

## World 1601

### Chapter 1601: Blessings From The League Factions

'Aha! The true reward from the faction quest!' Jack exclaimed in his mind. Outside, he appeared perfectly poised.

"If it is not too much trouble, the kingdom of Themisphere is honored to receive your faction's blessing," Jack said with a composed expression.

"You shall have it," Panacea replied.

Jack heard a system notification then, that Themisphere had received the blessing from the Healer Society.

'Huh? Just like that?' Jack asked in his mind.

"King Storm Wind, we have all come here to give our blessings to Themisphere," Ragorth announced. "This is our way to express our gratitude."

Jack's eyebrows lifted. In his mind, he was asking Peniel, 'Does the blessing from the other league factions also provide a new wonder building?'

'Most, but not all... I must say, it is surprising you gain blessings from so many league factions all at once. Considering your war needs, I think you will be most thrilled to find out the benefit of Blacksmith Circle's blessing. That faction lets you...'

"Woo-hoo...!" Jack shouted, which startled everyone.

"Thank you! Thank you, everyone, for your blessings! I know you all prefer to be neutral. I'm very excited by your blessings," Jack went and shook hands with them vigorously, one by one. Gone already was his calm demeanor.

"Ye... Yes... We can see that...," Hashi uttered when he shook hands with Jack.

Jack ended up chatting with them for the entire morning. He asked Thaergood to prepare snacks and refreshments to serve the guests.

Grace and John came a little before noon. Jack called them over. John originally didn't want to because he still had something to deal with in Heavenly Citadel. But after hearing about the blessings, he practically ran here.

Grace took over in entertaining the guests when she arrived. Jack and John went to the throne.

"You haven't used your ruling powers for the Coordinated Strike techs, have you?" John asked.

"Not yet, I was about to when they came visiting," Jack referred to the league faction people.

"Good. You can leave those techs for later. What we get from the faction's blessing is much better," John said. He already knew because of Hope's Knowledge. "How many ruling powers do you have?"

"57," Jack answered.

"Hm... Not many. You should have put more effort into getting these ruling powers," John chided.

"Dude, it's not easy getting them."

"Depending on the situation, we might need to prioritize..."

"Tell me first what we get from each faction," Jack said. He was already on the throne operating the monarch system. He was scrolling the building list to where Wonder Building was located."

"Not all the blessings give you new wonder buildings," Peniel said. "Five out of the nine give new wonder buildings. The remaining four provide new techs in the research paths."

Jack saw the five new wonder buildings on the list. They were Legion Hall, Killer Abode, Revival Pool, Soul-securing Shrine, and Seven Races Trading Foundation. Jack could guess from their names which league factions these wonder buildings came from.

All these wonder buildings ranged from forty to sixty days for their construction time. These should already take up half of his ruling powers. When Jack was about to build one, John stopped him.

"No, do the research first!" John instructed. "A Wonder Building is ready to use once built, the research isn't. After researching, we still need production time. So, it's better to complete the research first."

"Production time for what?" Jack asked.

"Go to the research overview and I will show you," John replied.

"But I want this revival pool!" Jack exclaimed.

"Just save some ruling powers for it. Go to the research first!" John insisted.

Ragorth and the others who were enjoying their refreshments turned to the two. They wondered what the two were arguing about. Grace assured them it was normal. She told them the king and the royal advisor often communicated in this way. Thaergood nodded at that statement.

Jack followed John's demand and switched to the research overview. Aside from the three Coordinated Strike techs in the military path, there were four new techs.

One was in the civil path. The tech was called Nutritional Values, obviously courtesy of the House of Culinary. Researching this tech allowed cities or higher-grade settlements to build a special building called the Nourishment Center. Peniel explained that this special building improved the overall diet of the citizens. The population of a settlement with this special building would increase faster and better-quality combatants were more likely to appear when the citizens of that settlement were drafted.

Jack was itchy to begin the research of this tech but John and Peniel explained to him about the other techs.

Two out of the four new techs were in the mystic path.

One of them was granted by the Order of Magi. The tech was called Arcane Support. Once learned, Jack could cast it as a country enchantment. This enchantment affected all Themisphere units. Their natural recovery speed was tripled, the effect of recovery potions was doubled, and the deterioration of equipment's durability was halved.

With this enchantment, their army's dependence on supplies would be greatly reduced.

The other research on the mystic path was from the Alchemist Union. It was research for the resurrection potion. Once learned, the alchemists of the kingdom would be able to brew this potion. Of course, the potions required rare ingredients. Hence, they couldn't provide every soldier with the potion, but at least they could produce some for their high-ranking officers to use on each other when needed. This should increase their survivability.

Resurrection potion was very rare. Peniel mentioned before that the members of the Church of Creation could buy this potion if their rank were high enough. Even then, this potion would require a large number of faction points to exchange. As for the recipe, it was even rarer. Now, here it was, available for his country. Of course, this was the country's property. He couldn't transfer the recipe to his guild. Players would have to search for this recipe elsewhere.

Jack was excited about all the research. But when he came to the last one, which was in the military path, he heard John say, "We should prioritize learning this one first."

## **Chapter 1602: Mobile Fortress**

Jack read the description of the new tech in the military path. This special tech appeared due to the blessing from the Blacksmith Circle.

"Mobile Fortress... Is this name literal...?" Jack asked.

John nodded.

Peniel explained, "After learning this tech, you can build one. A mobile fortress was slightly smaller than a small-sized fort. It can house around 20,000 soldiers, or 25,000 if they don't mind cramped conditions. What's special about this fortress is it can move."

"Uh, move like you mean, with legs...?" Jack asked.

John nodded again.

Peniel answered, "It is even faster than the average siege weapon. Its movement speed is roughly the speed of an uncommon steed. Most armies still have soldiers using common steeds, especially if it is a large army. So, marching with this mobile fortress won't slow down your army speed."

"How does it move? Does it have two legs, like a mech?" Jack asked. "No, no, wait! Don't tell me. It has a hover engine. It can hover over the land...!"

"Hover your head! Haven't I already confirmed that it moved with legs?" John derided. "It has eight legs like a spider, allowing it to maneuver through rough terrains while keeping its heavy fort-body upright. Most importantly, we can attach multiple siege weapons to this mobile fortress, like the mana cannon we are still researching. This will turn the fortress into heavy artillery that can be sent to the front line. It has a shield capability to protect the ranged soldiers and siege weapons on it. We can also carry a lot of supplies inside it, reducing our reliance on supply lines. This is the ultimate thing to have if we are going on an abroad campaign."

