

## World 1421

### Chapter 1421: Liguritutum's Target

Pandora needed only one day to cross the border. Hence, before the day ended, they had found their quarries.

Down on the ground, they saw four orcs riding in the direction of Giggragh Village. The murderers from the four border settlements must have gathered before they headed to their hideout.

"Stay up here, I will disable them first," Jack told Hans.

He then jumped out of Pandora. His gold dragon wings spread from his back.

The four orcs down there were just elite grades below level 50. It took Jack no time to bind them with runic ropes. Pandora brought Hans to the ground then.

Jack threw one of the orcs before Hans. "Tell that human what you told me just now," Jack said. He had questioned the orcs before Pandora landed.

"I... I'm the one who killed the young noble in Thenitsa..." The orc admitted.

Hans unsheathed his glaive upon hearing it. He was about to hit the orc with that weapon, but he stopped.

"What's wrong? I thought you want revenge?" Jack asked.

Hans sighed. "Enough lives have been lost today... Put him in Thenitsa's jail. I will make sure he won't escape for life. He will suffer more that way."

Jack smiled. He clasped Hans' shoulder. "You are a good man, Lord Online," Jack said.

Jack tied the four orcs onto Pandora. These four orcs were heavy but the nightmare could still haul them. While doing it, Jack reported the result to John.

"We have foiled Master's plan. He won't find us vulnerable when he invades us," Jack said.

"It turns out that despite this disruption he orchestrated, we are not his target," John replied.

"What do you mean?"

"The Liguritutum force has just crossed the border and invaded the Republic of Palgrost."

\*

After bringing Hans back to Thenitsa, Jack took the zone portal back to Thereath.

He had a short meeting with Hans and Lance before he left. Hans promised to work together with Lance to convince the people of Thenitsa and the other border settlements that the issue with the orcs was resolved.

Lance was rather surprised to find Hans being much calmer compared to when he left. He also couldn't believe that Hans brought back his son's murderer alive. Lance threw the four orcs into jail and said that his people would interrogate them for any intel they had.

Out of the conversation with those natives, Jack was notified that his auxiliary skill, Diplomacy, had leveled up. It was now Basic Master.

In Thereath, Jack didn't go to the castle immediately, he went to the mage academy instead. He had been planning to fuse his spells after completing the training inside the Space-time Chamber, but the emergency at the border had kept him busy.

Now, he made the time before going to deal with the next emergency.

Arriving at the mage academy, he proceeded to the room with the magic furnace after greeting old Janus. He used magic stones to activate the magic furnace.

He selected the option for spell fusion and fused Lightning Strike with Lightning Mine. The resulting spell was Lightning Pursuit. He continued and fused Body Double with Magic Clone. The two spells became Double Clone.

\*

Lightning Pursuit, level 20/20 (Active spell, range, requires magic weapons)

Mark five 10-meter radius areas. Lightning will strike one random enemy within the marked areas every 3 seconds, dealing 600% lightning damage.

30% chance to inflict Paralyze.

Range: 100 meters

Duration: 30 seconds

Cooldown: 20 minutes

Mana: 250

\*

Double Clone, level 20/20 (Active spell), star: 5

Creates two identical clones of the caster.

If the caster dies during the spell activation, one of the clones will become the caster.

Duration: 30 minutes

Cooldown: 2 hours 30 minutes

Mana: 400

\*

Both spells were max-leveled once fused. This was because Lightning Strike and Body Double were already max-leveled before they were fused.

For lightning pursuit, Peniel explained that level one only let Jack mark one area, and each lightning strike dealt 400% lightning damage instead of 600%. Every level up increased the damage by 10% and every five levels added an area to be marked.

As for Double Clone, the level-up increased the spell's duration while the star upgrades decreased its cooldown. At level 1, Double Clone lasted only ten minutes. Every level-up increased its duration by one minute. The spell's original cooldown was three hours. Each star decreased the cooldown by six minutes.

He didn't have the time to experiment with the Lightning Pursuit spell. He would need to go to a place where he couldn't hurt a bystander or damage a building. If this room was damaged by his spell, Janus might not let him use the room again next time. The Double Clone, however, was harmless.

He cast the spell and two identical copies appeared next to him.

"Hm... Fascinating," He remarked.

If it was other players who cast this spell, they would find it disorienting to suddenly have three simultaneous sensations at the same time. Jack had a similar experience when he cast Body Double, but that spell only gave him additional points of view since the copies were just mirages.

This Double Clone spell gave him real bodies. He not only saw through these copies' eyes, but also heard, smelled, tasted, and felt from them. If not for his Hundred Synchronous Thoughts, he would need some time to adjust to these multi-senses.

One of his copies cast the Illumination spell. He then had the other copy cast the same spell. He failed. A notification informed him that the spell was on cooldown.

"So, the cooldown is shared," Jack said.

"Yep," Peniel confirmed.

He then had his clone use Flame Strike. The clone executed the skill without a problem.

"Yes! These clones can use my other classes' skills!" Jack exclaimed excitedly.

"I guess the spell truly creates identical copies," Peniel remarked.

Jack then had his clones fired a ranged attack at him. His cloak automatically defended the attack. He waited five seconds and he fired back at the clone. The clone was hit.

"My clones got the buff from equipment but only my real body can use the equipment's ability," Jack uttered.

He experimented for a little while more before ending the spell and said, "Okay, let's head to the palace. The others are waiting."

He said goodbye to old Janus on the way out. It was already nighttime when he came out of the mage academy. He headed directly to the palace but he didn't enter the throne room. He went instead to the war room, which was a large meeting room that also had a projection device.

The reason was that John had invited several other players to discuss the situation of Liguritutum's invasion, and Thaergood wasn't that keen on letting so many players inside the throne room.

When Jack entered the war room, it was bustling with people, both natives and players.

## **Chapter 1422: The Gathering of Guilds with the Same Conviction**

Inside the war room were Thaergood and Duchess Isabelle. Duke Alfredo was also there. He took some time out of the quest mission Jack assigned him to attend this meeting.

Aside from the three, some military personnel who weren't usually in the palace were also there. There were Lord Commander Armstrong, Lord Commander Claudius, Knight Commander Salem, and Lord Marshall Arther Pendrake.

On the player side, Jeanny and John were present. There was also David from the Dogs of War, Manager Steelhand from Corporate United, Silverwing from White Scarfs, Kill Order from Black Cloak, Prideful Josh from Crowd of Sins, Jennifer from Wicked Witches, William Wellington from Saint Edge, Megan Blair from Evil Breakers, Nomodem from Offline Beasts, and surprisingly, Scarface from Death Associates.

A large portion of these players were from guilds that had guild headquarters in Themisphere. The rest also had guild headquarters but in different countries. Jack wondered why John gathered these players here, especially Scarface.

"I thought we would be discussing Liguritutum's move of invading Palgrost? Why are all these people here?" Jack asked John.

"We are discussing that, but I also take the chance to gather these fine people here because they are the groups that showed serious conviction in opposing World Maker. They have also known the truth about this world and what Master was trying to do."

