

World 1491

Chapter 1491: Elite Troops

"How?" Linda asked.

"Hehe. You forgot what you said before about knowing your enemy?" John replied. "We have the illusionist units. Your Master might not be familiar with the Monarch System and thus the special units of other countries, but players can also get a special class that is called the Illusionist. He should know what skills this class possesses."

"You mean..."

"Yeah. I had the illusionists cast Invisibility Shroud on an army before we advanced. This spell is just like the Invisibility spell but can affect others instead of the caster."

"Hmph. That small army won't make a difference," Linda said.

"Oh, they are not just any small army," John replied.

Linda saw the clash transpire from her projection map. She saw the number of casualties increase many folds when the ambush took place. Even if her hidden army was caught unaware by the ambush, such a casualty rate was unusual.

Linda couldn't watch the battle directly. If she did, she wouldn't be as baffled as she was now. The army that John had concealed using the Invisibility Shroud was comprised of the elites of the elites.

They were not only comprised of Themisphere's six special units, but they also had the highest levels for non-officers. These were because they were the ones being prioritized to train inside the war academies and also the brave academy that was recently built. Because they were trained in those academies, they also had more skills or spells compared to other units. This was because the academies also improved the chance of learning skills or spells aside from improving the leveling speed.

That was not all, they were also the ones who John arranged to be trained directly by Domon and Jet. Thus, their martial expertise was the most advanced among the natives. They were also given the best equipment available.

John had organized these elites with such details that they might as well be his golden children. They were what most of the kingdom's resources were spent on.

Each of these elite soldiers was a force to be reckoned with.

The Wonder Wizards, which were the newest addition to Themisphere's special units after they built Joy's Recreational Hub, made their debut in this battle. They were very versatile units. They could serve as the group's cannons with their elemental spells which dealt high AOE damage. They also had support spells that buffed and healed allies.

They might have very little HP compared to the other special units but they were not defenseless when targeted. They had several defensive spells and they also had the Teleportation spells, which allowed them to flee if needed. They were truly wonders among wizards.

Aside from these Wonder Wizards, their counterparts from another divine faction also shone in this battle. The Brave Champions, which originated from the Sanctuary for Courage, also had their first battle here. They might be new for everyone else, but Everlasting Heavenly Legends' members who frequented the Ancient Battleground were familiar with these units. They were the golden warriors whom the players followed when they were making their push to the place where the supply carts were.

These Brave Champions were extremely fierce and fearless. They didn't care even if they were outnumbered. The more enemies they faced, the stronger they became. They were like armored berserkers. Each of them could use Ancestral Possession that conjured a lion god spirit. Not as impressive as Mihos' spirit of the divine lion, but more powerful than Berserker's standard ancestral possession.

Either of these two special units were not combatants to be trifled with. However, the most special about these special units from the divine factions was that they were very sensitive to mana. Once the soldiers upgraded into Wonder Wizard or Brave Champion, they possessed basic mana sense. When Domon taught them about mana manipulation, they were also the most receptive compared to the other native soldiers.

Hence, their battle power was at a whole other level compared to the standard units.

But as impressive as the two special units were, there was a small group within these 100,000 elite troops that was even more impressive.

If the wonder wizards and brave champions were an imitation of the warriors of the divine faction, this small group was the genuine warriors of the divine faction. This small group was a special division comprised of the ex-members of the Council of Charites that Jack had recruited after saving their faction. This group numbered around five hundred.

Leading this group was Eyrene, who had become Jack's royal agent. For this war, he gave her free reign to fight together with her sisters.

During the siege on Giggragh Village, Eyrene couldn't showcase her power because she was not allowed to use AOE spells. In this battle, she had no such reservations.

She cast Ice Nova. An icy world descended upon a large area within the enemy's ranks. Almost all except those with very high ice resistance were covered by ice and slowed. All of them received very high ice damage. A portion was frozen which automatically spelled the death sentence, because Ice Nova had an instant death effect on all the ones it froze.

Eyrene followed by several more AOE spells, which she had an abundance of. Ice spears rain, ice storms, ice darts, and so on. Each of her spells inflicted high damage because of her high level and grade.

Some enemy officers tried forcing their way to get to her. They couldn't let her continue dishing out these highly damaging AOE spells. But they soon found that Eyrene was not less formidable in melee engagement.

Her weapons were a naginata and a small round shield. She wielded them with the expertise of a skilled martial artist. She had plenty of spear and polearm skills to give those melee officers a run for their money.

Her comrades and followers were also impressive. Each of them was a mighty warrior and almost all of them could use spells.

These ex-members of the Council of Charites served as the tip of the spear as they led the elite troops charging, slaying the enemies in droves. This left Linda baffled as to what had hit her army as she watched from her projection screen.

Chapter 1492: The Rematch Between Two Nemesis

Master was at the forefront, engaging the Themisphere force directly. His minions served as his meat shields as his spells blasted the enemy non-stop. Very few could withstand his onslaught.

"Aren't you going to use that thing you revived a few days ago?" Spring Crown asked. He was fighting beside Master. Long had gone to who knew where as usual.

"No," Master answered. "If I reveal him in this battle between countries, the Themisphere king will be allowed to summon his country guardian. It will give them the benefit instead. That one is no match for Broidrireg. I will lose him and Broidrireg will decimate a large part of our army. Using him will cost us more loss than gain."

"Sigh... So, we just let a powerful asset sit on the sideline?"

"If only the themisphere army hadn't arrived this early... If Suzaki's cooldown is over then we could use him to support Suzaki in taking down Broidrireg," Master said. "Forget about him. The situation is as it is, so we will deal with it as it is."

"Speaking about dealing with the situation, I guess I will leave that one to you," Spring Crown said, pointing at the figure that was approaching.

"Yo, cheating dude! Let's have another rematch!" The approaching figure was Jack.

"Hmph! Haven't I beat you enough? You still want another loss?" Master mocked.

"You know the benefit of us simple-minded folks compared to you heavy-thinking freaks?" Jack asked. "We don't dwell so much on these losses."

Jack transformed into a supreme dragon form and shot forward.

Master cast Force Impact with a speed that was close to instant casting. Jack's advanced mana sense let him cross his arms to shield himself just before the invisible force struck him. The impact stopped his advance.

"Look out!" Spring Crown shouted as another Jack with golden wings teleported to above Master. This Jack slashed down with Devouring Cross.

"I know!" Master responded to Spring Crown's warning. He had mana sense which warned him of this ambush.

He dodged the slash but Jack's body split into multiple shadows after passing him. These shadows came at him from different directions.

Master was already casting a spell when he dodged Jack's devouring cross. The spell was completed before Jack's Hundred Shadow Strikes hit. He disappeared and appeared a distance away.