"You are right. We should learn this first," Jack said. "Just as we are about to head out, this tech comes at the right time!"

The military campaign had the mana cannon still in research. It has 19 days left. Jack spent 2 ruling powers and completed it. He then went to the city overview and had multiple settlements start producing the mana cannons. Unfortunately, siege weapon production couldn't be hastened with ruling powers, so they just had to wait.

Fort construction, however, could be hastened. Once the military research path was free, Jack chose mobile fortress tech to be learned. The tech required 80 days. Jack spent another 8 ruling powers and the tech was instantly learned.

"Hooray for the magic of gaming!" Jack celebrated.

"Leave your hooray for later. Start building the fortress. I don't think your ruling power will be enough for everything we want to build," John poured cold water at him.

Jack went to the interface to build the fort. The normal procedure was for him to first choose a spot for the fort. He chose the spot directly next to Therimdell. The second city closest to Hydrurond aside from Alsvelg. Alsvelg was the autonomous city for the draconian refugees, so he had less control over it.

Jack could have chosen to construct the fort right next to his country's border, but doing that meant he had to wait for the builders to travel to the chosen spot, which might take days. He couldn't start using the hasten function of his ruling power before the workers arrived there. Constructing directly next to the city was the same as building inside the city, he could use his ruling powers to hasten its construction straight away.

The mobile fortress cost 200,000 gold coins and required 100 days to construct.

"It is smaller than the small-sized fort but its cost is doubled from even the large-sized fort!" Jack exclaimed with surprise.

"Its benefit is well worth the cost," John said.

Luckily, they still have enough funds to spare. Jack began the fortress' construction. Its construction time was also longer than the large-sized fort despite being much smaller. Jack used 10 ruling powers and completed the mobile fortress. He was itching to teleport to Therimdell to take a look at this mobile fortress, but he still had lots of things to do.

Following John's instruction, Jack used the monarch system to issue commands to every settlement to transport their spare siege weapons to this new fortress. John also called Thaergood over to ask him to send an order to Emris to arrange for 5,000 soldiers to move into this fort, prioritizing ranged units and those with mechanic skills. The extra space was to be filled with supplies.

Jack had the urge to build more mobile fortresses, but that would drain their coin reserve and he might not have enough for another round of heavy recruiting when it was time to draft recruits. He also didn't have enough ruling powers for the new wonders and techs.

So, he went to the three techs he had seen earlier. Nutritional Values, Arcane Support, and Resurrection Potion. He learned them all. The three techs required different research timing but they ranged between 60 to 70 days. Jack spent 20 ruling powers to learn them. He had 17 ruling powers left.

John called Thaergood again and had him relay instructions to the kingdom alchemists to start working on the resurrection potions. They might not be able to produce much but even some would be helpful.

While John laid out his instructions, Jack used the Monarch System to cast the Arcane Support. The kingdom had a total of four enchantments in effect now.

Jack wanted to start building Nourishment Centers in the settlements but John said to leave that to him. They would need the building spot for the new wonders so they should deal with that first. Jack returned to the building list, where the five new wonder buildings were listed.

Peniel briefly explained the function of the five wonder buildings.

Legion Hall from the League of Champions let them train new special units. It was the same for the Killer Abode from the Assassins Guild. Soul-securing Shrine and Revival Pool had the same function. The Seven-race Trading Foundation could increase the kingdom's coin income.

Jack checked their building time. They required around 50 to 60 days to build. He only had enough ruling powers to instantly build three out of the five wonders. The remaining two would have to wait their normal construction time.

### **Chapter 1603: Resurrection Slots**

After discussing with John and Peniel, Jack decided to leave the Legion Hall and Killer Abode for later. Those two gave new special units but they didn't gain the units right away. It would be some time before the soldiers applied for class change and started becoming one.

They agreed the other three gave better benefits in the coming war as well as for future needs.

Jack proceeded to build the Revival Pool and Soul-securing Shrine. Jack chose Theneward and Thehemburg as the settlements to place these wonder buildings. Theneward and Thehemburg were the two most populous settlements after Thereath. The wonder building had the hidden effect of increasing population growth. It was better to have every metropolis have at least one wonder building if he could afford it. He spent 12 ruling powers to complete the construction.

As Peniel informed, the Soul-securing Shrine and Revival Pool had similar functions.

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Soul-securing Shrine (Wonder building)

Generates mana: 5,000/month.

Each religious building in the city this wonder is built produces 50 mana and 30 gold coins for the kingdom each month.

Increase the availability of restore-type and light-element spells in magic schools and academies, and also increase the success chance in learning them.

Pick 10 NPCs. Selected NPCs will be resurrected inside the shrine upon death. The cooldown for each death is 1 week. 1.000 mana is consumed each time an NPC is resurrected. If the kingdom does not have enough mana, the NPC will die a permanent death.

Upkeep: 10,000 gold/month.

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Revival Pool (Wonder building)

Generates mana: 3,000/month.

Citizens will occasionally throw coins into the pool for good luck. 50% of the coins thrown into the pool will be received as the kingdom's income.

Increases the economy, productivity, security, and happiness in the city where this wonder is built based on how many coins are thrown into the pool each month.

Pick 10 NPCs. Selected NPCs will be resurrected inside the pool upon death. The cooldown for each death is 1 week. 1.000 mana is consumed each time an NPC is resurrected. If the kingdom does not have enough mana, the NPC will die a permanent death.

Upkeep: 8,000 gold/month.

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"Ho... These two wonders also produced extra coins, albeit not much," Jack said. "This should help if I want to build more mobile fortresses."

"The next wonder should help more," John stated. They had agreed to build the Seven-race Trading Foundation next.

But before that, Jack wanted to insert the NPC for the resurrection slots. Both Soul-securing Shrine and Revival Pool had ten slots. So, he had twenty slots to use. His original intention was only to get the Revival Pool, but he ended up getting the Soul-securing Shrine also. Even though he almost died in the process or worse, getting turned into a lab rat for the rest of his life, he must say that the rewards were worth the risk.

The first few natives he chose for the resurrection slots were, of course, his ten royal agents. All his royal agents occupied the ten slots inside the Soul-securing Shrine. He just had to make sure now that the kingdom always had spare mana to activate the resurrection power.

For the ten slots of the Revival Pool, he first chose the kingdom's three lord marshalls. Emris, Arther, and Meryl. Those three were the important officers in his army. Next was Duchess Isabelle, Armstrong, Salem, Bailey, Ana, Stewart, and Kramer.

