

World 1521

Chapter 1521: The Attacks on League Faction Leaders

Following the news, a quest notification came to Jack.

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The Attack on League Factions

Difficulty: SSS

Rewards: 10,000,000 exp, 100 gold coins, 10,000 mana cores

Find out who is behind the attacks and deal with the perpetrator.

Quest is time-sensitive. Not dealing with it for too long will fail the quest.

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'Damnit, when we are about to go on full assault against Liguritutum,' Jack cursed in his mind. He wondered if he should just ignore this quest, but what if there was a serious consequence that followed?

Jack turned to Thaergood "Was there something like this going on? Why haven't I heard about this?"

"Please don't blame Sir Thaergood here," Andrea said. "This is a hushed issue. None of us league factions want to let others know about the calamity that has befallen our leaders."

"Additionally, some of us think it is just a rumor," Gruff added. "I came here to meet these people to confirm these incidents."

"Has something happened to your faction's leader?" Jack asked.

"No, but after this confirmation, I will have to talk to him to get him more protection," Gruff said. "But I doubt he will listen. I bet he will say, let the assassins come and try taking his life."

"What about yours?" Jack asked Haestus and Andrea.

"My leader has been attacked. But luckily, he survived the attack," Haestus answered. "He is recuperating and is now placed under protection."

"My leader went into hiding after hearing the rumors," Andrea said. "She was a cautious one. She didn't take any chances. That's why I said she won't be meeting Your Majesty for the time being."

"I see...," Jack said. If he still wanted her faction's blessing, he would have no choice but to help everyone get to the bottom of these incidents. He sighed. When had he ever gotten things easy?

"Do any of you know about the other league factions?" Jack asked.

"Some of the leaders whom I heard to have also been assassinated were the leaders from the Alchemist Union and Firearm Corps," Willem said. "There is also a rumor about the leader of the Church of

Creation being assassinated but I knew that was false because I saw her when I went to visit her after hearing the rumor."

"I heard the leader from the Assassins Guild had also fallen victim," Ducasse added.

Jack almost cracked a joke about the leader of the assassins getting assassinated, but he restrained himself.

"Well, we know it is not the work of those shady assassins then," Haestus said. "We have been suspecting them at first."

"Wait, your leader survived the attack, right?" Jack asked. "Did he see who his assailant was?"

"That's the thing. He said it was a blurry creature," Haestus answered.

"Blurry creature...?"

"It is humanoid shape, though. He thought it might be a native, but he couldn't tell for sure. Whatever it was, it didn't talk. It attacked once it appeared and was gone when our other members came to the rescue. Our leader always carried a beacon that called for help from faction members in his vicinity. He managed to survive until the reinforcement arrived because of an experimental armor he was developing. This armor was very fascinating. It was stored in a magical pocket and could be equipped at a moment's notice. Thus, he could make the armor as thick and sturdy as possible even when it became cumbersome once equipped. I figure he was trying to duplicate the convenience of an Outworlder's equipment system..."

"Are you sure you want to share all that with us...?" Willem asked.

"Oh, I'm sorry. I get excited when I talk about blacksmithing projects," Haestus laughed. "Anyway, our leader wasn't able to identify his attacker."

"Hm... Well, at least we know the attack was done by one individual instead of a team," Jack said. He was wondering if he should send one of his investigative teams on this case. He suddenly thought of something. "What about the Order of Magi? Has anyone heard if anything happened to that faction?"

Haestus and the others looked at each other before shaking their heads. "We haven't heard anything about them. But we also have not heard about the many other league factions out there, so we can't tell for sure how many have been attacked and how many have not. We aren't even sure if the factions that have not been attacked will be attacked in the future. We can't find a connection between those who have been attacked. We sure as hell don't understand the reason for these attacks."

"The leaders of the Order of Magi and my faction are among the most powerful league faction leaders," Gruff said. "Whoever or whatever this attacker is, it won't find them an easy target."

Jack didn't deny that. The real Janus was a level 90 mythical. Still, the fact that young Janus wasn't present in this gathering worried him.

Jack asked Willem and Ducasse if he or his team were allowed to check the bodies of their leaders who had been assassinated. The two firmly replied that they wouldn't allow anyone to desecrate their leaders' bodies, even if it was to find out clues about the perpetrator.

Jack thought that was very old-fashioned thinking, but he didn't insist. He decided to leave the gathering early. He thanked everyone for attending and apologized for not being able to stay longer. Grace and Thaergood covered for him by continuing to entertain these guests.

Jack changed into Unrivaled Arcaner before heading to the Order of Magi's hut. Entering the hut, he saw young Janus manning the desk as usual.

"Mister Storm Wind, it is always a pleasure having your visit. Do you wish to continue your challenges?" Janus asked.

"Not yet. I have other things to deal with at the moment. Is everything okay here?" Jack asked.

"Why would things not be okay here?" Janus asked back.

"Have you not heard the rumors regarding league factions' leaders?"

"Are you talking about the assassinations?"

"So, you know?" Jack asked.

"Those are other league factions' problems. They have got nothing to do with us," Janus answered.

"Are you sure? Your real self might get targeted as well."

"I would like to see them try."

'I guess the League of Champions and Order of Magi are truly mirrored factions. Even their leaders behave the same,' Jack thought.

"Well, I'm glad everything is okay," Jack said. "Can I meet your real self? I want to talk more about these attempted assassinations."

"I'm sorry. My real self has things to attend to," Janus replied.

Jack didn't push. He asked, "Why didn't you send one of yourselves to the palace? Don't you always attend the monthly gathering?"

"Oh? So, you came because you are worried about us? Mister Storm Wind, I'm touched!"

"Well, I'm glad everything is okay," Jack said.

Since it was so, their best clue was the leader of the Blacksmith Circle who had survived the assassination. Jack sent a message to Grace who was still at the gathering to ask Haestus about the spot where the assassination attempt took place. He also asked permission for their guild to question the leader.

The Blacksmith Circle had a good relationship with Everlasting Heavenly Legends, so Haestus believed that Jack and Grace meant well. He cooperated fully. Unfortunately, the crime scene was in Palgrost. Their leader was also in Palgrost, where Blacksmith Circle's main headquarters were located.

Since the teleportation barrier was not yet lifted, the investigative team would have to cross the border on foot. Jack and Grace sent the details to one of the team and had them headed to Palgrost immediately.

Chapter 1522: To Choose between Minister or Laticlavian

Jack also asked Grace to ask Andrea if their leader would like the kingdom to send her a security detail. This was Jack's effort to curry favor from the Healer Society. Unfortunately, this faction's main headquarters was in Aurebor, which was also the country where Panacea was hiding at the moment. So, Jack wasn't able to make good on his offer.

After finishing instructing the investigative team via messages, Jack decided to do the challenges since he was already at the Order of Magi. He asked young Janus permission to use the obelisk.

"Make yourself at home," Janus said. "But before that, I'm curious about what you are going to do about the assassination attempts. You seem quite interested in it despite this being a league factions' issue."

"Some of the league factions are my friends. Including yours, of course," Jack said.

"Why, thank you, Mister Storm Wind," Janus responded. "So, have you taken any steps about this matter?"

Jack originally wanted to discuss this with the real Janus, but he figured talking with the clone should just be the same. He told Janus what he had learned from the discussion with the other league factions' members. He said that he had a team that was on the way to Palgrost to investigate the failed attempt there.