"Magic Clone?" Master remarked after teleporting away. He knew from his mana sense that the second Jack was not just an illusion.

Spring Crown used his Weapon Storm. The various melee weapons flew in Jack's direction. A magic wall appeared and stopped those weapons.

"I am your opponent!" The Magic Wall was cast by Duke Alfredo. He cast another spell and a phantasm fist appeared above Spring Crown.

"Whoa...!" Spring Crown jumped away just as this phantom fist came slamming down. He found another person swinging at him once he landed. A shield appeared in his left hand and it blocked a halberd just before it hit him.

"I am also your opponent. You are not qualified to fight His Majesty," Jonathan was the owner of the halberd. Jack had summoned his royal agents before the war. Aside from Eyrene, his other royal agents were fighting close to him.

Spring Crown changed the spear in his right hand into a one-handed sword and slashed at Jonathan's weapon hand. Jonathan noticed the slash and quickly moved away.

"For the record, I would prefer to not fight your king," Spring Crown said. The sword in his hand changed back into a spear as he thrust forward using Ki Strike. Jonathan was blasted away by the strike.

Spring Crown didn't press his assault. He instead moved away as a phantasm hammer from Duke Alfredo came crashing down.

Therras, Jack's spirit weapon, and his other royal agents were fighting Master's summoned minions. This let Jack focus on fighting Master. His clone was currently getting bound by multiple energy rings. The rings were from Master's evolved Magic Bind.

The dragon-form Jack came flying when his clone was bound, but he suddenly found his body became numb.

"It's his third eye!" Peniel informed.

Master's demonic eye on his forehead was glowing. It was one of his bloodline's skills, Demonic Stare. This eye skill caused paralyzation as well as made its target experience illusions.

"Wake up! Hey!" Peniel slapped Jack's face when she saw his blank face. Her recovery skills served no purpose here because it was Jack's mind that was attacked.

Fortunately, Jack was using the Double Clone skill at the moment. His mind and perception weren't singular. His other self which was bound by the magic rings saw what was happening. This clone used Willpower and freed himself from the bind. At the same time, his mind also worked itself into the petrified Jack's mind. Peniel was unable to wake Jack up because she was stimulating him from the outside, but the clone was stimulating Jack from the inside.

Dragon-form Jack's eyes quickly returned to awareness again, just as ten earth pillars were about to imprison him. He flew away in the nick of time. The earth pillars merged into the Earth Prison Wyrms and chased after him.

Jack used Lightning God Barrage. The twenty lightning balls exploded along the earth prison wyrms' body, shattering the giant wyrms into pieces.

In the meantime, clone Jack was firing his spells while chasing after Master. Master used Wind God Blades. Clone Jack cast Ghost Form and turned intangible. The twenty blades passed by him and hit the ground and the soldiers behind.

The three fought for some time. Flying around the battlefield as they threw one attack after another. Master turned into the Earth Titan when he couldn't keep the distance anymore, the two Jacks were extremely fast.

The earth titan was exceptionally resilient. It absorbed Jack's damage and allowed Master to cast spells freely. The two Jacks were now the ones in trouble trying to dodge Master's endless spells. Dragon Jack used gold scale armor while clone Jack used Lightning God Suit to mitigate the damage they received.

During an opening created by his spells, Master finally managed to snatch Dragon Jack's feet using the combination spell, Flame Whip. The whip forcefully pulled Jack to Master. In his earth titan's form, Master's strength stat surpassed Jack's.

Once Jack came into range, Master used the Wind God Rage. A sphere filled with raging deadly winds revolved around him. These winds cut into Jack. Even with Jack's excellent defense, he couldn't withstand this divine skill's full duration. Peniel used Invulnerability to buy Jack a few seconds but the Wind God Rage lasted longer than Invulnerability's duration.

Dragon-form Jack was killed then.

"Well, I take that as the cue to retreat then," Clone Jack said after his other self was killed. He flew away.

"Coward!" Master taunted, but Jack continued to move away.

A horn of retreat was heard then. Themisphere army slowly made their tactical retreat. Linda didn't have his army chase after the retreating army. She was satisfied if the Themisphere army stood by the side and let them conquer Palgrost in peace.

Chapter 1493: The True Purpose Behind the Attack

Using the gold dragon wings, Jack flew ahead of his retreating troops. He landed on the mountaintop where John was at.

"Too bad the enemy isn't tempted into using their guild armies," John said after Jack landed.

"They must be waiting for us to summon ours," Jack said. "They have more troops than us. No need to call reinforcements unless they need to."

"Where are you now, by the way? Have you successfully infiltrated inside?" John asked.

Jack grinned and gave him the thumbs-up sign.

"Oh, my Double Clone duration is coming to an end," Jack said. He then vanished with a poof.

John sent Jack a message then. "Where exactly are you?"

"I just entered one of the outer cave halls," Jack answered. "Almost no soldier around here. I guess they are mostly outside or deep inside where the palace is."

Master thought Jack was using Magic Clone which produced one clone, but the spell Jack used was Double Clone which produced two clones.

Jack cast Double Clone before engaging Master. He then had his two clones fight Master while his original self cast Invisibility and Soar. He then sneaked into Palgrost's east entrance while the armies were fighting.

Peniel stayed with one of his clones to give Master a convincing show. If Jack wasn't present during the battle or he fought without Peniel by his side, the enemy might become suspicious that he was up to something. In this way, the enemy thought that he was with the retreating army.

The battle just now was simply to get Jack as close as possible to Balgadur's entrance. By shifting the enemy's focus onto the battle, it is more unlikely for Jack to be caught while sneaking in.

"If you find few enemies, that means their command base is not nearby," John said to Jack. "Hurry and search for it. The gate to Palgrost Palace won't hold forever."

"Dude, do you know how big this place is? I can spend days if I search blindly," Jack complained. His radar didn't detect any concentration of red dots nearby. Even with his radar, it would still take a long time to search.

"Go look for Dogs of War," John advised. "Jeanny told me they are hiding inside the capital. I've made contact with David. He is mobilizing his people to look for the enemy's command base. Go and meet him at these coordinates. You should add him to your friend list. Once they find the command base, they can act together with you."

"All right," Jack said.

After his clone stopped using the gold dragon wings, he could use them to fly faster. He now landed inside an alley because his invisibility would end soon. He then traveled on foot from there.

Some of the enemies had the God-eye monocles. Without invisibility, he would show up on the enemy's radar, so he moved while using mana concealment. He also paid attention to his radar so he didn't come into an enemy's sight by accident.