No one would complain about Isabelle, Ana, and Stewart because they were mythical grades. Armstrong also had a very prominent position as a lord commander. The rest however was less renowned. Jack chose Salem, Bailey, and Kramer due to his personal feelings.

People might complain that he did this out of favoritism, but he was a king. He thought he was entitled to a little favoritism, for goodness sake.

He would get two more royal agents when he leveled up his sovereign level, so he needed two empty slots in the future if he wanted all his royal agents to get the resurrection effect. He would deal with that when it was time.

He now went to the last wonder building. He chose Thenident as the metropolis to build this wonder. He had only 5 ruling powers left and this wonder coincidentally required fifty days for its construction time. His ruling powers were down to zero afterward. This was the first time he completely ran out of ruling power.

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Seven-race Trading Foundation (Wonder building)

Generates gold: 5,000 for each trade route.

Increases the number of trade routes that can be built. Friendly countries can build 2 trade routes. Allied countries can build 3 trade routes.

Increases the overall Economy of the country. The effect is doubled in the city where this wonder is built.

Improves the chance for foreign races from friendly countries to visit. The economy is further improved in proportion to the foreign population within the country.

Upkeep: 15,000 gold/month.

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After reading the description, Jack understood this wonder showed its best potential with more allied countries. Luckily, they had three of them. This wonder building also worked greatly when combined with the World Commerce Center. With this wonder increasing the number of trade routes and the World Commerce Center increasing the income of each trade route, the profit they gained was multiplied.

Jack immediately built two new trade routes to Verremor, Sangrod, and Palgrost.

With the added income, he believed he could continue the heavy expenditure for drafting plus building additional mobile fortresses every month.

He had used up his ruling powers, but he still built the remaining two wonder buildings. He built Legion Hall at Themetus and Killer Abode at Thebrington. He just had to wait fifty days for the two buildings to be completed. He would hasten the construction when he had enough ruling powers to spare.

With those two, only four more metropolises were without wonder buildings. Even so, he bet Themisphere had the most wonder buildings out of the seven countries.

Jack left the remaining arrangement to John. John would be doing a more detailed management of each settlement and started building the nourishment centers. John said he would wait for the mobile fortress to be ready and depart to the warzone with it. That should still take a few days.

Jack couldn't afford to wait that long. He had to catch up to Aldryth or they might lose a draconian queen ally.

Jack bid farewell to the guests from the league factions. He thanked them another time before leaving. Grace stayed to entertain the guests. She would catch up with Jack later.

#### **Chapter 1604: Marching Back Into Hydrurond**

Jack stopped by the bakery and restaurant, taking the gold coin profit as well as lots of food with beneficial effects from Ellie. It had been his habit to eat beneficial food three times a day, just like previous world habits, even when he didn't need to. So, he always had an extra boost from food at all times. He could afford this luxurious habit because he had the coins for it. He didn't even need to cook the food himself anymore.

After chatting with Ellie and Samantha, especially with Samantha because she asked a lot about Amy, Jack left and went to the zone portal. He used the device there to teleport to Palgrost. From there, he rode Pandora to the border where his army had been waiting.

It was late afternoon by then. His tasks ended up taking more of his time than he planned for. Aldryth was more than one day ahead of him already. The location where Aldryth entered into Hydrurond was also far away from where he would be entering since he marched from Palgrost. He hoped he could get to where Aldryth's force was before she clashed with the enemy force.

Jack saw the mass of the army in the distance. Everything had been arranged. Palgrost's officials were fully cooperative in helping the army prepare. He mostly saw the human soldiers in the army. Palgrost army had left for the Daflue region following John's plan. Vanessa had brought her vampire army to meet Sangrod's main army before they left for Hydrurond.

Jack lamented the situation. Their three forces, Aldryth's, Sangrod's, and his, were supposed to enter Hydrurond simultaneously and carry out a coordinated attack, but Master's heinous act in Hydrurond had turned their plan upside down.

Now, the three of them were most likely entering at a different time.

Pandora flew to the head of the army where Arther and Meryl were waiting. The army was larger because many players had also joined. There were almost one million outworlders, bringing their army counts to almost twice. Most of them were players from Palgrost. The Themisphere players were following the army led by Emris.

A legion of 20,000 Palgrost soldiers were in the mix. They were led by Broban Deepminer, Thelgrun's aide. Jobreak Goldhoarder, who used to be a part of Boron's rebellion but rejoined President Thelgrun



afterward, was also there. Thelgrun sent this legion so that the guilds that followed Jack's army could summon their guild armies when needed.

The army was ready to move at a moment's notice. Jack hovered over the army and addressed his soldiers. His voice reached all the soldiers thanks to his mana manipulation.

"Thank you, everyone! I know you have just been through a fierce battle a few weeks ago and long to be back in our home country. Unfortunately, our work is not done. The force of evil we drove out of this country weeks ago is now performing genocide in Hydrurond. Our ally, the legitimate queen of Hydrurond is now on her way to stop this madness. We are honor-bound to help her. We also cannot let this unspeakable evil go unchecked. We will not rest until we vanquish this evil, which means you will not likely go back to Themisphere until we chase our enemy back to his lair in Liguritudum and eradicate them for good. I apologize for asking this from you but believe me the world will be a better place for you, your family, and your descendants once we complete this crusade. This is a war for our country, our world, and our future! Are you with me...?!"

"We are...!!" Arther shouted. The others followed suit.

"Thank you! Now, let us march. To Hydrurond!!!" Jack summoned his Runestone of March. The army started moving with the enhanced speed from the runestone.

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With normal speed, it would take the Themisphere army in Palgrost six days to reach Hydrurond, but Jack's Runestone of Marching cut that to four days. Aldryth's army which had left one day earlier required five days to cross the border. The two armies ended up arriving in Hydrurond's territory on the same day. However, Jack's force was in the south of Hydrurond while Aldryth's was in the East. They were days apart from one another.

Jack sent messages to Arthur, who was marching with Aldryth. He asked Arthur to request Aldryth to stay at the border and not to enter too deep into Hydrurond before they joined forces, but Arthur told Jack that Aldryth had no intention of doing that.

Master continued to massacre one settlement after another. The speed of his dreadful undertaking had slowed down significantly since the second day. This was because more and more settlements had put up fierce resistance. All native combatants had banded together to repel Master's force.

Even many players joined the resistance. They couldn't stand such an indiscriminate killing. Added by the news about how Master had killed many players during the convention, Hydrurond players who originally had no intention of getting involved in the war now joined the native's side.

