

## World 1591

### Chapter 1591: For A Friend

"If you want to gloat, then come closer. Let me bite your head off while you are at it," Tiemezzys mocked.

"You have lost," Jack said. "But we will let you go."

The others were surprised by Jack's declaration. So, what was all their effort fighting this yellow dragon for?

Hashi had the strongest reaction. "What the hell do you mean we let him go? He killed a number of my crews. No way I'm letting him go! He is also a level 90 eternal grade. If he decides to come back for revenge, it will be difficult to stop him. It's not every day we all gather like this."

'Not to mention we might not have the divine might potion the next time,' Hashi added in his mind.

"My faction has a sufficient stock of resurrection potion," Real Janus said. "Your members haven't died for more than an hour. I can get the potions and resurrect them."

As for the Young Januses who died, they were mere copies. It didn't matter even if they were not resurrected. There were still plenty of these copies lying around.

"I still don't understand why you want to spare him," Ragorth said.

"Heh! He is just bluffing," Tiemezzys laughed. "His kind is known for their greediness. You will get lots of exp and loots if you kill me. There is no way you let me go. I know what you are trying to do. You want to catch me off guard, don't you? You know I will take more of you down before I breathe my last. That's why you try to trick me with this bullshit. Well, guess what? I am not that stupid!"

"You were stupid enough to accept the deal for coming here," Jack returned. "But no, this is not a trick."

Jack walked toward Tiemezzys after finished speaking.

Eyrene came to his front, preventing him from advancing. Jack nodded at her and tapped her shoulder gently, telling her that it was okay. She reluctantly moved aside, but she followed beside Jack, ready for anything in case Tiemezzys made a move. The other royal agents also came to Jack's side.

Tiemezzys stared at Jack in bewilderment. Jack was very close now. He was in his human form without any defensive enchantment. Elayne had also stopped messing with his mind. It wouldn't be difficult to kill this human now.

He was very itchy to do so. Yet, he was surprised to find himself not moving. He just stared at the human as he arrived before him. He realized then that he believed Jack was telling the truth, and he was curious about why Jack did so.

He voiced his curiosity, "Why?"

"Because a friend of mine will be sad if you die," Jack replied.

"... A friend?"

"Broidrireg," Jack answered.

"You know Broidrireg?" Tiemezzys was surprised to hear the name.

"We not only know, but Broidrireg is also our country guardian!" Lindsey exclaimed. She was the weakest melee combatant among Jack's royal agents. Yet, she stood the closest to Jack. She was ready to use her body to cover Jack in case anything happened.

"Broidrireg? Lies...!! He will never be any country's guardian!" Tiemezzys bellowed. His head came dangerously close to Jack. Lindsey hurriedly put herself to the front. Eyrene and Robinson did the same.

Jack pushed at them gently. He moved forward right before Tiemezzys's head. He could touch the dragon's snout if he wanted to.

Tiemezzys stared into Jack's eyes. He didn't see any lies in them, but he also couldn't believe Jack's words. He had indeed been in seclusion all this time, so he might not know about the latest developments in the world. But Broidrireg supporting a country? That was an absurd proposition.

"You can go to Mount Thenias and see for yourself. He stays in your old lair. I'm sure he will be glad to see you," Jack said.

When Tiemezzys was still pondering Jack's words, he gestured to Janus, who made a series of hand movements. A light portal appeared near them then.

Tiemezzys turned to that portal. He could sense that this portal was the exit to the outside world. It was very close. If he dashed in that direction, no one would be able to stop him.

Tiemezzys looked back at Jack again. He still found it hard to believe everything this young king said. He was truly spared? Broidrireg was truly Themisphere's new country guardian?

Under everyone's watchful eyes, Tiemezzys started moving toward the portal. He still stared vigilantly at everybody, in case they made a sudden move.

Hashi was itching to move, but he saw that everyone stayed put. So, he also didn't move.

When Tiemezzys almost stepped into the portal, Jack's voice stopped him again.

"Tiemezzys!" Jack called. "I let you go this time for Broidrireg's sake. But if you come to cause me harm again, I won't show any more mercy the next time. I want us to be clear on this."

Tiemezzys sneered. "You only win this time because of your allies. You are not my match if you are alone."

"That's true," Jack said. "But I always have my allies backing me up."

Tiemezzys didn't give a response. He just gave Jack one last stare before he stepped into the exit portal.

After he was gone, everyone could finally relax.

Another light portal appeared, which caused almost everyone to tense again, but they saw it was another Young Janus. This Young Janus carried a bag with him.

"Inside this bag are the resurrection potions. Please administer them to your members," Real Janus said. These casualties happened because of his evil twin, so he felt responsible. He didn't think it was a pity to lose these valuable resurrection potions.

Ragorth and Hashi's aides immediately took the potions and went to their fallen comrades.

As for the ones who had been turned into stone earlier by Tiemezzys's earth pillars, their petrification ended once Tiemezzys walked out of the portal. Jonathan came to them with a bewildered look.

"Did we win? I don't see that giant dragon's corpse," he said.

The other royal agents filled him in on what had happened. Jack went to greet Ragorth and Hashi.

"Thank you for your help, Master Ragorth, Master Hashi," Jack said. "You have truly helped us. We would have surely lost if not for your timely arrival, but why have you come here? And how?"

Ragorth and Hashi looked at one another before answering, "It's because of one of your guild members. She was the one telling us that the murderer of the faction leaders was hiding here and you were in that murderer's captivity."

## **Chapter 1592: Concealed Fact**

Jack was astonished after hearing it. He had been unable to send any message since he was trapped inside the forcefield cage, so no one in his guild should know his predicament. But it was true that he had told John and Jeanny about his intention to infiltrate the Order of Magi before they left. Could the person Ragorth and Hashi be talking about being Jeanny?

"Your guild member was also the one who gave us the divine might potion," Hashi added. "She said we will need it. Well, she was right."

Divine might potion? Jack was sure now that it must be Jeanny.

"Is my guild member you talking about called Jeanny?" Jack asked.

"I didn't use my Inspect. Did you?" Ragorth turned to Hashi.

"I did," Hashi answered. "Her name is not Jeanny. Her name is Quiet."

"Quiet...?" Jack was not aware of any guild member with this name.

He opened his status window and went to the guild page. He scrolled down the guild member names. There were now almost 20,000 members. It wouldn't be long before they hit the 25,000 members cap.

Unfortunately, there was no search function. He had to complain to Wilted about this later. But luckily, there was an option to sort the guild members in alphabetical order. Otherwise, it would take a long time to look for one person among these tens of thousands of members.

He found it then. Someone with the alias Quiet was there. She was a regular member, nothing exceptional. She was a level 69 druid, which was the level for an average player who hadn't died before or an expert who had just worked her way back up.

