

World 1641

Chapter 1641: Eternal Prison

"You, mad dragon!!" Suzaki yelled. Broidrireg seemed to have lost all reason.

Suzaki herself had been trying to dodge the golden dragons, but these dragons spread out and covered all her escape routes. One finally caught up and bit her leg.

As it did, that dragon shone brightly and then vanished. The leg where Suzaki was bitten continued to glow. This glow spread onto her body. She felt her body becoming heavier. Due to that, she was having more difficulty evading the rest of the golden dragons.

The other golden dragons bit her, one by one. Like the first one, they also disappeared after biting their targets, but their glow remained.

Suzaki felt her life slipping as this glow spread all over her body. Damage numbers continued to pop up on her head. She also found her body to be so heavy that she couldn't fly properly.

Broidrireg arrived before her and his powerful tail swiped down from above. She was smacked hard and crashed into the ground like a speeding meteor. She was unable to push herself back up after that.

Broidrireg landed before her while her HP continued to decrease. She already lost all strength after using her giga flame burst. She was unable to fight the glow burdening her body. She also couldn't use her Immortal Prison because her HP wasn't low enough yet. Her HP needed to fall below 10% before she could use it. Currently, she still had around 30% of HP. Since she couldn't do anything, she just talked.

"Like I said, all you achieve is just send me to my rebirth cycle."

Spell formation started forming on Broidrireg's hand. "Don't count on it. I have a spell that can erase even the soul. I've never used this spell before but I'm pretty sure it is enough to stop your rebirth cycle."

Rune after rune continued to form. When Broidrireg expected Suzaki's terrified face, he was perplexed when he saw Suzaki smiling instead. This caused his spell-casting to slow. Seeing that, Suzaki said, "Why are you slowing? Hurry up and do it!"

"You want to die?" Broidrireg asked.

"Want? That is what I dream of!" Suzaki exclaimed. "You don't know how torturing it is to go through one death after another only to find yourself back to life again. Repeating the same boring life that seemed to have no end. One can only endure so much."

"Boring? I've lived a longer life than you if you haven't forgotten," Broidrireg said.

"But you know your life will end at one point! I have no such concept. I've even tried getting myself killed but it's always the same. I don't even feel that I'm getting old. I'm exactly the same as I have been since I could remember. I don't have the kind of finality everyone has! You want to know why I agree to help that outworlder? Because he promised me that he could end my life!"

The spell formation on Broidrireg's hand fizzled to a stop. It then dispersed.

"No! Continue casting! Why do you stop? Take your revenge! I have murdered your descendant, twice! This is your chance to have your revenge!" Suzaki shouted.

Broidrireg stared at Suzaki in silence. He then started casting again.

Suzaki laughed in excitement upon seeing that, but then he noticed the runes on the spell formation were different from the one Broidrireg cast previously.

"What is this spell? Why are you casting a different spell?" Suzaki asked.

"I'm taking my revenge, but not by giving you what you wish for," Broidrireg answered.

"What... What spell are you casting?"

"You find it boring to live an unending life in a world filled with people and things? Well... Try to imagine living an unending life in a world filled with nothing."

Suzaki's eyes turned wide. Her excited face slowly turned to worry, before it changed to sheer terror.

"No... No! You won't...!"

"This is your punishment for slaying a true dragon," Broidrireg gave her an unforgiving expression.

"Stop! I beg you! Stop...! Stooppppp...!!!"

Broidrireg ignored her pleading. The runes in his spell formation continued forming. Suzaki could only watch helplessly as her body was locked down by the golden light that was seeping her life slowly.

In her panic, she forgot she still had a way out. She remembered when Broidrireg was halfway in his casting. She quickly contacted Master who had a mental link with her. She requested him to use his Ruler Badge to unsummon her, sending her back to Liguritutum.

Broidrireg probably read her mind or had guessed her action. He cast a second spell beside the spell he threatened Suzaki with. This second spell was completed first. The spell formed a large dome that encapsulated both Suzaki and Broidrireg.

This spell was called Space Lock. It stopped anyone from summoning helpers. It prevented teleportation between the inside and outside of the dome. This included canceling out the town or guild return scrolls. Only recall plates or stronger items could bypass this inhibition. With the same power, it also stopped a summoned being from being unsummoned.

In Liguritutum, Master received a system notification that his attempt to unsummon Suzaki was rejected.

The space lock also cut communication with the outside world. Suzaki tried contacting Master again but failed.

The spell formation on Broidrireg's hand completed its eighth rune and was now forming its ninth!

Suzaki could see now that Broidrireg had no intention of stopping. She shrieked, "Your spell won't be strong enough to lock me up forever!!"