"Some other guilds have the same conviction, like Cipher Flight and several guilds from Aurebor and Liguritutum," Jeanny added. "But those guilds are occupied at the moment. The ones present here are the ones who can join the current operation in Palgrost."

"Really? Then why are you here?" Jack asked Scarface. "Aren't your guild supposed to be on the other side?"

Scarface chuckled. "Why don't you use your Inspect on me?" He asked.

Jack complied. The first thing he noticed was that Scarface's class was a Wizard, a special class. He thought the guy wanted to show off his special class, but then he noticed the next description. Scarface's guild's name was slightly different. His guild was now True Death Associates.

"Hey, you people change your guild's name?" He asked.

"No, it's a different guild," Scarface answered. "Death Associates has divided into two separate guilds. The old guild followed White Death, who is willing to be World Maker's crony. They are based in Aurebor. The new guild, which I am in, follows our true leader, Black Death. We built our headquarters in Hydrurond."

"By built, I think you mean stole," Megan commented. "They beat a guild who had just come out of the protection period after losing almost all the guild army during the war. They also attacked when most of the guild players were in the middle of fighting the final boss of an important guild quest."

"That was sneaky," Jack remarked.

"I approve!" John exclaimed.

"What about Red Death? Is she in the old Death Associates or the new Death Associates?" Jack asked.

"She is with us," Scarface answered.

"Then your guild is on the enemy's side!" Jack exclaimed. "She tried to kill me with the World Maker's people during the war in Hydrurond."

"She succeeded in killing you," Peniel reminded.

Jack waved Peniel away. "What does she have to say about that?" Jack asked Scarface.

"Oh... No wonder she refused to follow when I asked her to accompany me," Scarface muttered. "She did ask me to tell you that her Goddess has stopped giving her instruction to aid the World Maker and she was currently free. I don't truly understand this message, though. I guess it has something to do with the attempted assassination you mentioned?"

"Succeeded assassination," Peniel corrected, which caused her to get a nudge from Jack.

"Well, she is just one member," John said. "As for the guild's action, I have paid close attention. They indeed fought a lot with World Maker and its cronies. They worked closely with Megan here in hindering World Maker's puppet ruler, Gridhacker, from getting complete control over Hydrurond."

"We can't allow someone like Master, or anyone for that matter, to become a God and put us all under his thumb," Scarface declared. "We are free gamers. We won't succumb to the bully of a dictatorship!"

"Funny, your guild also likes to bully people," Jack said.

"That is different. We don't seek to control. We are anarchists, not dictators. If someone is bullied by us, it's their fault for being weak."

"Anarchist, dictator, I think both are bad. Well, whatever, man. If John trusts you, so be it," Jack said.

"Oh, I don't trust them. I just see them as additional pawns to use," John said.

"Do you have to say that in front of us?" Silverwing complained.

"By the way, I notice not all of the guilds in Themisphere that have guild headquarters are here," Jack said. "Does this mean they are pro-World Maker or simply occupied at the moment?"

"They are neutral," Jeanny replied. "They will still aid us if the kingdom issues a proper war quest. They will act if there are benefits, but they said they will remain neutral. They don't care who ends up taking control of this world."

"Are they not aware their freedom will be gone if Master gets what he wants?" Jack asked. "I can't believe that fatso, Fat Gregory, doesn't stand with us. Acting like your best friend when we met, but now chickening out when it is something serious. I'm going to beat his fat ass when I see him again. Never mind them, let's talk about the important matter."

"Okay, gather up, everyone," John walked to the projection device at the center of the room.

"Hey, look! The leaders of the old coalition," Jack said to Manager Steelhand, Scarface, and Jennifer when the others moved to the center of the room. "It's interesting. Scarface is the same person from the old coalition but in a different guild. Jennifer is in the same guild but a different person. I can't say I miss that grandma, Queen Magenta, though. And you are still the same person and same guild as in the old coalition. I say you win, Manager Steelhand!"

"... I'm not aware this is a competition," Manager Steelhand said while scratching his head.

"I thought we were now discussing the important thing?" Scarface said.

"By the way, I always thought your guild would be the type to be more inclined to help the World Maker," Jack said to Manager Steelhand. "I mean, with all the benefits they can promise your guild if they conquer this world."

"Don't underestimate us, King Storm Wind," Manager Steelhand said. "We are businessmen. No business ever flourishes under dictatorship. What we need is a capitalist world! For that, we will lend you our hand to make that world a reality!"

"... I don't think our goal truly aligned, but I guess I will take any help available," Jack said.

"Are you people done chitchatting?" John called. "Can we begin the meeting already? It is going to be midnight soon."

"Sorry, sorry. Let's begin," Jack said and came to the projection device.

### **Chapter 1423: Planned Reinforcement**

"Ligiritudum's army has just crossed the border," John began as a 3D map projection appeared above the device. It showed the zoomed section of the border between Ligiritudum and Palgrost. The map showed the area bordering the two countries, the Daflue region.

Jack remembered that region was where Jeanny and Paytowin visited the Council of Elpo. It was a border region filled with marshland.

"Aside from Aurebor and Hydrurond, Palgrost is the next one that borders directly with Ligiritudum," John explained. "That's why I was rather surprised when the murder at the border settlements happened. It's as if implying Ligiritudum is going to invade us. I always suspect Palgrost to be the next target."

"Why are we finding this out late? Do we not have eyes and ears inside Liguritudum?" Jack asked.

"Unfortunately, our guild members have been banned from entering Liguritudum," John said. "That guild blockade you use to stop World Maker and World Ruler's members from roaming within Themisphere, Master did the same to Liguritudum."

"... This means Master's sovereign level has reached level 9," Jack remarked. "He should have seven royal agents."

"You are still ahead of him," Jeanny said.

"Not by much," Jack said. He had been hoping that because Master was not familiar with the Monarch System, he could have a large gap between their sovereign levels.

"I don't think his improvement is from solving the affairs," Peniel said. "He has successfully conquered Hydrurond. Subjugating another country gave a sovereign a large number of merit points."

"Wow! In that case, we should do the same," John said.

Jack rolled his eyes at him.

"What about Hydrurond?" William of Wellington asked. "Now that World Maker has sent his army to Palgrost, Hydrurond should be vulnerable."

"Even if we attack, I can't conquer that country," Jack said. "I have to give it back to its rightful ruler, Queen Aldryth."

"It's not advisable to attack even if we want to. The Aurebor has stationed their army in Hydrurond," Armstrong informed. "The one that invaded Palgrost is only Liguritudum's army."

"And their zombie army," David added. Serpent Boss sent their members to gather intel once the news circulated about the Liguritudum army crossing another country's territory.

"Do we know how strong the army that is invading Palgrost?" Jack asked.

"Based on our intel gathering, we estimate their army to have around 2,200,000 soldiers and 1,300,000 zombie soldiers," David reported.

"Two million? Did they bring all the troops from Liguritudum?" Jack asked.