"If you have any information to share, please let me know, okay," Jack said.

"I will, no doubt, do that, Mister Storm Wind," Janus replied.

Jack entered the portal and went to the obelisk courtyard. There, he entered stage 85 obelisk. He failed this stage last time because he had to face two mythical grades and a bunch of other monsters. This time, though, he had something that could deal with them.

He first used Strength of Hope. After that, he unleashed Judgement of Past Kings, Lightning God Barrage, and Perpetual Lightning Judgement empowered by mana manipulation. He then cast Double Clone. Two clones took on the two mythical grades while the last one dealt with the rare-elite monsters that still survived. The special elites were all vanquished.

Jack's real body which was enhanced by the Strength of Hope was among the ones fighting the mythical-grade monsters. With his two clones keeping the other enemies away, his real body could concentrate on dealing with only one mythical opponent.

Jack managed to take out that mythical opponent before his Strength of Hope ran out of duration. His clones also disappeared as they had the same half-hour duration as the Strength of Hope. But with only one mythical-grade opponent and a bunch of near-death rare elites to deal with, Jack completed the challenge without too much difficulty.

He received double knowledge points from this stage due to his Exalted rank. He continued to stage 86.

He repeated the process until he completed stage 89. When he was about to enter stage 90, Peniel told him, "Before you attempt this stage, you need to make sure first which faction you want to proceed in rank. This faction or the League of Champions."

Jack remembered then. Peniel once told him that he couldn't get the same upper ranks from two different factions. Once one reached a higher rank in this faction, it would lock the advancement out from the other factions.

"So, if I completed this stage and become a..."

"Minister," Peniel completed Jack's sentence. "Then you can't advance to the Laticlavian rank in the League of Champions."

"So... I can't get the items in the exchange list of that rank?"

"You can't," Peniel confirmed. "The highest rank will let you exchange for more powerful skills. So, you have to decide which classes you prefer. The Brave Swordsman or the Time Sage."

"Ah, crap... We can't have everything, can we?" Jack lamented.

"You can complain to Wilted if you want," Peniel shrugged.

After thinking for a while, Jack decided he should just go with the Time Sage. The items in the top rank would no doubt require lots of exchange points. He could collect knowledge points in this faction faster than the glory points in the League of Champions due to his Honorary Magi title. If he chose the League of Champions, he would need to spend an awful lot of time repeating these challenges. He didn't think he had that luxury. At least not before Master was defeated.

Hence, he touched the stage 90 obelisk and entered the challenge stage.

In this stage, he faced a total of fifty enemies. Thirty of them were level 85 special elites, seventeen were level 85 rare elites, and the last three were level 80 mythical.

"Aw, shit...", Jack uttered after seeing the three mythical opponents.

He tried his best. But as expected, he couldn't pass the stage. He repeated stage 89 another fourteen times, amassing a total of 3362 knowledge points. With the 930 knowledge points in his badge, he now had 4292 knowledge points.

They were not enough to exchange for the spells he aimed for in the exalted rank's exchange list. Telekinesis required 12,000 knowledge points, while magic bombs needed 14,000 knowledge points. He would need to come here several more days if he wanted those spells.

Jack left the place and headed to the League of Champions next. He entered the challenges there as well.

He couldn't cast Double Clone in the challenges of this faction but he had improved much since the last time he took these challenges. Not just in terms of levels, but also his martial arts. His swordplay had improved tremendously due to the improvement of his sword's heart. His Nine Yin Phantom Sword also helped a lot in piercing through the enemy's defense and helped him out of tight situations. He could now perform the Nine Yin Phantom Sword every five minutes.

Additionally, he was always more comfortable fighting with swords than spells. With Soul Asura and Dances of the Braves, he was like a sword god who was surrounded by numerous deadly swords. He cut through the enemies with even more ease than during the challenges in the Order of Magi.

He defeated one stage after another until stage 89. After conquering the stage, he stood before the platform with a Roman numeral of 90 carved on it.

"So... You want to try it?" Peniel asked. "But if you succeed, you will lose the chance of becoming a minister."

Jack thought for a bit. He said, "I still choose to be a minister, but I want to see if I can win against three mythical grades using my swords. If I can, I won't kill them all. I will leave at least one and let myself fail."

Jack entered then. He ended up fighting with all his strength and still lost.

He sighed when he came out. He still had a long way to go. He went back to stage 89 and repeated it nine times. He collected 2472 glory points from all those challenges. With the 546 glory points originally in his League of Champions Badge, he now had 3018 glory points.

The items in the Praefectrus rank similarly needed glory points above 10,000 to exchange. So, he couldn't get any new things for now.

He called it a day and went to Heavenly Citadel to do the Ice Throne Legacy Dungeon of the Hard difficulty. Afterward, he went back to Thereath and used the training caves there. He didn't do the Ancient Battleground Legacy Dungeon of the Hard difficulty. That legacy dungeon had a cooldown of five days.

He also told guild members who had returned to not do this Hard difficulty first. He wanted it to be available once he got to level 80.

So, while waiting for the one week when the country leaders would visit as well as the reports from the investigative team about the case involving the league faction leaders, Jack trained to increase his level.

Chapter 1523: Reaching Level 80

Jack continued training and doing the challenges daily. Every day, he collected 2670 knowledge points and 1780 glory points.

After three more days of doing the challenges, he had enough knowledge points to exchange for the Telekinesis spell. He did so. After getting the spell, he only had 302 knowledge points left. He would need a lot more days to get the magic bomb spell.

Jack brought the technique book to Jeanny. After she made one copy, Jack learned the spell.

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Telekinesis (Active spell)

Moves 1 target. Power is affected by the int modifier.

Range: 30 meters

Cooldown: 2 minutes

Mana: 100

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Jack had 2 Time Sage's free skill points before leveling up. He received another 3 free skill points after leveling up. He used all those free skill points on Telekinesis, bringing it to level 6. Every level increased the spell's range by 1.5 meters.

Every five levels, Telekinesis was able to affect another target. At level 6, this spell could affect two targets 37,5 meters away.

Jack gave the spell a test. With his intelligence stat, he was able to easily lift a large carriage that was parked by the street. The driver, who was resting nearby, was terrified when he saw his carriage suddenly float into the air. Jack put the carriage back down and apologized, which was responded to by a scolding. Jack was using his mage disguise at the time, so the driver didn't know that he was scolding his king.

For the glory points, Jack had collected 8,358 points inside his League of Champions Badge. These points were not enough to exchange for anything inside the Praefectrus list.

There were still four more days before the country leaders' meeting. The investigative team had just entered Palgrost. The retreating Liguritutum army was close to the border. They didn't spend any time establishing supply lines and they already lost all their siege weapons so the speed of their march was faster than when they were marching to Balgadur.

In another one or two days, that army should leave Palgrost and the war would end. Players could then teleport freely in and out of that country.

Since Jack started training, he had shut down the advancement to his Beast monarch class. This was so he could get his primary two classes to level up faster. Later that day, he managed to get his Time Sage class to level 80. He received a new spell.

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Time Lock, level 1/20 (Active spell)

Completely stop a target.

Range: 60 meters.

Duration: 2 seconds.

Cooldown: 2 hours.