The combined players and native combatants were mostly low levels, though. They couldn't exactly turn the tide, but their number was great enough that they caused Master to lose soldiers before the settlement was subjugated. This forced Master to consolidate his force into a bigger army, to easily put the resistance down without losing much manpower. He was, after all, trying to build his force. Losing soldiers to get zombie soldiers was not truly productive.

So, Master could no longer spread his force to multiple settlements while he and his guild members teleported to one settlement after another for a quick extermination. He now had his army gather and move from one settlement to the next.

By the time Jack and Aldryth's forces entered Hydrurond. Master had slaughtered more than half of Hydrurond's population, leaving only the commoners who were level 1.

Aldryth knew this. She had a transmission device that fed her information about what happened in Hydrurond from someone in the resistance. She couldn't just stay still and let Master continue slaughtering her people. Even if her army was not Master's match, she had to go to her people.

Hence, she couldn't follow Jack's request to stay put.

The other half of the population that was still not yet touched was in the northern part of the country. Aldryth was heading there.

This ultimately caused her to move further away from Jack's force.

There was nothing Jack could do about the situation aside from urging his force to hurry. As they marched, they passed through the ruins of a village. It was completely demolished. No native was seen living there anymore. Whether they were all killed or they left after the devastation, Jack couldn't tell.

The human soldiers who saw the scene hardened their faces. This could be the scene in Themisphere if they let Liguritutum invade. No matter what, they couldn't allow that to happen!

## **Chapter 1605: Missing Combatants**

One day before Jack's force entered Hydrurond, Jack's human age increased to 21 months. His race skill, Limitless Potential, increased to rank 13. It now improved his HP by 4000, his Stamina and MP by 360, and all his attributes except for luck were increased by 13 points.

Along the march, he didn't stay idle. He formed a vanguard force and vanquished the monsters that were in their way, letting the main force march without any pause.

When there were no monsters to kill, he spent his time training mana manipulation and martial arts. He also repeated his skills and spells to increase their proficiencies. He wasn't afraid if he might need it in a sudden fight. He still had Reset.

During the four days of crossing the border region and eight days of traveling through Hydrurond's wasteland, Jack's Brave Swordsman increased to level 81.

He had 18 free attribute points which were accumulated from past level-ups. He spent all those points on his Endurance stat.

For free skill points, he only had 3 points from the Brave Swordsman. He used those points to level up Realm of Sword God to level 7. At this level, the small swords did 130% light damage, the final sword dealt 1300% light damage, and the AOE radius became 115 meters.

Several of his skills and spells also upgraded their stars. Flame Strike finally upgraded to its maximum tenth star. Its knockback force was at its strongest.

Four skills acquired their first star. Swords of the Brave, Beast Howl, Wind Jet, and Orb of Storm.

Swords of the Brave's star increased its range by two meters. Its range was now 32 meters.

Every star of Beast Howl increased its duration by half a minute and decreased its cooldown by one minute. It now lasted 5.5 minutes and its cooldown was 29 minutes.

Wind Jet's every star increased damage reduction by 4%. When Jack used Wind Jet, the damage he received while in motion was reduced by 14%.

The star for Orb of Storm increased its AOE by one meter. The orb now affected everything within a radius of 21 meters around it.

After eight days, Jack's force had trekked halfway through Hydrurond. They were nearing the northern region. Jack had been in constant contact with Arthur to keep track of Aldryth's whereabouts. They still needed a few days to get to where Aldryth was, but Jack received a message from Arthur that they had come into contact with the Liguritudum's force.

Outside a Hydrurond town, several days before Jack received Arthur's message about the contact, Master's army was preparing a siege. But then the gate to the town they were sieging was opened and a white flag was waved above it.

"They surrender?" Motherboard asked.

"Spring, lead a battalion into the town and check if traps are inside," Linda instructed.

"..."

"Hey! You have been given an order," Motherboard called to Spring Crown who stayed put.

"Something you want to say?" Master asked Spring Crown. "I haven't seen your signature smile for days now."

"You've truly gone out of line this time," Spring Crown replied.

"Are you going to do something about it?" Master asked again.

The small smile on Spring Crown's face was back. "No. I will carry out your order, boss."

Spring Crown signaled to the battalion that had been prepared by Linda to follow him. They marched into the town.

After a while, Spring Crown came back out with his battalion. He reported, "Went around the place. No combatants. Only commoners. The people inside said all the combatants had left to join the true sovereign of Hydrurond, Queen Aldryth."

"Do we know where this queen is at?" Master asked Linda.

"I've sent scouts to search for their whereabouts. The last location had her at Delphoia, the main city near Mount Audacias."

"We should just go there and crush this supposed queen," Motherboard suggested.

"I agree. The Themisphere force that came from Palgrost would still need some time to arrive. We should take the chance when they are separated," Linda said. "I suppose Aldryth's presence had caused the combatants of every settlement to flood to her. I doubt we will find any more combatants to add to our zombie army even if we go to another settlement."

"Rather than Aldryth's presence, I say it is our doing that has driven these combatants off to join her," Spring Crown criticized.

Master took a moment to contemplate. He then gave his order, "Set our course to Delphoia. Linda, you lead the army. There is one city on the way. You will still stop there to look for combatants just in case. As for this town... Ronald, take a legion with fast steeds. Enter this town and thoroughly search to ensure there is no hidden combatant. I will wait here to use my Necronomicon in case you find some. Kill anyone who resists."

"Gladly," Ronald responded.

Ronald led the legion and moved past Spring Crown with a smug smile. Spring Crown only stared back in silence.

The army started moving. Linda left a garrison that possessed fast steeds with Master. That way, Master and Ronald could catch up to the army.

"If you don't like it, then go with Linda," Master said to Spring Crown who was still staring at Ronald who had reached the town's entrance.

Without any word, Spring Crown summoned his steed and went with the army. His smile was again gone.

Master watched the gamer move away with a contemplating face.

Aldryth was indeed at Delphoia. She had been making her way through settlements after crossing into Hydrurond. He visited some that had been devastated by Master's army. The commoners were still alive, but they pleaded for her to stop Master's madness. Some commoners had combatants for families, and they were now mourning their losses.

Aldryth vowed to them that she would drive this evil out of their country. The commoners were happy with their queen's promise, but they were sad they couldn't do anything to help. As commoners, they were powerless.

As Aldryth made her way through the land, she visited some untouched settlements. Without second thoughts, all the combatants in those settlements volunteered to join Aldryth's army. So, her force grew.

