

## World 1631

### Chapter 1631: Both Sides Aim for the Command Bases

Linda watched the situation unfold both from afar and from the projection above the war table. She saw the yellow dragon descend from the sky and start tangling with Eurdrasill.

She couldn't wrap her head around how this could have happened. The intel mentioned that Tiemezzys was full of wrath when he quit his post. The reason for his fury was that the current Themisphere King had killed the previous one. In that sense, even if Tiemezzys appeared here, he should have directed his aggression on the Themisphere army instead of theirs. Why would he aid the army led by his sworn enemy?

While Linda was still trying to think of a reasonable explanation, a large group of red dots appeared near her position.

"A surprise army...," Linda muttered.

She was not that surprised, though. When the Sangrod army arrived, she figured they would take an opportunity to send a small detachment to look for the enemy's command base. She had placed scouts all around the place so any approaching foreign force would immediately be detected.

"They are fast..."

Linda told the native troops around her to prepare for an engagement. The surprise army coming her way numbered around 100,000. It was roughly the number of troops she had with her.

When the enemies came into view, she saw that they were all comprised of the same units. They wore dark light armor and rode atop creatures that looked like large dark wolves.

"Death dealers," Linda identified the incoming army. She knew these troops were one of Sangrod's special units. These troops were also the ones attacking them in Palgrost. The difference was they didn't have a good look at these death dealers the last time because it was nighttime.

Linda looked at the time. It was still a bit more than an hour before sunset. It was better to deal with these death dealers before then. She set up the troops into a defensive formation that faced the incoming army. Troops with shields and long weapons like spears and pikes were positioned at the front while archers and mages got ready behind.

When the death dealers came closer, they spread out. They were going to surround the enemy's command base before attacking. Linda had expected this. She rearranged the troops into a square formation with her at the center.

Arrows and spells flew at the death dealers when they came into range. The death dealers responded by jumping down from their rides. The shadow wargs became even faster without the burden of their rider. Their charge brought them to their enemies in a blink of an eye. They immediately pounced at these enemies.

Their riders weaved their way through arrows and spells. Though they couldn't dodge all the attacks, they were very fast. Once they arrived, they joined their pets in melee. They used bladed tonfas for

weapons. They possessed several skills from the Blade Dancer class. Once they got into melee, few could resist their ferocity.

The soldiers forming the defensive perimeter were all regular units. As time passed, it was clear that the death dealers were getting the upper hand. Yet, Linda didn't seem concerned. She continued working on the war table. She had been maneuvering the army around the gap in the wall to look for a breaching point, but the enemies were very persistent. It was only a matter of time, though. The enemies had gone all out to resist them, but this wouldn't last for long.

After some time, the first death dealer finally cut his way into where Linda was located. When he lunged at Linda, she vanished, together with the war table. A glowing rune diagram was the only thing left where she had been.

It was the Field Teleportation rune diagram. She had now moved to a location far away. Her guild members had been preparing many of these Field Teleportation diagrams all around the landscape surrounding the capital.

At the place where she appeared, a small army was on standby. Nearby was another unused Field Teleportation diagram. She had the people move the war table right above the diagram. She then resumed control over the army. She didn't worry if those death dealers came again. She could teleport several more times if needed.

The only one she needed to worry about was if an invisible and undetectable enemy approached her, the way Jack did previously. She doubted there were more people with such an ability. Jack was stuck on the battlefield. She had people on the battlefield pay attention to Jack's whereabouts, even his clones.

Hence, Linda resumed guiding the army without any worry. As she did, she received a report. Her guild member had found the command base of the Sangrod army.

Unlike the Themisphere and Hyrdurond whose base was inside the capital, the Sangrod army was outside. This army also brought their war table. Guilds from Sangrod summoned their guild armies when the Sangrod army stormed into the battlefield to aid the defenders. They all had their guild army command platforms near the war table.

While the defenders went all out after the divine earth titan broke the wall, the Liguritutum army still had the luxury of keeping a reserve army behind. Linda was now issuing an order for this reserve army to head to the Sangrod army's command base.

The Sangrod army sent a majority of their force to the battlefield while keeping only around 100,000 to defend their command base. When they saw Liguritutum's 500,000-strong reserve army headed to them, they could only curse.

The guild leaders pulled their guild armies back to defend the command base. The native commander operating the war table did the same, but this caused the pressure on the Liguritutum army to lessen. Linda could now refocus her attempt to breach the gap in the wall.

Linda looked at the projection. At several spots, the zombie army had climbed through the wall and entered the capital. They were now working their way to harass the defenders from the inside. She

believed victory was just a matter of time. The only ones who could affect the victory were those eternal combatants on the field.

By now, the divine earth titan had run out of its duration and disappeared. Suzaki was now fighting Broidrireg alone. Even though that seemed discouraging, Jack's Strength of Hope and Terras' Elevate Beast had also ended. Without those buffs, they were unable to stop Uddroth. Eurdrasill was still tussling with Tiemezzys who arrived not long ago.

This meant Uddroth had free rein.

### **Chapter 1632: A Breach through the Gap in the Wall**

Upon arrival, Tiemezzys cast a defensive spell that erected a tall and long earth wall. The spell was called the divine earth wall, a more powerful spell than the standard earth wall. This earth wall was placed right in the middle of the Liguritutum army that was storming the gap in the wall. It effectively split their force into two.

With the Liguritutum force divided, the pressure on the defenders lessened. The defenders were able to deal with the army trapped behind the wall while the remaining enemies on the other side tried to break the earth wall.

Tiemezzys also landed and used his Sand Domain. His sand domain covered a very large area. All enemies within the domain experienced increased gravity.

Tiemezzys burrowed into this sand before assaulting Eurdrasill with hit-and-run assaults from the underground.

Even though Eurdrasill was as strong as Tiemezzys in the physical sense, he was not Tiemezzys's opponent. This was because Eurdrasill in his zombie state could not use mana sense or mana manipulation. It was just a matter of time before Eurdrasill was defeated.

The old soldiers from Themisphere cheered for their ex-country guardian's display. The despondency they felt when the capital wall crumbled was now replaced by hope. A hope that they could still win this battle.

The same could not be said for the defenders who were watching the battle on the other side. Jack and Terras had both lost their buffs. Even his clones' duration ended. With normal buffs, Jack was unable to compete with Uddroth.

Uddroth's demonization had also ended, but the dragon still proved too much for Jack and Terras. Terras was slapped by Uddroth's tail. It was sent flying away. Jack flew around dodging Uddroth's attacks. He was still fast enough as long as he focused on dodging, but that was all he could do.

Uddroth finally decided it was not worth it to play cat and mouse with Jack. He flew toward the gap in the wall. His hands conjured a couple of fireballs which he threw at Tiemezzys' earth wall. The divine earth wall resisted the fireballs but cracks started appearing.