Mana: 300

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"Only two seconds?" Jack asked. Although it stopped the target, two seconds were pretty short. But still, he could do a lot of things in those two seconds with his speed, especially if he used his Superior Acceleration beforehand.

"If you level it up, its duration will increase by 0.4 seconds and its range by two meters," Peniel informed.

"Hm... So, if I fully level it up, I can stop my opponent for 10 seconds and from 100 meters away? That's neat," Jack remarked. He then asked, "Does this spell add another target as it levels up?"

"No. This spell is single target all the way," Peniel informed.

"Oh...," Jack was slightly disappointed hearing that.

"You will get a spell that stops multiple targets when you reach Time Sage level 90," Peniel said.

"Oh? What kind of spell is it?"

"Tee-hee, you will have to wait and see," Peniel chuckled.

Jack rolled his eyes at her tease, but he didn't try to pry. It might still be a long time till he reaches that level anyway.

He tested this Time Lock on John. He went to the throne room and when John didn't pay attention to him, Jack cast the spell. John froze for a short two seconds. His arms just hung in the air since he was in the middle of operating the monarch system.

After two seconds, his arms resumed moving again as if he never stopped.

"Do you feel anything just now?" Jack asked John.

"Feel what?" John asked back. "What are you doing here anyway? Aren't you supposed to be training? You are not needed here."

Despite John's curt remark, Jack was grinning as he walked away. This drew John's puzzlement.

Jack was happy because the Time Lock didn't just stop John's movement. It truly completely stopped John, including his thoughts. For John, it was as if time never stopped. He was not even aware that he had lost those two seconds.

This meant that this spell had no counter after it was cast. There was nothing the target could do aside from waiting until the spell's duration was over. The only thing that could help the target was if the target had a partner who had the Greater Dispel spell. Dispel or cancel magic won't work because Time Lock was a seven-rune spell while Dispel's highest spell formation was six runes.

After his Time Sage class leveled up to level 80, Jack didn't immediately go and do the Ancient Battleground Legacy Dungeon, he decided to train some more.

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He continued training and doing the challenges daily. Two days later, his Brave Swordmaster also reached level 80. He got a new skill as well.

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Realm of Sword God, level 1/20 (Active skill, range, requires sword)

Mark an area with a radius of 100 meters. Swords will rain in this area. Each sword deals 100% light damage. At the end of the skill, a giant sword will be conjured at any one target within the marked area, dealing 1000% light damage.

Range: 200 meters

Duration: 10 seconds

Cooldown: 5 hours

Stamina: 500

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Jack used the 3 free skill points he obtained from level-up to level up this skill to level 4. Every level increased the damage dealt by the small swords by 5%. The final sword received a damage boost of 50% per level, and each level increased the marked area's radius by 2.5 meters.

At level 4, the skill would rain down small swords that dealt 115% light damage at a 107.5-meter radius area. The giant sword that was conjured by the end of its ten-second duration would deal 1150% light damage.

Having this skill put him on par with those Elementalists with wide-ranging and high-damaging spells. He didn't even need to spend time to form a spell formation for this skill.

After his two primary classes reached level 80, Jack set his Beast Monarch back to receiving a third of the exp points. It was now time to reenter the Hard difficulty of the Ancient Battleground Legacy Dungeon.

Chapter 1524: Fully Upgraded Lightning God Blessing

There was one other reason why Jack waited until he reached level 80 before he reattempted the Ancient Battleground Legacy Dungeon. This was the level where his Lightning God Blessing could be upgraded.

He already had all the materials required to upgrade the divine skill. These materials were one Divine Crystal, three Divine Gems, and twenty Magic Crystals. These materials were now floating around him as he opened his status window and activated the upgrading process.

The materials turned into rays of light and stabbed into his body. He felt a sharp pain where the light stabbed, but it lasted only an instant. When he thought the process had been completed and was just about to open his status window to check the change, lightning exploded from his body.

He felt as if he had burst apart. The lightning struck everything in his vicinity. It was lucky he was on the roof of Heavenly Citadel where no one was around. Otherwise, someone would have been struck by all the lightning streaming out of his body.

He didn't know how long the process lasted. His mind wasn't able to think straight as he was being fried alive. When it ended, he fell limply with sweat all over his body.

"The f*ck? It wasn't this intense when it was upgraded the last time," Jack complained.

Peniel hid inside her hidden dimension when Jack began the upgrading process. This showed that the fairy knew this was going to happen. She came out after all was over. Jack gave her a sharp stare, to which she responded with a giggle.

Jack didn't dwell on the matter. His body still felt numb all over, but he could operate his status window. He pulled up the page that showed his divine skill.

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Lightning God Blessing, Level 3/3

- Lightning resistance +200 (passive skill)

- Every attack +30% lightning damage and 3% chance to cause Paralyze for 3 seconds (passive skill)

- Lightning God Barrage (Active skill 1), Shoot 30 balls of lightning that explode dealing 500% lightning damage each in a 5-meter diameter area, 30% causing Paralyze for 10 seconds. Range: 50 meters. Cooldown: 5 hours

- Lightning God Suit (Active skill 2), Don a suit made of lightning. Immunity to lightning. Immune to all movement restrictions. Reduce all received damage by 70%. All hostiles within a radius of 5 meters received 30% lightning damage each second. Duration: 10 minutes. Cooldown: 6 hours

- Lightning God Incarnation (Active skill 3), Transforms into a lightning being. Immunity to lightning. Immune to all movement restrictions. Reduce all received damage by 90%. Standard attacks turned into ranged attacks that dealt 200% lightning damage from a distance of up to 100 meters. All skills or spells dealt an additional 50% lightning damage. Speed increased by 100%. Has instantaneous movement to travel up to 50 meters every 2 seconds. (Can't be used together with Lightning God Suit) Duration: 3 minutes. Cooldown: 12 hours

Upgrade to the next level requires: Fully upgraded

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All aspects of the divine skill were improved. The lightning resistance was doubled. The passive damage boost increased from 20% to 30% and the paralyzation chance also increased from 2% to 3%.

The damage dealt by Lightning God Blessing was still the same but it now produced thirty lightning balls instead of twenty. That was a fifty percent improvement.

The lightning God Suit's effect also stayed the same but its duration had increased dramatically. Previously it was only three minutes. Now, the lightning suit could stay on for ten long minutes.

An additional skill was added with this final upgrade, the Lightning God Incarnation. He was very itchy to give the skill a try but this skill had a long cooldown. He would have to experience it for the first time inside the Ancient Battleground Legacy Dungeon.

He went to the room with the entrance to the legacy dungeons. Nine others were waiting for him there. They were Jeanny, John, Paytowin, Grace, Leavemealone, Domon, Jet, Fierce Flame, and Giant Steve.

Most guild members had returned a day before when the Liguritutum army finally vacated Palgrost's territory. John left the one million Themisphere troops in Palgrost just in case the enemy returned. The army would also have a shorter journey from there if they decided to invade Liguritutum.

When the Liguritutum army left Palgrost, the war officially ended and everyone involved received war contribution points, except Jack. The downside of being a sovereign was that he no longer awarded war contribution points. He was instead given merit points for winning the war. He received 500,000 merit points.

Jack thought about the last Hyrdurond war. He didn't get any merit points then. That was because he was considered to have lost the war. This was the first war he won after becoming a king.