The capital was mostly empty. Most of the civilians had been evacuated to other settlements when the Liguritudum army was on their way. The ones who stayed ran into the palace when the enemies breached the capital's entrance. The few remaining ones, who were stubborn enough to not leave, hid inside their houses. Jack used his radar and avoided contact with these civilians.

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While Jack moved inside Balgadur, the army reorganized itself. John made a count. They lost around 50,000 troops in the brief scuffle just now. Most of the losses came from the right-wing army which endured the enemy's bulk force. The ones who were wounded were currently healing themselves using the mobile healing rune diagram that had been prepared on the field.

Linda also made a count from their side. They lost even more. Most of the casualties were from their hidden force which was ambushed back by John's hidden troops. They lost 150,000 troops, of which one-third were the zombie units.

Master used the Necronomicon and resurrected both the non-zombie Liguritutum and Themisphere's casualties. He got 150,000 new zombie units. It was as if he hadn't lost a single unit in the fight just now.

The two armies just stood on their sides and watched one another. The sun was already setting when the Themisphere army arrived. The sky was dark when the Themisphere army retreated. Master and Linda simply assumed the Themisphere army avoided fighting in the dark.

Linda continued to be vigilant, though. She was ready in case John planned a night assault. She didn't know John slept soundly throughout the night.

Early the next morning, the Themisphere army advanced again. But unlike yesterday, the three wings spread out and hit from different sides. The battle didn't last long. All three wings quickly retreated again. It was as if the Themisphere army continued to gauge its opponent.

At noon, the Themisphere army moved again. They poked at the Liguritutum army before quickly retreating.

"What are you playing at?" Linda sent John a message.

"What do you mean?" John replied.

"Don't play coy. What the hell are these jabs for?"

"Hehe, come on, mother. Do you seriously think a strategist will reveal his plan to the enemy's strategist?"

John was right. Linda never expected a real answer. She just couldn't stand the current situation. It was as if John was toying with her.

The reason John did these skirmishes was to keep the enemy's attention on their army. He knew the enemy wouldn't leave Balgadur's side. There was no point in them to go chasing the Themisphere army. They were waiting for the siege army inside Balgadur to destroy the palace's gate. Once the palace was conquered, they could go and deal with the Themisphere army.

It was a race whether the palace gate fell first or Linda's command base was discovered first.

As for the situation inside Balgadur, the Dogs of War did several more ambushes to the siege weapons that were firing at the palace gate. They picked a less guarded spot, created a distraction on the other side, and then focused their assault on one siege weapon. Using this method, they destroyed several more siege weapons, reducing the rate by which the enemy reduced the gate's HP.

But their mission got harder when Ronald arrived. Motherboard was with him. Master gave her a spare God-eye monocle and tasked her to accompany Ronald. With Ronald's tracking skills and Motherboard's God-eye monocle, they tracked and slayed the Dogs of War's members.

The Dogs of War didn't travel together, though. They split into lots of smaller cells. This way, even if one group was discovered, the others were safe. This hunt continued throughout the night and morning, as were the Dogs of War's ambushes.

Chapter 1494: Not Yet Lost Everything

Boron had been complaining non-stop about these ambushes. It caused the task of destroying the diamond gate to get longer. He scolded everyone, including Sizhad and even Ronald who happened to stop by to trace the trails from the recent ambush.

Sizhad just took the insult in silence but Ronald almost pulled his revolver to shoot Boron. Motherboard quickly stopped him before he did. She reminded Ronald via a message that Boron was still important at the moment and Master would be very displeased if he attacked the native.

Ronald instead shot at the ground beside Boron's feet before walking away. The act angered Boron. He almost called his soldiers to chase after Ronald, but Sizhad warned him that they still needed Master's army for this revolution. Boron refrained himself and resorted to just throwing loud curses at Ronald who was getting further.

The ambushes by the Dogs of War in the late morning reduced significantly. Everyone thought this was because Ronald had put so much pressure on these ambushers that they were now acting more mildly.

Little did they know it was because Jack had finally convinced them that finding the enemy's command base was a better use of their manpower. Before, they only spared a few members to do the search. Now, more than half of them were on the search while the remaining ones continued with the harassment on the siege weapons to buy the gate a bit more time.

When it was late afternoon, one group finally reported in and told Serpent Boss that they had found a place where a large number of enemy soldiers were guarding. Other than near the palace where the siege weapons were bombarding the diamond gate, this place was the only one with so many enemy soldiers.

After hearing the news, Jack agreed that the place should be where Linda and the war table were located.

Jack informed John about this. They were ready to go with the final phase of their plan. Jack then told Serpent Boss about their plan.

After listening, Serpent Boss sent commands to his members who were still inside this capital. They stopped what they were doing and went to the place Serpent Boss told them to go.

Jack thanked Serpent Boss. He gave something to Serpent Boss and then left.

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Inside the palace courtyard, Jeanny received John's message. John told her about their plan. Jeanny looked at the gate's HP. It was only a bit over ten percent left. In a few more hours, the gate would fall.

She gathered the guild leaders and told them to be ready. She then walked over to Thelgrun, who was still sulking in one of the gardens near his palace. He was sitting on a lavish and oversized chair, watching an empty field where races used to be hosted.

"Get up," Jeanny said to him.

He looked at Jeanny with a confused expression.

"Get up!" Jeanny said louder.

Broban, who was sitting beside Thelgrun, stood up and uttered, "Lady, you cannot talk to our president like..."

"Back off...!!" Jeanny shouted, which took both Broban and Thelgrun aback. Even the two dwarven soldiers behind Thelgrun who were stepping forward, because they also thought Jeanny was being rude, stopped in their tracks.

Jeanny turned back to Thelgrun and said, "You have felt sorry for yourself for a whole day already. It is time to stop and pull yourself together! Your country needs you. Your people need you...!!"

Thelgrun lowered his head. He understood that. He had tried to be strong during the first day of fighting. Even when Uddroth fell. But after losing so much and being forced to hunker down inside his capital, he just couldn't find the will to lift his spirit anymore.

Broban and the two soldiers behind Thelgrun also looked down. They agreed with Jeanny but they also sympathized with Thelgrun because they too felt the same. They felt defeated.

"That gate is going to fall soon," Jeanny said. "The Themisphere army is still outside. The enemy outnumbers them. They won't be able to get to us."

Thelgrun shut his eyes. 'This was your attempt to encourage me? Good job, lady,' He complained in his mind.

"Aren't you angry?" Jeanny asked.

Thelgrun looked up at her with a confused face.

"Aren't all of you angry?! That someone invades your home and backs you into a corner like this?" Jeanny threw the question to Broban and the two soldiers at the back.