When she arrived in Delphoia, she decided to use the metropolis as her base. Words had spread of her return and draconian combatants continued to flock to her each day. Even many outworlders of the draconian race joined her cause.

With the growing army, Aldryth prepared herself for the coming war.

## **Chapter 1606: Empty Fort**

Aldryth's paltry 500,000 troops had been boosted by an additional force of over a million. This additional force was comprised of both natives and outworlders. They were mostly outworlders and most of these outworlders were the draconian race.

Her army grew to almost two million strong. She should have a fighting chance with this number. The last intel said that Aurebor's army that was stationed in Hydrurond numbered 1,500,000. The question was what about the Liguritudum army that fled from Palgrost? Did that army return to Liguritudum or move into Hydrurond? Their spies and scouts failed to track this army's movement.

Aldryth did receive reports about ethereal soldiers among the ones that helped Master kill the civilian combatants for his zombie army, so a portion of the Liguritudum army was sure inside Hydrurond. How many were they? She didn't know.

One other uncertain thing was, how big was Master's zombie army at this moment?

She admitted that she had been rushing here due to impulse. Now that she studied her options, it was better to move back a bit and join Jack's force that was on the way. However, the people who had gathered under her would not be happy. They had come from all over the country to her banner with a fiery spirit. If after all that, she gave them the order to retreat. How would they react?

She was the legitimate queen according to the people, but she was not one according to the world system. If she lost the people's trust, she lost what little status she had. Hence, the dilemma.

Zoikod understood her predicament. He offered her an option which was also a gamble.

He suggested that they head to Messephyria and take her rightful throne back. Messephyria was located near the center of the country. Even when the settlements around the capital were in ruins, Messephyria was still untouched. Master had left that place alone to keep the low-ranked draconian soldiers garrisoned inside the capital at sufficient morale, preventing them from deserting.

Master was willing to let go of this country, but he planned to bleed it dry before he relinquished the throne. Hence, he left Messephyria for last.

Aldryth didn't take long to decide. Another transmission report came in from a city. The report said that Master's troops came and searched for combatants. This city was located between Delphoia and where Master's army was last reported to be seen.

"Can they tell for sure how many troops the enemy has?" Aldryth asked.

Zoikod shook his head. "They can't tell."

"What about the outworlders?" Aldryth turned to Arthur.

Arthur shrugged. "All they said is that the enemy's army is massive. They couldn't make an accurate count."

"That doesn't sound encouraging...," Zoikod remarked. "Maybe we should just stay in this city and play defense."

"This city's defensive structure is not that good," Aldryth said. "Whoever sat on the throne has neglected the city's infrastructure. Everything is out of maintenance."

"They must have siphoned all the resources of this country to Liguritutum," Zoikod shook his head with a sad look.

Aldryth took a deep breath. She had decided. "We will take the bet. They are heading to us. We will instead head to Messephyria. That should put some distance between us and them. At the same time, we can shorten the distance between us and King Storm Wind's force."

"What if we can't break through Messephyria's defense? We will get caught in between the capital and the pursuing enemy army," Arthur asked.

"That's why I said it is a gamble. Let's start organizing and leave before the enemy arrives," Aldryth said.

Zoikod nodded. "I will gather everyone. I will also send some squads around this city to make sure there are no enemy scouts. It should buy us more time if the enemy does not know we are leaving."

"In that case, I will join one of these squads," Arthur said. "These old bones prefer the outdoor air than being cooped up inside here."

\*

That night, Aldryth's force left the city under the cover of night. Nobody used a torch. Almost all of them were draconians. Native draconians had better night vision compared to other races except for the vampire race, while draconian outworlders gained a race skill that enhanced their night vision when their age reached the ninth month.

This race skill was called Draconic Eye, rank 1. It gave the owner the passive ability to see better in the dark and also had an active ability to slow down time by a little. It was like the weakened version of Jack's Dragon Eye. At least that was the case when the skill was at its first rank. As draconians aged further, this race skill might gain a higher rank and become more powerful.

There was coincidentally no moon in the sky. It was pitch black. Even if there were enemy scouts, they wouldn't be able to spot this moving army.

Arthur and the squads had made several rounds around the land earlier. They did find several native ethereals, which they killed on the spot even when these ethereals were wearing civilian clothes. They also found some suspicious individuals whom they attacked. They didn't want to take any chances. Some escaped. Arthur and the others chased these people until far away.

Their vigilance bore fruits because Master's side didn't know they had left the city. His army continued to march toward Delphoia.

\*

On the day when Master's army arrived. Delphoia's gate was open. Another white flag was seen above the opened gate.

"Is this again a real one? Or finally, we get an empty fort strategy?" Spring Crown asked.

"You are back to your jovial self," Linda said to Spring Crown.

"What do you mean jovial? I am never jovial," Spring Crown replied.

"Ronald, take people and search!" Master ordered.

"It's too quiet. I don't think they are inside. The last intel said they had amassed quite a force," Linda said.

"Where are the scouts we sent to watch them?" Master asked.

"I stopped receiving transmissions from them some time ago," Linda answered.

"What about you?" Master asked Spring Crown. "I sent you ahead to watch this place. You don't see the army leaving?"

"The city has been quiet since I arrived yesterday. I saw nothing until you all came," Spring Crown answered.

"You didn't meet my scouts?" Linda asked.

"I didn't," Spring Crown lied. Some of the suspicious individuals Arthur chased away were indeed Linda's native scouts. When they fled, they met Spring Crown on the way. They recognized him and reported to him about the increased vigilance around the city.

After finishing listening to their reports, Spring Crown sent them to the afterlife.

#### **Chapter 1607: Getting Ready For A Battle**

After spending some time searching inside Delphoia, Ronald was sure there was no hidden army. Everyone inside the city was just commoners. With a disappointed expression, Ronald reported his findings to Master. Master then had Linda organize scouts to search for Aldryth's missing army.

It was impossible to hide such a large army for long. Eventually, Master received news of Aldryth's army movements.

"They were heading to Messephyria?" Motherboard asked.

"From the direction they are heading, it is safe to assume so," Linda answered.

"Then what are we waiting for? Let's go," Ronald said. His hands were getting itchy. There were no more native combatants to massacre and the prey they were supposed to do battle with had turned out to avoid a direct clash with them.

"They have at least two days' head start," Linda said. "They also didn't carry any siege weapons. It won't be easy catching up to them even if we use our army haste scrolls."

"If they don't bring siege weapons, then they are fools to attack the capital," Ronald said.

