeted back.

"It's governor now," Zoikod replied. "We all decided that Princess Aldryth is the rightful sovereign. My predecessor disagreed. Sadly, we have to relieve him from his post."

"I'm glad you did," Jack said.

"I still haven't thanked you for saving my daughter and my life," Zoikod said.

"You know it was me?" Jack asked. He was using the orc disguise when he saved Zoikod.

"I don't know at the time, but after doing some digging around my outworlder contacts, I learn of your identity. I'm glad that Hydrurond still has a good friend who is willing to come in her time of need."

"We all have a common enemy."

"Come!" Zoikod ushered Jack into the city. "Your army can rest outside. Our small city is too cramped if your army enters, but I've prepared the military rations I believe you will surely need. I will have my people arranged to transfer the rations."

"Your help is much appreciated. We will pay the rations with coins."

"No need! If you can help Queen Aldryth retake the throne, we should be the one paying you instead," Zoikod returned.

Jack turned to Peniel while sending his thought, 'I thought the system required us to pay for the supplies even if we are allies?'

Peniel simply shrugged. 'I guess this Zoikod likes you very much, I think?'

Jack and the other high-ranking officers entered the city. John insisted on bringing one battalion into the city that followed them around just in case this was a trap. Jack didn't think this was a trap but he didn't stop John.

As the army rested and their supplies replenished, Jack and the others had a meeting with Zoikod inside the city hall.

"Do you know any other settlements that are also loyal to Queen Aldryth?" Jack asked Zoikod

"I have heard some news. However, other such settlements are quite a distance away," Zoikod answered.

"This means this should be the city where Aldryth starts rebuilding her influence," Jack said. He then turned to John and asked, "What do you think if we used this place as the center of the rebellion?"

"To be honest. This city is not that good in terms of defense. Whether the city itself or the terrains around it. If we have to fight the enemy's larger force. I don't see a good prospect."

"Then we should call more army from Themisphere," Jack said.

"Without your runestone of marching, it takes one week just to cross the border territory. Not to mention the time needed to mobilize the troops from different stations. The enemy will have arrived before our reinforcement."

After letting Aldryth's troops leave the capital, Master spent two days stabilizing his force in the capital, as well as raising the dead using the Necronomicon. Afterward, he left Gridhacker to oversee the rest and marched out of the capital with the Liguritutum army, the Aurebor army, and the newly created zombie army.

At this time, this army was hot on Aldryth's tail.

Aldryth tried making contact with the settlements they passed by. But she was unlucky, all those settlements had taken the system's side, submitting to Master's rule.

Each settlement had a modest number of defenders stationed. They were there to keep the settlements stable during wartime. They won't be enough to defend against an army if Aldryth decided to take over the settlement by force.

However, using a settlement that was against her as a base to grow her force would be much harder compared to using a settlement that supported her rule. Hence, she didn't waste time and soldiers to subdue those settlements. She continued looking for ones that supported her as she headed East.

Because she was going on a zigzagging route to visit nearby settlements, Master's force was gaining up on her. By the time Jack's army was resupplying in Lefkauselis, Master's army had shortened their distance to only one day from Aldryth's.

Jack knew about Aldryth's army's position because Jeanny and the others were with that army, but he didn't know about Master's army's movement. It was Zoikod who brought the information to Jack. Zoikod still had friends in the other cities that had submitted to Master. These friends sent him the news using the message transmission device when Master's army passed by their cities.

"They won't make it here," John said.

They had been putting the information into the 3D map projection inside the city hall.

"Are you sure there are no friendly cities from here to where Queen Aldryth's army is?" Jack asked Zoikod.

Zoikod shook his head with a sad expression.

Jack and John looked at one another. John said, "We can't wait and fight our battle here. We have to go out there and meet them in the middle before the enemy catches up to them."

#### **Chapter 1244: Daboga Marshland**

"Do you know how many troops that Master brings?" John asked Zoikod.

"My contacts estimated the enemy's army numbered around three million," Zoikod answered.

"Crap... That's three times our number," Jack said. "Even if we join forces with Aldryth, they still beat us by almost two to one."

"I expect as much," John said. "They still have a decent number out of their original armies from Liguritudum and Aurebor. Adding the zombie soldiers revived from the capital battle, it is almost like they didn't have any loss from that battle. That's why if they ended up getting the Hydrurond army when Master took up the throne, it would have been a disaster for us."

"So, what should we do? It is too late for us to call more soldiers from Themisphere. We should have brought more from the start," Jack lamented.

"More soldiers meant a slower pace and the need for more supplies," John countered. "We are inexperienced in warring outside our territory. It is not wise to bring all our force for a learning experience. Plus, we thought we needed speed at the time."

"Well, what's done is done. I will send a message to Jeanny to have her tell Aldryth to no longer visit any other settlement and head directly here," Jack said. "This should put their army's movement at the same speed as the enemy's."

"I won't count on it. Master had a method to increase his army's movement speed. He probably has a runestone of marching like you," John said.



"It will at least save them some time before the enemy catches up," Jack said. "Enough time for us to arrive and assist them."

When Jack was about to contact Jeanny, John interrupted him, "Wait! Tell them to head here instead."

While talking, John had been surveying the map between Lefkauselis and Aldryth's army. He was now zooming into a region roughly in the middle between those two places.

It was a complicated terrain where half of it was marshland while the other half was tall cliffs. There was a wide road that went along these cliffs. The road went irregularly around the cliffs. They also climbed up and thus separated from the marshland below.