Yesterday, when Jeanny and the others returned, Jack called her, Grace, Paytowin, and John to gather. He wanted to test Hope's Light with all five players who possessed Hope's Sanctification.

Paytowin argued at first that John didn't have any active skill from the sanctification, so he shouldn't be able to join. Jack said it won't hurt to try. He then asked Jeanny and Paytowin to activate their sanctifications.

They already knew that they needed at least three people with the sanctification to ignite Hope's Light. When they were fighting the demon lord, Jack and Jeanny had activated theirs for quite a while and they were close to one another but nothing happened. Only after Paytowin activated his that the light appear.

As expected, no glows were seen when Jeanny and Paytowin activated their sanctifications. Jack then used his Strength of Hope. The glows appeared on the three's chests then.

Jack then asked Grace to activate hers.

When she did, not only did her chest glow but John's who was nearby also glowed. When they asked John what he did. He answered that he did nothing. The glow just appeared by itself. They concluded then that John's glow would only appear when all four other sanctifications were active nearby.

They also found that they sensed a strong draw toward John. It was as if the power within them urged them to go to John.

They understood then. Just as last time they combined their lights on Jack, this time they should be combining those lights into John.

"Hahaha! This shows I am the leader of this team!" John laughed.

The others ignored him and put their hands on his back. Their lights merged into John's body. The fused light was so bright it was like a beacon that could be seen from miles away.

John mentally aimed at a small hill nearby. Previously, the ball of light that engulfed the demon lord had a diameter of around twenty meters when it grew to its largest size. This time, the diameter grew until almost one hundred meters before it imploded.

The small hill that was the target was gone when the ball of light disappeared.

Chapter 1525: Lightning God Incarnation

When everyone gathered in the room with the portal into the legacy dungeons, it was already a full day since they tested Hope's Light. Hope's Sanctification had a cooldown of twenty-four hours, so they would be able to do it again. Jack planned to use that ultimate attack against the Herald of Greed inside the ancient battleground.

On that same day, Jack's human age also reached twenty months. Normally, every five months he received an upgrade to the race skill that was linked to his Blade Dancer class, Slash of Determination. This time, however, he received a new passive skill. Becoming Indigenous, rank 1. This passive skill gave him 5,000 HP.

This rank 1 skill gave him more HP than the Limitless Potential which was already ranked 12. Judging by the name of this new passive skill, he figured as they lived longer in this world, they might have HP that rivaled the natives, at least the lower-grade ones. Those with good bloodlines might have HP that rivaled the higher-grade natives. That was, of course, considering they never died. Their age reset when they died a wilderness death.

Jack's thoughts went to Lloyd, the first outworlder baby. He figured the boy would most likely have HP similar to the natives of his age, unlike the current players who had entered this world as adults but were in fact not even two years old when it came to their time in this world.

Jack asked Peniel what about those active skills like Willpower. Would a four-month-old baby receive that skill? Peniel answered that below-age outworlders would only receive the passive skills that increased their HP and attributes. Their active skills were saved but couldn't be used until they chose their basic class when they came of age.

Jack and the others discussed their tactic for a while before they entered the ancient battleground legacy dungeon of the Hard difficulty.

Jack did as before. He flew beyond the front line and unleashed lightning calamity upon Greed's black soldiers. Since the others didn't have Reset, he asked them to restrain from using big skills until they faced the herald. Hence, they all stayed back and protected the defense line with the human soldiers. Jack summoned Terras and left his pet with them.

Jack first cast Orb of Storm before casting Perpetual Lightning Judgement and the Lightning God Barrage. With more lightning balls, the area that could be hit by this divine skill also enlarged. Doves of black soldiers fell to the ground after the lightning subsided.

The nine who were watching from afar had the same feeling as the players who followed Jack into this ancient battleground the last time. Leavemealone was itching to rush forward. It was distressing to see his rival fight to his heart's content out there while he stayed at the back here. If not for Domon, he would have truly rushed out.

Because Jack had Reset, he used this chance to test his fully upgraded Lightning God Blessing. He activated Lightning God Incarnation. As he did, he transformed into a lightning being with a powerful shockwave that blasted everything in the vicinity.

Jack felt as if he had lost his physical self. It was almost the same feeling as when he cast Ghost Form or when he was in his incorporeal state. Yet, he also felt boundless energy within him and felt very light. He felt he could fly even without using his gold dragon wings.

As he had that thought, he indeed flew. He was currently a mass of energy that moved following his thoughts. Lightning constantly sparked from his body and this stray lightning struck a nearby enemy and caused them damage.

'Oh? That was not in the skill's description,' Jack thought. This meant even if he stayed still, he could still damage the nearby enemies similar to the Lightning God Suit, except these lightning sparks hit farther enemies than the Lightning God Suit could.

He thought about getting to a crowd of enemies a distance away. That thought turned him into a lightning bolt and he was there a split second later.

"Oh... This must be that instantaneous movement I can use every two seconds," Jack muttered.

The black soldiers were startled that an enemy suddenly appeared among them. Some of them were also zapped by bolts of lightning shooting out from this lightning creature. They immediately sent their attacks.

Jack didn't dodge. He let their attacks hit. All the damage that hit him was reduced to only ten percent, they all felt like tiny mosquito bites.

Jack extended his arms forward. Lightning rays shot out of his arms and struck the enemies he was pointing. These were his standard attacks. The lightning wasn't a single-hit incident. The lightning rays persisted, causing damage by the second. The longer the lightning ray stayed on an enemy, the higher the damage became due to the combo multiplier.

He swiped his hand in a circle. He continued to shoot his standard ray attack while performing Whirlwind Slash. A circular shockwave radiated out followed by lightning. The skill itself was enhanced by lightning energy.

He used one skill after another, cast one spell after another. All the while zapping around the place with lightning rays constantly shooting out from his hands. He was like a literal Lightning God wreaking havoc on the battlefield.

The others looked at the scene with a dumbfounded expression. Leavemealone clenched his fists. He had to get to level 80 as fast as possible! Jeanny had also given him all the materials to let him upgrade his Fire God Blessing. All he needed now was to reach level 80.

Jack caused a lot of destruction in the short three minutes when he was in this lightning form. He also activated Strength of Hope to maximize damage. When the duration almost ended, he felt his power accumulating to a critical mass. He understood then that the end of this Lightning God Incarnation was a lightning explosion that hit everything in his vicinity, similar to his spirit weapon's finishing mode.

But through his mana sense, he felt that he could utilize this energy better. He tapped into this growing power and used mana manipulation to control and empower it. As he did, he zapped high into the air. Up there, his Lightning God Incarnation came to its last second. The accumulated energy was ready to be unleashed.

Instead of having it released into a normal explosion, he focused this energy into a single point, his fist. He then punched downward.

As he did, he turned into another lightning bolt. A massive lightning bolt. He aimed this lightning bolt at one of the strongest black soldiers in the army below, a level 80 mythical grade. This gigantic lightning bolt slammed into this enemy.

The resulting impact caused the ground to shatter and its shockwave threw all the other enemies away.

When the lightning receded, Jack had his fist on top of the level 80 mythical black soldier who was lying in a crater. The mythical grade had a full HP bar before he was hit by the lightning bolt. His HP bar was now half empty.

That mythical-grade black soldier had an HP of 1,800,000. With only that one hit, Jack dealt almost one million damage.