"Not necessarily," Linda replied. "We never truly repair the damage we did to Messephyria. All the funds had been used to build our army for further conquest. That large gap in the capital wall was still there."

"The one caused by Suzaki?" Ronald asked.

Linda nodded.

"Heh, I never truly understand how you, top executives, think. Well, whatever. Are we going to chase them or not?" Ronald asked with impatience.

"We are. Move out!" Master ordered.

"Shouldn't we make camp inside the city and head out tomorrow morning? It is about to get dark," Spring Crown protested.

"What's the matter? Afraid of the dark?" Ronald mocked.

"We have no time to lose. We will camp at midnight. Move out!" Master repeated.

As they marched, Master sent a message to Gridhacker, informing him about the incoming enemy. He had left some troops in the capital aside from the draconian soldiers. These troops should hold Aldryth's army long enough in case they couldn't catch the enemy before they reached Messephyria.

\*

Aldryth's force moved at high speed toward the capital. Without any siege weapons, they could move fast. They didn't worry about how to breach the capital's defense. They knew that the gap in the wall the Liguritum army had caused the last time was still there. After the massacre in the other settlements, they had almost every draconian's support. These draconians happily reached out to inform the resistance, which eventually reached Aldryth's ears.

They were around two days away from the capital when the scouts who watched their tails informed Aldryth of enemies who were fast approaching.

"So fast?!" Aldryth exclaimed in surprise.

"How many are they?" Zoikod asked the scouts.

"I can't tell for sure... I think their number is around the same as us," one of the scouts answered.

"The same as us? Then we should face them head-on, my queen!" Dytess, the sole surviving Lord Dominator, exclaimed.

"Are you sure they have the same number as us?" Zoikod asked again.

"Uh...", The scout was lost for words. Didn't he say he couldn't tell for sure?

"Their number doesn't look like they outnumber us," His friend came to his rescue.

"Can you tell their races? Are they of the elven race?" Aldryth asked.

"No, they are the ethereal race," The scout answered.

"Which meant the Aurebor's army might be in Messephyria, waiting for us," Zoikod said.

"We didn't get news from our allies that there were elven troops stationed in the capital," Dytess said.

"They might be hidden," Zoikod argued. "If we continue to Messephyria, we might get hit from two sides. We won't be able to shake the enemies on our tail now that they are so close."



"That's right! We should hit this one on our tail before we resume our advance to Messephyria," Dytess declared.

Aldryth considered her options and looked around at the terrains they were at. They were in hilly regions filled with grasslands. No place to use for an ambush, but those small hills provided high grounds.

"Everyone, battle formations! Prepare for a battle!" Aldryth announced. "Zoikod, take our range units and occupy those hills. Dytess, form a defensive line to prepare for the enemy and protect our range units. Arthur, Megan, please help lead the outworlders and coordinate with our army."

"Yes, my Queen!" They all replied.

Everyone went to prepare. Arthur and Megan went and relayed the order to the player's community who formed half the bulk of these two million troops.

Inquisition, the number one guild in Hydrurond, also joined Aldryth's side, but it was Megan who was appointed their leader. Many members of the Inquisition felt dissatisfied with this appointment, but their leader, Herald, wasn't so troubled by it. Despite being a prideful person, he also couldn't stand Master's genocidal act. He already decided to oppose Master after what happened at the convention. Master's indiscriminate killings of the native combatants further strengthened his resolve. So, he didn't mind who took charge in this war as long as it was against Master.

Megan told everyone about the incoming battle and everyone took positions. Out of the eleven guilds in Hydrurond with Headquarters, eight had joined Aldryth's side, two joined Master's side, and one chose to not involve themselves in this war.

These eight guilds prepared their guild summoning platforms on the hills with the range units. They were now waiting for the enemies to arrive.

Not long after, they saw the dust clouds. There was not much sand in this grassland but the sheer number of incoming troops still managed to cause that many dust clouds. The enemy came into view then.

The enemy was mostly composed of the ethereal race, both natives and outworlders. A decent number of draconian outworlders and the rest were outworlders with a little bit of every other race. From the looks of it, the enemy was the same as them. Half of their bulks were also outworlders.

Both sides appeared to have the same number of troops. The one at the lead of the enemy army was an elven female. Aldryth recognized her as Liguritudum's chief strategist. She gave a sign for everyone to stop before they came into attacking range.

Aldryth watched the enemy from afar. Her draconian eyes allowed her a long-distance view.

"... I don't see the Liguritudum ruler, and none in that army are zombies," Aldryth uttered.

## **Chapter 1608: Chaotic Battle**

The absence of the Liguritudum leader was relieving. Aldryth had heard from Arthur that Master had two eternal-grade zombie dragons by his side. If he called his country guardian, he would have three

eternal-grade helpers. Aldryth could no longer call Eoranth. She didn't know for sure if the lord of dragons would come to her aid again, or if Eoranth was even still in Hydrurond. Her army would be at a serious disadvantage against those three eternal-grade beings. Hence, she was glad when she didn't see Master.

However, the fact that she didn't see any zombie troops worried Aldryth. This meant the enemy army in front of them was not Master's full force.

"They probably left the zombie army behind so they can catch up to us," Zoikod said. "Most of the zombie army are formed from low-level natives. So, their speed cannot be compared to the formal army."

"... Then we have to destroy the enemy in front of us before the zombie army catches up," Aldryth said.

Yet, the enemy just stood there beyond their reach. They had prepared a proper formation and occupied strategic positions, but this was all pointless if the enemy didn't advance. The enemy seemed to be content to just stand there and watch. Moreover, a portion of the enemy army started to go to the hills on their side and hunkered down. It was as if they were preparing a defensive position instead.

"Damn it... It doesn't seem like the enemy is willing to give us an easy win," Megan cursed.

"If they are easily defeated, we wouldn't have lost the last time," Arthur said.

Aldryth also didn't know what to do. If they continued to wait, the zombie army would catch up. If they advanced, they lost their strategic positions and went into an enemy who had the strategic advantage. If they moved away, they would also lose their strategic advantage. The enemy might continue their watch-and-wait stance until they arrived in Messephyria, but then they would be beset from two sides.

After some thought, Aldryth called for Arthur. She asked when he arrived, "Where is the Themisphere king's position at this moment?"

"Let me ask," Arthur replied.

After a while, he said, "He checked the coordinates I sent him. He said they probably need two more days before arriving here."

"Two more days... Alright, let's move away. Suppose the enemy doesn't want to engage. We will lure them until we join the Themisphere force and hit them together. Tell everyone to prepare to move!"