"We will see about that," Broidrireg returned. "I reserve a part of my power to maintain this spell. When it is my time to leave, I will leave your seal to a younger true dragon. When it is his time, he will do the same, and so on. You will remain in captivity until my descendants forgive you, or they forget about you, or when all the true dragons are no more."

"I hope it is the latter! I hope all you true dragons are wiped out of the face of this world!!!" Suzaki hissed savagely.

"Then make sure you pray properly inside your prison," Broidrireg replied. His spell was completed then.

Runic symbols formed all around Suzaki. These symbols were like a shroud that covered her body. This runic shroud became tighter and tighter. Suzaki's body started to deform from all that tightening. She was screaming throughout the process.

The runic shroud continued to shrink until it became a single rune. This rune floated to Broidrireg and attached itself to Broidrireg's chest. It remained there as a tattoo.

Chapter 1642: Requesting the Permission to Kill Stealing

When Broidrireg escaped Suzaki's fire domination, Tiemezzys heaved a huge relief. Now that he didn't have to worry about that old dragon, he could refocus his attention on dealing with this husk of his former brother. Zombie Eurdrasill still had woody tentacles curling around his body. He grabbed them and tore them one by one while Eurdrasill continued assailing him. His rock armor was already broken.

Tiemezzys sensed an assault coming his way. He turned and saw several gigantic black swords fly his way. But these swords didn't target him, they hit the woody tentacles that were entangling him.

The black swords failed to cut the woody tentacles, but they caused deep enough gashes which weakened the tentacles. Tiemezzys didn't let the chance go. He heaved with full strength and all the woody tentacles that bound him were torn apart.

Tiemezzys looked at the source of the black swords after he was free. It was an eternal-grade Vampire.

"I'm an ally," Arlcard informed the dragon.

"Hmph," Tiemezzys simply grunted. He lunged at Eurdrasill who was still regrowing the woody tentacles sprouting from his body.

Tiemezzys cast a spell while advancing. Six large earth pillars in the shape of cones appeared around him. The cones spun at high speed and flew forward like drilling rockets.

Eurdrasill cast a spell and a wall of vines came up in front of him. This was no ordinary wall of vines like the one conjured by druids. The vines Eurdrasill called upon were ten times larger and full of thorns.

Despite the vines' intimidating sizes, Tiemezzys's drilling earth cones still ripped them apart. But out of the destroyed vines, multiple smaller vines burst out. These smaller vines entangled the still-spinning earth cones. Many of these vines snapped from the spinning power, but more soon replaced them. As more and more vines latched onto the spinning cones, the spinning slowed. The cones eventually stopped spinning. Once they did, they lost their power. The vines tightened their grips and the cones were crushed.

The cones still caused the vines to expand most of their power. When Tiemezzys charged through the vines, they were torn apart without slowing Tiemezzys down. However, a chain of sharp winds greeted him once he got past the vines.

Tiemezzys put a magic shield before him, one that was covered by solid rock. The rock shield endured the winds for a while but they were soon sliced to pieces. The sharp winds assailed Tiemezzys' body, dealing damage but Tiemezzys forced himself to advance.

While Eurdrasill cast his superior wall of vines and flurry of sharp winds, Arlcard also took action. He transformed into a large number of bats and swarmed Eurdrasill. Eurdrasill's still-growing wood tentacles tried slapping the bats with little success.

The bats reformed into Arlcard behind Eurdrasill and he delivered countless shadow slashes using his crimson rapier. Despite Arlcard being twelve levels weaker, his attacks still managed to pierce through Eurdrasill's hard wooden skin. This was because Arlcard's every slash was empowered by mana manipulation. The damage those slashes dealt wasn't that high, though.

Eurdrasill grunted and his body created a strong gush of wind. Arlcard was hit by this wind. He received damage and was sent tumbling away.

Tiemezzys arrived then. He slammed his heavy body into Eurdrasill. Eurdrasill didn't defend against the slam because he was occupied with Arlcard. While Eurdrasill stumbled from the slam, Tiemezzys stomped the ground. Earth spears came out of the ground and pierced Eurdrasill. At the same time, he cast a spell that conjured a rock cloud. This rock cloud battered Eurdrasill while he delivered non-stop assaults at Eurdrasill using claws and teeth.

Arlcard sent ranged attacks by throwing shadow bat darts to chip Eurdrasill's HP. He also cast Shadow Lock when Eurdrasill seemed about to retaliate. This spell stopped Eurdrasill long enough to give Tiemezzys the chance to continue his combo.

With Arlcard's support, the battle that already favored Tiemezzys became even more one-sided.