Additionally, the mythical-grade black soldier was motionless on the ground. His expression showed agony. The massive lightning bolt not only took out half his life but also placed him in an extended paralyzation state.

Jack didn't waste the chance. His weapons were back in his hands and he unleashed his sword art on the helpless enemy. This black soldier was one of the commanders of the enemy army. Taking him out would mean more time for them later in the second phase.

Three hours passed and everyone started gathering scores. They went to the secret path once the golden knights started moving. Jack flew over to join them. He was ready to have a rematch with the Herald of Greed.

Chapter 1526: Facing the Eternal-grade Herald

When the golden knights charged toward the herald's security troops, Jack and the others slipped away to get scores from destroying the supply carts.

Jack had informed the others, but they were still surprised at how tough these supply carts were compared to the lower-difficulty dungeons. Jack summoned his spirit weapon and golden wolves. He let these summons and Therras help the others break the supply carts while he went and scored his own.

He didn't have many big skills left and he didn't want to use reset yet so he could only break twelve supply carts this time, two carts more than the last time. Not long after, the herald stood.

Jack used Reset then. He called the others to gather. They all charged together while staying close to Jack. When the Herald started casting Hell Inferno, Jack activated his cloak's ability, Elemental God Barrier.

He had set his cloak element to fire, so the barrier could absorb one million of fire damage.

The finishing mode of Jack's Lightning God Incarnation under the buff of Strength of Hope had caused one million damage, but that was a single target hit. The Hell Inferno was an AOE spell. It packed an awful lot of damage but an AOE spell normally dealt less damage than a single-target skill. The damage it dealt didn't reach one million so the Elemental God Barrier was still holding.

During the discussion before they entered this legacy dungeon, Jack told everyone about the experience when he fought this herald the last time. From his story, they all understood that the Herald underestimated his opponent at the beginning.

This meant that if they wanted to score big, their best chance was to do it at the start. Thus, they had to land their strongest attack right from the start.

Under the protection of Jack's Elemental God Barrier, the five with Hope's Sanctification gathered. Jack, Jeanny, Grace, and Paytowin activated their sanctification while holding John's back.

"Can you aim with all this fire?" Jack asked. Outside the barrier, everything was covered in flames.

"Do you underestimate my photographic memory? As long as the herald doesn't move, I won't miss," John answered.

Out of all the times Jack had fought the Herald, the Herald never moved from his spot after casting the Hell Inferno.

Their glows fused into John. The brilliance it produced outshined even the flames outside.

The Herald was leisurely waiting to see if the intruders survived his spell. He then noticed some sort of glow from within his flames. While he was fascinated by that distant glow, it vanished. He then sensed an abrupt increase in the intensity of mana right where he was standing.

There was no time to cast Teleportation. He immediately moved away, but he felt a great force pulling his body. A bright ball of light appeared right next to him where he stood a moment ago. This ball enlarged at an alarming rate. Without being able to move away, he cast a defensive spell just as he was engulfed by this ball of light.

When the Hell Inferno ended, Jack and the others saw a giant ball of light in front of them.

"Hurry! Spread out and prepare!" Jack exclaimed as he ran to the side while calling Therras, his spirit weapon, and the ten golden wolves out.

The others started moving, just as a fiery lance pierced out from the ball of light. This lance was too fast. It accurately hit Fierce Flame who was in the middle of a run. By the time she sensed the incoming attack, the lance was already piercing her body. She was dragged a distance away before exploding. Her name was greyed out from the party list.

Then Jet found himself unable to move. "I've been caught...!" He shouted.

"Shit!" Jack cursed. He had suspected Hope's Light wouldn't be able to hold an eternal-grade opponent for long, but he didn't expect the opponent could still attack when the light was still active.

The huge ball of light imploded. The herald was visible again then. He had one hand aiming at Jet while his other hand holding a magic staff was casting another spell. There was a layer of dark red flames coating his body.

"Chaos armor!" Peniel exclaimed.

The chaos armor was the one protecting the herald from being incapacitated. If not for it, the herald would be as helpless as the demon lord even after Hope's Light ended.

The last time, Hope's Light was able to eliminate the defensive spell from the demon lord. It seemed that if the target's power was strong enough, its defensive ability was still able to resist this divine power.

Although Hope's light failed to incapacitate the herald, its implosion still cost the herald a huge chunk of its HP. It lost almost 20% of its HP bar, which had an HP of 3,800,000. If not for the chaos armor, he would lose even more.

"Yes!" Jack exclaimed. The last time, he barely dealt 1% damage. He should already gain a higher score from this one hit.

But he wasn't going to quit now. He wanted to see how far he could go against this eternal opponent. He cast Double Clone.

The herald already finished his spell. A Chaos Black Hole appeared where Jet was still held by Telekinesis.

"Bloody hell...! Why me?! I haven't even landed a single..."

Jet didn't get to finish his words as the black hole shrunk to a dot, crushing him with it. The crimson-maned lion and the silver griffin he had summoned earlier vanished once he was gone.

The others had heard from Jack's tale that this eternal-grade herald was no joke. But only after witnessing it directly, they knew that this eternal-grade herald was truly no joke!

Everyone immediately used their best skills from the get-go.

Leavemealone transformed into a white tiger emperor coated with Fire God Suit and activated all his buff skills before using White Tiger Charge to get to the herald.

Jeanny used Heaven Spear and Heavenly Spear Drill back-to-back.

Paytowin wore his Brave Techno Suit and activated its Overdrive mode. He called his Mothership Bombardment. He then used Brave Rifle to shoot from afar while Brave King fired Projectile Punch at the herald.

Grace used Angelic Possession and Armor of Ego. She then fired Chain Lightning at the Herald.

Giant Steve activated Fortress and Field Bastion. He then used Shield Charge, a non-standard skill for the Knight class, and rushed toward the herald.

John was busy calling his summons while doing his best to stay out of sight.

Jack, who had become three people, cast Perpetual Lightning Judgement, mana beam, and Tracing Light Beams from three different directions. His spirit weapon was in ranged mode and Therras fired Oppressive Wave from a distance

Even Domon who normally only used game skills as complements to his martial arts now used his skills from the start. He used Tiger Arms Armament, Ki weapon, called his spirit weapon, and sent the Tiger Armament Storm at the herald.

Before all those attacks arrived, the herald disappeared using Teleportation and appeared right next to Grace.

Chapter 1527: Lightning Against Fire

Grace sensed the enemy who had teleported behind her. She swiftly swiveled with one leg lifted high.

"Spinning crane kick!" Domon identified Grace's kick. This was one of the martial arts Grace had learned from Murong.

Unfortunately, Grace's high-kicking leg only swept an after-image. The herald had somehow moved one meter away.

"Flash step?" Jack recognized the move. The herald could also use skills aside from spells.

Grace didn't stop after missing her kick. Her long mace broke into two and turned into a blur of shadows that darted toward the herald.

The herald had finished casting another spell by then. Grace's movements suddenly stopped as her limbs were locked by fiery runes. These runes formed a fiery symbol that encapsulated Grace's entire body and prevented her from moving.

The herald cast another spell then. Flame burst from within Grace. She screamed from the pain.

Jack recognized this burning spell. Master also had it. It was Immolation. Although it was not a high-level spell, it was still highly damaging when the spell was cast by someone like the herald. Grace's HP went down rapidly despite her high resistance.