Uddroth opened his mouth. He was ready to unleash another divine fire breath.

"Shit! Peniel, give me invulnerability!" Jack exclaimed. He flew right in front of Uddroth.

Thick and dense fiery pillar poured out of Uddroth's mouth. Jack used his body protected by invulnerability to stop the breath attack.

Unfortunately, even if Jack was unharmed, the breath attack was too powerful. Jack couldn't stop the force with just his body. He was pushed in the air until he slammed into Tiemezzys' earth wall. Even then, Uddroth's divine fire breath didn't stop. Jack's body sunk into the wall while more cracks appeared.

"Crap!" Jack cursed. His effort to stop this breath attack was futile. He cast Teleportation and moved away before his invulnerability ended.

The divine earth wall finally crumbled after getting blasted by Uddroth's divine fire breath. The Liguritutum army rushed in again.

Uddroth was not done. He flew above the defenders who were guarding the gap in the wall and cast a spell. It was an eight-rune spell. When it was completed, uncountable large fireballs poured forth. These fireballs flew like homing missiles and slammed into the defenders. Each fireball created a powerful detonation upon impact.

Jack thought the spell was similar to Flame Wrath, only much more powerful and created many more fireballs. Peniel later told Jack that he was not wrong. This spell was called Divine Flame Wrath.

Grace and Arthur were among the defenders who guarded this gap. When several fireballs headed toward their position, Grace called Arthur to stay behind her. As a senior, Arthur was hesitant to hide behind a junior in a time of danger, but then he sensed a peculiar energy from Grace's palm.

Grace used the Generosity of Hope. She then held her palm high. Dark cold energy was exuded from her palm. As it did, a strong suction force was generated. This force didn't suck physical things, though. So, Arthur and the other soldiers nearby weren't hampered by this force. When the fireball detonated near them, their flames were all sucked into Grace's palm without harming those around her.

There was even one fireball that fell straight into Grace. Arthur was about to come to the front and slash this fireball but Grace warned him to stay put. The fireball exploded before hitting Grace's palm. It was as if there was an invisible wall. All the force from the impact and detonation were then sucked into her palm.

Arthur saw that as Grace sucked all these energies, recovery numbers continued to pop up over her head. Her HP had been low due to the long fight, but it was full now.

After the calamity was over, Grace dropped to her knees. Despite a full HP bar, she couldn't move. She felt as if she just forced herself to run a three-day marathon without any rest.

Arthur came to her and propped her up. He was out of speech. For a youngster to be able to master the Nine Yin Devouring Palm to such a degree. He could only give her his respect in silence.

Aside from stopping the damage around her, Grace's Generosity of Hope also revived her allies who died nearby. Even so, she only protected a small area. With that one spell from Uddroth, the defender's formation was in tatters. The Liguritutum army didn't waste this golden chance. They charged and broke through the barricade. Arthur brought Grace away. She was not in the condition to resume fighting.

Jack flew down and fought the charging Liguritutum army, but he was as if fighting an unstoppable tide. For every ten enemies he killed, a hundred ran through the breach in the wall. The fighting had now shifted to the inside of the capital wall.

Uddroth was about to proceed and continued to help the Liguritutum army push deeper, but a water whip caught his neck. He was then pulled by a powerful force away from the capital and was thrown into the ground.

When he got up, he saw that it was Broidrireg. After the divine earth titan vanished, Broidrireg focused on taking Suzaki down. Suzaki knew she couldn't defeat Broidrireg as their last battle had proven, but Broidrireg also needed time to defeat Suzaki. Suzaki used defensive and evasive maneuvers to buy time.

When Broidrireg saw Uddroth cause a breach in the defense, he knew he had to postpone his sworn revenge to a later time. With a heavy heart, he attacked one of his descendants he once held dear. He knew Uddroth was just a husk of his former self, but it still pained him to attack the fallen dragon.

### **Chapter 1633: The Arrival of an Annoying Person**

"Stay down!" Broidrireg yelled. He pressed his two forelimbs on Uddroth, pinning the fire dragon to the ground.

A huge fireball slammed into the side of his head.

"Rargghh...!" He grunted.

The fireball was Suzaki in her fireball form. She followed up the attack by using a flame burst from a close range. Broidrireg had no choice but to move away. Suzaki followed up by throwing several feather flame darts. Uddroth rose and conjured flame pellets to assault Broidrireg.

Broidrireg cast a spell that covered his body with wind armor. The swirling winds around his body redirected these flame darts and flame pellets away.

He also simultaneously cast another spell in retaliation. His spell summoned a floating blob of water with ten massive tentacles. Six of these tentacles coiled themselves over Uddroth while the other four slapped wildly at Suzaki.

Broidrireg resumed casting offensive spells that targeted Suzaki. He didn't want to fight Uddroth if he could help it.

However, Uddroth didn't let himself be incapacitated for long. The water tentacles resisted Uddroth's physical efforts, but a powerful flame burst out of his body, evaporating the water tentacles entangling his body.

When he was about to rush to Broidrireg, the water tentacles quickly regrew and caught his legs. He turned back with a claw bursting into an intense flame. He slammed this burning claw into the body mass with the water tentacles. He squished that body mass with enormous strength. The blob was destroyed as the water forming its body was vaporized by the flames.

Uddroth then rushed at Broidrireg while Suzaki continued fighting using evasive maneuvers.

\*

Broidrireg might have pulled Uddroth's attention away, but the damage was done. The Liguritutum army continued to slip into the capital through the gap in the wall. The defenders were unable to hold the tide. Sangrod's army doubled their effort in hitting the Liguritutum army from the back but Linda commanded the army to ignore the Sangrod soldiers.

Linda sent messages to the guild members on the field to command the zombie soldiers nearby. This zombie army went and engaged the Sangrod army, giving the Liguritutum army more leeway to enter the capital.

"Bloody heck!" Jack cursed. He disengaged from the battle and flew into the capital.

As he had guessed, the enemy army who had entered the capital was making their way to the palace. The defenders continued to try to block their way, but it was impossible to block everyone since there were too many paths. Additionally, the enemy's number entering the capital continued to grow.

Previously, Linda was unable to showcase her maneuvering because there was not enough space to maneuver. There were simply too many units on the battlefield. Now that they entered the capital, she had more room to maneuver.

She sent several decoy squads to draw the defenders' attention while sending her real force through other paths. The defenders thought that they had stopped the enemy's advance, when there were other enemies already behind them, heading to the palace.

The ones from the defender side who could see the whole situation were Aldryth and the players in the throne room. They tried sending messages to coordinate with the army, but the responses were late. Aldryth didn't have command over the Themisphere army, while the Hydrurond army was only a small part of the defenders. As for the guild forces, they lost a large portion of their guild armies in the battle till now. They only had a few guild units left.