'Maybe she was Jeanny's friend? Maybe Jeanny entrusted her to contact these two faction leaders and gave them the divine might potions,' Jack conjectured. Anyway, he had to go talk to Jeanny directly to find out.

"I also thank you for your aid, Master Ragorth, Master Hashi," Janus came to greet the two faction leaders. "I'm also very sorry about all this. This is all because of my evil..."

"The evil spirit that possesses Janus' copy!" Jack interrupted abruptly, which startled everyone.

Janus turned to Jack, who gave him an eye signal that told him to play along.

"Janus here played with a dangerous magic which accidentally summoned a dangerous spirit entity. Shame on you!" Jack scolded Janus, who was still baffled by Jack's interruption. "This evil spirit possessed his copies and imprisoned him. It then masqueraded as Master Janus and went around murdering other faction leaders. We didn't understand why it did so. When I came to visit Master Janus, I happened to find out about this and ended up getting imprisoned as well. We have been looking for a way to escape since then. Luckily, you two arrived when we were making our escape. Otherwise, we would either be dead or imprisoned again."

Janus slowly understood as he heard Jack's lies. If he was to tell the truth, it was not just about damning his faction. It would also expose the truth that one faction leader could absorb the essence of another faction leader to strengthen themselves. The perpetrator would have to delve into the mystic study to do that but it was possible. Knowing this truth might have a dire repercussion. What if another faction leader decided to follow Evil Janus' footsteps? It was better for this truth to remain hidden.

"It is... As King Storm Wind here said," Janus supported Jack's story. "In any case, it is my fault. I shouldn't have played around with such dangerous magic. I will send compensation to those factions whose leaders have been murdered or wounded. I don't know if they will ever forgive me but I will do my best."

Ragorth nodded. "I can see your sincerity. We have also seen you fight your best to destroy that evil spirit. We will put in a good word for you. Hopefully, those factions will be forgiving."

"Well, my faction is one of those factions," Hashi reminded. "What will you give to compensate us?"

"I will..."

"Nah, never mind that. I don't want to be bothered by these procedures," Hashi cut Janus off. "You go and negotiate with my faction elders. I'm happy enough we have gotten rid of my leader's murderer."

"I will do that," Janus said with gratitude.

The two factions had finished resurrecting their members. Janus opened another exit portal for them to leave.

Before leaving, Ragorth said he would announce to other league factions that the situation with the murders had been resolved. He thanks Jack because Jack had been instrumental in solving this case. It was Jack who first suspected the Order of Magi and told his faction about his suspicion. It was Jack's guild member that led them here. Jack was also here before them and battled this evil spirit who was the culprit. Without Jack, they might not have been able to find out.

Hashi followed Ragorth's lead and thanked Jack as well. He told Jack if Themisphere needed any of the Assassins Guild's services, they would give him a discount. Jack thanked him back and said that he might take up the offer. To which Hashi quickly corrected that his faction wouldn't target another country for Themisphere. The league factions were supposed to be neutral and they wouldn't offend one country for another, even if they had a better relationship with one.

Jack was genuinely disappointed hearing that.

After the two factions left, Jack talked with Janus a little bit more. The two confirmed their understanding to conceal the existence of Evil Janus so the secret method of absorbing essences remained hidden.

Janus thanked Jack for coming to his aid. If not for Jack, he would remain in captivity and Evil Janus would have probably gotten what he wanted. Janus awarded Jack with 50,000 knowledge points.

Jack celebrated after receiving the knowledge points. "Yes!" He exclaimed. "With these points, I will be able to exchange for the mega spell!"

"Are you talking about the mega spell in the minister section?" Janus asked.

"That's right," Jack replied.

"That mega spell is called Storm Rage, it is a six-runes mega spell," Janus said.

"The one you cast in the battle before has seven runes," Jack remembered.

"His one is called Storm Wrath. It is a more powerful version than Storm Rage," Peniel informed.

"That's correct," Janus confirmed. "If you are interested in a mega spell. There is no need to exchange for the weaker version. Here, I will give you the technique book for Storm Wrath."

"Thank you!" Jack exclaimed and accepted the technique book.

### **Chapter 1593: Level-Up From The Battle**

When Jack killed Evil Janus, he received exp points. At the same time, he also received a notification that his quest, The Attack on League Factions, was completed. He received 10,000,000 exp, 100 gold coins, and 10,000 mana cores.

This was an SSS-difficulty quest. Normally, there was an additional reward accompanying such a quest. A reward that might be legendary-grade items. He wondered if the technique book Janus gave him was that additional reward. However, he would expect a mega spell equivalent to a legendary-grade item to be eight-rune or nine-rune, not this seven-rune Storm Wrath. Even so, he didn't complain.

Probably the hidden reward was the blessing from the Healer Society so that he could build the wonder building, Revival Pool. Now that the murder case of the faction leaders had ended, he should be able to meet Panacea, the Healer Society's leader. He would arrange so once he returned to Thereath palace.

With the mana cores gained from this quest completion, Jack now had enough mana cores to summon the Archdemon Lord. Added the mana cores dropped by Evil Janus, his stock was now 56,000 mana cores. The battle earlier would have been easier if he had these mana cores then.

The gained exp points increased his levels two times. His Time Sage was now level 81 and his Beast Monarch increased to level 80.

At Beast Monarch level 80, Jack gained a new skill, Beast Dominance.

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Beast Dominance, level 1/20 (Active skill)

Take control of all hostile pets and summoned creatures in a 50-meter radius. Only affects pets and creatures with rare elite grades or lower. Cannot affect pets or creatures with higher levels than the user.

After the skill's duration ends, deals 3000% physical damage to the controlled pets and summoned creatures.

Duration: 2 minutes

Cooldown: 5 hours

Stamina: 250

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"Beast Dominance? Isn't this the same skill that was used by Theridan during the battle?" Jack asked.

"Yep," Peniel confirmed. "He granted you the Beast Monarch class, didn't he? It isn't strange for him to have the same skill."

Jack had seen this skill in action. It was a great reversal when the enemy's pets and summons suddenly turned against their masters. This skill had a much shorter duration compared to the Beast Command skill, but it dealt higher damage to the surviving pets and summons once they were freed of this skill. Too bad this skill didn't forcefully unsummon the surviving pets as Beast Command did.

Killing Evil Janus and the Young Januses provided tons of exp, but those exp were shared with Terras and his royal agents who were also in the battle.

Terras, Duke Alfredo, and Laurent increased to level 81. Eyrene was now level 86. Robinson became level 78. Lindsey and Jonathan were level 75. Howard was level 74. Amy increased to level 70. Nerd was level 66. Elayne reached level 61.

Jack thanked his royal agents and sent them back to where they came from. After saying goodbye to Janus, he headed to the exchange counter. He had 57,913 knowledge points available for exchange. Since he had already got a mega spell, he exchanged these points for two spells he had eyed in the past.