"Bastard!" Jack cursed. He transformed into the supreme dragon and flew at high speed. One of his clones followed him using gold dragon wings while the other clone used Charge and Shooting Dash on land.

The others similarly came to help Grace, but the herald cast another spell and multiple fiery tentacles came out of the ground. These fiery tentacles formed a fence around the herald. These tentacles also snatched those who tried to force their way through and entangled them.

John didn't advance with the others. He stayed at the back in safety while his minions were entangled. He cast Living Water Prison at the Herald. However, the water evaporated the moment it touched the herald's chaos armor. The Herald didn't even need to do anything.

"Crap," John cursed when he saw the uselessness of his spell.

Domon successfully dodged these fiery tentacles while cutting them using his glaives, but these fiery tentacles quickly regenerated their cut parts.

Jack used the Nine Yin Phantom Sword, which was able to negate the tentacles' regeneration property. But similar to last time, there were just too many tentacles. The black light from his ancient art only managed to create a small gap.

Jack tried to slip past that small gap but he wasn't fast enough. He ended up getting bound by the tentacles. The same happened to his other clones.

One person managed to punch through. While the herald was in the middle of casting another spell, sharp black energy shredded his fiery tentacles and continued toward him.

This was Leavemealone's Nine Yin Abyssal Finger. While Jack's Nine Yin Phantom Sword was unable to create a gap big enough, Leavemealone's ancient art tore through the fiery tentacles like a giant drill. Plus, Leavemealone was protected by the Fire God Suit, the fiery tentacles weren't able to entangle him.

The herald erected a magic shield with one hand while his hand with the magic staff continued casting a spell. Leavemealone's Nine Yin Abyssal Finger slammed into the magic shield with a bang.

Although the nine-yin energy had an excellent penetrating ability, it was still unable to pierce through the magic shield empowered by the herald. The herald was surprised though when he saw Leavemealone's nine-yin energy penetrate half the thickness of his magic shield. He even had to manipulate the mana of that shield to stop the black energy from penetrating further.

He then sensed an extremely intense energy from the other side. An explosion of lightning occurred there, destroying all the fire tentacles in that area. As the fire and lightning subsided, the herald saw a lightning creature in humanoid form.

Jack had used the Lightning God Incarnation. His other clone with the gold dragon wings used the Lightning God Suit. They were no longer hindered by the fire tentacles.

Sadly, the herald's spell formation was completed first. A giant flower made of fire bloomed with the herald at its center. Its fiery petals spread everywhere.

Jack's clone on the ground cast Magic Wall to block the incoming flame. Those who were nearby hid behind the illusory wall. Jack's clone who was donning Lightning God Suit also activated Gold Scale Armor to tank through the flames while pushing forward.

The real Jack didn't worry. He was almost invincible while he was in his lightning form. Plus, he was also in his supreme dragon form which gave him very high HP.

Leavemealone's Fire God Suit gave him immunity from fire. He was the safest compared to the rest.

Yet, they were too late to save Grace. She was the closest to the herald. She was already suffering from immolation. The fiery trap that locked her prevented her from using any skills. She couldn't even channel her mana to use the Nine Yin Devouring Palm. The fiery bloom drowned her in flame and washed away her HP.

"Asshole!" Jack cursed and turned into a bolt of lightning that slammed into the herald.

The herald was forced several meters back from the impact. Jack was now in front of the herald. He used his sword art. Using the Formless Flowing Sword Style in the lightning form created countless

lightning that danced around the place. Those who witnessed it thought as if a small pocket world filled with lightning had formed before them.

The herald was battered by countless lightning but he was not paralyzed. The chaos armor protected him from all sorts of status effects. He cast a quick spell and a flock of flaming shields appeared around him. These flame shields blocked all the lightning assailing his body.

The herald pointed his staff at Jack and cast another spell, Force Impact. Even in his lightning form, Jack felt like he was being hit by a speeding train. The force impact had been powered by mana manipulation. Jack flew back from the impact.

Another spell followed. Torrents of fireballs flew all around the place, striking everyone. These fireballs had strong knockback force. They prevented everyone from approaching. In the meanwhile, the herald was casting another spell.

Jack recognized the spell formation, it was Second Sun. The spell that always killed him after it was cast.

Chapter 1528: Final Attack

"Haon!" Jack shouted.

His clone with the gold dragon wings and Leavemealone were the two closest to the herald at this moment. They were able to resist the knockback force somewhat due to their divine suits, but they were still having difficulty advancing due to the extreme pressure.

Lightning Jack returned in a bolt of lightning, slipping past all the fireballs while clone Jack and Leavemealone used Lightning God Barrage and Fire God Barrage at the same time. Leavemealone activated his weapon's Overlimit before using his divine skill.

Jack's bolt of lightning arrived first. He executed Hundred Shadow Strikes. The lightning enchantment made this already fast skill even faster. It was as if Jack split into twenty and attacked simultaneously.

However, the flaming shields were still floating around the herald's body. These flaming shields were as if alive. They blocked all the strikes.

Still casting, the Herald tapped the other end of his staff to the ground. A huge runic symbol decorated the ground with the herald at its center. A hot stream rose from the giant symbol. Jack felt as if an inverted waterfall suddenly appeared there. He was forcefully dragged upward. He sensed strong mana manipulation in this stream and was unable to resist. Even when he turned into a lightning bolt to move instantaneously, he found he was still at the same spot afterward.

The thirty lightning balls from Jack's clone and twenty fireballs from Leavemealone were on their way while Jack was fighting the upward tide.

Because there were so many of these balls, some of these elemental balls brushed one another. Jack was worried they would end up exploding from the touch, but they didn't. The two different elemental balls scrapped one another while the connecting parts shimmered into a mix of fire and lightning.

"Huh...?" Jack was fascinated by the sight. Maybe this was because he and Leavemealone were in the same party.

The two different elemental balls continued to intersect further. Sparks started appearing, and then they exploded.

'Oh, it truly happens,' Jack thought disappointingly.

Several more fire and lightning balls crashed into each other and exploded as well, but the rest continued forward.

"Great thinking on using our divine skills at the same time, genius," Leavemealone said sarcastically.

"Shut up, man," Jack replied.

The herald was already casting another spell with his other hand while maintaining the spell formation that summoned the second sun. Jack recognized the spell formation. It was teleportation. Teleportation was a spell with a short cooldown of only two minutes. If this spell already had star upgrades, the cooldown was even shorter.

Different than the first time when the herald used teleportation. This time, Lightning Jack who was forced to stay airborne above the Herald was within range. Jack cast Time Lock.

The Herald paused mid-casting. Both he and his spell formations completely stopped moving. His spell formation didn't fizzle, though. The herald's concentration wasn't interrupted, it was paused.

Time lock only lasted two seconds, but it was enough for the two divine skills to arrive. At the same time, Jack activated his weapon's Overlimit and fired Soul Breath from above. He also used the Realm of Sword God. Out from the void above, hundreds of lightning swords rained. The swords were coated in lightning because Jack was in his lightning form when using this skill.

From the Herald's perspective, it was as if the approaching fire and lightning balls that were still at a distance had suddenly teleported to right before him. This startled him greatly, but his concentration was very solid. He let go of the Teleportation spell and focused on his Second Sun spell.