The orders were given. The guild leaders who had prepared their guild army summoning platform stored the platforms back. Luckily, they weren't hasty and had not yet summoned their armies before the battle started.

Once everyone was ready, the army started moving again. As they did, the enemy army also moved.

When they expected the enemy to maintain a constant distance, the distance was instead shortened rapidly.

Although they were moving again, Aldryth placed the majority of their melee soldiers at their rear, facing the enemy. These soldiers were now shouting to tell the others that the enemy was fast approaching.

Aldryth looked back and watched the enemy in surprise. "They intend to fight now?"

"It seems like they never intend on letting us go. They just want us to let go of our strategic positions," Arthur said.

"They also lost theirs," Zoikod said.

"Yes. They want to engage us on equal grounds," Arthur said. "They are confident they can beat us if both sides hold no advantage."

"How arrogant! We will prove them wrong!" Dytest exclaimed. "My queen, your words?"

"... Everyone, charge the enemy!!!" Aldryth gave her order.

The two sides charged toward one another without any particular formation. Soon, the two forces collided. The battle was completely chaotic. It was brute force against brute force.

The eight guild players with the guild army summoning platforms took positions while the army fought on the front line. These guild players summoned their guild armies. Each army summoned around 50,000 guild soldiers. This bolstered their army to almost an additional half million.

But as soon as they received the reinforcements from the guilds, the enemy army also did. Only two guilds from Hydrurond supported Liguritutum, but guilds from Liguritutum were also with the army. Eight Liguritutum guilds took out their guild army summoning platforms. These eight included the World Maker and Warriors of Solidarity. A total of ten guilds supported the Liguritutum army.

The Liguritutum guilds lost quite a lot of guild soldiers in the war in Palgrost a month ago, but they had retrained their soldiers. The average number of soldiers they summoned might not be as many as the Hydrurond guilds, but after the ten guilds summoned their guild armies, Liguritutum also received almost half a million reinforcements.

Hence, the battle power between the two sides remained equal.

However, a clear distinction in the quality of the guild soldiers became apparent when World Maker's guild soldiers clashed with the opposite guild soldiers. Aside from Everlasting Heavenly Legends, no guilds could compete with World Maker's guild soldiers.

Arthur, Megan, and Herald led the guild players as they fought against the enemy players.

Arthur was level 76. His level was among the top players who had never died. His katana moved with expert precision. His blade was almost able to take the enemy players' lives with each swing. Using the sword's heart, each of his strikes hit the enemy player's fatal parts, causing critical damage.

But even with his incredible kill rate, he still found that his comrades were decreasing faster than the enemies. As his allies fell, Arthur became stronger. This was due to the level 70 skill of his Avenging Knight special class, Avenging Spirit, which was the same as the weapon skill from Jack's God of Courage's Sword. His attributes and damage power increased every time an ally died, to a maximum of 100% damage and 200% attributes increase. This effect lasted until the end of the battle.

With this boost, he killed the enemies even faster. But still, he found his allies continued to decrease while his opponents increased. As time passed, he found that he had to fight more than ten enemies at a time.

### **Chapter 1609: Overwhelming Force**

Arthur had to deal with more enemies because the enemy players were killing his allies faster than he killed his opponents. As time passed, he not only had to fight more opponents but also stronger ones. He couldn't defeat the enemies as easily as before even with his boosted damage and stats. Most of his opponents were now World Maker's core members who had the special classes.

Megan and Herald tried to support Arthur, but they were too in trouble as they were surrounded by the enemies. They didn't give up. They were protected by Faith Armor and their maces shone with purifying light. These were non-standard skills of the inquisitors, Consecrated Weapon. The skill filled the user's weapon with sacred light, increasing the weapon's damage as well as dealing extra damage to magic-class, demons, undead, and darkness enemies

Each hit from the weapon with the Consecrated Weapon had a high chance of disrupting the enemy's spell casting. The lesser the intelligence stat of the hit target, the more likely the casting was disrupted.

Megan also used the level 60 skill from her Exorcist special class, Exorcising Chant. This skill dealt small soul damage to all enemies and healed allies every second in an area around her. The damage was double for demons, undead, darkness, and vampires. The duration of this skill was one minute at its first level and five minutes at its max level, which was the level of Megan's skill. This skill could be ended before its full duration if the user was hit.

As they fought their way to get to Arthur, a series of standard attacks dealing chaos damage assailed them. Megan was hit, which stopped her Exorcising Chant.

Herald, who carried a large shield, immediately put himself before Megan to shield her from more hits. He used his shield to block the chaos element attacks.

"You should have picked the winning side, brother Herald. How pitiful you choose to be tempted by that siren."

The owner of the voice was also the one who sent them the range attacks containing the chaos element. It was Morius, the leader of the Sand Family, one of the two Hydrurond guilds who supported the Liguritudum army. He was under the effect of Demonic Possession. His lesser demon was beside him.

"Morius, you snake. You are just an opportunistic low-life with no honor," Megan scolded.

"Spoken like a vicious siren. It will be my pleasure when I stand over your dead body," Morius said. He continued firing his standard attacks. The lesser demon beside him also fired dark-homing balls at the two.

Both Herald and Megan activated their Angelic Possessions. Wings made of light sprouted behind them as their attributes increased.

Megan used Purging Radiance on the lesser demon, which was a ranged skill. The lesser demon screamed in pain and received light damage. The purging radiance caused a strong reaction to demons, undead, and vampires. The lesser demon stopped attacking then.

Taking the chance, Herald also used his special class' skills. His special class was Witch Hunter. A translucent light covered his body. It was Witch Hunter's level 60 skill, Anti-magic Safeguard. This skill reduced all magical and elemental damage by 80% for thirty seconds at its first level and one minute when it was max-leveled.

With the immunity from magic, Herald tanked Morius' chaos attacks. He also cast Wind Jet, which was learnable by all elite classes branched from the Magician's class. He arrived before Morius in a heartbeat. His mace struck Morius before Morius could react.

His attack was done using Witch Hunter's level 50 skill, Silencing Strike. This skill dealt light damage and also prevented struck opponents from casting any spell in the next ten seconds. But because Herald had maxed this skill, the duration of silence was increased to thirty seconds.

As a spell caster, losing the ability to cast a spell was the same as becoming a sitting duck. Morius was unable to fight back as Herald continued raining one blow after another. His guild members tried to help him but Megan came and stopped them from disrupting Herald.

Morius didn't have a high HP. Under Herald's punishment, he lost his life.