"Of course, I am angry!!" Broban shouted back. "All of us are! But what can we do?!"

"What can you do? You can fight!" Jeanny exclaimed. "You can fight till you can't fight anymore. You can fight until you die! That's what you can do. You can punish those invaders and traitors. Even if you can take down only one of them. It is worth it!"

"Easy for you to say. You can't die...," One of the two soldiers said.

"Do you see me wearing an Amulet of Rebirth?" Jeanny asked. The necklace on her neck was not the amulet. It was a unique-grade pendant he had received during his trip to Hope's divine faction.

"Yes, I will not die," Jeanny continued. "That is this world's rule. It's not something I can do anything about. But without the amulet, I will lose everything. That is the same as dying for us, outworlders. I am not going to tell you I understand what you are going through. I am not going to tell you that I can conquer the fear of dying if I am in your shoes. But I can tell you that even if I do, I will still fight!

"That is because I know my will to protect my home and the people I love, is stronger than my fear! If Palgrost falls here, Liguritudum will come to Themisphere next. So, I come here to fight not only for Palgrost but for my home, as you now fight for your home. If you give up now, then all is lost!"

Jeanny hit the end of her spear's shaft on the ground. "Get up, President Thelgrun of Palgrost! You've not yet lost everything. You still have your army. You still have your hammer. Most of all, you still have your life. Pick up your hammer and prepare to fight!!"

Thelgrun looked at the hammer that was lying on the ground next to him.

"She is right, Mister President," Helga Flameforge, the only remaining admiral on their side, came to Thelgrun's side. Yonhilda was next to her. They also heard Jeanny's speech. "We have not lost everything yet."

"That's right," Yonhilda added. "I switched sides because I want to punch that a*shole Boron's face for kidnapping my brother. I don't care if I die doing it!"

Thelgrun clenched his fists. He took a deep breath before blowing a heavy air out. He then picked up his hammer.

"Everyone...!!!" He bellowed at the top of his lungs. "Prepare for battle! We will let these c*cksuckers know what dwarven rage meant!"

Chapter 1495: Distraction

Jack went to the coordinates given by Serpent Boss. It was the place where the Dogs of War members had discovered the enemy's command base. Jack found that he knew the place. He came to this place before with Grace. It was the large cave hall where Balgadur's main station was located. The hub where the carriages and the trains gathered.

He had used his corporeal state to scout the place and confirmed that Linda and the war table were there. From what he saw, he estimated around 30,000 soldiers were guarding the place. He might be able to force his way through if he went all out but he preferred to not take the risk. If Linda was allowed the time to flee and move the war table, then they would have to start looking for her again.

If he started acting, he had to get to Linda fast, so he stuck to the plan. He sent a message to John and Jeanny telling them that he was in position. Now, all they needed to do was wait for Serpent Boss' signal.

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Serpent Boss reconvened with the other surviving Dogs of War members. David, Sergeant Zero, and Valenza were by his sides. They numbered more than a thousand. They sneaked through Palgrost's houses while making their way toward the coordinates given by Jack.

While they were moving, David suddenly stopped them. "Enemies nearby," he informed.

He wore the God-eye monocle which was dropped by Gridhacker during the battle at Wicked Witches' headquarters. Currently, there was a large group of red dots within the radar's scope.

He led the others away from this group, but he saw this group persisted in their direction.

"They can track us," David informed. "I think one of them has this monocle as well."

"That must be how they got so many of our members," said Sergeant Zero.

"How should we shake them from our tails?" Valenza asked.

"David, take this," Serpent Boss gave David the thing Jack had given him. "We will deal with this lot. You complete the mission."

"You can count on me, boss," David said. He stored the item and ran ahead.

"How should we do this, boss?" Valenza asked.

"They know our positions using that monocle. There is no use to hide. Frontal assault. We will distract their attention from David," Serpent Boss answered.

"They greatly outnumber us, but I like the odds," Sergeant Zero said.

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"One of them split from the group. It went in that direction," Motherboard informed Ronald. "The others are heading over here. Do you think they know we are onto them?"

"Mm...", Ronald thought about the situation. He then said, "Take a small team and chase the one who split. We will deal with the ones here."

Motherboard called for some players to form her team. She then moved away while Ronald and the others proceeded onward.

As they advanced, one of the enemies showed himself on the rooftop of one of the houses around the place. He started raining bullets using Bulletstorm. The bullets hit the soldiers around Ronald.

"Hmph!" Ronald fired his revolver.

His shot accurately landed a headshot. But at this stage, expert players' age and level were high enough that even though Ronald scored a critical hit with his high-damaging weapon, the enemy didn't immediately die. The hit enemy ducked back into the roof before another ranged attack hit him.

"F*ck!" Ronald cursed loudly. In his mind, he said, 'F*ck this world. In the old world, I never need to aim at the same target twice!'

More and more Dogs of War members showed themselves and started shooting. Ronald's soldiers fought back. Ranged attackers fired back while the melee advanced to close in on the distance.

Sergeant Zero suddenly appeared from a side alley and struck the nearest melee player who was advancing. Sergeant Zero was very fast. He performed a string of combos. His first stab was accompanied by Unblockable Stab. He then shifted to the player's back by using Phase Strike and landed a backstab.

The backstab was critical. These three hits killed that player and Sergeant Zero disappeared again using Vanish.

Ronald fired two bullets into the empty alley. Sergeant Zero appeared when he was hit by one of the bullets. Ronald had pinpointed his position from Sergeant Zero's killing intent. Sergeant Zero hurriedly ducked into an intersection before Ronald could fire again.

"Chase them!" Ronald ordered.

He then heard Motherboard's scream. He turned and saw Serpent Boss beside the woman.

Serpent Boss had disappeared from Motherboard's radar, but he wasn't using invisibility. He was doing what Ronald did when Ronald avoided Jack's mana sense. Serpent Boss erased his presence and became one with the environment. Serpent Boss knew this could fool the radar because he had tested it on David's God-eye monocle.

Under the concealed condition and the distraction created by his members, Serpent Boss sneaked to where Motherboard was and attacked her. His dagger was currently stabbed into Motherboard's throat while his gun pressed to her temple. He used Rapid Shot and Motherboard lost all her HP.

Without pause, Serpent Boss used Bulletstorm, shooting everyone around him. Those people were still shocked at how someone managed to sneak into their midst and kill their leader in front of them. They were further stunned when the bullets from Serpent Boss' Bulletstorm accurately hit them in their faces.

While they were reeling, Serpent Boss took the God-eye monocle that Motherboard had dropped. Without this item, the enemy would have a harder time finding them.

Serpent Boss acrobatically jumped up the roof and disappeared up there before Ronald could come to help.