He paid 24,000 knowledge points for Black Hole and 14,000 knowledge points for Magic Bombs. After the exchange, he had only 19,913 knowledge points on his badge. There were still other good spells and items in the Minister section but his remaining points were not enough for them.

He stored the books in his inventory, together with the Storm Wrath technique book. He wanted Jeanny to copy them first before he learned the spells.

"You know, I was seriously surprised when you decided to spare Tiemezzys," Peniel remarked. "He is a bonafide eternal creature. Unlike the archdemon who you defeated while in a weakened state. Tiemezzys was even level 90. If you had killed him, the exp and loot would have been remarkable."

"Now that you mentioned it, I do feel a bit regretful," Jack said.

"Do you?"

"Nah. I'm just messing with you. Not everything is always about gain. I am not a greedy a\*shole who tries to gain everything no matter the cost. There are things in this world that are worth more than material gains."

"Master would have disagreed."

"Thank you! I take it as a compliment that you consider me different from that scumbag."

"Speaking of that scumbag, we should find out what happened at the convention. Have you sent a message to the others?" Peniel asked.

"Yes, but I can't contact Jeanny. John is at Heavenly Citadel. He asked me to go there. He wants to speak directly about it," Jack answered.

"So, why are we not heading there?" Peniel asked.

"I want to etch this first," Jack showed Peniel his Staff of Illios.

"The guild workshop can already do that service, can't it? Why not just use one of the forges there? It was free working there."

"Guild workshop is always full of people," Jack said. "Of course, they will all skitter to the side if I want to use the forge, but it will just make me look like a bully."

"They already consider you a bully," Peniel said, which awarded her Jack's irritated glance.

"Plus, I'm not short on coins," Jack said.

"Spendthrift!" Peniel derided.

"Nitpicker!" Jack returned.

The two continued throwing one another meaningless verbal abuse, even after they arrived at the workshop, which confused the workshop owner a great deal. The owner showed an expression that said, "People, if you want to argue, please do it somewhere else."

Jack and Peniel finally stopped after the owner couldn't take it anymore and made an intentional cough to distract the two. Jack rented a forge afterward.

Inside, Jack applied the etch to the Staff of Illios. He then took the Orb of Raijin out of the Mana Leech Staff and inserted the orb into his new staff.

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Staff of Illios, level: 80/99 (Legendary magic weapon), embedded: Orb of Raijin (Unique-grade Weapon orb).

Lightning damage: 1,437

Range: 80 meters

Attack speed: 1

Energy: 500

Intelligence +55

MP +500

Vision Bending: Create a copy that will stay within a radius of 10 meters from the user. The user will be invisible for as long as the copy exists. Copy will vanish if the user receives an attack. Duration: 3 minutes. Cooldown: 3 hours.

Illios Stare: Shoot a beam that deals 200% chaos damage every second. Causes Dizzy status. If the beam hits the same target for more than 10 seconds, the damage is increased to 250% chaos damage every second. If the beam hits the same target for more than 20 seconds, the damage is increased to 300% chaos damage every second. Duration: The first 5 seconds is free, every second afterward will consume 30 MP each second (until a maximum of 30 seconds). Cooldown: 1 hour.

Eye of Surveillance: Consume 1,000 mana cores to project an image of a targeted place. Range: 50 kilometers. Duration: The first 5 minutes is free, every second afterward will consume 20 MP each second (until a maximum of 15 minutes). Cooldown: 2 hours

All skills or spells that deal lightning damage +20% to damage.

Each standard attack has a 5% chance to produce chain lightning that strikes up to 7 hostiles, dealing 50% lightning damage.

## **Chapter 1594: Conscriptions**

One day after the outworlder convention, and one day before Jack escaped from the forcefield cage, there was an announcement inside Eridrus. Eridrus was one of Hydrurond's main cities. This announcement called for every non-army native combatant inside the city to gather at the city square.

These were natives who had levels but were not part of the kingdom faction. Most were adventurers, some worked as bodyguards inside the city, and the rest just worked normal citizen jobs without caring about their levels.

They were confused about the announcement. Some didn't want to comply, but another announcement made them change their minds. The second announcement warned those who didn't comply would be given a penalty. If they left the city, their families would be the ones to suffer the penalty.



These natives grumbled at the announcements. They had levels so they could leave the city, but their families who were commoners wouldn't be able to brave the wilderness. They had no choice but to comply with this call.

They grumbled while heading to the city square. They had been dissatisfied with the situation in their country. They knew their country had lost the war and the draconian who sat at the throne was just a puppet sovereign for the Liguritutum Realm. Their true queen was currently in exile in the Themisphere Kingdom.

Even so, they didn't dare to rebel. Such a matter was for the people in power to deal with. They were just civilians. This power play had nothing to do with them. As long as they could safely live their lives, it mattered little who was in power.

When they arrived at the city square, they saw that it was surrounded by the ethereal soldiers. This further confirmed the true power that controlled their country. These ethereal soldiers inspected those who came and if anyone was carrying a weapon, it was confiscated.

The city square slowly filled to the brim. There might just be a small percentage of non-army native combatants, but the city's population was large. Even a small percentage was significant.

Their levels were mostly low though. Some who were long-time adventurers had the highest levels, around level 40 to 70, but mostly they had levels below 40. A few even had levels below 10.

"Are they trying to force us into conscripts?" One of the gathered draconians asked the draconian next to him.

"I think that is likely," That draconian replied.

"What? I don't want to be a soldier!" Said another draconian who heard their conversation.

"They can't force us if we don't want to!"

"I agree... But what if they use our families to threaten us? Like what they did to force us to gather here."

"Damn these invaders! I don't care about them conquering this country but if they start threatening my family, I will join the rebels!"

"So am I!"

"Calm down. We don't know yet what they want. Let us listen to what they have to say before we decide anything."

So, they just waited there as more and more people gathered. Some were escorted by soldiers, which alarmed the ones who had gathered. It appeared that the soldiers patrolled the streets and forced the combatants who had not come to the city square to start going.

Everyone was restless but they didn't dare to do anything.

By noon, it seemed that every combatant had been rounded up. They then saw an ethereal in a regal outfit stand atop the podium of the city square. It was the Liguritutum ruler.

"Thank you, everyone, for coming here," Master began. "I believe everyone knows who I am and what I have been doing. You must all have heard about our loss in our campaign to Palgrost. It was unfortunate. I plan to unify this land and bring true peace to the world, but not everyone is willing to give up on their power. Those shortsighted rulers just want to prolong the suffering of the world. To have the world embroiled in the never-ending wars between countries. Such a waste of lives and resources is what I am trying to prevent. By having all countries under one umbrella, there will be no conflict!"