"Be careful of that marshland. High-level monsters dominated that place," Zoikod said. "Some can reach as high as level 80."

"They do? That's great!" John exclaimed.

"It does?" Jack didn't quite catch John's excitement.

"This winding road around the cliffs allowed for poor visibility, they won't know if enemies were hiding in a corner," John said.

Hearing John's words, Zoikod added, "If you think poor visibility is good, do know that the marshland is usually covered by mists. Those mists extended to those roads around the cliffs."

"Beautiful! This place is a perfect ambush point," John uttered.

"Why do you think they will be taking this road?" Jack asked.

"If Queen Aldryth passed through this road, then they had no choice but to follow," John explained. "The marshland covered a large area. The hills that formed the cliffs also spread a large distance, forming a natural wall. The enemy would have to go through a long circling trip if they didn't want to take this road. At this place, their number advantage will be nullified. They had to travel in a long column along this road. We will ambush them here."

John pointed to a part of the road where it made a sharp turn of almost one-hundred-eighty-degree.

"They won't see us hiding behind this turn. We will catch them off guard here. Additionally, with them positioned at this corner, their backs will be facing the chasm."

The 3D projection also showed the height of the sharp turn that John was pointing at. It was situated rather high from the marshland below.

"Due to the sharp turn, they will have only a little number to hold their ground," John continued his explanation. "We can easily push them and make them fall to the marshland below. If the fall doesn't kill them, the high-level monsters down there will."

Jack nodded. "All right! I will send Jeanny the coordinates of this place."

When he was sending the message, John asked Zoikod, "When will the resupplying be completed?"

"We have known about the likelihood of you passing through here. The rations have mostly been prepared before your arrival. By tomorrow, your army can depart," Zoikod answered.

"That's great to hear," John said.

"Thank you for everything," Jack said to Zoikod after he finished telling Jeanny about John's plan.

"It's the least I can do after what you did for my daughter, my queen, and me," Zoikod replied.

John excused himself. "I will go and inform Emris to have the troops take a full rest today. We will be marching at full speed first thing tomorrow."

Jack couldn't rest like normal people. His idea of rest was doing game activities. So, he rode Pandora to a nearby grinding spot and killed the monsters there.

\*

The next morning, the army resumed their march accompanied by the first ray of sunlight.

Zoikod watched the army getting farther away into the horizon. He pitied the fact that he couldn't provide more help. He wished he could also join the army and head to his queen's rescue, but he had his duties here. All he could do now was pray for their success.

"Are you sure we shouldn't go and look for other nearby cities?" Dytess asked.

"I have confirmation from a credible source that all nearby cities had submitted to the enemy. The nearest one that still considers Queen Aldryth as the sovereign is Lefkauselis," Jeanny explained. "That's where we should be heading."

"Then why are we not taking a straight route? Why go to Daboga Marshland?"

Daboga Marshland was the name of the marshland where John planned his ambush.

"Because like it or not, the enemies will catch up to us," Jeanny said.

Dytess didn't deny that. After learning that the enemy had sent an army to chase after them. He had sent her scouts to keep tabs on the enemy. The enemy was closing in. The enemy was one day away from them at this time.

"Then shouldn't that be more reasons to head directly to our destination instead of taking a side route?" Pagram asked.

"We will have to engage our enemies before we reach Lefkauselis. We can't outrun our enemies," Jeanny said.

"Considering how they surprised us by arriving at our capital much faster than we expect, I say that is a high probability," Aldryth said. "We will do as the outworlder suggested. Lord dominator Dytess, please have the army change course to Daboga marshland!"

"Yes, my queen," Dytess responded.

## **Chapter 1245: Preparing the Ambush**

The Daboga Marshland was filled with swamps and mists. Tall trees grew directly from the water of the swamps. These tall trees had dense canopies which blocked most of the sunlight, giving the marshland limited lighting and adding its eeriness even during the day.

There were always movements under the water. The water was black. With the mists and poor lighting, no one could see what lurked under the dark water.

Native adventurers had been known to avoid this marshland. Players learned to do that the hard way. That's why this marshland was mostly deserted.

Aldryth and her army were currently traversing through the winding road by the cliffs beside this marshland. The road climbed up high as they went deeper. The marshland was far down there on their right, while on their left were steep cliffs.

This road was the only way to travel through the Marshland safely. Otherwise, these travelers would have to take a long roundabout way to get to the other side. The road was considered very wide if used by regular travelers or caravans. But for a large army, it was too narrow. The march turned the army into a long column, like a snake going through the irregular road.

"How far away is the enemy?" Aldryth asked.

"My last scouts haven't returned for quite some while, I think they have been killed," Dyteess replied.

"But from the last report, they were just two hours away."

"We need to pick up our pace," Aldryth said. "Dump our supply carts into the marshland! They are almost empty anyway. Everyone will have to carry their own rations and potions."

Dyteess carried out the order. Under harsh circumstances, they had to take harsh action.

As they turned the sharp corner where John planned the ambush, they saw a row of human soldiers lining up flat against the wall. Jack was at the head of this row. With his runestone of marching, he had arrived at this place first.

"Queen Aldryth," Jack greeted.

"King Storm Wind," Aldryth greeted back.

"Hurry up," Jack said. "Leave this place to us."

"I will join you in defending this place," Jeanny said.