"No. They still have around 500,000 left inside Liguritudum," David answered. "With how that country is surrounded by allies aside from Palgrost, I wonder why they didn't just bring the whole troops. Other countries will have to go through either Aurebor or Hydrurond to get to them. There is no need to leave that many troops behind."

Jack knew that it was because Master had no choice. Wilted would use the opportunity to strike if Master pulled all his troops out of the country.

"That means his rate of gathering soldiers is even faster than us...," Jack said.

"They also draft the troops from Hydrurond," John reminded.

"Yes, our scouts do see a portion of draconian soldiers within their army," David informed.

"This means that if they successfully conquer Palgrost, the rate by which their army increased will be even faster...," Jack said.

"Don't forget the merit points he got if his invasion is successful," Peniel said.

"What about if Themisphere invades Aurebor?" Jennifer asked. If Themisphere could remove Mistress from Aurebor's throne, the Wicked Witches would have more freedom in that country. "With Aurebor's army in Hydrurond, Aurebor should be vulnerable."

"We have to go through Hydrurond or the Dorwin region if we are to invade Aurebor," Isabelle said.

"The Dorwin region is the largest border region there is. We might as well go through another country to get to Aurebor. We won't be able to hide our movement. The Aurebor could adjust their army in Hydrurond to return before we arrive."

"Not to mention, there are still more than one million troops inside Aurebor not including the one stationed in Hydrurond," Armstrong added. "It won't be easy taking them out unless we bring a majority of our army with this invasion."

"That will leave our country vulnerable," Arther said.

"No. Our main objective should be to prevent Liguritutum from conquering Palgrost," Jack declared.

"We have to send a message to President Thelgrun that we will be sending reinforcement."

"But our army will have to go through Sangrod for that," Isabelle said. "Or at least the Jagara region next to it. Still, sending a large army so close to their border might offend them."

"I will send a message to Emperor Marcus of the Sangrod Empire as well," Jack said. "With how Master has been invading one country after another, I believe Marcus will also consider Liguritutum as a threat. Maybe he is even willing to send reinforcement himself. I understand Sangrod and Palgrost are friendly to one another?"

"Friendly but not allies," Isabelle said. "Emperor Marcus is very mysterious and very fickle. No one truly knows what he wants."

"We don't see any big military movement in Sangrod until now," William of Wellington said. Saint Edge had its headquarters in the Sangrod Empire. "It is safe to assume that the emperor has no intention of aiding Palgrost."

"He also still owes us from the incident with our king. We can't trust him," Alfredo uttered.

"What incident?" Manager Steelhand asked. The truth about King Themos was not known to the public.

"Never mind that," Jack said. "I will send messages to them and hope for the best. But this messaging between countries takes too long a time. I can't just wait and do nothing until they reply. Maybe I should just go directly there and talk to them."

"We have already built an embassy in Palgrost," John said. "If you send a message to President Thelgrun, you should receive a reply in less than a day. For Emperor Marcus, however, we will have to wait probably around five days before we get his reply."



## Chapter 1424: Kingdom Toppling Quests

"How about the situation in Palgrost?" Jack asked. "Do we know how many troops they have? Palgrost is a rich country. I believe they should have sufficient troops to face Liguritutum's invasion, shouldn't they? Unlike the last time with Hydrurond, they don't have Aurebor's army supporting them."

Isabelle, Armstrong, and John looked at each other before Isabelle answered the question, "The day before the Liguritutum's invasion, a rift happened within Palgrost's leadership. Thelgrun's brother, Boron Stoneking, who was also Palgrost's vice president, led several other heads of state and contested Thelgrun's rule. The Republic of Palgrost was currently divided into two separate forces."

"What? This can't be a coincidence, can it?" Jack asked.

"I would be amazed if it is," John remarked.

"These rebel heads of states should see the ploy once they see Liguritutum's army cross the border, so they should stand down and face the enemy together, shouldn't they?"

"I'm afraid as of the latest intel today, they don't show any sign of standing down," Isabelle said.

"Currently, Palgrost's army is divided into two fronts," Armstrong informed. "Thelgrun's side is reported to have 2,600,000 troops while Boron's side had support from an army numbered 1,200,000 troops."

"Considering the circumstances, it is safe to assume that Boron had a deal with Liguritutum," John said. "The two must be working together to topple Thelgrun's rule. Probably Master offered Boron help to make him the sovereign replacing his brother."

"That Boron must be one dumb dwarf," Jennifer uttered. "Can't he see that Liguritutum is just using him?"

"Yeah. Once Thelgrun is out, he will be cast away. No way Master let him rule Palgrost unless he submits to Master's will," Jack said.

"I think it is not that simple," David said. "I think Master is utilizing Palgrost's kingdom faction quest to his advantage."

"Kingdom faction quest?" Jack asked.

David nodded. "Just like the rebellion in Liguritutum led by its prince and the succession war between the princes in Themisphere, Palgrost also has a kingdom faction quest that encompasses the power struggle in that country."

"Are you suggesting every country has such a quest?" Jeanny asked.

"From what we've gathered, I think it is safe to assume so," David answered.

If that were true, Jack thought about warning Four Winds. Kabaka was a grand chief that supported an alliance with Themisphere. It would be a problem if he was replaced. He might need to ask Wilted about these supposed kingdom-toppling quests.

"These kingdom faction quests aim to disrupt the existing government," David resumed. "The speed of its advancement seems to depend on the involvement of us players. In Liguritutum, it happened so early because Master had known about this quest's existence and used it to the fullest. In this country, well, it is through the involvement of His Majesty here and the Death Associates with its coalition."

Scarface nodded in acknowledgment.

"In other countries, these quests were less apparent maybe because the players hadn't triggered the quest yet," David said. "Aside from Palgrost and Sangrod."

"Sangrod? What happens in Sangrod?" Jack asked.

"The emperor has suddenly started executing some of his heirs," William of Wellington answered.

"What? Why?" Jack asked.

"We are still investigating that," William answered. "The kingdom faction of Sangrod is very difficult to join. Even now, only a few players have been invited to join Sangrod's kingdom faction. Saint Edge has a decent percentage among the ones who have joined but none of them triggered a kingdom faction quest that has anything to do with the power struggle in the empire."

"Someone must have triggered the quest without others knowing it," Steelhand remarked.

"Does the emperor give any reason for the executions?" Jack asked.

"The news was that proofs of treason have been found on those heirs," William replied. "What these proofs were, it was never announced."

"Is Horatio among the ones who were executed?" Jack asked.

"The third prince? No," William answered. "He is among the ones who have decent political power. It will take more than a few unspecified proofs to put him in the execution block. But with how things are progressing, we suspect he is also not safe."

"Is Your Majesty close to Prince Horatio?" Alfredo asked.

"Not really. He is simply the only prince I know of in Sangrod," Jack answered.

"Let's focus our attention on Palgrost," Jeanny said. "We can worry about Sangrod's situation later."

David nodded. "As I was saying, the kingdom faction quest that contested the current sovereign's power should be triggered by players. From what we have gathered, one guild in Palgrost is responsible for Palgrost's current situation."