Jack did his best. His gold dragon wings allowed him to see the situation from the sky. He located the enemies who made the furthest progress and then headed over to engage them. Even so, he was just one person. Linda didn't concentrate all the soldiers into one force. Jack might stop one, but he couldn't stop the others. His Double Clone spell was also still on cooldown.

Jack couldn't think of a better solution. He continued to fight one force until reinforcements arrived. He then left this force to that reinforcement and flew up to locate another force.

As the situation seemed dire, Jack saw a change in the movement of his army. His army now moved in and actively searched for the enemy forces. This left the wall's defense weakened and allowed more zombie soldiers to climb in, but at the moment, protecting the palace was more important.

He agreed with this maneuver even if it wasn't him who gave the order. What interested him more was the way his army moved. They moved as if one. They spread out and covered all paths to look for enemies while moving toward the palace. Such coordination shouldn't be possible without a war table, and he didn't bring one with him.

"Yo, expert. That is one big mess you have made," Jack received a message from John.

"Hey! Are you nearby?" Jack asked with a hopeful feeling.

"That is a rhetorical question, is it? Otherwise, how do you suppose I take control of the army there?"

\*

Outside the capital, Linda continued using the war table to give commands to the forces inside the capital. The enemies seemed to suddenly become active in hunting her forces inside the capital. It didn't matter. More and more were entering. The defenders would soon find it overwhelming, especially when the entire capital was overrun by the zombie army.

"Madam!" One of the officers protecting her called.

"Do the death dealers come again?" She asked. The death dealers continued to hunt for her. She had moved position four times using the Field Teleportation rune diagrams. She didn't worry. She could still teleport six more times if needed. By then, she believed they should have won the war, or the death dealers were ground down to a manageable number.

"No, ma'am. There are things in the distance moving here," the officer said.

Linda looked in the direction the officer indicated. The sun was about to set, but there was still enough light to see the horizon. She saw a carpet of moving figures in the distance with the backdrop of a small hill.

Whatever those were, they soon registered in the projection above her war table. They were marked with red triangles, which indicated they were enemies. From this projection, she estimated this new force numbered around one million.

### **Chapter 1634: The Moving Hill**

"Damn it! The Themisphere army arrived even faster than I expected," Linda cursed.

The number was slightly lower than she expected. Their intel informed her that the Themisphere should have 1,500,000 troops marching from Themisphere. This was only considering the native force. With the addition of players, the number should be much higher than that. She wondered if they ditched the slow-moving troops and rushed here with the faster units to arrive earlier.

"Ma'am... I think you should see that," The officer said again, pointing at the new incoming force.

"What?" Linda asked. She had turned her attention back to her projection. Their total number with the zombie army still outnumbered the enemy even with the addition of this new force, but she preferred to have taken out the throne and Aldryth before that happened.

Hydruronth's throne was of not much use to them anymore, but taking it and eliminating Aldryth would greatly reduce the morale of the defending army. Thus, making the enemies easier to slay. Their purpose in coming here was not only to defeat the enemy army stationed here but also to turn their corpses into new zombie troops. The zombies from this army would have a better average level compared to the ones they revived from the massacre.

Unfortunately, Master was no longer here. It would take him some time to return here since the normal teleportation into a warring country was blocked, but three days should be enough for his Qilin. The Necronomicon could revive corpses that died a maximum of three days ago.

Linda was thinking if she should pull their main army out of the capital to face this new force. The zombie army should be enough to overrun the capital and slay the defenders. Her train of thought was disrupted by this officer who asked her to look at the incoming force she was already aware of.

"What is there to see?" Linda asked with annoyance.

The officer just continued pointing. Linda was about to scold the officer, but then she saw it too. The officer was not pointing at the incoming troops. He was pointing at the hill behind those troops. It was moving!

Linda blinked a few times to make sure there was nothing wrong with her eyes. The hill was indeed moving.

But now that she paid attention to the hill, it did not exactly look like a hill. It had a flat summit. The hill looked slightly rectangular. She could also see now how the hill was moving. It had some sort of spider-like legs underneath it. From the way it moved, she could see that the legs were mechanical.

"What the heck is that...?" She asked, not to anyone in particular.

Among the heavenly enforcers, she was the one to whom Master imparted most of the knowledge of this world. She never heard of him mentioning a thing resembling what she was seeing at the moment.

She knew then that she could not afford to underestimate this new force. She sent the command through the war table for all the Liguritutum army to gather outside the capital. He sent the same command to all the players in their camp. Half of this force was still fighting the Sangrod army supported by a portion of the zombie army. The Liguritutum army that had gone inside the capital now marched back out.

As for the capital, the rest of the zombie army was enough now that the defensive wall was of no use.

\*

The Sangrod army was beaten back because their enemies' number suddenly increased. They had also lost their command base to the enemy's overwhelming number. None of Sangrod's guilds had their guild armies in the field anymore.

They continued to retreat until they heard battle cries from their backs.

Saint Jonathan, who was with this retreating force, received a message from his son, John.

"Old man, you do know you look very pitiful at this moment, don't you? Perhaps you should consider coming over to my guild, the greatest guild in this world. What do you think? Take your time. I will give you some time to think about it."

"Cut the crap, you rebellious brat. Are you the one behind us?" Jonathan replied.

"Who else do you think?" John asked back.



"Then stop spouting nonsense! Come here and give us a hand!!"

"Hehe. No worry. We are here to whoop their asses."

A loud horn was heard in the air. The horn came from the mechanical thing behind the newly arrived Themisphere force. Now that it was nearer, everyone had a better look at what it was.

It was a fort, complete with its walls and battlements. There were towers all around its walls. At its center was a keep. It even had a portcullis as the main entrance at its gatehouse. Everything about it was what one could find in a traditional fortress, except this one had eight mechanical legs at its bottom. These legs made crawling movements and let the fort move around.

Additionally, it also had what looked like arms coming out of its four corners. These arms were long and ended with pincers that could grab things on the ground.

This was the mobile fortress Jack had built before he left for Palgrost. It might be smaller than even the regular small fort, but everyone who saw it agreed that this mobile fortress was worth more than even the largest fort.

On the roof of the keep was John. He had the war table placed there. Tip and several players from other guilds were there with him. These guild players were from Themisphere guilds with headquarters. They had their guild army control platforms at the ready.

"Okay, ladies and gentlemen," John addressed these players. "Time for ass-whooping."

Everyone summoned their guild armies, including Everlasting Heavenly Legends. Nilrem, Rahab, and Uruk stood proudly in front of their guild army. Penny, Gumeru, and the newest addition to the guild guardian, a gigantic winged tiger with reddish furs.