"No, stay with the queen," Jack told her. "Just get to Lefkauselis. They won't get past us."

Jeanny didn't like staying on the sidelines as that would only make her worry without being able to do anything, but she didn't waste her time arguing. She resumed the march with the Hydrurond army. As she walked, she looked up and saw several soldiers perched up there on the cliff. The cliff wall was steep and hard to climb, but not impossible.

Since Jack's army arrived first, they had the luxury to have some soldiers climb the cliff. With the high ground, these soldiers would be able to support the soldiers down there as they engaged the enemies coming around the sharp corner.

Jeanny noticed that all the soldiers perched up on the cliffs were holding long muskets. They were one of Themisphere's special units, the Musketeers. These special units had unusually long ranges and also had the gunner's skill, Shooting Stance, which gave them damage boost and range boost when they took the stance and not moved.

They were the ideal units for sniping.

Seeing that everything was well-prepared, Jeanny stopped worrying.

Once the tail of the Hydrurond army walked past, the human soldiers who were leaning by the cliff wall left the wall and came to Jack's side. They continued to pile up and formed a solid formation facing the sharp turn. The enemies who came through that turn would be in for a surprise.

The soldiers making up the bulk of the front line were another special unit, the paladin. Some ancient champions were mixed in between these paladins. At such a choke point, quality beat quantity. Jack chose the best units to hold up the line.

There were only a few ancient champions because it turned out its passing requirement was extremely high. From droves of soldiers who applied to the Ancient Beacon Tower, only a few passed.

But these few were the cream of the crops. The ancient champions had unusually high stats. They were also enveloped by an aura that buffed their allies. Their weapons and armor were blanketed by a thin layer of light that was similar to when a Weapon Master activated the Ki Weapon skill. The difference was this layer of light was their passive skill. So, its effect was always on.

Behind the ancient champions and paladins were the last of the special units, the Illusionists. They specialized in illusion magic that could confuse and also damage the opponents.

Mixed in with these illusionists were some mage and healer units. The mages were to provide AOE damage output while the healers were to keep the tanks in the front last as long as possible. The paladins had recovery skills but having healers on standby was always better.

Behind them were reserves who would replace them in case the front-line soldiers were killed or lost too much HP.

Floating above them were Emris and a few high-level officers who had the fly spell or wing tools. They were to deal with the enemy's high-level officers who tried to get through the barricade from the sky.

Jack asked everyone to be silent to not expose their position. All they needed to do now was wait.

\*

Aldryth's army came down to the end of the road which opened up to a large plain. John and the rest of the Themisphere army were waiting there, with a formation that boxed in the exit to the road.

John was situated on a small hill at the rear of the formation. That hill gave him a high ground to have a good view of most everything. Themisphere's war table was also placed there.

Tip was next to him, preparing to use their guild army summoning crystal if needed. Tip had changed their guild quest to operate under Themisphere's banner before he left and joined John in crossing the border. He originally planned to teleport directly to Messephyria after crossing the border. So he could

use the guild army summoning crystal to summon their guild army in the capital defense. Unfortunately, the capital had fallen when he arrived in Hydrurond.

Jeanny came to John who was standing behind the war table.

"Do you think the enemies will get through Jack?" She asked, referring to the army who was prepared to take on whoever was coming out of the road.

"It's always better to prepare," John answered. "Jack's division might get tired against endless waves. If that happened, we will be ready to take care of the enemies here."

Jeanny nodded. "What should we do?"

"Just go to Lefkauselis, we got it covered here," John answered.

"No. If they get through, you will need numbers," Aldryth said. "This is our fight. It's not right to leave you to do all the fighting."

"Okay," John replied. He was not interested in wasting time to persuade others.

As the Hydrurond army adjusted their positions following John's formation, they heard a commotion in the distance. The mists prevented them to see far, so they could only rely on the sound to know what happened.

"The enemies have arrived," John said.

#### **Chapter 1246: Springing the Ambush**

At the sharp corner beside the cliff where Jack and the others were waiting, they heard the sound of footsteps. It wasn't steady steps that characterized the soldiers' march. The sound was more akin to a panic run from a mob. It was hasty footsteps and they were getting louder.

Soon, a figure appeared from the corner. It was a draconian soldier, but the soldier's scales were grey and dull. Its eyes were lifeless. It was a zombie unit.

Others soon appeared. They were running at such a high speed that their feet skidded on the ground before they managed to turn. One or two even couldn't stop their momentum and ended up tumbling past the edge and falling to the marshland below.

'Why the rush...?' Jack thought. Then he thought probably because Master knew Aldryth was close, so he sent these zombie soldiers to chase at maximum speed to pin her down so their main army could catch up.

Unfortunately for them, an obstacle was waiting for them.

"Brace!" Jack commanded.

The paladins lifted their large shield, forming a wall. They also activated Heaven's Shield. Illusory shields appeared in front of their shields, giving them two layers of defensive walls.

The dead soldiers crashed into the shields at high speed. They struck their weapons frantically at the shields like rabid animals.

"Hold!" Jack shouted.

More and more zombie soldiers turned the corner and rammed themselves into the shields. Their pushing force increased with their numbers, but the sharp corner made it so that there was only a limited space for them. The other zombie soldiers at the back couldn't move forward without crashing into their comrades. This crash caused the zombie soldiers at the front to be pushed to the side and fell off the road instead.