Herald and Megan might have won the fight, but the battle around them was a losing one. Even Arthur was forced to retreat as he repelled the enemy's experts. Spring Crown had appeared out of nowhere and fought against Arthur. Spring Crown was able to coordinate perfectly with the allies around him. This gave Arthur a hard time despite his expert swordsmanship.

Then, they heard gunshots. One of their members received rapid headshots and died. They turned and saw it was Ronald.

With the two heavenly enforcers, their situation became even more precarious. They had to continue to step back as more and more of their comrades fell.

While the players from Hydrurond's side were having difficulty, the opposing native armies fought to a stalemate. Neither had an advantage over the others. Dytess fought against Oberon, Liguritutum's high marshall. The two had fought before and knew one another's skills. Both intended the battle this time to be the last.

The battle continued for half a day. Hydrurond's players might be losing. But with the support from the native soldiers, they stopped their continuous retreat. Even though the two native armies appeared equal, the morale of the Hydrurond army was higher. Hence, they could cover the loss suffered by the player's side.

When Aldryth thought they could slowly push this battle to their advantage, she heard the sound of a horn from behind the Liguritutum army.

Everyone looked in that direction. What they saw caused their eyes to bulge. A sea of draconians was heading their way. Their number was so great that they seemed to cover the entire landscape. Riding in front of this overwhelming force was Master. Above him flew two giant dragons.

"This... This is how many of our people he has sacrificed...?" Zoikod asked with a trembling voice.

Aldryth couldn't utter a word. She was both horrified and infuriated by the scene before him.

The force that Master brought probably reached ten million.

### **Chapter 1610: A Disgraceful Loss**

Most of the massive force within Master's newly formed zombie army had low levels. Still, their number was overpowering. Additionally, two eternal-grade dragons were leading this army. Master himself wasn't one to be looked down on.

There was no way they could win this.

Everyone knew that, but they stood fast out of sheer determination. Aldryth knew the fact too. Staying would just be delivering their lives to the enemies. With a heavy heart, she gave the order to retreat.

The Hydrurond army started moving away from the fight, but the Liguritudum army had expected this. They latched onto the enemies, striking them as they retreated. This caused even more casualties on Hydrurond's side.

Those who were too far ahead on the front line bravely sacrificed themselves to let their comrades flee. Even the outworlders did so, but many scattered with no sense of direction.

Arthur wanted to stay and fight, but Megan pulled him away. Their guild members sacrificed themselves to cover their escape. The sacrifices from guild players were less gallant and more practical. These were players who had been prepared for such a situation. All of them wore amulets of rebirth.

The zombie army couldn't move fast due to their low levels, but the two dragons could. They flew forward and rained their breaths on the enemy army, further reaping more deaths.

In the end, the battle ended with a massive loss on Aldryth's side. She lost half of her army. She continued to suffer losses as the Liguritudum army continued to dog them with the two dragons. She ended up having to divide her army into multiple smaller forces while she fled under cover.

It was a disgraceful loss. She almost resolved to sacrifice herself out of pride by facing the pursuing enemies, but Zoikod and Arthur talked her out of it.

The Liguritudum army spread and searched for the fleeing enemies, slaughtering every enemy they could catch.

Master stopped at the battleground and used his Necronomicon to resurrect the freshly fallen troops. Different from his current zombie army, these were proper troops with sufficient levels. Their number was not many, though, as both sides were comprised of more players than natives. Even so, additional troops meant additional battle power, no matter how little.

Linda came to Master who was still resurrecting the zombies. She gave the army free authority to pursue the enemies until a certain distance.

"I suggest we go deal with the Themisphere force next," Linda said. "It will be best if everything goes smoothly and we defeat their armies one by one before they gather."

"But you don't think it will go smoothly?" Master asked.

"My last intel from a few days ago told me Sangrod army had also passed the border and heading to assemble with the Themisphere army. Themisphere army might have rushed our way to save the Hydrurond queen. But after our victory here, I doubt he will be stupid enough to continue coming our way. The smarter move is to turn back and meet with the Sangrod army before facing us. This was even more so now that we have revealed our zombie army."

"Hmph! We will just crush them with our overwhelming force," Master uttered.

"Our number is indeed impressive, but a big portion is just low-level units. The best they can do is hinder the opponents while our heavy hitters do the actual work. But if the enemy had a sufficient number, our larger mass would still not provide a sure win."

"Now that they know about our zombie army, do you think the Themisphere army will dare come at us after meeting up with the Sangrod army?" Master asked.

"My prediction is they will avoid us until the other Themisphere army arrives. We have known for some time there is another army being prepared in Themisphere. We just don't know yet what this army movement is. Most probably they will come here. If they all gather, we will still have a problem because they will have many more high-level soldiers compared to us. It will be best if we defeat them before that."

Master contemplated Linda's words. "All right. It is pointless to chase after the Themisphere army that is already here. We won't be able to match their speed. Let them meet with the Sangrod army. We will move to near the border of the Khan region, which should be where the second Themisphere army is coming from. If we put ourselves in between them, they would have no choice but to come to us if they want to gather. Once they do, we just advance to whichever one is the closest and take them out before the other one arrives."

"My thought exactly," Linda said.

With that agreement, Linda sent the order to their troops to prepare for moving. Master went back to resurrecting the fallen soldiers. As he was doing that, he received a message from Gridhacker.

Earlier when Aldryth's army first came into clash with the Liguritudum army, Jack received the news from Arthur. After checking the coordinates, he learned that his force was still around two days away. By the time he arrived, the battle would be long over.

"Should we rush over?" Grace asked. As promised, she had ridden her Unicorn to catch up with Jack's marching troop.

Jack shook his head.

"We still need to continue ahead to join the draconian queen, don't we?" Genesis asked.

As the number one guild in Palgrost, the Lich Squad had been appointed the leader of Palgrost players. The leader of the guild, Viking, followed President Thelgrun on Palgrost's armada, but the majority of his guild members followed Jack's army. His second-in-command, Genesis, took charge in his absence.

Jack looked to the West. Jack had been in contact with Arthur these past few days, so he knew Aldryth was heading to Messephyria. Their original plan was to attack the capital together. His force was closer to the capital. It was only half a day away.

Genesis was about to ask again when Jack spoke, "It's too late to go over to help Queen Aldryth. They will have to settle the battle themselves. We will instead head to Messephyria."

"Messephyria?" Genesis asked.

"We will take the capital while the enemy's force is dealing with Aldryth's," Jack declared.