Ronald stopped approaching once Serpent Boss was out of sight.

"Chase him!" Ronald ordered.

While everyone looked around the place, Ronald turned in the direction Motherboard said the fourth enemy had gone to. He preferred to hunt Serpent Boss. But after having a brief thought, he left the others to deal with Serpent boss and the Dogs of War members here. This group could have split up and avoided them as they had done since yesterday, but they instead chose direct conflict this time. Was it a distraction to cover that one person who split from them?

With this thought, Ronald summoned his steed and headed in the direction where Motherboard said the split one had gone.

Chapter 1496: Gate of the Underworld

David paid attention to the surroundings using his radar. Serpent Boss and the others had gone out of his radar range. He hoped they were okay. He opened his party list and saw Serpent Boss' name was still white, which meant he was still alive. No red dots came chasing from behind so he figured the enemies were still busy dealing with his comrades.

He then saw a single red dot coming his way, at a very fast speed. Someone was using a steed. He thought about using his steed as well, but he would be easily visible if he did that. After studying the speed of the red dot on his radar, he concluded that the steed was at least a super rare grade. His rare-grade steed won't outrun this enemy.

He opened his map and looked. His position was not that far from where he was asked to go. Should he just use the item here? He preferred to complete his mission without any deviation. So, he stopped, hid, and waited until this red dot ran past him.

The red dot did run past near his position, but it then stopped not far away. He was in hiding so he didn't see who the rider was. The rider could be someone using the God-eye monocle. In that case, it was pointless for him to hide.

It was just one enemy. He didn't believe he couldn't take on one enemy. With this thought, David moved from his hiding position and approached the red dot slowly. While he did that, the red dot suddenly disappeared.

'What...?' His first thought was the same as Motherboard when she experienced the same thing, but he soon dismissed it because he didn't know of a skilled magic user in the enemy's camp who dared to go chasing an enemy by himself. Unless, of course, this enemy was Master. The last intel was Master was still outside dealing with Themisphere army, so it couldn't be him.

Two other enemies came into mind, Long and Ronald. Both were very troublesome opponents. He decided to be prudent and moved away in silence. He could no longer trust his radar. He looked around while moving slowly. Jeanny had tried teaching him mana sense. He made some progress but his mana sense was still very basic. He could only sense things right next to him.

While he slowly moved away, his sharp hearing picked up a soft rubbing sound from above.

He looked up and saw a small creature that looked like the interspecies child between a badger, a raccoon, and a dog. He quickly recognized this strange creature. It was Ronald's pet!

He rolled away just as the boom hound lunged at him from above. He summoned his Shield Drone and pet just as several gunshots were heard. The shield drone was positioned above him. He figured the Boom Hound came from above so Ronald should be up there as well.

He knew he guessed right when he heard the impact sounds from the Shield Drone above him. His pet, the Barghest, engaged the Boom Hound that was rushing over.

"Haha, you get a chance of a rematch. Aren't you happy?" Ronald's voice was heard from above. The gunshots never stopped.

David didn't stay still. He knew that covers meant nothing for the gunslinger above. He jumped away just as some bullets ricocheted into where he was a moment ago. His shield drone followed and continued covering him for shots from above.

"Haha. So, you have learned from your defeat," Ronald laughed. "Come on, fight back! Are you so scared because I beat you the last time?"

"I don't have the time to f*ck around with you," David said. A small item was in his hand. It was currently blaring with eerie crimson light.

"What are you doing?" Ronald asked.

"Goodbye!" David said. He threw the thing that was glowing in his hand to the ground before turning away and running. His shield drone covered his back as Ronald continued shooting at him. The Barghest disengaged from the Boom Hound and ran after its master.

Ronald wanted to chase but his attention was drawn to the glowing thing on the ground. The glow intensified. He felt extreme unease from the glowing items. Out of instinct, he moved away from that thing.

The crimson glow erupted into torrents of light that shot upward. An earthquake followed. The ground cracked and started to split. The split became so large that it was as if a chasm had appeared in the middle of the capital. From inside this chasm, an ominous-looking gate surfaced. The gate was so large that it almost touched the ceiling of the cave hall.

Ronald looked at the colossal gate in puzzlement. What exactly had David done?

The gate slowly opened. As it did, Ronald saw a dark abyss through the opened gaps. As the opening became wider, crimson specks were seen from inside the abyss. The specks slowly grew bigger.

When they became big enough, Ronald identified what those specs were. They were imps, small winged demons. The horde of imps flew out of the gate and spread in all directions.

As Ronald watched in amazement, he saw other monsters come out from the lower part of the gate. This second type of monster was a lesser demon without wings. They wore armor and wielded various weapons. They looked tougher and more intelligent than the imps. They also spread in all directions.

Ronald used his Inspect and found that the imps and the demons were level 71 basic grades.

Level 71 basic grades were nothing for current players. Still, the number that poured out from the colossal gate was staggering, and these demons were still coming out.

Ronald then saw a different type of demon coming out. They were gigantic demons with grotesque bodies. On their belly was a huge mouth filled with sharp teeth. Fumes of fire were constantly emitted from their belly-mouths. These abominations were level 76 elite grades.

Ronald understood then what it was that David had used. He had heard reports about such items. This was an event caused by a disaster item. The monsters would continue to appear and they would be stronger ones coming out of the gate as time passed. He couldn't stay here!

Some of the imps noticed him and started flying towards him.

Ronald called his shadow horse and ran away from there.

Chapter 1497: Attacking for Real

As the demonic horde continued to pour out of the ominous gate, Jack and the others received a message from David.

"Sorry, I couldn't activate the disaster item at the coordinates you requested. The spot is a bit off," David informed.

Jack opened his map and looked at the coordinates David sent. Originally, they wanted to detonate the disaster item closer to the station cave hall instead of the palace gate. This way, the demonic horde would arrive at the station hall first, so he didn't have to wait too long to make use of the horde and strike the command base.

The place where the demon gate had appeared was instead slightly closer to the palace gate. This meant the horde would arrive at the palace gate first before this station hall he was at.

"One more thing...", David said. "Ronald saw me use the item."

"Shit," Jack cursed. Ronald should know what the item was. This meant the element of surprise was no more.

Of course, because some enemies were roaming around the capital looking for Dogs of War members, they would have found out before the horde arrived at either the palace gate or the station hall. But if they only saw the demons without knowing where exactly this horde came from, the confusion would still be effective. They might consider it an anomaly without realizing the demons would become stronger as time passed. Now, they knew exactly what they were dealing with.

"Never mind. We can't expect everything to go smoothly," Jack replied to David. "If you can, go to the palace gate. But prioritize safety, don't get killed by the demon you unleashed. I will take care of the command base here."