Seeing the cramped enemies in front of him, Jack used the Judgement of Past Kings. The consecutive attacks destroyed the dead soldiers in droves while they were held by the paladins. Dead soldiers from the back came in and replaced the fallen ones while the past kings of Themisphere came and unleashed their skills one after another.

After the Judgement of Past King ended, Jack gave the order for the others to attack, "Send this army of darkness back to hell! Clatu, verata, nictu...!"

The native soldiers were confused. Was that some kind of an outworlder's battle cry? Even when they didn't understand, they followed with enthusiasm. They all shouted, "Nictu...!!!"

The mages cast their AOE spells. Jack did as well. The musketeers rained bullets from above. The healers healed the paladins as the paladins took the brunt of the attacks.

The zombie soldiers seemed unending. Out of sheer force, a gap was finally torn between the paladins. A zombie soldier rushed through but was quickly impaled by a spear of an ancient champion. A second zombie soldier came through and was sliced apart by another ancient champion wielding an axe.

Ancient champions didn't have preferred weapons. They were free to utilize any weapons they were most comfortable with.

Another ancient champion wielding a greatsword came forward and bashed the other zombies who tried to slip through the gap. He stood himself in the gap, preventing more zombies from slipping through. His body was covered by a glowing sphere. Peniel informed Jack that it was a skill called Ki Armor, a non-standard skill that could be learned by Weapon Master or Battle Monk.

The ancient champion could also use Ki Strike, delivering high burst damage to multiple enemies right in front of him.

Among the zombie soldiers were some high-leveled ones who could fly. Emris and the other officers took care of them.

The battle continued for a very long time, but Jack and the others held the line. They lost some soldiers, but the reserves quickly replaced these fallen soldiers.

Even so, the enemy lost much more. The sharp turn made them unable to utilize their large number. They were just mindlessly throwing themselves to be slaughtered. Many were forced to fall into the marshland below. The altitude they were at was very high so the fall caused high damage. Even if they didn't die, they were immediately pounced on by the high-level monsters inhabiting the marshland.

When the sun was about to set, the intensity of the zombie soldiers' charge lessened. The number of the charging zombie soldiers continued to reduce until they completely stopped.

"Huh?" Jack looked at the empty corner in confusion.

'Have they given up?' Jack thought. According to John's estimation. Even if it was just the zombie army, if the enemy continued throwing their entire number at them, it would take roughly three full days since they could only take down a few at a time in such a constricted space. That was not even considering Liguritutum and Aurebor's live armies.

Multiple reserves were already prepared to deal with this protracted battle.

Emris flew past the corner to look at the other side. "There is no more enemy!" He shouted to Jack.

"That was fast," Jack thought.

John had expected this scenario where the enemies cut their losses and retreated to take the long roundabout way instead of forcing themselves through this road, but that would mean the enemy gave up on Aldryth. If this happened, they should also start marching to Lefkauselis and prepared their final stand there.

"That smart ass predicted that the battle here lasts at least two days before the enemy gives up. I guess he overestimates the enemy's determination," Jack muttered.

He was about to send the order to march back to the plains when he heard a rumbling noise from the distance. Since he was high up, he had a better view of most of the terrains. The mists were not so thick up here so they were not enough to block his dragon eye's vision.

From the direction where he had heard the noise, he saw a large number of troops. The surprising thing was, these troops were on the eastern side of the marshland, which was also the plains where the bulk of his army and Aldryth's army were waiting.

"Damn it! The zombie army we have been fighting against is only a distraction," Jack realized after seeing the sight.

At this time, this large army was heading to where John and Aldryth were. He did not doubt whose this army belonged to. The question was, how did the enemy move to the other side of the marshland without passing through this road?

## **Chapter 1247: An Unexpected All-out Battle**

As Jack sent a message to John informing John of what he had seen, John also heard the sound and saw the dust cloud in the distance.

John was also puzzling about how the enemy had crossed the marshland unknowingly, but this was no time to wonder. He used the war table to hurriedly reorganize the troops' formation. Under his quick organizing, the Themisphere army formed a long line formation facing the incoming enemy.

Aldryth didn't have a war table so her commands were conveyed verbally. The Hydrurond army reorganized at a much slower pace compared to the Themisphere army.

John told her to just place her army at Themisphere's rear. Putting an army that was not controllable into the midst of his army would just cause chaos and upset his rhythm.

The Themisphere army numbered 1,000,000 troops. Out of this one million, 50,000 went with Jack to stop the enemy by the cliff's road. Aldryth commanded 800,000 troops.

As for the enemy coming at them along the shore of the marshland, it was comprised of 1,000,000 ethereal soldiers from Liguritutum and 700,000 zombie soldiers. The zombie soldiers were originally 900,000 strong. 200,000 had been intentionally delivered to Jack to make it seem as if they had fallen for John's trap.

While everyone was wondering where the Aurebor army was, the elven soldiers showed themselves out of the woodland in the east. The woodland was the direction where Aldryth should go if she was to go to Lefkauselis. The Aurebor army had not only come attacking from an unexpected angle, but their position also cut Aldryth's escape path.

The Aurebor army numbered 1,200,000 elven soldiers.

"Queen Aldryth! Have your army engage the Aurebor army!" John instructed.

Aldryth complied with the request and had Dyteess relayed the order. The troops started moving. But it was clear they were in a mess. Everything had happened too suddenly. There was not enough time to organize.