"Which one?" Jack asked.

"A guild which named themselves the State of Galhana," David answered.

"That guild is also the number one guild in Palgrost's ranking list," Jeanny informed.

"Galhana? Isn't that the name of a small country in our real world?" Jack asked. "The one that we often heard from the news about armed conflict happening regularly there."

"That's correct," David nodded. "The leader of this guild was the tyrant leader of that country, General Sizhad Ruust. He is also the highest-ranking military officer in that army. He is an experienced soldier. In terms of battle power, he is probably on par with my boss, Mils from the Jackal Crews, and Ronald, the phantom gunslinger. He often claims that he is the descendant and the reincarnation of General Amon."

"Amon? Isn't that the mad dictator? The one who caused a world war in our real world five hundred years ago?" Jack asked.

"The same one," David confirmed. "Of course, it's just his claim. No one knows for sure. Serpent Boss and I have clashed with him several times when we were doing some missions in his country. I must say that although his intelligence and tactical planning do not reflect the mad dictator, his ruthlessness and fighting ability do."

"Well, if his tactical planning is on par with General Amon, then we have a whole boatload of troubles on our way," John said. "I learned a lot from reading Amon's strategy."

"You idolized the mad dictator?" Jack rolled his eyes.

"I idolized his tactics. He is a brilliant strategist. I don't truly care about his morality," John replied. He then turned to David and said, "You brought up this General Sizhad because you suspected he is the one in collusion with Master, didn't you?"

## **Chapter 1425: Planning the Campaign**

"Yes," David answered. "Aside from Palgrost, the guild members of the State of Galhana were most active in Liguritutum. From our investigation, they were also very active in joining the war summon quest on Liguritutum's rebel prince's side. So, I dare to presume that guild and World Maker were longtime partners."

"I assume that guild is like yours? One that is filled with soldiers?" Kill Order asked David.

"Mostly," David replied. "Most of the ones in that guild were his soldiers in the past world and mercenaries he used to associate with. But unlike the Dogs of War or Jackal Crews, Sizhad doesn't truly place high requirements in terms of discipline. He accepts any ruffian and scumbag as long as they are experienced in killing and are willing to listen to his commands."

"At any rate, we have to assume that the Vice President Boron would be working together with Liguritutum," John said. "Which placed Thelgrun's force at a serious disadvantage in number."

"Liguritutum has 3,500,000 troops in total, aided with Boron's 1,200,000 troops against Thelgrun's 2,600,000 troops. It's a no-brainer," Nomodem remarked.

"If Thelgrun plays defense in his capital, there is still a chance for him to resist the enemies for some time," Armstrong said.

"What do you think?" Jack asked John.

"I say Thelgrun best chance is to play defense until our reinforcement arrives," John answered. "That, or his brother changes his mind. Do you want to try that miracle?"

"No, I know nothing of this Boron fellow, and someone who pictures himself as the mad dictator was influencing him by the side. I doubt I'm allowed anywhere near."

"Good. It will be suicide if you say you want to try that," John said.

"I can't believe Liguritutum schemed so many attacks even before their army crossed the border," Jeanny remarked. "The incident in Themisphere and Verremor's border, Boron's rebellion, even the previous serial murders in Hydrurond. They are weakening the enemies as much as possible before they bare their fangs."

"Well, as much as I don't want to admit it. In terms of political strategy, I'm not my mo... the enemy's chief strategist's equal," John said. "But in field tactic, I beat her three out of four war simulations. That, of course, if our two forces were equal enough."

"Well, considering your field expertise, if you think defense is Palgrost's best chance at the moment, I'll believe you," Jack said. "I'll send a message informing Thelgrun about it while telling him our reinforcement is coming. How many troops can we muster to go into Palgrost?"

"We currently have 3,170,000 troops in total," Arther answered. "But more than ten percent are recruits who are still low levels, while around twenty-five percent of the army have never been to war before. Sending these rookies for an overseas war is rather pushing it. So, we have around 2,300,000 veteran troops that are good to be mobilized."

"However, we can't send all of them on a campaign to Palgrost," Thaergood said. "Verremor might be friendly now, but I understand not all its tribes agree to the current peace. Not to mention we still border Sangrod and Hydrurond where Aurebor's army is on standby. We can't leave our country to be defended just by rookies."

"What do you think?" Jack asked John.

"I say if our army is to make a difference in Palgrost, we need to mobilize all those veteran troops," John said. "But I think I can do something with at least 1,500,000 troops."

"Okay, then that's how many we are to rally for this campaign," Jack said. "Arther, I appoint you as the main general for this campaign. Meryl will join as your second-in-command. Emris will stay back and protect Themisphere."

"I'm honored, Your Majesty," Arther responded.

"I will send your orders to the other Lord Marshalls," Armstrong said.

"How long do you think this rally will take?" Jack asked Armstrong.

"I will have them rally near our border facing Sangrod. It might take four to five days until they all gather."

Jack wished it didn't need to take so long, but there was nothing he could do. He couldn't pay the teleportation fees for all the soldiers.

"In the meantime, we and our guild members will go to Palgrost and join the war summon quest there and help with the defense," Jeanny said.

"We will go but half of my guild members will be focusing on another task," Steelhand uttered.

"What task?" Jeanny asked.

"This kingdom faction quest David mentioned, we have members who are kingdom faction members in Palgrost. Some of them had a kingdom faction quest named Preventing a Rebellion. I didn't pay much attention to this before but after hearing about what is happening in Palgrost, I've sent a message to these members. They just replied. They said after the rebellion happened, the quest's name changed to Weakening the Rebellion. I think this quest might help us deal with Boron's force."

"That's good," John said. "Go there and ask about this quest in detail. If you need help completing it, we can arrange for our guild members to help."

"If you work on that quest, I'm pretty sure it will put you on a collision course with the State of Galhana," David said. "My guildmates and I will go with you to help in case they give you trouble."

"That will be appreciated," Steelhand said.

"As for the others, you will teleport to Palgrost's capital, Balgudur," John said. "Send me reports on the real situation there. In the meantime, I will study Palgrost's map and work out a strategy once our army arrives. Peniel, you stay with me tonight."

"Huh? Why?" Peniel asked.

"The map our kingdom has doesn't have many details. I have Hope's knowledge, but the images from his knowledge are somewhat hazy, I need you to help me clarify the actual terrain. Plus, I want to confirm the monster distribution in the Jagara region. I want to make sure my knowledge matches yours so I can map the safest path for our army to pass the Jagara region, just in case Sangrod doesn't allow our army to enter their territory. The Jagara region is home to draconic monsters. It will be a waste of time and manpower if we get harassed by these monsters while on the move."

"Okay," Peniel said.

"I will send a message to President Thelgrun about you," Jack said to Jeanny. "I will ask him to grant you an audience so we can better coordinate."

"Okay, everyone has their assignment," John said. "Do not disappoint me, folks. This is the time for you all to prove your worth to me."