Many in the crowd disagreed but they didn't dare to voice their opinions.

"For this grand undertaking, I need soldiers! Great cause always requires great sacrifice. The loss in Palgrost had depleted my manpower. For that, I need to replace the soldiers I've lost. I call you here for that very purpose!"

The crowd still didn't voice any objection, but there were murmurs now. Everyone talking to the people next to them in low voices. But because almost everyone did it, the murmurs became rather loud.

Master didn't seem offended, though. He continued speaking. His voice was empowered by mana manipulation. Everyone could still hear him clearly despite the murmurs.

"You should be proud to become part of this holy conquest. Once we unite this world, we can start to build a utopia. Your names will be remembered among those who had made such a feat possible!"

"I... I don't want to go to war...!!"

Someone finally voiced their opinion.

Master turned to the voice, who was a young draconian. Master's face was still calm. He didn't show dissatisfaction with this dissent.

"What you want or don't want is irrelevant," Master said to the young draconian.

"You... You can't force us to fight for you!" That young draconian exclaimed.

"That's right! I won't be a soldier who fights for Liguritutum!" Another joined in.

Soon, many voiced their disagreement with being conscripted and expressed their disapproval of Liguritutum's subjugation of their country.

The uproar went on for some time. Master let this go on. He was even smiling as they protested. Those who stood the closest felt uneasy by the smile. They started looking around to see if they could slip away unnoticed, but they saw that the ethereal soldiers had taken a formation that boxed them inside this city square. All those soldiers were carrying tower shields that were placed on the ground next to each other. These tower shields formed a solid wall that prevented anyone from escaping.

Seeing this caused their uneasy feeling close to becoming a panic.

Master spoke again then. "I didn't call you here to ask for your consent. I'm simply telling you, so you can rest assured that your sacrifice is for the good."

"Sa... Sacrifice? What do you mean by sacrifice...?" The one closest to Master asked.

Master looked at him amusingly. "What do you think it means?"

Master suddenly started casting spells. At the same time, sky-splitting roars were heard. From above, two huge dragons dove toward them. Both opened their jaws and unleashed devastating breaths. These breaths washed over the crowd gathered inside the city square.

Master's spells followed soon.

## **Chapter 1595: Swapping Stories**

Jack used his Guild Return Scroll to teleport to Heavenly Citadel once he came out of the blacksmith workshop. While heading to the Guild Hall, he saw his grandfather on a terrace outside the hallway. He was together with someone whom Jack was surprised to see here.

"Wong?!" Jack called.

Domon and Wong turned upon hearing Jack's voice.

"You've finally returned," Domon greeted.

"Hi, gramps. Wong, what are you doing here? Have you finally decided to join our guild?" Jack asked.

"No," Wong answered flatly. Jack also confirmed it after using his Inspect.

"I invited him here as a guest," Domon said. "We met during the convention."

"Ho... So how was that convention going?" Jack asked.

"... You should speak with John. I believe he is waiting for you," Domon said.

"I will do that," Jack nodded. "Hey, Wong. It's good to see you. Don't be a stranger, eh?"

Wong simply grunted at Jack's words. He and Domon turned back to gazing at the scenery outside.

They continued their chats until Wong suddenly heard Jack's voice again. He turned and was startled to find a fist hanging in the air right beside his head.

"Hehe, got you," Jack said. Jack moved away with a smile and truly left this time. Wong and Domon silently watched him disappear into the hallway.

"... You have a very talented grandson," Wong finally broke the silence.

"Thank you. Though I honestly didn't expect him to gain such a level of mana concealment so fast," Domon said. "I think we can both agree his mana concealment is better than yours."

"He is...," Wong replied. His face didn't reveal it, but there was a hint of sadness in his tone. "The world is truly the place for the young. Old bones like us have no place in it."

"Don't be so sentimental," Domon said. "We can still do our parts in protecting and guiding the young."

When Wong didn't respond, Domon said, "Your stepson is also very talented. I haven't met anyone who can learn so many ancient arts in such a short period."

"That good-for-nothing isn't worth mentioning!" Wong exclaimed.

Domon sighed. "Perhaps if he has been raised differently..."

"Are you criticizing my method of training a disciple?"

"I do," Domon said. "You can't just treat someone you raised as the same as your other disciples. You might think that you impart fairness in this way, but that kid had only you to look up to for love and care, unlike other disciples who have their parents to do that job for them. I made the same mistake when my grandson had to live with me. Luckily, I realize this mistake before it's too late."

"It's too late for me...", Wong muttered.

"People said it is never too late when it comes to family. Maybe if you show him understanding and care..."

"It's too late for me!!" Wong exclaimed.

Domon sighed again. He no longer spoke on the subject.

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When Jack entered the Guild Hall, he saw John, Tip, and Paytowin there.

"Expert, you finally show up, eh? Where have you been playing when we got ourselves whooped?" John greeted.

"Whoop? I thought the convention was just for a talk. There had been a fight?" Jack asked.

"Not a fight, we were being slaughtered," Paytowin said.

"What?! Didn't this smartass say there was no way the enemy would get into a confrontation? That it would just ruin Master's credibility?"

"It turns out Master didn't behave as predicted. We have underestimated that guy," John said.

"Tell me everything! Oh, before that, where is Jeanny? I have something I need her to copy. I can't contact her," Jack said.

"She has been captured," John said flatly.

Jack paused for a bit before laughing, "Haha, very funny. Seriously, where is she? Is she out on a quest?"

John maintained his flat expression. Jack wouldn't be surprised if this guy was messing with him, but when he saw that Paytowin and Tip also showed serious expressions, he said, "Shit... You are being serious?"

"Not only Jeanny. Haon and Red Death have also been captured," Paytowin informed.

"Cleo...? Tell me everything!" Jack insisted.

The three narrated to Jack the event during the Outworlder convention. Jack listened silently with short remarks occasionally.

"Turned the day into night?"

"Master started the fight?"

"They were taken during the battle?"

"Two zombie dragons...?!"

Jack couldn't believe so many things had happened during his absence. The most troubling thing was everyone with the divine treasures except him was now in Master's captivity. Master could have gained all their divine treasures as they spoke.

When Jack expressed his worry, Paytowin informed him that Master wouldn't be able to fuse with the divine treasures all at once. There needed to be a one-month gap between the fusing.

"How do you know that?" Jack asked.

"Wilted told us," Paytowin answered.

"Wilted was at the convention as well?"

"She followed us back here for a discussion. She left soon afterward, though, back to Liguritutum again."

"Oh, okay," Jack uttered. He guessed that Chris Memory Stone would have to stay with him a bit longer.

"Do we know where the three are held captive?" Jack asked.