Within Liguritutum's force, they saw World Maker's guild army as well. The same went for Aurebor's force. World Ruler's guild army followed from behind.

"Summon our guild army!" John commanded Tip.

Tip immediately carried out the command and used Everlasting Heavenly Legends' guild army summoning crystal. The command platform appeared before Tip and he immediately assume control of it.

"Where should I put our guild army?" Tip asked.

"Next to our guild members," John answered. "Damn it to hell. It's an all-out battle now. Have the guild army follow Jeanny, but pay attention in case I need you to change target!"

John glanced at the Hydrurond army. He hoped they could hold the Aurebor army long enough while he dealt with the Liguritutum and zombie armies.

\*

"Hurry! Hurry! We have to go back!" Jack ordered. He and the soldiers he led had been rushing back through the road.

Emris and the other officers with flying ability had flown back to support the main army under Jack's order. Jack wanted to transform into a supreme dragon and flew back too, but he needed to use his runestone of marching to boost the movement speed of these 50,000 soldiers under him.



The road was too winding and narrow for their size, though. So, they couldn't rush as fast as they wanted. The terrain that they had used against the enemy had now come back to bite them.

Suddenly, a rumble was heard as a mass of rocks fell from above the cliff.

"Look out!" Jack was among the first to notice these falling rocks.

He cast Magic Wall and placed the spell above him. He put the magic wall slightly at an angle. The rocks hitting this magic wall were sent rolling into the chasm by the side of the road.

Soldiers with fast reflexes managed to respond like Jack. Mages cast defensive spells or shot their spells at these incoming rocks. Paladins used their shields to defend themselves. Ancient champions used their weapons to smack the rocks away.

But the incident had been too sudden. Many rocks still fell among the soldiers and caused damage. Some even caused the soldiers to stumble by the road's edge and fall to their death into the marshland below.

While they were wondering what had caused this rockfall, they heard another rumble and saw another wave of rockfall.

"There are enemies above!" Jack exclaimed.

His two hands exploded into multiple sword lights, striking and deflecting the rocks that fell above him.

After defending against this second wave, Jack used his King Badge and companion badge. He summoned Arlcard and all his royal agents. He had left his royal agents behind in Themisphere so they could continue to grow by doing quests while the army was marching.

"Duke, you are in charge! Take the troops here and go help the main army!" Jack commanded. Duke Aldredo acknowledged the command.

Arlcard needed no prompt, he looked at the armies that were about to engage each other in the distance and flew over. It was a good place to reap exp points. He was currently level 73.

Jack then used his beast form and flew up. Up there, he saw some people. They were players!

He also saw several contraptions holding piles of rocks. The players were operating one of these contraptions which released a third wave of rockfall. From the number of contraptions, these players could release another four waves of rockfall.

'These were prepared! Our plan to ambush at this place was already known!' Jack came to a realization.

\*BANG!\*

Jack summoned his magic shield just as a gunshot was heard. A bullet struck his conjured shield.

He looked at the attacker and saw that it was Ronald Dreary, one of the heavenly enforcers. Not only he, but Spring Crown and Long were also there.

"Hey, champ," Spring Crown greeted.

The players who were activating the rockfall contraption were going to trigger the fourth rockfall. Jack wasn't going to just let them do that.

Jack didn't bother to hold back. He used Lightning God Barrage.

The twenty lightning balls headed to the players who were operating the contraptions. The three heavenly enforcers moved away to avoid being caught in the blast.

Normal players won't be able to survive Lightning God Barrage. In one move, Jack took out all those players. No one would be able to operate the contraptions now except the three heavenly enforcers. The three didn't seem to have the intention to operate the contraptions, though. They just stood there and waited for Jack to approach.

Jack glanced at his troops on the road below. They suffered some casualties, but not too significant. The troops were currently marching back to the plains to join the main army following his order.

Seeing that those troops were okay, he flew toward the heavenly enforcers.

Two out of the three were melee classes, Jack was musing about giving them an unfair fight by just attacking them using ranged attacks from the sky. This would be easier and safer, but it would also be slower. Jack didn't want to waste his time with them. He wanted to finish them fast so he could join the battle on the plains.

So, he landed in front of them.

### **Chapter 1248: Outnumbered**

Spring Crown grinned widely at Jack. "Three-on-one fight. For one who had three classes, I don't think you will consider this unfair, do you?"

Jack glanced at the plains. The armies had started engaging each other.

"I don't have the time to play with you, people," Jack said and summoned Therras beside him.

Spring Crown sighed. "Well, if you have to be a d\*ck..."

Spring Crown took out something that Jack recognized as a companion token. Arthur and Long did the same.

Jack already knew Long's companion. Abasi Raretooth appeared next to the draconian player. On Spring Crown's side, a draconian in a mage robe appeared. His name was Uiqey. The one next to Ronald was an ethereal woman holding a knife. Her name was Delgado.

Uiqey and Delgado had the same grade as Abasi, rare elite grades. As for their levels, they were level 70. Long, Spring Crown, and Ronald were all level 68. Abasi had the highest level among them. His level was 75.

Jack's Therras was level 72, but its grade was mythical.

Jack didn't waste more time with chatters. He had to get back to the main army and helped. He cast Myriad Venomous Vipers.

His three opponents were not normal players. Long had mana sense. Spring Crown identified Jack's spell when Jack was still half-forming the spell formation. Ronald sensed Jack's killing intent when Jack made his move.