Everyone gave him a side-eye.

"That should've been my line," Jack said.

"Are you going to say something like that?" John asked.

"No."

"That's why I said it on your behalf."

Jack didn't have the energy to debate with John. He hadn't slept for almost two days. He needed to use the throne to send diplomatic messages before resting. After they spoke for a little more bit, everyone

dispersed. Jack, John, and Thaergood went to the throne room where Jack used the Diplomacy function to send a message to President Thelgrun and Emperor Marcus.

He also used the Monarch system to create a military campaign. He spent 300,000 gold coins to mobilize the 1,500,000 troops for the campaign to Palgrost. He also paid 150,000 gold coins for the materials to build a supply line as the army marched. Each week, 50,000 gold coins would be deducted from the kingdom coffer to maintain the supplies going through this supply line.

Jack also requested permission to establish an embassy in Verremor, which was later approved. He spent another 100,000 gold coins on this matter. With the embassy, he could have quick communication with Grand Chief Kabaka.

If they hadn't built the World Commerce Center, Jack wouldn't have had the coins to do all this.

### **Chapter 1426: The Chain Kingdom Faction Quests on Three Countries**

During Jack's time training inside the Space-time Chambers, he completed two affairs. Both had perfect results and he was awarded 200,000 merit points and 10 ruling powers. Because of this, more affairs appeared requesting his decision. He sent the information about the three new affairs to the investigative teams. The situation at the border settlements had cooled down so the teams were no longer needed there.

Jack didn't find Peniel after waking up. He remembered then the fairy was borrowed by John. He spent the morning conversing with Wilted about the kingdom faction quests.

Wilted confirmed that every country in this game world indeed had a chain kingdom faction quest that was tied to the fate of the country. Much like the one he had in the past which ended up putting him as a candidate to the throne.

He then asked for more details about the quests involving Verremor, Palgrost, and Sangrod. Those are the remaining countries that still had their original sovereigns.

Wilted explained that if players worked on the chain kingdom quest in Verremor, it might result in the separation between the tribes. Verremor's Council of Ten would disband and the tribes came to war with each other, much like the time in Verremor's past. This civil war would continue until one tribe became the victor and united the nation.

Jack hoped it didn't come to that. He had worked hard for peace with Verremor. If that nation came into conflict with itself, it would be practically useless against Liguritidum's threat.

Luckily, Wilted said the chain kingdom faction quests had counterparts. Like the one in Themisphere which let the players choose to support different princes, or the one in Liguritidum which let the players choose either to support the rebel prince or the legitimate rulers. The one in Verremor also let players work on preventing this civil war.

Jack asked for more details, especially on Verremor, and sent the details to Four Winds. A few tribes were responsible for initiating the separation in Verremor. One of them was the Angryfeet tribe. With the collaboration between the Angryfeet and Raretooth tribes, Jack did not doubt that Master should have his agents initiate this separation quest already.

Four Winds thanked Jack for this valuable information and said he would work with Kabaka to prevent this separation from coming to fruition. Due to the incident at the border, they already had enough evidence to deal with the Angryfeet tribe. They should be able to expel this tribe from the council.

As for the other tribes in Wilted's list, Four Winds said he would keep an eye on them.

Jack reminded Four Winds that players' involvement was vital in increasing the pace of the quest, so Four Winds should investigate any guild in Verremor that might be involved in this separation quest.

After Jack's cue, Four Winds said he did get reports that Warsong Rising had been close to the Angryfeet tribe as of late. That guild used to be the Raretooth tribe's underling. Master might have given that guild instructions about the quest so that they could destabilize Verremor's political situation.

Jack left the situation in Verremor to Four Winds. He had done what he could. He had enough matters to deal with.

As for the chain kingdom faction quest in Palgrost, the rebellion by Thelgrun's brother was indeed the result of one. Its' opposite quest involved approaching the political leaders who were half-hearted about the rebellion and were influential enough to persuade the parties to change sides back to supporting Thelgrun.

Wilted didn't memorize all the names of these influential tribe members, but she told Jack the ones she remembered. Jack didn't have Manager Steelhand in his friend list, so he passed this info to Jeanny who would pass it to that guy. This info should let him focus his effort rather than searching around blindly for clues about what to do.

As for Sangrod, the execution was also the result of a chain kingdom faction quest but it was the opposite of the one that overthrew the original sovereign.

The chain kingdom faction quest of Sangrod was where Marcus' sons and daughters gathered together and led a rebellion that ended their father's a thousand years of rule. The counter to this quest was one where Emperor Marcus was made aware of this attempted rebellion and took out his offspring before they carried out the plan.

From what he had heard, the latter quest was the winner.

Jack wasn't truly bothered by who ended up ruling Sangrod. He didn't know any high-ranking Sangrod officers other than Horatio, and he was not close to that prince. Yet, he didn't like Emperor Marcus. This was someone who could execute his offspring without remorse. He even tempted King Themos to do the same in exchange for a longer lifespan. This was not someone who could be trusted.

Jack wasn't sure what Emperor Marcus' reply would be to his message asking for permission for his army to pass through Sangrod's territory, or at least pass near Sangrod's border. It took around five days to know. That was also the time for the army to gather.

He was wondering what he should do if Emperor Marcus declined his request. He had no answer to that solution. He would deal with it when it happened.

Jack went to the throne room after the conversation with Wilted. He received a reply from President Thelgrun that morning. Thelgrun was happy hearing Jack's reinforcement. He promised he would also meet with Jeanny to coordinate the defense with her.

"At least this one is cooperative," Jack remarked. His previous trip to Palgrost to improve relationships had its benefits.

Now, he just needed to wait for Emperor Marcus' reply and for the army to gather at the appointed rally point. He left the army management details to John and Armstrong. He could do nothing to speed this up so all he could do while waiting was strengthening himself for the upcoming conflict.

### **Chapter 1427: Training While Waiting**

Near Palgrost's border, a massive army was sieging a border town. The army was a combination of ethereal, draconian, and zombie troops. The town stood no chance. It fell in a short time.

Master used that border town as a foothold to establish the supply line he had built from Liguritutum. This would be their base before they moved deeper toward the capital, Balgaur.

"The mission to disrupt the peace between Themisphere and Verremor has failed?" Master asked with discontent.

"I'm sorry. The small company of the Raretooth tribe we sent for the mission had been discovered and routed. Some are even captured. I don't think we can stop them from finding out about our involvement," Linda reported.

She was the one who sent the Raretooth tribe. She had the orcs gathered at Giggragh Village before they headed to Themisphere's border settlements. She instructed the orcs to enter a few at a time. If so many Raretooth tribes entered Themisphere's settlements at the same time. It would be suspicious.

One thing she didn't take into account was the Raretooth tribe's hatred for the human race. They were also an unruly race. When they entered the border settlements, they caused trouble. They committed vandalism and theft. Linda had quickly sent instructions to rein them in.

The situation was handled, but Linda didn't expect this to cause Jack and John's eyes to turn to these settlements.