"We can't tell for sure," John replied. "The Dogs of War is helping us to look for them. But until now, there has not been any concrete finding yet. My guess is they are inside the Liguritutum Realm. Either at the palace or inside World Maker's Guild Headquarters. For such high-profile captives, Master would want them held in the most secure facility. Those two were the most likely places to be."

When Jack didn't say anything, John said, "Don't do any dumb thing like being a lone hero and storm that place. You will just hand yourself in a silver platter. Master will then have all the divine treasures he is after."

"Don't worry, I know the success chance is too small if I do that. We don't even know for sure they are there."

"Not small. Zero!" John exclaimed. "Maybe even in the negative."

"Yea, yea. I know, I know! I said already I'm not going to try rescuing them, didn't I?" Jack said.

"Where were you anyway? Didn't you say you will join us in the convention?" Paytowin asked.

It's Jack's turn to tell them his story. The three listened silently with occasional remarks from Paytowin and Tip.

"You were captured as well?"

"Copies? Timelines? Why is this so science fiction? This world is supposed to have fantasy settings, isn't it?"

"You broke out?"

"Themisphere's ex-guardian?"

"You let him go...?"

When Jack finished, John commented, "That quest has nothing to do with our struggle against the World Maker, you should have left that quest alone."

"If I did, Evil Janus might have become an eternal grade and probably caused more havoc. I am also his target because of my Time Sage class. He could become a worse menace in the long run!" Jack argued.

"What's done is done," Tip mediated. "What are we going to do about the situation now?"

### **Chapter 1596: The Crisis In Hydrurond**

"We will proceed as planned," John replied. "Our army had gathered. We are about to march, but something unexpected happened in Hydrurond yesterday."

"Define unexpected," Jack said.

"Master used a despicable method to increase his manpower," Paytowin said.

"How?" Jack asked.

"By killing the population of draconian natives," John answered.

"What...?!"

"Well, he didn't exactly kill everyone. Just the natives with levels. After killing them, he revived them to become his zombie army. I must say his idea was both brilliant and ruthless. I will not be surprised if it was my mom who proposed this."

"Brilliant? That is genocide. This is madness, but no way the draconian public just let this go unchecked," Jack said.

"Master moves fast. He went from one settlement to the next for the entire yesterday. He managed to reap the population out of five metropolises and three cities before the other settlements caught wind about what had happened."

"This should cause the Hydrurond army they had recruited to rebel, shouldn't it?" Jack asked.

"The natives that can rebel within the Hydrurond army are just the ones with high enough ranks. The foot soldiers are similar to our guild soldiers, they can't defy the order from the one sitting on the throne. Their morale will be affected, though. Once their morale is low enough, the world system' hold on them will wane and they can desert their post."

"Master was prepared," Tip said. "He sent most of Hydrurond's resources to Liguritutum to build his army using the ethereal race. The little draconian army that was recruited has been sent into the Jagara region to hinder Sangrod's army which had started marching yesterday. They wanted to just sacrifice those draconian soldiers."

"That is despicable!" Jack cursed.

"Master saw these natives no more than computer codes, NPCs. I bet he didn't care even if he wiped them out," Paytowin remarked.

"Anyway, the high-rank officers did rebel. Most had abandoned their post and moved to the settlements that had not been touched by Master, preparing to help the citizens to resist Master's onslaught. But without a real army, they would still just be victims for Master to reap. The smart ones chose to run out of the country, but the draconians are a proud race. Most chose to stay and die, unaware they would just strengthen Master's zombie army."

"He attacked more settlements?" Jack asked.

"He never stopped," John answered. "He went at it all night and continued to today, even now as we speak. From the last intel earlier this afternoon, he had invaded a total of two metropolises, four cities, three towns, and a bunch of villages aside from the eight settlements yesterday. The difference was that Master didn't touch the commoners in the first eight settlements. It was not so now that those settlements fought back. Many commoners were slaughtered in the process, but those level 1 commoners couldn't be revived by the Necronomicon. Not that they mattered even if they could."

"I heard that the villages his army attacked had now turned into ruins," Tip said. "They were no longer considered a settlement because they had no population."

Jack gritted his teeth. "Damn that madman!! He has gone too far this time...!"

"From the look of it, he has given up on Hydrurond," John said. "That country is now just a zombie factory for him."

"Does Aldryth know? I don't think she will take this news well," Jack asked.

"She didn't. As a matter of fact, she had rushed to Hydrurond with her small army once she caught wind of the news, which was around five hours ago," John answered.

"What? She will be massacred if she marches with only her force," Jack uttered.

John shrugged. "You know how these draconians are. I don't think she will listen even if you talk to her. She was supposed to wait for my signal before marching so that we could synchronize with the others. I must applaud my mother. She truly messes up my beautiful plan. Now, I've to adjust my strategy with consideration that our Hydrurond ally is out of the picture."

"Screw that! We have to help her!!" Jack exclaimed.

"Sigh... To be honest with you. I was both happy and depressed when I received your message not long ago. Happy because our strongest player is back in the picture after missing for a few days. Depressed because I know how you will react when you hear this. All right, if you truly want to help Aldryth, take the army in Palgrost. They are ready to enter the Daflue region to cross into Hydrurond following our original plan. I have another plan for the army in Themisphere."

"I will trust your plan, but please don't consider abandoning Hydrurond," Jack said to John.

"You can count on me," John replied.

Jack couldn't tell if John was being sincere or not. He decided to just believe in his friend.

"Will you depart immediately? I suggest doing it tomorrow," John said. "I believe you will have to rush to Hydrurond if you want to catch up with Aldryth. This means you won't be building any supply depot. I know Aldryth won't. I will have to arrange for our army in Palgrost to secure more supplies from Palgrost before heading out. This will take one day. In the meantime, I will also task a small division to build supply depots from Themisphere into Hydrurond. I just have to ensure our army from Palgrost has enough supplies until this division reaches Hydrurond. You won't be getting any from Hydrurond settlements under the current situation."

Jack nodded. "Please arrange that."

"I also need you to go to the throneroom to use your ruling powers. I got a few research need hastening."

"I will go there tomorrow morning," Jack said. It was near nighttime by now. He was also exhausted after that battle against Evil Janus and Tiemezzys. He needed to rest. He supposed it would be another long day tomorrow.

"Jack...!" Jack heard Grace's voice. He turned and saw the lady running into the room. Jack felt a hug before he could reply.

"Maybe we should leave?" Paytowin asked.

"Hell, no! I'm busy here. Tell them to go find a room somewhere else!" John returned.

## **Chapter 1597: Mysterious Guild Member**

"What happened to you? I can't contact you all this time!" Grace said to Jack after letting go of her hug.

Jack ended up having to narrate his story for the second time. The others ignored the two. Paytowin left to rest. John and Tip continued working with the control platform while discussing the guild's development. Now that Jeanny was not around, John had to spare half of his time at the guild to help Tip manage.