The three were already out of the danger zone when the fifteen vipers burst out of the ground. Their companions followed their lead.

Jack didn't expect his first move would trouble these three experts. The three had been separated. Jack used Charge and approached Spring Crown.

"Hey! Why am I your first target? Do you assume I am the weakest?" Spring Crown protested.

His companion Uiqey cast a fireball spell. Jack prepared Magic Shield to block the fireball.

To Jack's surprise, Spring Crown blocked the spell himself. Except he wasn't blocking it, Spring Crown used Absorb Energy and absorbed the fireball into his spear. He then used the empowered spear and attacked Jack with Ki Strike.

Jack responded with Flame Strike. The collision threw Spring Crown back, but he suffered no damage.

"How can a skill from a basic class win against a skill from an elite class? You are seriously cheating, man," Spring Crown protested.

Numerous gunshots were heard. Ronald used Bulletstorm. Jack flew back to escape the hail of bullets. He didn't want to tank that many bullets. He sensed pressure from his back.

He turned and saw Abasi come swinging with an image of a giant flaming axe.

"I will avenge my father today!!" Abasi exclaimed.

Jack used Brave Slash. The two powerful attacks collided and Abasi was thrown back. Abasi's attack was powerful but Jack's Brave Slash had mana manipulation empowering it.

"The hell, man? I've never even fought your father!" Jack yelled.

"You are the partner of the b\*tch who did, which makes you responsible!" Abasi lunged forward again.

"What kind of sick logic is that?" Jack responded. Behind him, Spring Crown was attacking again supported by Uiqey. Ronald stayed at a safe distance and never stopped firing.

Behind the charging Abasi, Jack saw Long and Delgado hold Therras back.

\*

On the plains, the two armies clashed.

In that short time when John realized the enemy was coming at them, he rearranged the army into proper formations. The huge army was divided into many legions which could act as a single division. He then moved these divisions around accordingly.

Each division was composed of balanced troops composition. All four special units were placed in proportion within each of these divisions. Each division was capable of battling an enemy to its fullest potential. All John had to do was direct them on where to hit and how to cooperate.

This, of course, did not happen just because of John's direction. The Themisphere military had gone through intense drills to be able to go into a formation this smoothly. Every soldier had done these drills a thousand times.

The zombie army arrived first. John had some divisions forming a linear wall to receive their charge. He then had them pulled back slowly as he moved the remaining divisions to hit the zombie army from the left and right flanks, effectively boxing them into a kill zone.

While the morale was lifted due to the positivity of the initial clash against the zombie army, the Ligiritudum army who followed behind caused John to frown.

The second John laid eyes on that army, he couldn't help but be surprised.

The Ligiritudum living army was also using the same tactic as him. At a glance, the composition of the enemy's divisions was also well-balanced. The enemy moved fluidly as they hit the weak spots in John's formation while the Themisphere army was dealing with the zombie army.

John had some spare divisions which he had prepared to maneuver against the Ligiritudum army. But every time he sent an instruction, the enemy adjusted accordingly.

The quality of the Ligiritudum army was not that far off from Themisphere's soldiers. Their basic units were mostly upgraded versions. They also had four special units, one of the four was the dread knights available due to their relation with God Fear.

The other three special units were Ghost Mage, Celestial Knight, and Emyprean Priest.

Ghost Mage was a caster unit with decent AOE spells. They had a special ability called phasing, allowing their bodies to become intangible if hit by a melee attack. This ability had a cooldown of three minutes, so most likely it only saved the Ghost Mage from a first strike.

Celestial Knight was a heavily armored melee unit that had a skill set similar to the player's Inquisitor class. They had the Angelic Possession skill that gave them temporary flying ability.

Emyprean Priest was a healer unit with survivability exceeding most other healer units. This was because of their heavenly armor ability, which provided them with a layer of defensive armor made of pure light. This armor could be conjured once every battle and had an HP bar. One needed to exhaust this armor's HP before hurting the Emyprean Priest.

If the quality and the tactic used were more or less equal, then the sides with more numbers held the advantage.

"F\*ck me. The opposite side has a good tactician," John cursed. He sent a message to Domon, "Domon, Bring your best disciples here! I have a task for you!"

## **Chapter 1249: Battle between Guilds**

While John maneuvered the Themisphere army to eradicate the zombie army and outplay the Ligiritudum army, Jeanny led Everlasting Heavenly Legends' members in cutting through the heart of the zombie army. Tip controlled their guild army and supported them.

After building up for a while, Everlasting Heavenly Legends had a guild army numbered above 40,000.

The basic units took up most of the bulk, at around 34,000 units. For the special units, the eagle rider hunters and blood counts now numbered 2,000 each. Twilight champions were 800-strong. Brave Riders numbered 500. The last and newest special unit, the Demonic Legion, numbered 5,000.

The Demonic Legion could be produced in large numbers because they didn't require large resources and their growth rate was also rapid. They were light infantry units that carried flaming short swords. Their ferocity didn't lose to the zombie army who knew no fear. Aside from their short swords, they also fought using their claws and teeth. They were wingless but had a strong jumping power, allowing them to jump over barricades if needed.

Despite having a low defense rating, their HP was high and they possessed high elemental resistance. They were also fast. Thus, they were even harder to kill compared to the basic heavy-armored Knight unit.