When Liguritutum's army crossed into Palgrost's territory, Linda was ready to have the Raretooth tribe go full throttle on creating political tension between Themisphere and Verremor. But only after a few murders, the Raretooth tribe was already found out and captured. She never expected her ploy to end so abruptly after it had just started.

"Hmph! Such incompetence. They didn't even make it last a bit longer so it will at least have some effects," Master harrumphed. "What about the chain kingdom faction quest to disrupt the peace of Verremor nation?"

"It is still ongoing. When the quest is completed, they won't have the time to deal with us even if they know about our involvement from the captive orcs."

"Will the captured orcs reveal the plan?"



"No, only Abasi knew about this chain kingdom faction quest. He made contact with the guild he used to associate with in Verremor. So, that plan is still safe."

"What about Motherboard? Any news from her?" Master asked.

"The other side was happy with our tips. He promised to aid us," Linda answered.

"That one is a little slippery, so we have to be careful," Master said. "But we have something he wants, so he should hold up his end of the bargain for the time being."

Linda nodded.

"In that case, we shouldn't worry about interference on this conquest. Let us march to Balgadur!" Master declared.

\*

Jack spent the days inside the kingdom's training cave. The one in the guild only had monsters up to level 70. They were already too weak for him. He used the one in the kingdom where he could fight monsters up to level 80.

In between his training, he also entered the Ice Throne Legacy dungeon and the Ancient Battleground Legacy dungeon in Heavenly Citadel.

At his current level, he was strong enough to attempt the Hard difficulty of both legacy dungeons.

Aside from the monsters' levels, the Hard difficulty of the Ice Throne Legacy dungeon was roughly the same as the medium one except the rate of freezing was faster. However, current players already had a collection of equipment with high elemental resistance. The guild's cooks and scrollmakers also provided those who entered the dungeon with food and magic scrolls that boosted their ice resistance.

As for Jack, he simply set his cloak's element to ice and he had ice resistance surpassing anyone who entered with him. When the others were getting slowed by the time they reached the dungeon boss, Jack could still move normally.

The boss of the Ice Throne Legacy dungeon in hard difficulty was the Ice Demon King. It was a level 75 mythical-grade demon.

Its appearance was bigger and taller than the Ice Demon Fiend. It wore an ice crown and its body was constantly shrouded by an ice mist. As if it was wearing a cloak made of mist.

Jack asked everyone to stay back as he transformed into Supreme Dragon Form and clashed with the Ice Demon King. He had no problem fighting a mythical-grade opponent of the same level, but the Ice Demon King was categorized as boss, so it was slightly stronger than the common mythical grade.

Even so, Jack completely obliterated it once he used the Strength of Hope. The demon couldn't land a single hit on Jack. Aside from because Jack was too fast, it was also because on the rare occasion that an attack might hit, Jack's cloak went and intercepted that attack, nullifying the damage.

The Ice Demon King used its ultimate skill in its final struggle. The skill was similar to the one used by the ice demon bosses in the lower difficulties, which was the ice spear rain. Except this version's ice spear rain has larger and more ice spears, hence higher damage.

Jack gathered everyone around him and then used his cloak's active skill. The Elemental God Barrier in the shape of an ice shell was formed around Jack. The countless ice spears battered this shell but none managed to break it. Even after all the ice spears had fallen, the ice shell was still standing.

The Ice Demon King fell soon after.

They got a bunch of loots but nothing phenomenal even after Jack used his Runestone of Luck. The most remarkable loot was the Heart of Ice Demon King. This Heart of Ice Demon King could be used with his pendant to summon the Ice Demon King, but he did not need it since the Archdemon Lord was a stronger summon.

He remembered Tip once mentioned that this item could be used to craft a stronger Ice Cannon Tank, so he donated it to the guild.

The hard difficulty of Ice Throne Legacy dungeon had a cooldown of three days. He could use it one more time before he left for Palgrost.

#### **Chapter 1428: The Hard Difficulty of the Ancient Battleground**

The hard difficulty of the Ancient Battleground Legacy dungeon was also similar to the medium and easy difficulty, except the enemies had higher levels, and there were more high-grade enemies.

The trick of doing this level was the same as the lower difficulties, which was following the golden knights through the secret path. Except with Jack's prowess now, it took him only a short time to gain the minimum required one hundred kills, even with the increased difficulty. In fact, he did it with just a single assault.

He flew into the incoming enemy all by himself. He then cast Orb of Storm before casting Perpetual Lightning Judgement. The Runestone of Spellcasting was beside him, shining brightly.

He had trained a lot on using mana manipulation to empower the power of this spell in the Space-time Chamber. This time, he finally used it in a real battle... a real virtual battle, to be precise.

Perpetual Lightning Judgement built its power depending on the lightning mana around the caster. With Jack's level of mana manipulation, he tapped the mana from the environment. This included the bottomless well inside him, the Lightning God Blessing.

He then enhanced the mana coursing through his spell formation. The resulting lightning was so bright and dense that it covered even him.

Jack brought some guild members into this legacy dungeon with him. All they saw when Jack cast the spell was a raging lightning sphere in the distance. All of a sudden, an explosion erupted from that lightning sphere. The loud sound it produced made them feel as if their eardrums were bursting. Then, lightning just covered everything.

The lightning snakes were so thick that they might as well be lightning dragons. Their number was countless. The black soldiers of the basic and elite grades burst into dust upon contact. The special elite still survived. But because there were so many lightning snakes, they got hit multiple times, and they died as well. Only the rare elites survived.

As the spell ended, a wide patch of land was filled with the black soldier's bodies.

The guild members, who watched from afar from the defending soldier's line, could only gape in disbelief. They wondered how one player could get so strong. How could the gap be so large?

Even after fulfilling the one thousand kills, Jack didn't relax. He continued to kill large numbers of soldiers one after another while waiting for three hours to pass before he was given scores. As he advised the others in the past, if they could kill more enemy soldiers and help the defenders last longer, they would have more time to reap the scores later.

He also put the spell, Lightning Pursuit, to the test. At max level, he could mark five areas. He spread them around him. At the same time, he used Time Realm. Every three seconds, a huge lightning bolt came down from the sky, striking an enemy within the marked area at random.

Because of the Time Realm effect, the enemies couldn't escape its edge barrier. It also made their movement sluggish. Jack used mana manipulation to empower the Time Realm. The slow effect became almost doubled due to that. The black soldiers had a difficult time moving out of the marked area and continued getting blasted by lightning strikes for half a minute.

All the time, Jack's Runestone of Spellcasting continued to boost his spell's damage power.

After that one casting, he received a notification that his Lightning Pursuit had upgraded to its first star. He might have only gotten the spell not long ago, but he had used Lightning Strike plenty of times. The proficiencies carried over.

Each star of the spell increased the mark's radius by one meter and added another lightning strike every three seconds. His marked areas were now eleven meters in radius, and two enemies were struck every three seconds inside those marked areas. If there was only one enemy in those areas, the two lightning bolts would strike the same enemy, doubling the damage.