"Somebody from our guild tipped the League of Champions and the Assassins Guild?" Grace asked when Jack explained about Ragorth and Hashi arriving and saving them.

"Oh, right! That reminds me. Tip...! Do you know anything about our guild member that goes by the name Quiet?" Jack asked.

"Who?" Tip asked back.

"Quiet. Pull up the member's name list. She is in there," Jack said.

"If I have to pull up the name list, then she is just a regular unremarkable member. I know nothing about her," Tip replied.

"If she was unremarkable, how did she manage to persuade two renowned factions to come to my help and even know where we were being held? Not to mention she also had two Divine Might Potion which



she willingly handed out for free. I at first thought she had been tasked by Jeanny. But after hearing what happened to Jeanny, I know she is not. Did you send her?"

Jack asked John.

"I've never been in contact nor heard that name before," John replied.

"Can this platform check the history of our members?" Jack asked.

"A moment, please," Tip stopped what he was doing and changed the interface to the one that showed guild members. He scrolled to the name, Quiet.

"She is not an old member. She joined this guild around two months ago," Tip informed.

'Around the time Grace and I left for the Council of Charites,' Jack thought.

Tip continued, "She is a diligent member. She completed all her weekly tasks without fail. She was one of our members who didn't join the Palgrost war, but in exchange, she completed the additional tasks given to her. She also went on several guild-appointed team quests since she joined. The quests were just normal difficulty, nothing special to be mentioned about."

John was taking out a pile of bound papers from his inventory. He was currently flipping the pages.

"I requested all the leaders of the teams who do guild-appointed quests to compile a report whenever the quests are completed," John informed. "Those reports are all given to Jeanny, to which I have a copy. These reports are not only about the quests but also about the members who participated. How good and how cooperative they are. What their attitudes are. This allows us to have a better understanding of our members. Whether they are worthy members to keep and develop. Tell me all the quests this Quiet was involved in."

Tip told John the information he asked for. John flipped the pages several times to study the data while Jack and Grace waited.

After a while, John said, "Mm... Well, I can tell you that there is nothing special about this Quiet. None of the leaders mentioned anything much about her other than that she is obedient and a decent healer. Her expertise is just so-so, nothing worth mentioning. She is also very quiet and keeps to herself. Hm... Now, I get why she chose her alias."

"Where is she now? I would like to talk to her," Jack said.

"Let me see... Huh? It says here she is in an unknown place," Tip said after using the guild platform.

"Unknown?"

"Probably like when you were trapped in the Order of Magi or Council of Charites," John deduced.

"Do you have her on your friend list? Can you try calling her?" Jack asked.

"If she is in an undetected place, she probably can't be contacted," John said.

"No harm in trying," Jack returned.

"We can try calling her in the guild chat, but this platform can send private messages to all guild members. Let me try that," Tip answered.

"Huh... She answered," Tip said after some time. "I told her you want to talk to her but she replied that she is unavailable for now. She also apologized that she won't be able to complete this week's tasks but promised to perform double the next week."

"I assume this meant she is not joining our offensive campaign again, is she?" Jack asked.

Tip checked the data on the platform. "You are correct. She isn't among the ones registered for the guild quest to help Themisphere in this coming campaign."

"What a mysterious member," Grace remarked.

"I think there is more to her than meets the eye," Jack said.

"Whatever it is, we don't have the time for her," John said. "We have enough to deal with the coming campaign. Tip, make a note the next time you assign her a quest, you place her on the same team as our core members. If possible, have someone with good judgment."

"Ask me when that comes up, I would very much like to go on a quest with her and see what kind of a person she is," Grace said.

"I just want to talk to her," Jack said. "Let me know when she is back."

"Okay, boss and madam boss," Tip responded.

The four chatted for a bit more before they retired for the night. When Jack was about to leave, Tip said to him, "Check the warehouse section for guild leaders. Jeanny copied something recently and put it there for you. She probably left it there because she had a hunch she might not meet you for some time."

Jack thanked Tip for the info and headed to the guild warehouse. He was going there anyway to place some of the loot from Janus. These were loots that he had no use for. They consisted of a bunch of materials, several super rare equipment, and one unique equipment.

After donating these items to the warehouse, Jack checked the guild leader's section. He immediately identified the item Tip meant. It was a technique book containing a skill for the Beastmaster class. He was the only one among the three guild leaders with the Beastmaster class.

The skill inside the book was called Demonize Pet.

## **Chapter 1598: New Spells**

After taking the technique book, Jack checked again the other items inside the warehouse available for exchange. He didn't have many guild contribution points left since he had used them to get a heap of robe armor to be fused for Elayne.

The loot from Janus he donated just now had granted him some contribution points. He originally wanted to exchange for gemstones again, but Jeanny hadn't copied another batch. There were however, several evolve seeds for exchange.

They were mostly the lowest standard evolve seeds like the rare-grade elemental seeds and empower seeds. One, however, was a super rare grade seed called mobile seed. Peniel told Jack that this seed was one with more restrictions compared to other seeds. It could only be used on skills or spells that produce a static effect.

Jack checked his guild contribution points. He had enough to exchange for this seed plus another lower-grade seed. He took the mobile seed and the empower seed.

Afterward, Jack returned to Thereath palace to rest in his royal chamber.

Inside his royal chamber, he laid out the goods he had exchanged and the remaining loots dropped by Evil Janus. The loots were two gemstones, one technique book, and an evolve seed.

The gemstones were a super rare diamond and a unique emerald. Jack used them both for his Runestone of Marching. The two gemstones provided 3,300 elemental energies. The runestone of Marching now had 63,200 elemental energies out of the 100,000 needed to upgrade it to the legendary grade.

The technique book contained another spell that Evil Janus had used in the battle earlier. The spell was called Hundred Mirages.

Peniel explained to Jack that the Hundred Mirages was a spell that created multiple fake copies of the caster. When Evil Janus used Illios Stare and Vision Bending, he also combined it with this spell. Hence, he created a lot of copies instead of only one.

Just like the one copy created by Vision Bending, the copies from Hundred Mirages imitated the caster's action. Moreover, each copy gave off mana that could fool even those who had mana sense.

Jack didn't know when Jeanny would return, or if she still had her divine ability to copy items when she returned. It wouldn't be wise to just keep this book waiting for her return, so Jack decided to just learn it.

He also learned all the other technique books he had gotten after the battle with Evil Janus.

\*

Hundred Mirages, level 1/20 (Active spell)

Creates 10 copies of the caster that imitates the caster's action.

Duration: 2 minutes

Cooldown: 1 hour

MP: 250

\*

Magic Bombs, level 1/20 (Active spell, requires magic weapon)

Shoots 10 energy balls that explode. Each ball deals 100% magical damage in a 5-meter diameter area.