The one million troops that came here with the mobile fortress were further bolstered by these guild armies. With another battle cry, they charged at the enemy.

## **Chapter 1635: The Reinforcements' Battle Power**

With the reinforcements, Sangrod's army stopped retreating. They were now pushing back. Liguritudum's force still had the upper hand in terms of number but a majority was comprised of low-level zombie troops.

When Linda paid attention to this new force from Themisphere, she was surprised to find that all one million were players. There were no native troops. Where were the 1,500,000 native troops that were supposed to march from Themisphere?

She hurriedly sent instructions for her scouts to go look around. She didn't want to get caught unaware if there was another incoming large army.

The battle was now carried out on two fronts. One was inside the capital and the other one was outside. Almost no one fought on the capital wall anymore.

The battle on the outside was on a larger scale. Linda instructed almost three-quarters of the zombie army to help the Liguritutum army fight the Sangrod army and the newly arrived Themisphere players. She saw this force outside as more of a threat.

The Themisphere army Jack brought from Palgrost and the Hydrurond army had suffered massive casualties. Not many of them were left. The ones who survived were now preventing the remaining zombie army from reaching the palace.

At the battle outside, the massive number of the zombie army made the battle look unfair. However, the Sangrod army was no pushover. The sun had set. All the soldiers within the Sangrod army were vampires. They became stronger as the day turned into nighttime.

The most obvious difference came from the Sangrod army's three special units. At night, these special units displayed additional abilities.

The death dealers had given up chasing Linda after their prey eluded them multiple times. They rejoined and fought with the main army. At night, their shadow wargs turned into shadows. They were already fast, to begin with. After becoming shadows, it was even harder to track them. As for the death dealers, they could summon mists that covered their whereabouts, making them even more deadly.

The other two special units were Blood Nobles and Nosferatu.

Blood Nobles were vampires dressed in luxurious robes. They were potent spellcasters. They possessed a range of spells from Warlock, Archmage, and Summoner classes. When night came, they gained access to extra spells. Spell that they called blood magic. This magic became stronger if they or anyone near them suffered damage. All the damage was transformed into blood which fueled their spells.

Some of the most common spells from their blood magic were blood spear, blood shield, and blood explosion. Blood spear conjured spears made of blood that assailed enemies in the distance. The more damage the spellcasters tapped from, the more spears were conjured. Blood Shield was for protection. Blood Explosion targeted enemies who already suffered damage and caused an explosion right on them. The higher their previous damage was, the bigger the explosion.

The Nosferatu were the opposite of Blood Nobles. Their appearances were as if slaves. They wore ragged clothes and were very skinny and pale. They fought using melee weapons. Those who didn't use Inspect on them might mistake them for common foot soldiers who forgot to bring their armor. Yet, they were very strong and resilient. They had a very high HP recovery rate.

They shone the most after sunset. When that happened, they turned into savage beasts. They forewent their weapons and fought with their claws, which had turned very long and very sharp. Their mouth also enlarged and filled with sharp teeth. Their strength and speed increased tremendously, and so did their healing ability. Those who had crossed paths with a Nosferatu at night and survived would do their best for it not to happen again.

These three special units gave the Liguritutum special units a run for their money.

The Everlasting Heavenly Legends also shone in the battle, both its guild units and its members. The guild possessed many special units. John and Tip had recruited and trained their guild army to replenish

the ones they lost in the battle in Palgrost. Their number had even increased by a little from the last time. Their guild army now numbered almost 80,000.

Their almost 25,000 guild members also had the highest average levels compared to other players. This was all due to the Resurrection Chapel, which gave them one free rebirth for a week. All the members who fell during the battle in Palgrost only lost one level.

Among these members, their core members were the most unstoppable. With special classes, bloodlines, top-notch equipment, and expert martial arts, they cut down one opponent after another. Domon and Paytowin led the charge.

Wong accompanied Domon, even when he was not their guild member. The World Maker members who fought Everlasting Heavenly Legends were surprised to see him. They were frightened of this orc martial artist when he was still their member. They still had lingering fear even now. Wong didn't show them mercy.

Wong was searching for Long among these World Maker members as he fought, but he couldn't find Long. He didn't know that Long had been killed several days ago by Jack and rebirthed back in Liguritutum. Master had ordered Long to hurry back to Hydurond to join the war but Long took his time traveling back.

The other Themisphere guilds were also not pushover, especially the Dogs of War, Jackal Crews, Black Cloak, and Corporate United.

The zombie army might be numerous, but when they met Everlasting Heavenly Legends, they were as if eggs hitting rocks.

Nilrem cast her mega spell, Knight of the Round, further bolstering the guild army with powerful combatants. Rahab dove into the zombie mass. His saber and spells reaped many zombies with each assault. Uruk followed closely behind Rahab.

Penny rained down lava breath from above as well as dealt with the enemy's flying combatants together with the eagle rider hunters, while Gumeru used his Dual-world Domain. A world of water was created around him. The opponents were helpless inside the water as he dispatched them one by one.

Their newest addition happened to have the highest level among their guild guardians. Penny had increased to level 78, while Gumeru's level was 70. The winged tiger was a level 82 mythical Tygre.

It had such a high level because it became a guild guardian in its adult form. Different from Penny and Gumeru who were trained since younglings. This Tygre was a reward from the Tiger God after Everlasting Heavenly members completed a series of chained guild quests from Popoki Village.

This Tygre's name was Czar. It didn't have stripes like a normal tiger and its furs were mostly red with a tint of green. It had a mane like a horse. On its back was a pair of gigantic feather wings that gave it flying ability.

These wings could generate massive tornados that dealt wind damage. Its roar carried a sound attack that debilitated all nearby hostiles. It was very fast. It had a natural wind jet skill that allowed it to cover great distances in the blink of an eye. Its claws were constantly enshrouded with swirling winds that generated sharp slashes every time it attacked.

Czar was very aggressive, even more than Rahab. It charged the furthest into the enemy's ranks, causing the enemies to lose all formations. Yet, the enemies had trouble pinning this beast down because it was just too damned fast. The Themisphere guilds who used to fight against Everlasting Heavenly Legends remembered Jack used to do the same to them when they fought in the past.

## **Chapter 1636: Ass-whooping**

While the Themisphere players and their guild armies engaged the Liguritudum army and the zombie army, the mobile fortress followed from behind. As it approached, explosions after explosions happened within the enemy ranks.

These explosions were caused by the mana cannons installed around the mobile fortress' battlements. These mana cannons were not the ones Themisphere produced. Themisphere had only finished the research and only started the production when Jack departed.