Jack ended the communication and asked Peniel, "The disaster item lasts five hours, right?"

"That's correct," Peniel confirmed. "The demons will stop coming out after five hours but they will continue to rampage for another two hours before disappearing."

"Five hours are more than enough time for the demons to arrive at either the palace gate or this station hall," Jack said. "David is level 71, so the initial demons that come out will be basic level 71, correct?"

"Yes," Peniel replied.

"The last time, the disaster item's last boss was a rare elite twenty-five levels above the user's level. So, the boss here will be a level 96 rare elite demon?" Jack asked. He didn't think any player at this stage could fight against such a high-level boss. Even a country's strongest native like the lord marshalls would also not be able to.

"The higher the user's level, the shorter the disaster item's level range," Peniel informed. "When the user has a level of 30 or below, the monsters appearing will have a range from the user's level to

twenty-five levels above him. From levels 31 to 55, the level range is twenty levels above the user's level. From 56 to 80, the range is fifteen levels. Above level 81, the range is only ten levels. But of course, the monster's levels will never go past level 99. So, if the user is a level 99, then all the monsters appearing will be level 99."

"So, the final boss for our disaster item will be a level 86 rare elite?"

"No, if the user's level range is 56 to 80, the final boss is a mythical grade. If the user's level is above 81, the final boss will be an eternal grade."

"Level 86 mythical grade... It is as strong as Emris," Jack muttered. Emris had increased a level recently due to the Mass Drill.

"Since David uses the disaster item close to the palace gate, the final boss will most likely head there. It will go to the closest concentration of enemies."

"Okay, let's warn Jeanny," Jack said. "Whatever the outcome of this battle, Thelgrun will not be happy about us using the disaster item inside his capital. The capital will be heavily damaged."

There were also scarce civilians. Jack couldn't do anything about them. He hoped they could find a place to hide throughout this disaster. If he saw ones in need of help, he would help, but he wouldn't go out of his way to search for them. He had duties to fulfill.

"What will you do?" Peniel asked. "Linda would most likely hear about the disaster item by now. They might be preparing to move away as we speak."

"Too bad the archdemon lord and Arlcard are unavailable... I will use my incorporeal state again," Jack said. "Hopefully Linda stays until the underworld demons arrive. If not, then I guess I have no choice but to take the risk and rush in."

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Outside, the evening was approaching. Master watched the Themisphere army approach.

"Here they come again," Spring Crown remarked.

"How meaningless. They keep on playing hit-and-run," Oberon said. "Let the zombie army deal with them again."

After the repeated light assaults from the Themisphere army, Linda decided to assign the zombie army to the front line. The zombie army didn't have emotion nor did they get tired. They won't feel upset by the harassment. Themisphere army could repeat their pointless attack as many times as they liked. It won't bother the undead. The attacks would just serve to weaken their own instead.

"Get ready...," Master said.

"The zombie army is already in position," Oberon said.

"I'm not talking about the zombie army," Master said.

"Yeah... Looks like it's different this time," Spring Crown agreed.

During the previous assaults, the Themisphere army split into smaller armies with fast movement and harassed them at different points. At this moment, they advanced as they did on the first engagement yesterday. The Themisphere's three armies advanced slowly at the same pace.

Master sent a message to Linda, who watched the enemy's movement from his projection map. She agreed it was not a light jab this time.

"They would probably just retreat again after fighting for a while like yesterday," Oberon said. He didn't believe the enemy was going to go all out.

"If they do, then that is fine," Master said. "We do not need to waste our effort on them. We just need to keep them away until the palace inside is breached."

"I don't think so. I think they are attacking for real," Spring Crown said. Among the three armies, he saw player's guild armies.

A loud horn was heard from the Themisphere army. The Themisphere's three armies picked up their speed. They were charging.

Ranged attacks started flying between the Liguritutum and Themisphere armies. Their melees soon engaged one another. Master was about to engage when he received an urgent report from Linda.

"I've just received a message from Ronald. He said one of the Dogs of War's members just used a disaster item inside Balgudur!"

Chapter 1498: Sneak Attack when the Armies are Occupied

Players' guild armies marched amid the three Themisphere armies. The most eye-catching was the guild army following the central army. This was the guild army from Everlasting Heavenly Legends.

Since the Hydrurond war, Tip had been hard at work under Jeanny and John's guidance to retrain the guild soldiers. They replenished the number they had lost during the Hydrurond war and then some. Currently, the Everlasting Heavenly Legends guild army numbered around 65,000 units.

Their guild units were the same as the last time, with the only exception being the mage units. Trinity Dawn acquired an insignia that turned their mage units into upgraded variants. Their mages were now Tempest Mages.

This variant transformed the mages into pure offensive units with spells that focused on the lightning and wind elements.

Their two mechanical units were also different than before. After their members were able to do the hard difficulty of the two legacy dungeons, they acquired many high-level materials. They used these materials to construct or upgrade the brave golems and ice cannon tanks.

Both the mechanical units were slightly larger than during the Hydrurond war. Their armor was also thicker and exhibited more detailed features.

The ice cannon tanks had extra weaponry attached to them. Icethrower, which fired a jet of freezing icy vapor. This weapon dealt continuous ice damage to a large number of enemies that tried to approach the tank. Hit enemies were also slowed and had a high chance of getting frozen.

As for the brave golems, they now came with a backpack similar to the one used by Paytowin's Brave King. This backpack didn't give them flying ability as Brave King's did, but it gave them a super jump ability as well as a speed boost similar to Wind Jet. This gave the slow and heavy brave golem a significant improvement in mobility, allowing them an easier time in getting their opponents into a melee range.

Three guild heroes and two guild guardians led Everlasting Heavenly Legends' guild army. Uruk was now level 77, Nilrem was level 76, and Rahab was level 79. Penny, the lava dragonet, was now level 75. Gumeru, the dragon turtle, had the fastest improvement. It was now level 71, catching up to Penny. This was thanks to Broidrireg improving the quality of Heavenly Citadel's lake, which boosted Gumeru's improvement aside from the ice mana site inside its lair.

The guild armies of the six other Themisphere guilds were also marching with the three armies. These six guilds had fewer number of guild units, ranging from 20,000 to 50,000 units. Offline Beasts had the fewest number since they had just reacquired a headquarters, while the guild with the most number of units after Everlasting Heavenly Legends was Corporate United.

Seeing the opponent's guild armies, Linda also had her assistant summon the World Maker's guild army. The six other Liguritutum guilds beside her did the same.