Range: 50 meters

Cooldown: 2 hours

MP: 200

\*

Black Hole, level 1/20 (Active spell, requires magic weapon)

Creates a 5-meter radius energy field with a powerful pulling force. Deals 30% magical damage every second.

When this spell ends, all affected hostiles have a 5% chance of receiving an instant-kill effect.

Range: 50 meters

Duration: 10 seconds

Cooldown: 4 hours

MP: 350

\*

Storm Wrath (Mega spell)

Creates a sphere of intense wind and lightning energy that batters everything within the sphere.

Cooldown: 12 hours

\*

Jack had suddenly received so many new spells that he didn't know which one to level up. He currently only had 3 free skill points for Time Sage and 6 free skill points for Beast Monarch available for use. There were also 1,600,000 souls in his Container of Souls. More than one million souls came from Evil Janus. The rest was from the slain monsters when he power-leveled Elayne and the leftover souls inside the container. Young Janus clones didn't provide any souls.

Jack asked Peniel what were the effects of leveling up these new spells except for Storm Wrath. The mega spell couldn't be leveled up. Peniel not only informed him of the effect of level-up but also the effect of star upgrades.

Each level of Hundred Mirages increased the spell's duration by 24 seconds and added another copy. At max level, the spell lasted ten minutes and produced thirty copies. When this spell obtained its first star, the copies could move and perform other actions other than imitating the caster. The more stars it had, the more varied the actions were. With thirty copies moving and acting haphazardly, it would certainly confuse the enemies.

Every level of Magic Bombs increased the spell's damage by five percent. Every two levels added another energy ball. At max level, Magic Bombs released twenty energy balls that dealt 200% magical damage. The star upgrades decreased the cooldown by 6 minutes for each star. At full ten stars, the cooldown was reduced to one hour.

Every level of Black Hole increased the energy field's radius by 0.5 meters and its duration by 1 second. At max level, Black Hole's radius was 15 meters and its duration was 30 seconds. Every star increased Black Hole's damage and instant-kill effect by 2%. At ten stars, Black Hole dealt 50% magical damage every second and its instant-kill chance was 25%.

Jack noted that the Black Hole's instant-kill chance was a far cry from the Herald's Chaos Black Hole even when this spell was upgraded to full stars. The Herald's Chaos Black Hole had a 100% chance. Peniel simply said she wasn't the one who created the spells. She told Jack to just accept the fact.

After some consideration, Jack decided to not level up any of these new spells. He spent Time Sage's 3 free skill points and all the 1,600,000 souls to max-level Time Lock. At level 20, Time Lock stopped the target for ten seconds and its range became 100 meters.

For the Beast Monarch's 6 free skill points, Jack used them to level up Beast Dominance to level 7. Each level-up increased the skill's duration by 9 seconds and its radius by 2.5 meters. At level 7, the skill's radius increased to 65 meters and all affected hostile pets and summons were under his control for 2 minutes and 54 seconds. If he max-leveled this skill, the radius would become 100 meters and enemy creatures would be under his control for five minutes.

## **Chapter 1599: Enlightenment Seed**

Jack was now looking at the last loot from Evil Janus, the Evolve Seed. This seed was the best loot because its grade was the legendary grade. The seed was called the Enlightenment Seed.

Jack had been racking his brain about which skill to use this legendary seed on. Peniel also didn't provide much help because she was unsure what this seed did. After thinking for too long, he decided to just use a simple reason to decide. He wanted to upgrade all his three elite classes' strongest skills. He had already upgraded Asura. This left the Magic Field from the Archmage class and the Ultimate Beast from the Beastmaster class.

He had another seed in mind for the Magic Field, so he chose the Ultimate Beast to use the Enlightenment Seed on.

After feeding the Enlightenment Seed to his Ultimate Beast, the skill changed its name to Elevate Beast.

\*

Elevate Beast, level 20/20 (Active skill, requires pet), star: 2

Releases the secret power of the pet. +500% to the pet's attributes, +26% to the pet's damage, and damage received by the pet is reduced by 36%.

Elevate the pet by one grade. If the pet is already an Eternal Grade, attributes are instead increased to an additional 1000%, and damage and defense by an additional 50%.

Certain pets might display unique abilities during the skill.

Duration: 30 minutes

Cooldown: 6 hours

\*

"Holy...!" Jack exclaimed in surprise.

The basic abilities of the skill were still the same as before. The seed simply added an ability to elevate the user's pet by one grade. If he used this skill, Therras would immediately gain the power of an eternal-grade creature. Additionally, the skill's duration had been increased. Previously, Ultimate Beast only lasted ten minutes. This evolved skill lasted half an hour.

"This should help when I go up against Master," Jack said.

He had heard that Master had two eternal-grade zombie dragons. If Master called Suzaki, Master would have three eternal-grade combatants by his side. Even if Jack called Broidrireg, he reckoned the elder dragon would still have a problem facing three eternal-grade opponents. With this Elevate Beast skill and the archdemon lord summon, he should at least alleviate Broidrireg's pressure even if only for a short duration.

He now turned to the two evolve seeds he had taken from the guild warehouse, the empower seed and the mobile seed. The empower seed was among the most standard evolve seeds, similar to the elemental seeds other than soul and chaos. This one was even only a rare grade. Hence, he didn't want to use it on any high-level skill.

He used this Empower Seed on his basic skill, Swing. The skill transformed into Power Swing. The inflicted damage and the swing's reach increased by a little. The most significant change to the skill was the addition of the knockback effect.

Only mobile seed was left now. Peniel said that this skill was only compatible with skills that had static effects. He tried using the seed on Blitz Slash. A notification told him that the seed couldn't be used on that skill.

Peniel gave Jack a side-eye for wasting time testing on something she had advised. Jack chuckled for a response.

"Too bad I've already evolved my Time Domain," Jack said. "Otherwise, this seed should change that spell into a time domain that follows me around. Can I revert an evolved skill to its original form? To use a different seed on the skill."

"You can't return an evolved skill to its original form," Peniel answered. "But you can use a stronger version of the same seed you used to evolve the skill. If you use this super-rare-grade Mobile Seed on your Magic Field and later you gain a unique-grade or legendary-grade mobile seed, you can use that seed on Magic Field again. You won't get back the previous super-rare-grade seed, though. That is considered wasted."

"Hm... I see. Okay, let's use this seed," Jack announced.

He might appear to hardly use the Magic Field, but he always cast it whenever he was in a group fight, especially if his allies were magic casters. This spell was less useful to him because of its static nature. Jack had to stay in one place to utilize this spell's benefits, but his fighting style had him always moving around. Hence, this spell was only useful for his allies up till now.

This spell had also recently received its second star upgrade. Its probability of double-casting was now increased to 40%.

After using the Mobile Seed, this spell also changed its name.