The divine balls, Jack's soul breath, and the lightning swords hit, taking another chunk of the herald's HP. The herald's spell formation shivered for a bit but it remained. During the bombardment, the herald completed his spell just as a huge lightning sword from the end of Realm of Sword God's ten-second duration stabbed into him.

A miniature sun appeared then, burning brightly at an altitude that was too dangerously close to everyone. Everyone received both light and fire damage from the sun. The longer they stayed within the sun's exposure, the higher the damage they received. Those with low HP like John died in just a few seconds since the sun appeared. His summons disappeared with him.

Paytowin, who still had his brave techno suit on, tried to fly away out of the sun range. After flying a few hundred meters, his HP continued to drop. He died before he was out of the sun's range.

Everyone else died one after another until only the real Jack was left. Even in his lightning form, which only received 10% from the sun's damage, his HP fell to critical. He used Gold Dragon Vitality. His HP was completely refilled and even doubled. He could last longer now. He hoped this was enough to outlast the second sun's duration.

But then he saw the Herald. The corrupted mage had his hand up in the sky in the sun's direction. The second sun was a sustain-type spell. As long as the Herald was sustaining it, it would not end.

Jack believed sustaining this sun required a hell lot of MP, but he didn't believe his HP would outlast the herald's MP.

Looking at the situation, he wouldn't be able to defeat this Herald, but he wanted to at least land one more attack. His Lightning God Incarnation's three-minute duration was still half a minute away. Peniel had been using her healing spells to heal them both while going in and out of her secret dimension to avoid the sun's damage. Even so, Jack wouldn't be able to last until the Lightning God Incarnation's natural duration.

He wondered if he could force the finishing mode to occur earlier.

He closed his eyes and focused on his mana. He remembered how the mana reacted when the finishing mode happened. He tried replicating that sensation. It was probably due to his mana affinity talent, or perhaps his mana manipulation technique had become very advanced already, he could feel the explosive mana gathering.

'It was possible!' Jack thought.

Jack asked Peniel to use Invulnerability to buy him a few more seconds to complete this finishing mode.

Once the explosive mana was forced to appear, he did as before. He used mana manipulation to control the explosive energy from the Lightning God Incarnation's finishing mode. He channeled this energy into his fist and punched down.

The power from this accumulated energy counteracted against the push from the Herald's upside-down force stream. Jack turned into a massive lightning bolt that pierced through this stream and headed to the herald.

The herald was visibly startled by this development. He had no time to cast the Teleportation spell.

Jack crashed into the herald, who lost his hold on the second sun from the impact. The bright sun slowly fizzled out of existence.

The Herald's defense couldn't be compared to the mythical opponent Jack used this final attack on earlier. This time, it dealt only around 200,000 damage. This also proved the five-member Hope's Light was almost four times more powerful.

The herald also didn't get paralyzed. Its chaos armor was still active. He stared at Jack from the ground and roared. From his opened mouth, chaos breath spewed.

Jack's HP was already critical by then and he was back to human form. He died from this point-blank breath attack. He appeared at the score exchanging space where the others were already waiting.

Chapter 1529: The First Legendary Sword

"That herald is insane. How can anyone kill that thing?" Giang Steve said.

"I don't think we are meant to kill it. We still got scores from causing it damage," Paytowin reasoned.

"Causing what damage? I can't even touch it," Giant Steve complained.

"You still dare to talk? I got wasted the second the fight began!" Jet exclaimed.

Jack kicked Jet's butt for his remark. When Jet wanted to hit Jack back, Jack pointed at Fierce Flame who was pouting at the corner. Fierce Flame was the actual first who was taken out before everyone else.

"Let's just take this as a learning experience," Jeanny uttered. "Now that we know how the herald fights, we should be able to do better next time." She turned to John and asked, "Right?"

"Oh? Do you still plan to repeat that? I honestly don't enjoy wasting my effort on pointless things," John said.

"Let's check the scores and the exchange list first before we decide whether this is pointless," Jack said and interacted with the exchange screen. A notification announced the scores they had received.

*

Storm Wind, scores: 154,950

Leavemealone, scores: 129,138

Jeanny, scores: 121,420

Unequaled Grace, scores: 119,037

Paytowin, scores: 115,913

John, scores: 107,526

Fierce Flame, scores: 70,250

Domon Fei, scores: 68,204

Jet Hung, scores: 62,192

Giant Steve, scores: 58,130

*

A clear separation was seen from the score rankings. Those who scored above 100,000 were those who had landed hits on the Herald. Domon, Jet, Fierce Flame, and Giant Steve got their scores only from the supply carts and the black soldiers they killed after the three-hour mark. Fierce Flame had the highest scores among those four because her class gave her better DPS.

Everyone gained lots of exp points and mana cores according to their scores. Jack's Beast Monarch increased to level 79. Grace leveled up to level 78. Jeanny, Leavemealone, and Paytowin were now level 77. Fierce Flame and Domon became level 76. John, Jet, and Giant Steve were level 75.

Everyone except Jack donated their gained mana cores to Jeanny. Jack received 15,000 mana cores

The breakdown of Jack's score was 60,000 from the supply carts. 30,000 from landing an attack on the Herald. 12,390 from the enemies he killed after the three-hour mark, and 52,560 for the total damage inflicted on the herald.

"Fifty thousand?" Jack muttered. "Last time when I inflicted less than 1% damage I got seventeen thousand scores. This time, the Herald lost 30% of his HP. I should get like thirty times the last scores."

"The scores aren't proportioned like that," Peniel said. "The first few damages will give you most of the scores. After that, the scores are greatly reduced. Plus, the damage inflicted on the Herald is not from your single effort. The scores are divided among others who also cause damage. If you want more scores, you have to go for the next step, which is defeating the Herald."

"Is that even possible?" Paytowin asked. "I don't see us defeating that thing even if we reach level 99. Level 99 is the highest level we can get to, isn't it?"

"It is," Peniel confirmed. "If you still wear the same equipment as now, then yes, it is unlikely. But if you have ten people fully donned with legendary equipment, aided by good bloodlines and special classes, then defeating the Herald is not impossible."

"Full legendary equipment? How do you expect us to get that?" Paytowin complained.

"I can get one now," Jack said. He was browsing the exchange list. Everyone came to his screen to take a look.

On his screen was a selection of legendary equipment. Jack was hovering over the medium armor collection which was the equipment type for his Brave Swordsman. They were a seven-piece set equipment called Divine Armor of Valor. Each one cost 120,000.

"You can only get one," Paytowin said.

"You will lose your current set equipment's ability, Judgement of Past Kings, if you exchange one of your regal outfits with one of these," John reminded.

"I'm not getting armor, my scores are enough to get a weapon," Jack scrolled up to a legendary-grade longsword, Divine Sword of Valor. He had already seen this list before so he knew this equipment was here, but he found that he could still scroll further up.

"Eh?" The last time, the Divine Sword of Valor was at the top of this list. He remembered then. Mihos once mentioned that some items on the list only showed up if the total scores from all ten members reached a certain threshold.

So, he scrolled up again to see what more was up there. There were several legendary-grade materials, including the divine crystal which was used to upgrade his Lightning God Blessing. If he hadn't gotten that crystal from Duke Alfredo, this could be the alternative place for it. The crystal cost 100,000 scores. The other legendary materials cost between 50,000 to 90,000 scores.