In the past confrontation, World Maker only had two guild heroes and two guild guardians. Now, they also had three guild heroes. Their newest guild hero was a level 80 mythical of the draconian race.

After conquering Hydrurond, Master tasked Long and several other capable members to do a difficult quest with a high chance of awarding an exceptional guild hero. Long completed the quest with flying colors. The guild hero they acquired was not only high-level and high-grade but also had a special bloodline that gave him a slightly different body than the average draconian.

This guild hero was a draconian that could be said to be half-dragon. He had a pair of horns jutting out of his head and a pair of dragon wings behind his back. His name was Belzreid.

Both sides didn't have Palgrost guilds with them. Palgrost guilds that supported Thelgrun had used their guild armies during the choke point defenses. While the ones that supported Boron were with him near the palace gate. They hadn't used their guild armies yet since there was no need to. They planned to summon their guild armies once the palace gate was destroyed.

With the support from the guild armies, the Themisphere and Liguritutum armies engaged each other.

It was as Master and Spring Crown had expected, the enemy's assault was real this time. The Themisphere army went all-out and fought intending to vanquish every foe. There was no sign that they would pull back any time soon.

Both John and Linda commanded the armies and had them do multiple complex maneuvers trying to best one another. Themisphere army excelled in terms of each unit's prowess, while the Liguritutum army excelled in numbers. This somewhat evened out the confrontation.

In the battle, World Maker's guild army of course went for Everlasting Heavenly Legends' guild army. With their impressive resources, World Maker also replenished their guild army and produced even more units than Everlasting Heavenly Legends. Their guild army numbered close to 75,000.

Upon first contact, Belzreid had his eyes on the opponent's most unusual hero, the demon Rahab. Rahab didn't shy away from the provocation. Rahab took to the air and the two guild heroes clashed in the air. Both were hybrid combatants who had both melee skills and magic spells.

Belzreid used a trident that emitted both fire and ice energies. His wings could conjure sharp winds that damaged opponents. His spells were both of the dark and light elements. Such a multitude of elements would have troubled ordinary opponents, but Rahab was not one. A demon had natural resistance against elements and magic damage. A demon with a grade such as Rahab possessed very strong resistance against many elements. Belzreid wasn't able to overwhelm the demon hero as easily as he wanted.

While the two guild armies fought, their respective guild members also fought nearby. Those who had fought World Maker's guild army before were slightly puzzled. They didn't see World Maker's flying units, the Werebats. Last time it was these units that troubled the Eagle Rider Hunters. This time, the eagle rider hunters were free as they fired their arrows from the sky.

These guild players reported the oddity to John. At that time, John saw a large group of red dots approaching from the side.

The defenders on the small mountaintop turned to where these red dots were coming from. They saw countless units come down from the clouds. They were the werebats. When the armies were fighting near Mount Sedgebare, Linda had these werebats sneaked to the side. They flew a large roundabout path under the cover of the evening cloud and came to Themisphere's command base from the side.

The werebats didn't come alone. Each of the werebats carried a person. They now dove towards the small mountaintop at top speed.

Chapter 1499: A Welcome to the Surprise Party

"Such a petty move! You are taking revenge for what I did to you the last time," John sent his mother a message as the werebats were approaching.

"Disrupting the enemy's chains of command is a common tactic," Linda returned. "What's best than to take out the command base?"

"I agree with you, mom," John replied.

Linda frowned. John didn't sound panicky.

"What are you up to?" Linda asked.

"Hehe. Why don't you guess?" John simply gave her a vague response.

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The approaching werebats numbered 10,000, while the defenders were fewer than one thousand. These defenders had been surveying the lands below them to make sure no enemies sneaked into them. Little did they know the enemies came from above instead.

As the werebats approached, the people they carried on their backs readied themselves. The first Werebat that came swooping down targeted the main prize straight away, which was John. The rider of this first werebat was none other than Long. Long used the werebat as a stepping stone and kicked himself forward. He dove at John with extreme speed.

The last time, John sent their guild's strongest martial artist to take down Linda's command base. Sending Long here was Linda's gesture of returning the favor. Plus, Long would be able to make sure that John didn't escape.

However, as Long neared John, he immediately knew something was wrong. He sensed nothing!

His fist passed through John as if he was air and it smashed into the ground below, causing a small crater. He quickly stood back up and looked at John who was still standing in front of him, smiling. He didn't sense any presence where John stood. The war table was the same, he tried grabbing it and his hand just went through it.

The other riders jumped down from the werebats. They unleashed their attacks at the same time as the werebats' claws came slashing. The defending soldiers fought back, but the werebats' attacks simply passed through the guild players with the guild army command platforms. The defenders were real. The guild players were not.

Long sent a report to Linda, "The enemy strategist and the guild players on this mountaintop are just illusions!"

"What?!"

John sent a message to Linda at this time. "Hehe, I got you, mother."

"Where do you hide?" Linda asked.

"Oh, if you think I don't prepare a welcome for your surprise party, then you don't know me well enough," John replied.

"What do you mean...?" Linda asked.

While John didn't answer Linda's question, the answer showed itself soon.

Long sensed something invisible coming at him. He used Ki Bullet in that direction. His attack struck something and a player appeared. He then sensed other presences, a whole lot of them.

A large number of players and native soldiers came out of thin air. As more and more appeared, Long's troops soon found themselves greatly outnumbered. Even the werebats were having difficulty as many flying enemies attacked them in the air. These were players with the inquisitor class as well as natives who had flying spells.

Long found himself besieged by many enemies. The regular enemies didn't trouble him much. He fought them while retreating. His eighteen subduing dragon palms repelled anyone who tried to come near

him. However, he suddenly found himself beset by a few experts. These experts were Domon's old students. Balo, Michele, and Jason.

While he easily dealt with the regular enemies, these three were not that easy to deal with. Not to mention these three also had companions who were ex-members of the Council of Charites. These companions cast ranged spells that were hard to dodge.

Long had to activate his skill, Golden Body, and his buff martial art, Muscle Tendon Transformation, to mitigate the damage he received.

He summoned his pet, the Celestial Lindworm, to deal with the enemies' companions. The lindworm opened its mouth and light breath poured out of it. Some of its scales opened and poisonous spikes shot out from the openings. Most didn't expect these secret weapons and were struck by the spikes. Aside from poison, the spikes also caused Weakness.

The Celestial Lindworm was also very formidable in melee. The large claws of its two forelegs dealt high physical damage and inflicted Poison status. It was very fast and its scales were very durable, giving it incredible defense.

While his pet took some of the pressure off, Long executed Nine Yang Scorching Blade to force Balo and the others back. When he wanted to use this chance to land a few solid hits, he found his sight blurred by countless sword lights.