Then, there were the mechanical units. The Ice Cannon Tanks and Brave Golems. The guild had managed to produce 50 tanks and 10 golems. These tanks and golems were even stronger than the previous versions because they had been upgraded using rarer materials. They were also equipped with the protective framework and offensive formula rune diagrams, increasing their overall battle power.

As the Everlasting Heavenly Members and its guild army mowed down the zombie army, enemy players appeared from within the zombie army rank. They were members of the World Maker. Following behind them was their guild army.

World Maker's guild army had more numbers than the Everlasting Heavenly Legends' when the war with Hydrurond started. But after going through numerous wars all this time, they suffered casualties. Their number at this time put them at a bit lower than 40,000.

Even so, they didn't worry about this number disadvantage, because all the zombie soldiers around them were their allies. It was the Everlasting Heavenly Legends who were severely outnumbered.

As players clashed with players, the guild armies also clashed. The eagle rider hunters, who held superiority in the air, were engaged by the werebats. These werebats kept them busy and thus they were unable to provide air support to their comrades fighting below.

In the guild hero department, World Maker lost to Everlasting Heavenly Legends who had three heroes. One rare elite and two mythical grades. World Maker only possessed two guild heroes. The rare elite ethereal spell caster, Xalmath, and the mythical-grade orc warrior, Rollnoch.

While Rollnoch smashed through Everlasting Heavenly Legends' guild army with his mace, a towering high demon came charging at him carrying a whirlwind of flame. The saber from the high demon clashed with Rollnoch's mace, producing a powerful shockwave that threw everyone in the vicinity away.

The high demon was Rahab, Everlasting Heavenly Legends' third guild hero.

While their weapons locked, Rahab opened his mouth and a stream of dark flame poured out. The dark flame blasted Rollnoch but the orc didn't retreat. Rollnoch's skin hardened and glistened. That was Diamond Body which improved all defenses and resistances. Rahab's dark flame breath only caused Rollnoch little damage.

Rollnoch made a roar that debilitated those who heard it, but Rahab had high resistance against status effects.

Aside from depowering enemies, Rollnoch's roar also empowered himself. His strength increased and with two hands he swung his mace repeatedly.

Rahab was forced back with each impact. He cast the Demon Hand spell and his off-hand enlarged into a fearsome demon claw. With a saber coated in cursed flame in one hand and a demon claw in the other, he retaliated with fast attacks that overwhelmed Rollnoch's powerful swings.

Rollnoch was unable to cope against the fast two-hand attacks. Rahab's demon claw continued to steal a hit when Rollnoch's mace was busy dealing with the flaming saber. In retaliation, Rollnoch slammed his mace into the ground, creating a powerful eruption of energy that damaged everyone in the vicinity.

Rahab was forced to retreat by this powerful eruption. While he retreated, the zombie soldier swarmed at him. He did a whirlwind slash while his left hand formed a seven-runes spell formation. When the spell was completed, hundreds of shadow creatures poured forth from a gate.

It was the Shadow Army spell, the same one that Master had. The shadow creatures spread out and attacked the zombie soldiers, allowing Rahab to focus on Rollnoch who was coming again with his mace swinging fiercely.

While the two mythical guild heroes were contesting, Nilrem already cast her mega spell, The Knights of the Round. The twelve Arthurian knights spread out and helped Everlasting Heavenly Legends' guild members and guild army to turn the tide against the enemy's massive number.

Nilrem continued her second spell. She intended to cast the eight-runes spell, Lake of Death. But her spell formation fizzled mid-casting. She looked over to the cause.

Master was floating not far away. Nilrem's spell had been interrupted by Master's Cancel Magic. If any player could deal with this mythical-grade heroine, it would be Master.

Same as Nilrem who had summoned the knights of the round to aid the combatants on the ground, Master had also summoned hordes of creatures. These hordes of creatures spread out and helped his army on the ground.

He saved one summon to help him deal with Nilrem, which was also his current strongest summon. One of his classes already reached level 70. That class was Prime Demonologist, the special class from Warlock. At level 70, he gained a new spell, Summon High Demon.

The high demon summoned was a mythical-grade winged demon following Master's level. This high demon carried a flaming whip and a flaming axe. With a beastly howl, it flew toward Nilrem.

Nilrem wasn't anxious seeing the demon. She speed-cast a water orb protection spell before casting another eight-runes spell. This time, Master wasn't able to interrupt her casting.

This eight-runes spell was Nilrem's newest spell, a summoning spell. When it was cast, a torrent of water was conjured. This water coalesced and formed a transcendent-looking maiden. This maiden, who seemed to be living water, conjured even more water. The water danced to her will, striking the high demon who tried to approach.

Nilrem's spell was Lady of the Lake. It summoned a being who was also a mythical grade of the same level as the caster, which was level 72.

As Nilrem and Master fought in the sky, another force barged into the contest between Everlasting Heavenly Legends. It was World Ruler. Instead of helping Aurebor's army deal with Hydrurond's army, they came here instead to gang on Everlasting Heavenly Legends.

World Ruler brought all their guild members and guild army, including their guild heroes and guild guardians. Everlasting Heavenly Legends, who were already outnumbered from the start, were further overwhelmed by this additional enemy.

## **Chapter 1250: Waiting**

World Maker's two guild guardians fought against Everlasting Heavenly Legends'. All four guild guardians were mythical grades.

The Ice Roc was contesting with Penny, the lava dragonet, in the sky. Penny was level 72 now. She was two levels stronger than her opponent. The fire mana site installed in her lair had not only accelerated her growth but also passively strengthened her. Her stats were slightly higher than other monsters of the same level. All her attacks containing the fire element dealt more damage than usual. Her fire resistance was also extremely high.