He continued using one AOE skill after another, including the Lightning God Barrage and Judgement of Past Kings. When he exhausted all his big spells, he used Beast Form and cast Double Clone. Two copies appeared beside him. The copies were not in beast form, though. Although all copies could use the same skills and spells, non-AOE buff only affected the one who used it.

One clone used Strength of the Wild and the other used Life Burning Art. The three then dashed off in different directions.

He then used Iron Mammoth Stampede before calling out Therras, his spirit weapon, and the ten golden wolves to follow after the mammoths and pick off the ones who had been wounded by the stampede.

As he slayed one enemy after another, he didn't forget to use the Nine Yin Phantom Sword at every opportunity he got. Every half an hour, a black light shot from an unpredictable angle near Jack, slicing everything on its way.

The damage it caused doesn't lose to a high-level battle skill. Basic and elite grades were a goner if hit by the black light. Special elites were near death. The power of the black light didn't diminish even after going through several enemies. The one that was hit the last suffered the same damage as the one that was hit first.

Jack also noticed the damage was the same between the ones who wore heavy armor and light armor, which indicated that the Nine Yin Phantom Sword ignored defensive properties.

As he continued to use the ancient art, he found that he improved better by using it in real combat. He still felt mana numb upon executing it, but he felt he shortened the time he recovered from the condition with every execution.

He also tested the Field of Swords and Ghost Sword.

When he used the Field of Swords, hundreds of huge blades pierced out of the ground around him. There were so many blades that one standing enemy could be hit by two or three blades. The larger the enemy, the more blades it received.

The damage from each blade wasn't much, but its sheer number made this skill undodgeable, except if the enemies could fly upward. Aside from causing the Bleed effect, the blade strikes also caused a slight stun, opening them up for Jack's follow-up attacks.

Jack let one of his clones use the Ghost Sword. The skill turned the two swords in his hand into semi-transparent swords. These swords just went through the enemies as if they were air, but they dealt damage every time they passed an enemy.

Their damage was generally higher because they now dealt soul damage and ignored all defensive properties. Jack could also use his other sword skills while the Ghost Sword was active. Flame Strike, Penta Slash, Devouring Cross, and other melee skills all ignored defenses and hit the enemies in full. They couldn't be blocked.

With Jack wreaking havoc on the front side, the pressure on the defensive line was greatly lessened. Thus, the defenders could divert their attention to the back when the enemies rushed in from the rear.

Even after three hours passed and the golden knights started moving toward the secret path, the defenders' number was still strong. They should be able to last for quite some time in this condition.

Jack unsummoned Terras, then used his Gold Dragon Wing and left the battlefield. He flew toward where the golden knights were. Those golden knights and his guild members were just about to enter the secret path.

It's the second part of the dungeon and it's time to reap the scores.

## **Chapter 1429: Battling Eternal Grade**

Jack followed the golden knights until they arrived at the enemy's camp, where the supply carts were. The guild members already knew the drills, so they headed to the supply carts while the golden warrior engaged the defenders of this camp.

Jack used his gold dragon wings and went to the furthest supply carts so he didn't compete with the other guild members.

The supply carts in this hard-difficulty dungeon were much more durable, but Jack's damage output also couldn't be compared to when he was doing the lower-difficulty dungeon. He destroyed one cart after another.

The war at the fort lasted longer than it had ever been because the defenders were still mostly intact. But even with the increased time, Jack only managed to destroy ten supply carts, fewer than when he did the medium-difficulty dungeon.

This was because aside from the supply cart's higher HP and defense, he also only used standard attacks, basic, and advanced skills. He had expended all his powerful skills against the army at the pass. He was waiting for the enemy leader, the Herald of Greed, to start acting before using Reset. The herald was a level 80 Eternal grade. He wanted to test how far away he was from an eternal-grade opponent.

Once the herald cast his nine-rune spell, Hell Inferno, Jack cast Ghost Form.

Jack's transparent ghostlike body moved through the dense flames with ease. Previously, he had to wade through these flames with much difficulty when he was protected by Peniel's invulnerability. These flames not only caused damage but also generated great pressure. The Ghost Form ignored all those pressures.

The herald was aware of Jack's approach due to his mana sense. He started casting another spell before the flames receded.

Jack also acted once the flames were gone. He first used Reset and Dragon Eye before casting Double Clone. He left one clone right in front of the herald while he and the other clone moved to the left and right by using Charge and Shooting Dash.

The clone in front of the herald used Time Realm, right when the herald completed his spell and cast Telekinesis. The clone was held by the spell and was unable to move. Jack had expected the spell because most of the time, the Herald used this spell right after the Hell Inferno.

The Time Realm caused the herald's movement to become sluggish. The Herald was able to dual-cast. With one hand sustaining the telekinesis, his other hand cast another spell.

Jack summoned Therras, his spirit weapon, the golden wolves, and then started casting Perpetual Lightning Judgement. His other clones sent fast long-ranged attacks like Wind Slash, Sword of Light, Mana Beam, and Tracing Beams. But the herald's spell was completed first. Multiple flaming shields appeared around the herald and blocked all those attacks.

Jack didn't think his spirit weapon would be able to approach the herald, so he had it use ranged mode and fired from a distance. For Therras, he activated the Ultimate Beast and had it prepare its earth core bomb.

The other clone cast Acceleration just as a huge flame lance pierced through him. He was dragged away a long distance before getting impaled on a rock and the lance exploded.

His acceleration already landed on Jack and Therras, though. Jack transformed into supreme dragon form and fired his Soul Breath. At the same time, he activated Overlimit and unleashed Lightning God Barrage.

The combined assaults battered the flame shields that were protecting the herald. The shields were destroyed by the resulting explosion and the explosion engulfed the herald.

When the dust subsided, the herald was still standing in his position.

"He is not damaged?" Jack asked in surprise.

But then he noticed that the Herald's HP had slightly decreased, probably almost one percent. This was already an accomplishment. Last time he only managed to score 2,000 points of damage from a level 50 Herald of Greed who had 2,200,000 HP. That was way less than one percent.

The herald himself seemed astonished by this. He was looking at his dirtied robe with an expression other than the indifference he had shown all this time. He then looked at Jack. Another spell formation was formed swiftly and a black hole shrouded in fire appeared right next to Jack's clone who was still held by his telekinesis.

The flaming black hole shrunk rapidly and Jack's clone was crushed by pressure.

Jack used Swords of the Brave when his clone was dying. The herald vanished after casting a spell and appeared somewhere else.

'Teleportation? If he used that spell earlier, my combination assault would have missed,' Jack thought.

It was clear that the herald was underestimating Jack earlier. He wasn't so, now. Two spell formations were cast from his two hands.

Jack tried flying away just as one of them was completed. But before he got far, tentacles made of fire shot from the ground. Jack had changed his cloak to the fire element before engaging the herald. The cloak smacked one tentacle away while Jack was flying away, but the tentacles coming at Jack were not just one.