He wasn't able to use another ancient art so soon after using Nine Yang Scorching Blade, so he resorted to using his game skill, Infinite Lightning Punches.

Fists and swords collided. The impact threw the sword user away.

The sword user was Warpath. After joining Everlasting Heavenly Legends and receiving a direct tutorial from Domon, Warpath's martial arts underwent improvement. His shadowless slash could now unleash almost infinite sword lights providing he could maintain the sword art. The longer he maintained the shadowless slash, the more strain he felt on his body.

Thanks to Warpath, Balo and the others recovered their balance without incident and advanced again.

"F*ck this!" Long cursed. He briefly glanced around him and the situation was not good. He used his Fist Lord's skill, Infinite Comet Fists. Countless comets struck everything around him.

While the opponents were occupied, he transformed into Enhanced Dragon Form and flew away. His Celestial Lindworm followed after him.

Ranged attackers and those who could fly tried to stop Long but he was very fast. His palms were also very accurate and deadly. Every incoming opponent was smacked to the side by his Eighteen Subduing Dragon Palms. No one could stop him from leaving the place.

Long didn't care about the comrades he left behind, who were not as lucky as him. They couldn't fly. They were surrounded and systematically killed. More than half of the werebats were also killed. The remaining ones fled after suffering many wounds.

Chapter 1500: Opened Gate

John set up the trap on the mountaintop by using the Illusionist's Illusion Copy and Invisibility Shroud.

He knew Linda would attack his command base at one point, so he constantly had illusionists make a copy of himself, the war table, and the guild players with their platforms above the mountaintop. The Illusion Copy lasted two hours. Every two hours, the defenders lined up and covered these copies from the enemy's sight while the illusionists produced another copy. After the copies were in place, the defenders spread and let the enemy see John and the others again, keeping the illusion that they were always there on the mountaintop.

The only time John and the guild players were on the mountaintop was on the first day when they arrived. He had two purposes for using that mountaintop as the command base. The first was to get a better view so he understood the landscape. However, with his photographic memory, he only needed to see the terrain once. He could just rely on the war table's projection screen afterward.

The second purpose was to lure the enemy to attack. He purposefully chose such an eye-catching spot as a command base, all to entice Linda to sneak an attack.

He didn't know when Linda would spring the attack. Hence, he had the illusionists continue maintaining his copies on the mountaintop all the time.

He himself hid inside a secluded cave in a nearby hill which his scouts found after he sent them looking on the first day they arrived.

As for the hidden army. He kept them on standby at the back of the small mountain, away from the enemy's sight. Once he detected the incoming enemy dots. He sent a signal to the illusionists to cast the Invisibility Shroud on the hidden army. This invisible army then made their way to the mountaintop as the enemies approached.

He prepared 50,000 soldiers for this hidden army, which were made invisible by the same number of illusionists. This was half the number of illusionists they had. The other half was with the main army which was currently attacking the Liguritutum army.

With 50,000 soldiers, this army easily beat the 10,000 werebats and their 10,000 riders. These enemy shock troops returned with less than half of what they departed with.

These shock troops were only a tiny fraction of the Liguritutum army. Their loss didn't affect the army's strength, but it did cause their strategist a considerable mental blow.

Due to getting bested by her son for the second time in sneak attacks, Linda's control over the army faltered. John saw an opening and seized the advantage. He had the cavalry units charged into a gap that had opened up within the Liguritutum army's ranks. These cavalries penetrated their way to the back where the ranged and magic units were. They then created havoc there.

This snapped Linda back to attention. She knew she couldn't let her guard down when going up against her son. She quickly rearranged the formation and even tried to box in the cavalries to slay them, but John was one step faster. He didn't let the cavalries stay for long. After killing a few enemies, they quickly rode away again. The damage was done, the enemy's formation was a mess. This allowed the other units to push in.

In the battle between strategists, John might be winning, but he was not exactly having a good time. He had to focus all his thoughts on moving the troops. After all, the Liguritutum had much more soldiers than them. The Liguritutum not only didn't reduce any number since yesterday's battles, but they even increased a bit due to Master's Necronomicon.

This disadvantage in number was hard to bridge when the enemy still had their strategist giving them effective commands. John hoped Jack could act soon and ease this burden he was having.

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The demons from the underworld gate were very fast. They were much faster than the undead from the first disaster item Jack faced. Thus, these demons reached the edge of the capital faster than expected. In less than two hours since the gate was summoned, the demonic horde had come near the palace gate.

Boron and Sizhad heard the sounds of the demons approaching. Sizhad had received the info from Linda, so he knew what was coming.

The siege weapons that were bombarding the palace gate were owned by Liguritutum. The zombie army Master left behind formed a wall to stop this demonic horde from approaching.

The levels of the imps and lesser demons that arrived were higher than the average levels of the zombie soldiers, but this demonic horde was only of basic grades. Thus, the zombie army could still deal with them. But as time passed, higher-grade demons started appearing, like the abominations with grotesque bodies. The zombie army started to have trouble maintaining their defensive lines.

"We need to give a hand," Sizhad said to Boron.

"Use your guild army," Boron ordered. He also commanded the other Palgrost guilds who had supported him to summon their guild armies. It was time to put them to use.

"Hmph," Sizhad harrumphed. He was not happy with Boron's taking light of the situation.

Boron was unwilling to send his army because he wanted to march into the palace the second the gate fell. The gate only had around 2% HP left. It would fall in less than one hour. But if they lost those siege weapons, the gate might be able to regenerate its HP back. They didn't have enough firepower to counteract the gate's recovery without the siege weapons.

Even so, Boron was the commander-in-charge. Sizhad had no choice but to follow the commands. He called for the other Palgrost guilds and they summoned their guild army control platforms near the siege weapons. Their guild armies then aided the zombie army in battling the demonic horde.

More minutes passed, and demon knights who wore thick crimson plate armor started approaching. These demon knights were level 76 special elite grades. Following behind them was a demon commander, who was a level 81 special elite.

As the battle continued, the furthest side of the defensive line formed by the zombie army crumbled. A group of demons rushed in and managed to destroy one siege weapon.

Seeing this, Boron finally told his army to move a little back to where the siege weapons were. He had the ranged units of his army provide support for the zombie army.

As they moved back, the near-destroyed palace gate suddenly opened. This took Boron aback, but he was also happy at the same time.

However, before he could command his army to charge forward, a thundering roar echoed through the hall. At the same time, droves of dwarven warriors rushed out of the opened gate. Leading this army were two figures, the dwarven president and an outworlder woman.

Boron watched the expressions of the dwarven soldiers charging toward him. Those were not the expressions of a defeated army he had expected.