These mana cannons were from Palgrost. After the country leader meeting, John asked Thelgrun to lend Themisphere their mana cannons. After returning to Palgrost, Thelgrun instructed his people to transport their remaining mana cannons, ten of them, to Themisphere. When Jack completed the mobile fortress using his ruling powers, these mana cannons already arrived. John installed them into the mobile fortress then.

The mana cannons had an exceptionally long range. These allowed them to hit the crowd of zombies far away and provided a wide range area support for their allies.

For mid-range, the mobile fortress had trebuchets and catapults placed in the courtyard between the keep and the fortress' walls. For short-range, ballistae were placed next to the mana cannons on the battlements. Ranged players also filled up the battlements, shooting at enemies who dared to come near the fortress.

The towers around the walls were not just for show. They occasionally shot energy attacks that dealt AOE magical damage at nearby enemies. These attacks took a long time to recharge, though. They were the natural artilleries that came with the mobile fortress.

Its four mechanical arms were also not for show. With one swipe, it could send the enemy's army around it flying away. If there were allies in the crowd, it could perform precise maneuvers using its pincers to strike at a single target. Each arm was controlled by a player, while the fortress' movement was controlled by another player. A total of five players were needed to fully operate this mobile fortress.

The mobile fortress bravely charged into the enemy's midst. With its elevated height, the melee players had trouble hitting the fortress. They could only strike the legs, but these legs had high defense. They also had their own HP. If this HP was depleted, the legs were destroyed.

The legs didn't just stay still and let the enemies hack at them. Every time the leg stepped onto the ground, it created a small shockwave that dealt AOE damage. Hence, the attackers had to be prepared to suffer if they wanted to hit those legs.

It was also not easy to approach those legs with all the ranged players shooting from above. These players had high-ground advantages over the enemies trying to hit the fortress' legs.

Those with the ability to fly tried attacking the fortress from the air. When they saw John and the others on the keep's roof, they headed over. If they could destroy the war table and the guild army control platforms, it would give their side a huge advantage. Their advance was, however, stopped by an invisible forcefield.

"Hahaha, fools! Do you think I will stay out here in the open if it is so easy to approach?" John laughed at the enemy's attempt.

This forcefield not only stopped the enemies from physically approaching the mobile fortress from the air, but it also blocked all attacks. The forcefield had the same HP as the fortress' walls. As long as the walls still stand, so too was the forcefield.

The wall itself was covered by a rune diagram that enhanced its defense and provided it with recovery ability. It was not as powerful as the ones protecting a settlement, but it was enough since the mobile fortress was not like a normal wall that stayed still. It was more difficult hitting a moving target.

The mobile fortress and the Themisphere players gave the zombie army a proper ass-whooping despite their overwhelming number. This in turn gave the Sangrod army the ability to go toe-to-toe with the Liguritudum army.

Linda watched the projection with a creased brow.

How the heck did the Themisphere get that mobile fortress? That thing rendered their massive zombie army completely useless. None of the zombies could pierce through the defense while they kept getting bombarded with AOE attacks. The siege ladders were also not usable since the bloody thing kept moving around. The ladders won't latch onto it.

If they had siege weapons with them, Linda might still have been able to do something about that mobile fortress, but they didn't.

She looked into the distance. The only one who could make a difference was their country guardian, Suzaki. Currently, she was still battling Broidrireg together with Uddroth. Despite the two working together, there was no clear winner. Uddroth's HP was getting reduced bits by bits. Since it was a zombie from the Necronomicon, it couldn't be healed.

When Uddroth fell, their situation would turn from bad to worse. Considering the urgency, she sent a message to Master.

\*

Broidrireg's spells covered the sky with wind and water, but Suzaki kept on evading. Uddroth came charging at him again. He preferred to focus on Suzaki and not harm Uddroth any more than he needed to but the dead dragon didn't give him the luxury for that.

Broidrireg dodged Uddroth's flaming claws and used his long body to coil around Uddroth, incapacitating him the same way he incapacitated the divine earth titan in the earlier battle. Uddroth

was strong but he was not in his demon form. He was only slightly stronger than the divine earth titan, so he was unable to overpower Broidrireg's hold.

Uddroth's body suddenly burst into flame. His flame suit ability was off cooldown.

Broidrireg's water curtain spell was also off cooldown and he had already cast it earlier to protect himself. But even with this water curtain protecting his body, he still felt the heat from Uddroth's flame suit. He received fire damage for as long as he was touching Uddroth's body.

Broidrireg had no choice but to let go. He whirled around while Uddroth tried to catch him after being free. Suzaki sent her flaming dart attacks to harass Broidrireg.

Suzaki received a message from Master then.

"Are you sure?" She asked via her mind link with Master. She looked at the armies that were fighting. The situation was indeed not looking good.

After a brief conversation, she said, "Okay then. He is yours, anyway."

She turned to Uddroth whose HP was less than one-third left. She muttered in a low voice, "Sorry, kid. It seems like I have to kill you for the second time."

#### **Chapter 1637: Giving Up the Fire Essences**

Uddroth was still chasing Broidrireg relentlessly. Broidrireg avoided clashing with Uddroth and cast spells that mostly restricted Uddroth's movements. If Uddroth continued suffering damage, he would perish.

Broidrireg knew that the Uddroth he was fighting was no longer alive. Killing Uddroth would be the right thing to do, allowing this once great dragon a proper rest. Even so, he couldn't bring himself to do it. This holding back was another reason he had been having a problem ending this battle.

Uddroth suddenly stopped on his own accord. He just stayed still in the air.

When Broidrireg was wondering what was happening, he sensed mana fluctuation from Suzaki not far away. At the same time, Uddroth's mana started growing.

"What are you doing?" Broidrireg asked.

"I'm sorry, old one," Suzaki replied. "I'm sorry it has to come to this."

Uddroth's already flaming body suddenly brightened into a blinding flash. Broidrireg had to shut his eyes due to the flash. He also moved back from the sudden surge of heat. His mana sense had trouble detecting anything. It was as if Uddroth's presence had expanded and covered everything.

When he opened his eyes, what he saw was an enormous giant fireball. Suzaki was floating above this fireball.

"What... What did you do...?" Broidrireg asked again. "Where is Uddroth?"

"... This fireball is Uddroth," Suzaki answered.

Broidrireg didn't respond. He had known the fireball was Uddroth. He could sense Uddroth's mana signature from the fireball. He just didn't want to believe it.

What Suzaki used was her special ability, Fire Domination. It was the same ability that defeated Uddroth in the past. At that time, she collected the fire elements from Uddroth's attacks and the environment. The fire elements here were not as rich as in Mount Sedgebare in Palgrost, so she couldn't collect enough fire elements to defeat Broidrireg.