"We have to utilize this legacy dungeon every five days from now on," Jeanny said. "Even if we can't get the legendary equipment, these materials were still very valuable."

"Our mechanical guild units will be even stronger if we use one of these materials as a supplement when producing them," John added.

There were also a few weapon and armor orbs that cost around 90,000 to 120,000 scores.

When Jack got to the top of the list, it was another set of legendary equipment. This equipment was categorized as legacy equipment. The same type as his royal outfit, which level followed the user's levels.

The legacy weapons consisted of all types of weapons, but they all had the same prefixes. The one Jack was interested in was the God of Courage's Sword, which was a longsword. This sword cost 170,000.

"Even among legendary equipment, there were some that are more superior than others," Peniel informed. "The God of Courage's Sword here is no doubt much more powerful than the Divine Sword of Valor below the list."

There were more items above these legacy weapons. Jack scrolled up and saw that they were legacy set equipment. They had four categories. Heavy armor, medium armor, light armor, and cloth armor. These armors also had the prefix God of Courage. Different from the Divine Armor of Valor below, the ones here seemed to be presented in bundles. The cost for each bundle was 200,000.

"One piece of Divine Armor of Valor cost 120,000 scores. This one gave seven pieces for 200,000 scores. Everyone will just go for these legacy set armors," Jet uttered.

"Except we can't save our scores," Jack reminded. "All our scores are gone if we don't exchange them. We can't save them for future use."

"Yeah, I suspect there is only one way we get 200,000 scores," John said.

"Defeat the Herald," Jack said.

Chapter 1530: Killing the Herald

"Didn't we already establish that it is impossible to do that?" Paytowin said.

"Didn't I already say that it is possible if you all wear legendary equipment?" Peniel returned.

"And how do you suppose we do that?" Paytowin asked.

"With patience," Jack said. "First, each of us has to score enough to get one piece of legendary equipment during every run. If everything goes perfectly, by the eighth run, we will already have a complete legendary set."

"Even now, only three of you can exchange for a piece of legendary equipment," Jet said.

"I did say if things go perfectly, didn't I?" Jack returned.

"You youngsters might be okay, but I will be too old already by then," Jet grumbled.

"This legacy dungeon is set for endgame contents," John speculated. "It was meant for players to keep on playing after the main story ended and players reached the highest levels. It was purposefully designed for a long grind."

"Well, the thing is we aren't in a game, aren't we?" Jet continued his grumbling.

"Nevertheless, we are lucky to have this legacy dungeon," Jeanny said. "Others don't have this option. So, we are going to do this dungeon every five days from now."

Everybody turned to Jack, which made him feel awkward.

"Without you, we won't even be able to touch the Herald. So, you have to join. At least until more of us get some legendary equipment," Jeanny said.

"Uh... Aren't we supposed to go on the offensive after the country leaders' meeting?" Jack asked.

"The meeting is to talk about how we arrange our armies and where to strike. After that, it will still take some time to move the soldiers. The actual attack will probably still be a few weeks away," John said.

"Uh... Okay, I will make the time for this legacy dungeon," Jack said. There was also no news yet from the investigator team, so he figured he would stay in the capital for a while longer.

"Are you going to exchange your scores yet? If not, let me exchange mine first," Leavemealone uttered.

Jack gave him a side-eye. This fellow was truly impatience.

Jack already made his decision. He was simply curious about the rest of the list. He interfaced with the screen and exchanged 150,000 scores for the Divine Sword of Valor. Even if he had 170,000 scores, he would still get this sword first rather than the God of Courage's Sword. This was because God of Courage's Sword was a legacy weapon. He couldn't feed a legacy weapon to his Storm Breaker. He wanted to upgrade his Storm Breaker first.

The sword materialized in his hand. He moved away to marvel at the sword and let the others use the exchange screen.

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Divine Sword of Valor, level 50/99 (Legendary one-handed sword)

Physical damage: 550

Attack speed 2

Durability: 150

Strength +50

Defenses +100

Elemental resistances +50

Soul Mark (Active skill): Mark an enemy. All subsequent damage received by this enemy will add 10% soul damage. Reduce this enemy's speed, defenses, and attributes by 15%. Duration: 3 minutes. Cooldown: 10 minutes.

World Splitter (Active skill): Deals 2000% physical damage to all enemies in a line. Ignores 50% defense. 100% chance of causing Weakness and Bleed for 1 minute. Range: 50 meters. Cooldown: 30 minutes.

*

"Level 50? So low," Jack said disappointingly. Luckily, he had lots of ores in his inventory. He hadn't upgraded the equipment for guild members for quite some time and he had just emptied the guild warehouse from the piled-up basic materials earlier.

The blacksmithing process would take some time. He would level up this sword later in the Space-time Chamber. He went to see what the others were getting.

Leavemealone and Jeanny each exchanged for legendary chest armor from the Divine Armor of Valor set. Leavemealone chose the light armor version while Jeanny took the heavy armor version.

The others didn't have enough scores for legendary equipment. Some chose weapon and armor orbs. The others took the legendary-grade materials. They all gave these items to Jeanny. Jeanny checked the cost of replicating the orbs, they were expensive but not too absurd.

Jack told Jeanny to copy the orbs for the other members. He already had three orbs on him. He was capable of getting his. Jeanny was happy to hear that.

She said that if she got enough mana cores, she wanted to copy Jack's orbs as well. Two out of the three orbs Jack possessed were unique-grade. The ones they've gotten from this exchange list were super rare grades. A weapon or armor orb was something that could be detached when needed, so they could be copied later.

After they were done exchanging, Jack asked if they wanted to try the medium difficulty of the ancient battleground. Firstly, to get more experience fighting the Herald. Secondly, to see if they could kill the Herald in that difficulty.

Everyone agreed to the proposal.

In that medium difficulty, they repeated the tactic they used in Hard difficulty. They all gathered around Jack when the Herald cast Hell Inferno. Under the protection of the Elemental God Barrier, Jack, Paytowin, Grace, and Jeanny channeled their lights to John who then fired Hope's Light at the Herald.

Hope's Light only managed to cause 20% damage to the Hard difficulty's Herald. In this medium difficulty, the Herald lost more than half of his HP, even when this one also had Chaos Armor on. They wondered if Hope's Light could have one-shot this Herald if it was not protected by that defensive spell.

None of them got wasted immediately like before. Everyone landed a strike. Considering the Herald was only level 50, it was nothing to be proud of, but it still gave some people a good feeling. Particularly Fierce Flame and Jet.

Fierce Flame used her Chaotic Arcane Shot and fired like a madwoman. She didn't say anything but it was clear that she was pissed for getting one-shot by the level 80 Herald earlier.

The Herald cast Second Sun. Since they now knew it was a sustained spell, they all threw hits at the Herald once it was cast. They no longer tried to flee from it. Jack's Lightning God Incarnation using Brave Slash powered by mana manipulation managed to wound the Herald and forced him to stop the Second Sun before anyone was killed.

After a long fight, they finally succeeded in killing this medium difficulty's Herald.

The last time, Jack received 51,366 scores due to a level penalty. This time, he received 106,580 scores even when the level penalty was more than that last time. These scores were not enough to get legendary equipment. But from this, it was shown that 200,000 scores were possible as long as they killed the Herald in the Hard difficulty.