Her opponent's attacks were mostly ice elements, so her resistance didn't bring her any advantage. But because of her superior stats, she was still dominating the contest.

Everlasting Heavenly Legends' new guild guardian, the dragon turtle Gumeru, struggled more. It had a very low level when captured, but due to intensive care given to it, it grew to be a powerful dragon turtle. The ice mana site installed in its lair was even more exceptional than the one Penny had, so its development was faster. Its level was 65.

Its opponent was World Maker's flame daemon. The level 72 gigantic demon monster was many levels higher, but the ice mana site also gave Gumeru better stats than the average monster's level. Additionally, a dragon turtle had exceptional physical strength and defense. Gumeru wasn't intimidated even when the opponent's level was higher. It charged and clashed with the flame daemon full frontal.

The flame daemon was insulted by having its lower-level opponent show such defiance. It gave the dragon turtle what it wanted, direct combat. The flame daemon's main weapon was a flaming axe, but it could conjure a dark flame that manifested into different kinds of weapons at will.

With the flaming axe in its right hand and an adaptable weapon that changed frequently on its left, the flame daemon showed the dragon turtle its place.

Gumeru suffered damages from all those varied assaults, but it refused to back down. When Gumeru was sure that the flame daemon was fully focused on its melee engagement, Gumeru unleashed its most potent ability, the Dual World Domain.

A large area around the dragon turtle burst with water within a split second. The insane amount of water just seemed to appear out of thin air and formed a gigantic water bubble.

The flame daemon was too close and too absorbed in its offense that it didn't have the time to react. It and the other enemies and allies in the vicinity were submerged inside this water bubble.

All members of Everlasting Heavenly Legends were already aware of Gumeru's ability, so they tried their best to stay away from it. But during a battle, it was difficult to decide where one wanted to be. Hence, some still got caught in this water world.

Within the water, the situation suddenly turned for the flame daemon. It had trouble moving due to all this water pressure, but Gumeru was right at home. Gumeru was even faster inside the water. It swam around and hit the flame daemon from its flanks and rear. The flame daemon was frustrated by this harassment.

Penny was winning in the sky and Gumeru had turned the situation to its advantage, but that was before the World Ruler barged into the fight.

World Ruler's guild hero, Sangumus, and guild guardian, a manticore, took to the air to provide support to the Ice Roc. Both Sangumus and the manticore had leveled up a great deal since the battle with Wicked Witches, they were both level 69.

They were only rare elites but their interference caused Penny difficulty to deal with the Ice Roc. The Ice Roc delivered ice attacks which was the weakness of Penny's element. With this interference, it was harder to avoid the Ice Roc's attacks.

Penny didn't just lie down and die from this difficult situation. Due to the girls' care, her intelligence stat was also high. She actively thought of a way out of the situation.

She continued to feign difficulty while leading her opponents to the place she wanted. The enemies unknowingly followed her because they thought they were winning. They didn't want to let Penny escape.

When the time was right, Penny grabbed the manticore who had become too confident. She then fired her lava breath at point-blank range which sent the manticore tumbling down. The lava breath continued to barrage the manticore and it dropped down from the knockback force.

When the manticore thought it would hit the ground, it instead splashed into the water. Penny had sent the manticore into Gumeru's watery world.

Gumeru wasn't troubled by this extra opponent. It coordinated with Penny and used its powerful tail to smack the manticore deep into the water sphere, preventing it from escaping. Inside this water sphere, Gumeru was king.

With one opponent reduced, Penny had more leeway. She had no trouble dealing with both the Ice Roc and Sangumus.

\*

World Ruler's other guild hero, Airdan, provided support to Rollnoch who was battling Everlasting Heavenly Legend's demonic hero, Rahab.

Rahab was ten levels higher than Rollnoch. Rollnoch put on a strong resistance due to his fierce nature and high physical attributes, but he was losing. With Airdan's help, he fared slightly better.



Rahab was both a formidable fighter and spell-caster. While he was fighting the two, his spells also damaged all the enemies around him. He had several high-damaging Elementalist spells, especially one with fire elements. Many of the zombie soldiers and World Maker's guild soldiers nearby died from his spells even as he steadily decreased Rollnoch's HP.

When Airdan gave his support to Rollnoch, another also did. A reaver's soul orb came to Rollnoch and healed him. Rahab looked at the perpetrator and saw Mistress there. Mistress also cast Soul Link at Rollnoch, maintaining their HP at the same percentage. She then cast Haunting Spirit.

The chilling-looking spirit approached Rahab, attempting to suck his life to heal its caster. Rahab cast Cancel Magic and dispelled the spirit.

Seeing more troublesome opponents appearing, Rahab went all out. His body mass increased in size and his form turned more grotesque. He used the Demonization skill, turning himself into an even more powerful demon.

\*

Up in the sky, while battling against Nilrem, Master looked to the sky from time to time. Nilrem didn't care, but Master did it so often that Nilrem couldn't help but ask, "What are you looking at."

"I'm waiting," Master answered.

"For what?"

Master didn't answer. He instead took out his king badge and said, "Well, if he doesn't want to show himself. Let's lure him out."

Master used his king badge and Suzaki, the immortal phoenix, descended from heaven and filled the clouds above with a sea of flames.