However, there was another rich fountain of fire elements, Uddroth himself. In the past, Suzaki only collected a small amount of fire elements from Uddroth. That was even when Uddroth was holding back from using his fire skills. This time, with Master giving Suzaki full control over zombie Uddroth, Uddroth willingly gave all his fire essences to Suzaki.

The resulting fireball was not as big as the one Suzaki used to defeat Uddroth, but it was at least half that previous fireball's size. Even so, Broidrireg understood this fireball was dangerous enough to threaten him.

The living soldiers who were fighting a distance away were stunned by the appearance of that huge fireball. When Paytowin saw it, his first thought was whether someone had cast the Herald of Greed's spell, the Second Sun. Only those who had fought in Palgrost understood what that huge fireball was. They had been shown the recording of Uddroth's demise. They knew this was the same skill. The question in their mind was whether the blue dragon, who was fighting on their side, could escape Uddroth's fate.

Broidrireg understood it was futile to run. He started casting. Four spell formations formed around him.

"So long, old friend," Suzaki said. The fireballs exploded into a million stars before converging into Broidrireg.

Broidrireg's spells were completed before then. A water bubble surrounded him, followed by several air shields revolving around his body. A large Ice cube was formed with him at the center, the cube had thick ice walls with almost mirror-like quality. The last spell conjured a large wind sphere outside of the ice cube. The surface of this sphere had raging winds constantly moving at high speed. Anything that tried to pass through would get scraped until nothing was left.

The converged fireball placed Broidrireg at its center. The intense flames now worked their way to the center. The wind sphere resisted the flames for some time. Any incoming flames were smothered, but it didn't last long. The act was as if trying to douse a forest fire using a tiny fan. The sphere was soon engulfed.

The ice cube lasted a bit longer. Its mirror-like wall had a damage-reflecting property, but this fireball caused damage by itself. Suzaki only directed it, so she wasn't affected. After enduring for almost a minute, the ice walls started to melt.

It didn't take long after that. Flames burst through the holes in the melted ice. The living air shields around Broidrireg took action. They stopped these flames. But as the cube's walls continued to become thinner, more flames burst through.

When the ice cube was completely gone, the air shields stacked aside one another forming a round sphere atop the water bubble. The gushing flames washed over from all sides. Broidrireg who was in the center could only see fire all around him.

He grunted and multiple runic symbols appeared around him. This was the ultimate defense technique formed only by pure mana manipulation. Normally, only eternal beings of the highest levels possessed this technique. Some talented beings of lower grades had been known to exhibit the same ability by instinct, but it was very rare, and they mostly could only form a defensive shield that blocked an attack from one side.

These runic symbols shaped in a sphere strengthened the water bubble and air shields around him, allowing them to resist the raging flames.

"Grrghh...", Broidrireg groaned. The strength of mana defense was affected by the power of mana manipulation. As the oldest dragon, Broidrireg possessed the highest mastery in mana manipulation compared to most other beings. Even then, he sensed his defense weakened with each passing second.

He knew he couldn't sustain this for long.

\*

Several minutes ago, before Suzaki sacrificed Uddroth to draw his fire essences, Jack and Therras were still fighting ferociously against the horde of zombies. Spark had died when Uddroth used divine flame wrath on the defenders earlier. Therras' HP was also below half, but it was in no danger if it only had to fight these zombies.

Jack continued casting spells and never stopped slashing. The zombie soldiers were not his opponents, but he was only one man. He couldn't stop the tide. Some approached the palace from different sides. The remaining army inside the capital was also unable to halt the zombies' advance.

When he was at a loss about what to do, he heard a system notification.

"Finally!! It's about time you end your beauty sleep!" Jack exclaimed. He took out his companion token.

### **Chapter 1638: Orchestra of the Night**

When Jack used his companion token, Arlcard didn't immediately appear. Arlcard even asked if it was an emergency. He'd just come out of his cocoon and was still trying to grasp his improvement. Jack told him that it was a bloody emergency. They were in a war and they could lose if he didn't come.

Jack could hear Arlcard's sigh when he received the notification that his companion had accepted his call.

'Bloody heck. I wonder if others ever experienced such a thing when they called their companions,' Jack complained in his mind.

A dark slit appeared in the air in front of him. Out of this slit, thousands of bats rushed out. These bats hit the zombies Jack was fighting. Upon impact, the bats dissolved into shadows that covered the zombies' bodies. The zombies stopped moving afterward. Damage numbers came up on those zombies every second.



While the zombies were petrified by the shadows, Arlcard walked out of the dark slit in the air. He looked around the place with a relaxed expression. Jack thought Arlcard seemed older than he used to, even when his face was still as smooth as a baby's.

Jack used his Inspect and confirmed that Arlcard had indeed upgraded to the Eternal grade. Not only that, he was categorized as an Ancient Vampire, the same age as Marcus. This was probably the effect of drinking Marcus' blood. Before Arlcard entered his cocoon state, he had increased one level courtesy of the battle with Marcus. He was level 78 and his HP was 3,800,000.

Arlcard finally turned back and glanced at Jack.

"Hey," He greeted Jack with only that one word. He then turned back and looked in the distance. He could see some eternal beings battling outside. Jack thought Arlcard was probably thinking about heading there to test his newly upgraded power.

"Uh... Hey, how are you doing...?" Jack asked.

"Why are we exchanging pleasantries for? We have a war to fight!" Peniel yelled.

"Ugh! You are right! Arlcard, we need to protect this palace. We have to stop this zombie horde from entering the palace," Jack told the vampire.

"These small fries...? If I stop them, can I go outside there?" Arlcard asked.

"Huh? Uh... Yea, sure... If you can stop them," Jack answered.

"All right," Arlcard uttered. He floated into the air. Spell formation started forming.

"Can he get new spells just from upgrading to an eternal grade?" Jack asked Peniel.

"What do you mean, just from? Do you think it's common for someone to become an eternal grade?" Peniel scolded. "Yes, when one becomes an eternal grade, one might receive new inherent skills, but in his case, it can also be because he upgraded to the ancient rank."

Rune after rune kept on forming in Arlcard's spell formation. The spell ended after it formed eight runes. When the spell was cast, a thick fog covered the area.

"Hey, why does this look familiar?" Jack asked.

He found the spell was familiar to Arlcard's six-run spell, Sonata of the Night. Despite thick fog covering the place, he could see just fine. As he had expected, he saw shadows from inside the fog. When he expected to see ghouls come out slowly from the fog, these shadows instead rushed out with surprising speed.

The petrifying shadows that froze the zombies earlier had ended. These zombies started moving again, but they had trouble finding their way inside Arlcard's fog. This was when the shadows from the fog crashed into them. Once they did, Jack had a good look at these shadows. They were draugar.

They looked similar to the deathless draugr Jack encountered when he first met Arlcard, except these draugar wore armor and carried weapons. They hacked the zombies like crazed madmen.