The fire tentacles snatched Therras, the spirit weapon, all the wolves, and one of Jack's feet. Jack was pulled and slammed into the ground. The tentacles' speed was so fast that he didn't have the time to react. His minions were incapacitated.

Jack used his race skill, Willpower, to break his leg free from the tentacles. He saw other tentacles coming. He used the Lightning God Suit. The tentacles were unable to bind him. Upon failure, the tentacles changed tactics and formed a fence all around him instead.

Jack slashed at the flame tentacles but his attack had no effect. The flames instantly regenerated the cut parts.

He used the Nine Yin Phantom Sword. While his weapon slash didn't produce any result, this ancient art did. The black light from the art cut through several tentacles and severed them. They didn't grow back.

Unfortunately, the art wasn't able to cut all the tentacles that formed the fence. There were just too many tentacles. Many new ones sprout from the ground and replace the cut ones.

Jack was unable to break free. From the gap in between the tentacles, he saw the herald completed his second spell and a colossal ball of fire was conjured above them.

This ball of fire burned brightly as if a sun, burning everything within its vicinity. Jack activated his cloak's Elemental God Shell. The flaming shell absorbed the damage caused by this miniature sun.

Jack hoped this sun lasted only a while but it persisted to exist. Even after his Elemental God Shell exhausted the damage limit he could block, the sun was still shining brightly. Jack asked Peniel to use her Invulnerability then. But even after Invulnerability ended, the sun was still there. Jack felt the heat then. His Lightning God Suit mitigated the damage but his HP continued to drop.

He found himself inside the score exchanging space not long after.

### **Chapter 1430: Level-ups after Training**

A notification informed Jack that he gained 109,250 scores. It was more than two times the scores he got when he did the medium difficulty.

The score breakdown showed that 50,000 scores came from destroying the ten supply carts, which made one supply cart worth 5,000 scores. Successfully landing an attack on the herald earned him 30,000 scores. 17,590 scores for the total damage inflicted on the herald. The remaining 11,660 scores came from the enemies he killed after the three-hour mark.

"Oh, man... A little bit more and I can get legendary equipment," Jack lamented. The last time he checked. One piece of the legendary set equipment in the exchange list cost 120,000 scores. This was assuming the exchange list was the same as the lower-difficulty dungeons.

"Too bad these scores can't be carried over," Jack said as he opened the exchange list. The list was the same.

He didn't have any interest in the list aside from those legendary grade items at the top of the list, but they needed more than the scores he currently had. So, he just spent his scores to get items for the guild. He used it to get two pet eggs containing the Crimson-maned Lion for Beastmasters and two Power Cores of Courage for the Technocrafts.

He was not totally without gain, though. He received 32,700,000 exp points and 10,500 mana cores from the 109,000 scores.

He wished he could enter again to try to get a score of 120,000. Unfortunately, the hard difficulty of the Ancient Battleground Legacy Dungeon had a longer cooldown than the Ice Throne Legacy Dungeon, which was five days. He wouldn't be entering this dungeon again until the situation in Palgrost was resolved.

One thought occurred to him. He entered the medium difficulty of the Ancient Battleground Legacy Dungeon. The herald in this difficulty was only level 50. If he could kill the herald, probably he would score enough points to get legendary equipment from the list.

With that thought, he went through the simulation seriously despite being over-leveled for that difficulty. When he faced the herald, he went all out but lost.

He ground the herald down to almost twenty percent HP. Despite Jack was over twenty levels above the herald, the eternal grade was still more powerful.

The degree of mana manipulation the herald had allowed him to manipulate his spells as he wished. He also had several nine-rune spells, among which were the Hell Inferno and the Second Sun, which was the spell that killed Jack in hard difficulty.

Jack tried his best. He even managed to land his Rune Technique by utilizing his two clones, but it was not enough.

The herald won by using a trapping spell similar to the one cast by Talia to bind Euphosine. The one that conjured a fiery symbol around the target before binding the target. The herald then cast a mega spell that devoured Jack's HP.

Jack received 51,366 scores, which prompted him to curse. "Are you f\*cking kidding me?! This is not that far from when I last did this ancient battleground on medium difficulty. I can only hit the herald once that time. This time I almost killed him. Why are my scores not so different?"

"This is because your level is already too high for this difficulty," Peniel explained. "If you enter a legacy dungeon that is way out of your level, the reward is deducted. The higher your level, the bigger the penalty. From this score, I say you get only 50% of the scores if someone from level 50 achieved the same feat as yours."

"If I can't do this when I'm in level 50, I doubt anyone can," Jack remarked.

"That's why it's very unlikely for one to get legendary grade items from the medium or easy difficulty. You need the hard difficulty for that," Peniel said.

Jack thought she was right. After going through the hard difficulty just now, he didn't think getting 120,000 scores was impossible. He just needed to destroy more supply carts or cause more damage to the herald. He thought destroying the supply carts should be the easier option.

"But won't I get a penalty again when my level went higher?" Jack asked.

"As far as I know, hard difficulty dungeon shouldn't have a penalty," Peniel answered. "Even if it does, it will only start after you pass level 85, which is five levels from the herald. You should be able to get a better result than now when you hit level 80."

"All right. Let's hurry up and level up then, shall we?" Jack motivated himself.

Jack used the scores and exchanged them with another Crimson-maned Lion pet egg and another Power Core of Courage. He donated all those exchanged goods into the guild warehouse, so the members could use their guild contribution points to get those items.

He then used the guild contribution points he received from the donation and exchanged them for the legendary diamond. Only the sapphire and ruby were left in the warehouse now. It might be some time before Jeanny refilled these legendary gemstones. She still had many other uses for her mana cores.

Jack fed the diamond to his Runestone of Spellcasting. Its elemental energies were now 62,500 from the required 100,000 to upgrade.



Out of the five days of training, he leveled up five times. A majority of the exp points came from the Ancient Battleground Legacy Dungeon. All his three classes were now level 76. Too bad Therras didn't get to enjoy the exp points from Legacy Dungeon's scores. Otherwise, its level would be higher than Jack's.

He had 27 free attribute points and 9 free skill points in each class from these level-ups and the ones before. He spent all the free attribute points on his weakest stat, endurance.

He spent 9 free skill points from the Brave Swordsmaster on Ghost Sword. After using his two new sword skills in battle, he figured Ghost Sword was more useful to him than Field of Swords.

His Ghost Sword was now level 10. Each level increased the skill's duration by one second. This skill now lasted 19 seconds.

The 9 free skill points of his Beast Monarch were used to level up Beast Tantrum to level 10. This level-up also increased the skill's duration, by 30 seconds. Beast Tantrum now lasted 9.5 minutes.

For his Time Sage, he spent the 9 free skill points on Invisibility, bringing the spell to level 13. He could now stay invisible for 42 minutes after casting the spell.

After constantly using the runestone of spellcasting, his runecraft skill leveled up to Intermediate Master. The effect his willpower had on the runestones would now further increase.

After those five days, Jack received a message from John that the army had arrived at the rally coordinates. They had also received a reply from Emperor Marcus.