\*

Remote Magic Field, level 20/20 (Active spell, requires magic weapons), star: 2

Creates a 15-meter radius field filled with magic energy around the caster. All allies' spells cast within this field are enhanced by 100%. Self-cast spells have the effect doubled.

Spells have a 40% probability of being cast twice at no cost. Self-cast spells have the probability doubled.

All hostile spells that hit inside this field have their effectiveness and damages reduced by 50%.

Effects on the caster still work even when the caster is not inside the field.

Duration: 3 minutes

Cooldown: 3 hours

Mana: 250

\*

"Oh, I thought it was going to modify the field to follow me around as I moved. Seems like the field is still static, the difference is now I will receive its effect even when I'm outside the field," Jack remarked.

"Aside from that, the field's radius also increased. Previously it was only a 10-meter radius," Peniel noted.

"Well, what I'm aiming for is its double-cast feature," Jack said. "The effect on me is doubled. This meant my every spell has an 80% chance to be cast twice."

"Get two more stars and you will have a 100% chance," Peniel said.

"Ah, shit... I shouldn't have used all the souls just now," Jack lamented. Thinking about a 100% chance of double casting, he promised himself the next soul upgrade would be used on this spell.

"One more thing and I will call it a night," Jack said and took out the Demonize Pet technique book.

## **Chapter 1600: Important Guests**

Jack proceeded to learn the technique book.

\*

Demonize Pet, level 1/20 (Active skill, requires pet)

Transform the pet into a demonic being, gaining access to new skills.

Demonized pet receives +200% to attributes, +10% to damage, and damage received is reduced by 20%.

Duration: 30 minutes.

Cooldown: 5 hours

\*

"If I use this on Therras, it will become even stronger," Jack said.

"Or you can use it on your Mirage Beast," Peniel advised. "That copy is a viable target for this skill."

"Hm... Ah, I see what you are getting at. Mirage Beast can only use standard attacks. If I use this skill on it, the demonized copy will be able to use skills?" Jack asked.

"Yes, even though the skills will differ from the original Therras," Peniel answered.

"How do the level-ups and star upgrades affect this Demonize Pet skill?" Jack asked.

"Each level increased the pet's attributes by 5% and its duration by 1.5 minutes. Depending on the pet, the more levels this skill has, the more extra skills might appear. Every star increased the damage boost by 1% damage and the damage reduction by 2%."

"So, if fully max, this skill will last one hour," Jack said. "The duration of my max-level Mirage Beast is thirty minutes. Adding the effect of my Amulet of Summoning, it lasts one hour. If the Demonize Pet is also max leveled, Therras' copy will be in demon form for its entire duration."

"That's correct," Peniel nodded.

"Well, either Therras or its copy, I will use this skill following the situation. Thanks for letting me know," Jack said.

\*

The next morning, Jack went to the throne room. John informed him that several special techs appeared in the military research path after the joint drills with the armies from other countries. These techs were Coordinated Strike: Verremor, Rank: 1, Coordinated Strike: Sangrod, Rank: 1, and Coordinated Strike: Palgrost, Rank: 1.

Jack argued that John had sent the different country armies to different locations, so what's the point of learning these techs? John returned that there would be times when their army would strike the same opponent. These techs would give them an extra edge then.

There was also the mana cannon that was still being researched. It was halfway learned by now. John asked Jack to complete the research using his ruling powers.

It was not yet the day when Jack received the monthly ruling powers from his sovereign levels. It was still thirteen days for that, but he received 10 ruling powers from the Boundless Cache.



He had also completed four affairs. Three with perfect results and one with a good result, netting him 370,000 merit points and 15 ruling powers. These merit points elevated Jack's sovereign level to level 15, earning another 10 ruling powers.

He gained a new sovereign power to banish a guild at this level, but he didn't need it for now. If Warriors of Solidarity were still in Themisphere, he would have a target for using this new sovereign power.

The Warriors of Solidarity who supported World Maker had left Themisphere on their own accord and moved to Liguritutum. The reason for their leaving was after the convention, The Man had rallied Everlasting Heavenly Legends' guild members and stormed the Warriors of Solidarity's headquarters, earning them the guild hostage token from Warriors of Solidarity

The Warriors of Solidarity then made a deal with World Maker, who helped them defeat a guild in Liguritutum that didn't submit to World Maker's rule. Warriors of Solidarity took their guild headquarters. There was now a vacant spot for a new guild headquarters in Themisphere. Jeanny was not around and John was too busy managing the country and the guild, so they just left this vacant spot to fate.

Five new affairs appeared and Jack sent the information to the investigative teams.

Even with all that gain, Jack only had 57 ruling powers. He might be unable to expedite all the techs John requested.

When he entered the throne room, he saw that Thaergood had been waiting for him. Thaergood informed him that some important guests had arrived earlier and requested an audience with him. When Jack asked him who these important guests were, the names shocked him.

The guests were the leaders or representatives from multiple prominent league factions. These factions were the League of Champions, Assassins Guild, Order of Magi, Healer Society, Church of Creation, Blacksmith Circle, Trade Association, House of Culinary, and the Alchemist Union.

Hearing the names, Jack asked Thaergood to hurry and invite those people in. He went and sat on the throne while waiting. He fidgeted around on his throne. He looked around making sure his posture wasn't weird. He wished Grace was here.

"Why are you so nervous? You are the king, for goodness sake," Peniel ridiculed.

"Shut up," Jack scolded.

Nine people came in with Thaergood. Some Jack recognized and some he didn't. The ones he knew were Ragorth, Hashi, Ducasse, Willem, Haestus, and Janus. The Janus here was the real one, not his young clones.

Thaergood introduced these guests one by one. From his introduction, Jack learned the identity of the three others he didn't recognize. One of them, an elf, was Panacea, the leader of the Healer Society. Another was a human named Paul, the leader of the Church of Creation. The last one was a dwarf named Edward. He was the newly appointed leader of the Alchemist Union after the previous leader, Alphons, was murdered.

They all greeted Jack with a bow. Jack stood up and gave them a salute.

"Might I ask what brings you all here together?" Jack asked.

Ragorth took the lead to answer for everyone. "After what happened yesterday, Hashi, Janus, and I called everyone to gather last night and we have had a discussion. We owe it to King Storm Wind for helping us solve the predicament regarding these serial murders. There were more league factions indebted to King Storm Wind's act, but the nine of us here represented the others to say our thanks."

"There is no need to be so courteous. I'm just glad I can help," Jack said.

"Your humility is inspirational," Edward said.

Peniel, who was leaning beside Jack's head, whispered, "He is not." Luckily, no one heard her. Jack nudged his head to throw the fairy off balance.

Panacea came out and said, "King Storm Wind, Andrea told me you wish for our faction's blessing. If you still wish it, I will gladly give it."