The zombies still outnumbered these draugar. Some ignored them and insisted on advancing. Dark tentacles burst out of the ground and entangled these zombies.

"Is this some kind of an upgrade to the Sonata of the Night?" Jack asked.

"It's a different spell, but yes. It's a stronger version than Sonata of the Night," Peniel answered. "This one is called Orchestra of the Night. Its difference is not only the creatures it conjured inside the fog, you know?"

"Oh? What other differences does this spell have?"

"Try flying up. You will see," Peniel suggested.

Jack called up his gold dragon wings and took to the air. As he flew higher, he found that he was still covered by fog. This fog went all the way into the sky. There were even shadows up here.

Some zombie soldiers had high enough levels and possessed flying ability. The shadows attacked these flying enemies. When Jack approached them, Jack saw the shadows to be werebats. These werebats were slimmer than the World Maker's werebats, and they had darker skin.

Whether it's up here or down there, none of the enemies could advance due to Arlcard's spell. When Jack paid better attention, he noticed that this fog covered an extremely large area. The Orchestra of the Night's AOE was probably six or eight times larger than the area covered by Sonata of the Night.

"How long does this spell last?" Jack asked.

"At its first level, one hour," Peniel answered.

"Wow! That's long!" Jack exclaimed. If the remaining army within the capital worked with the draugar and werebats in slaying the zombies, one hour might be enough to cull them down to a non-threatening number.

"Can I go outside now?" Jack heard Arlcard's voice behind him.

"Jeez!" Jack had a jump. He was not aware Arlcard was behind him.

"You can do mana concealment?!" Jack said in a surprise.

"Mana concealment?" Arlcard looked at himself as if he was trying to understand something. He then said, "I guess I do."

At that time, a huge fireball was seen in the distance. It was where Broidrireg was fighting Suzaki and Uddroth. Jack had read the report about the battle between Suzaki and Uddroth in Palgrost. He had a rough idea of what that fireball was.

"Do you want to test fighting an eternal opponent?" Jack asked.

Arlcard nodded.

"Are you sure? The enemy's level is more than ten levels higher," Jack asked again.

"I will retreat if things get dangerous. Plus, I won't be fighting by myself, will I?"

"In that case. I have a favor to ask. Is there something you can do to save the dragon that is trapped inside that fireball?" Jack asked.

"... Perhaps there is something I can try, but I'm not sure if it will work," Arlcard said.

"Give it a try! That dragon is my friend. Please, help him," Jack said.

Arlcard nodded. A pair of large bat wings sprouted from his back. It was larger than the shadow wings he used to use. He then shot at high speed towards the huge fireball in the sky.

### **Chapter 1639: Charging into the Fiery Hell**

Jack reviewed his army which was still fighting inside the capital. There were only a few left. Aside from the common soldiers, they lost quite many high-ranking officers. Meryl and Dytess were still alive, he was thankful for that.

He called Meryl over but left Dytess to continue defending the palace. He doubted that lord dominator would listen to him, anyway.

Aside from Meryl, he also called all his surviving royal agents. Eyrene, Elayne, Duke Alfredo, Laurent, Howard, and Robinson. Jonathan, Lindsey, Amy, and Nerd had fallen. If he hadn't built the Soul-securing Shrine and the Revival Pool, he would be crying right now. The war this time had a very high fatality rate.

Even seven out of the eleven past Themisphere Kings had been defeated. Only four were still fighting the zombie army within the capital.

Jack left these four past kings to continue defending the palace with Dytess and the remaining army inside the capital. He brought Meryl, Therras, and his surviving royal agents and headed outside, where the fierce battle with the Liguritutum army was still ongoing.

\*

"Broidrireg!!!" Tiemezzys shouted when he saw the ancient dragon getting swallowed by the insanely huge fireball.

He wanted to rush over but several wood tentacles came and entangled him.

"Rarrgh...! Release me...!!" Tiemezzys grabbed one tentacle and violently ripped it apart, but there were still plenty that coiled around his body.

A torrent of force assailed his back. He roared in pain. He felt as if a thousand sharp blades sliced his back.

Eurdrasill had used divine wind breath on him. Eurdrasill now jumped onto Tiemezzys' back and used his weight to pin the yellow dragon down forcefully.

Tiemezzys was winning the battle, but the sight of Broidrireg in peril caused him to lose his cool and allow Eurdrasill to gain an advantage. HP-wise, Eurdrasill was already below half while Tiemezzys still had around eighty percent. This was owing to Eurdrasill couldn't use mana manipulation while Tiemezzys could. Their battle was not an equal match.

With Tiemezzys being pinned, Eurdrasill cast a spell that conjured multiple wind saws. These wind saws tried slicing their way through Tiemezzys' rock armor, which he had cast previously. The rock armor already had many cracks on it.

"You, despicable tree! Get off me...!!" Tiemezzys yelled. He slammed the ground and several sharp pillars pierced from the ground at slant angles. These pillars stabbed into Eurdrasill, but the wooden dragon ignored the attack. He continued to apply all his weight to hold the yellow dragon down.

When Tiemezzys was still struggling to break free from Eurdrasill, he saw a dark shadow crossing through the sky at high speed. This shadow was heading toward the fireball that trapped Broidrireg.

\*

The shadow was Arlcard flying at high speed. Before he reached the periphery of the capital, he cast a spell on his way. This spell placed a dark oval thing that just hung in the air. After casting that spell, he continued flying toward the fireball.

Suzaki noticed this incoming shadow when it came out of the capital. She just looked at Arlcard without taking any action. She was surprised to find another high-level eternal being on the field but if this vampire wanted to throw his life by entering the fireball created by her fire domination, she wouldn't stop him.

As Arlcard got close to the fireball, his large bat wings produced a speed boost similar to Wind Jet. He then cast Ghost Form. While being intangible, Arlcard's ghost-body shot into the fireball.

"Huh? Ghost form can be used that way?" Jack uttered when he saw the scene. He was heading out with his royal agents. He was riding Pandora, so he was able to catch up to Arlcard who had set out earlier.

Ghost form reduced one's speed, but the speed reduction was based on the user's ongoing speed when it was cast. Since Arlcard was already fast when the spell took effect, the ghost form was still fast.

Additionally, Jack noticed that Arlcard's speed didn't reduce in the slightest when he became intangible. Peniel explained that must be because Arlcard's ghost form was already ten stars. At this maximum upgrade, the ghost form didn't suffer any speed penalty.

Jack asked how was that possible considering Arlcard had only learned the spell. Peniel reminded Jack that Cain mentioned giving his powers to Arlcard before Arlcard turned into a cocoon state. This ghost form was probably one of Cain's spells which was already fully upgraded during Cain's lifetime.

Arlcard's ghost form not only had full ten stars but it was also at level 20. It lasted thirty seconds. The extreme speed allowed Arlcard to travel a great distance in that time frame. While being intangible, he was not harmed by the intense flames around him.

The diameter of the fireball was so great that Arlcard still didn't reach its center when the end of the ghost form was approaching. When he hit the thirty seconds, he finally saw Broidrireg through the flames.

He used Focus Sight, another new skill he gained, the instant his ghost form ended. With the increased perception of time, he cast Teleportation. The spell blinked him away before he suffered too much

damage. He reappeared inside Broidrireg's protection sphere. He was allowed in despite Broidrireg's powerful mana defense because of his link to Jack. He was considered an ally.

Even so, Broidrireg didn't recognize Arlcard. They had never met. During the previous battle in Hydrurond, they fought separately so they never crossed paths.

"Who are you?" Broidrireg asked in amazement. Who in their right mind chose to come inside this fiery hell?

"We have a common friend. My name is Arlcard Maxius," Arlcard introduced himself. At the same time, he made a gesture and the same dark oval thing he had placed above the capital appeared here.

Even though Broidrireg didn't recognize Arlcard, he knew the name. He understood who this common friend Arlcard was mentioning. He also recognized the dark oval Arlcard had conjured.

"Dark portal?" He uttered.

"This is our ticket out," Arlcard replied.

#### **Chapter 1640: A Dragon's Wrath**

Broidrireg didn't doubt Arlcard's words. He knew the dark portal spell. It was a spell that provided instant movement with a range long enough to flee this insanely large fireball. One even the max-leveled Teleportation spell could not. But this spell needed its exit point prepared beforehand, which Arlcard had already prepared.

"We only have a short time," Arlcard said. "Please immediately enter after me."

Broidrireg nodded.

Arlcard stepped into the dark portal. Once he was gone, Broidrireg had one finger touch the portal. The portal was too small for his gigantic body. But after getting in contact with Broidrireg's finger, the portal abruptly expanded. At the same time, a shadow spread all over Broidrireg's body, starting from the finger that touched the dark portal.

Suzaki was observing from outside. She was about to leave the fireball and went to deal with the mobile fortress. That was how confident she was with her fire domination. She was sure that the fireball would complete its job, but then she sensed some irregularity within the fireball.

The fireball had always applied pressure into its center non-stop. That was where its target was. At this time, she sensed all the pressure resisting her fireball was suddenly gone.

'Have the old dragon finally given up?' She thought. But even so, there should still be a gradual decrease in the resistance. What she felt was as if the target had completely evaporated. This would be the case if what was trapped inside the fireball was a weak being, but this was Broidrireg, the past lord of dragons. Even if he didn't put up any fight, his body alone should be able to resist the flames for some time.

She saw her fireball getting smaller. It was in its final phase, burning everything within it to ash. While she was still wondering about the peculiar sensation she felt from her fireball, she saw something in the distance. Something that turned her eyes wide.

A black silhouette popped up above the capital. Suzuki was very familiar with the silhouette even if it was completely black. The blackness dispersed and showed Broidrireg. Broidrireg also looked back at Suzuki. The two stared at one another from great distances.

Suzuki's fireball continued to shrink. It couldn't burst into starlights and chase its target again. That only happened once. After that was triggered, the fireball would constantly shift to position its target at its center. If the target somehow moved out of its fiery body, it would lose track of that target.

"Thank you," Broidrireg said to Arlcard. There was an aggressive growl in his voice. "I will take care of that bird. Please don't interfere."

His long body shot forward at high speed.

"... I save you because I want to fight that bird together with you," Arlcard muttered.

Arlcard sensed the anger in Broidrireg's tone. That dragon's beef with the firebird was more personal than a conflict between two country guardians. Hence, Arlcard decided to honor Broidrireg's request. He looked at the other eternal-grade opponent, Eurdrasill. Tiemezzys didn't seem like he needed help, but Arlcard needed an opponent strong enough to test his power. He flew toward the two tussling dragons.

\*

"Suzaakiiii...!!!" Broidrireg roared. His voice reverberated to a great distance. The fighting armies were stunned by the roar. Some even fell to the ground out of shock.

"Hmph... What a waste of fire essence," Suzuki bemoaned.

Broidrireg flew out of the capital. By then, the fireball that trapped him not long ago had dissolved into embers.

"This will be the last time you harm a true dragon...!! I'll make sure of it!" Broidrireg roared. His divine water-wind breath shot out of his mouth, followed by the forming of two spell formations.

Suzuki gracefully flew sideways to dodge the breath. As she did, she noticed that Broidrireg had finished his casting. A large waterfall appeared in the sky. She recognized the spell.

"This... the sky tsunami?"

Before the water came after her, the air around her became turbulent.

"Damned old one. You are using the same maneuver," Suzuki said.

She had been hit by the same two spells the last time she faced Broidrireg. She couldn't escape then, she couldn't escape now. Both the Primal Storm and the Sky Tsunami ravaged Suzuki and kept her from moving away.

Broidrireg followed up with the same combo as the last time. He cast his mega spell, Wrath of the Elder Dragons, while Suzuki was helpless. The seven-rune mega spell was completed and five giant golden dragons were conjured.

"The last time, you were saved by Fear's primordial hydra. No one will save you now!" Broidrireg exclaimed. The five golden dragons rushed toward Suzaki who was still getting tossed around by the primal storm and sky tsunami.

"I know I'm not your opponent, old one, but all you will achieve is just deliver me to my next rebirth cycle," Suzaki said.

Her body flared with an intense blaze as the five dragons approached. The blaze expanded until it became a miniature sun. This was Suzaki's Giga Flame Burst.

The powerful flames burned everything. The massive water from the sky tsunami was vaporized. The primal storm's destructive energy was forcefully ended out of the sheer force of the flame burst. Even the five golden dragons had to stop their advance.

The intense flames suddenly shrunk to a tiny dot before Suzaki's beak. It was then fired in Broidrireg's direction.

Suzaki expected Broidrireg to use the five golden dragons to block her attack like the last time, but the five golden dragons ignored the little flare flying past them. They resumed their advance toward Suzaki.

The glowing flare shot forward. Broidrireg didn't dodge the flare. He could sense Suzaki's mana retained control over this flare. She could change its direction if she wanted. It was pointless trying to dodge. He cast another defensive spell. A shield appeared before him. A shield that had water and wind mixed inside it.

The flare crashed into the shield. The shield only managed to stop the flare for a fraction of a second. It punctured through the shield and hit Broidrireg's shoulder. Broidrireg roared in pain as the flare burst into a flame that cut through his elongated body and left a burning scar. He lost a large chunk of life from that hit.

Even then, Broidrireg continued charging forward.