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Not far away, Jack led Meryl, Therras, and his surviving royal agents and hit the back of the Liguritutum army. The disruption they caused allowed the Sangrod army to gain more advantage.

While fighting, Jack paid attention to the battle between the eternal combatants. When Broidrireg cast his spell on the helpless Suzaki, Jack was about to head over to use his Runestone of Luck. But then he noticed Suzaki's HP was nowhere near critical. Broidrireg wasn't delivering a killing strike. Suzaki was gone afterward. He wasn't sure what had happened.

Then he saw the other side where Tiemezzys and Arlcard were fighting Eurdrasill. Eurdrasill's HP was almost depleted.

Jack told everyone to keep fighting while he used gold dragon wings and rushed to where Arlcard was. When he arrived, Tiemezzys had just unleashed his divine earth breath and taken down another chunk of Eurdrasill's HP. The zombie dragon was near death already. It was also restrained by a giant rock hill Tiemezzys had summoned previously.

"Mighty sir, please allow me to deliver the killing blow," Jack said to Eurdrasill. "I know he is your kin. I know you don't want to fight him if you can help it. There is no need to torment yourself by killing him. Let us be the one to bear this pain."

"... You are after his loot, aren't you?" Tiemezzys asked.

"Uh... Haha," Jack laughed awkwardly. Arlcard was involved in the fight, so some loot should drop when Eurdrasill was defeated, but it wouldn't be many since the majority of Eurdrasill's HP was reduced by Tiemezzys. If he or Arlcard delivered the killing blow, then this should increase the number and quality of the dropped loot.

Tiemezzys looked at Broidrireg. The old dragon had gone and rained hell on the zombie army after he took care of Suzaki. He didn't come and help Tiemezzys because he saw Tiemezzys was not in trouble. If he could help it, he preferred to not fight another true dragon, even if it was a zombie version.

Tiemezzys understood Broidrireg's action. He also didn't find it thrilling fighting Eurdrasill.

"Hmph," With a grunt, Tiemezzys flew away to where Broidrireg was.

Since the yellow dragon had flown away, Jack considered he received the blessing for this kill stealing. He wasn't going to waste it. He looked at the wood dragon restrained by the rock hill. It had less than five percent of HP left.

Chapter 1643: Slaying a Zombie Dragon

Arlcard created a shadow clone and summoned a giant blood bat during the fight. This clone and the blood bat never stopped assaulting Eurdrasill who was trapped by Tiemezzys' rock hill. The vampire himself was preparing his rune technique not far away.

Jack ran out of big skills to deal meaningful damage to Eurdrasill. But if Arlcard's rune technique hit, Eurdrasill was for sure finished. He just had to make sure to summon his Runestone of Luck when Arlcard took action. Too bad he had also used his Superior Acceleration spell.

"You are lucky the Necronomicon restricts Eurdrasill," Peniel remarked. "He is a true dragon who has exceptional healing spells. It will be hard to reduce his HP to this extent if he can be affected by healing spells."

"Which makes Master's feat of killing him that more impressive," Jack said. "Uh... This makes me think. Master received exp and loot when he killed Eurdrasill, didn't he?"

"Yes."

"We also get exp and loot when we kill his zombies. So, if he kills his own zombies, won't he get twice the exp and loot?"

"If he kills his own zombies, or if his allies do it, they won't receive exp and loots for the second time," Peniel answered. "You can't cheat the world system like that."

"I see... Oh! He is trying to break out!"

Tiemezzys' rock hill prison was a heavy rock that pressed upon Eurdrasill. The sight was similar to a certain monkey king who was wedged by a mountain. This rock hill was currently full of cracks. Eurdrasill had been struggling since the spell hit. His effort was finally showing results.

The rock hill shattered from Eurdrasill's forceful effort to get up. He immediately struck at the nearby shadow clone and blood bat. The shadow clone was fast enough to dodge Eurdrasill's claw but the blood bat failed. It was bitten by Eurdrasill.

The blood bat was trapped inside Eurdrasill's mouth while Eurdrasill repeated his chomps. Each chomp took out a huge chunk of the blood bat's HP. The blood bat died after four bites.

Jack advanced to draw Eurdrasill's attention. Arlcard picked a position behind Eurdrasill when he prepared his rune technique. Since Eurdrasill couldn't sense mana, he wasn't aware yet of what Arlcard was doing.

Eurdrasill flapped his wings at the incoming Jack. A destructive gale was produced. Jack received wind damage from the gale. He was unable to fight the gale's force. Both the shadow clone and he were swept away by the gale.

Before he was driven away by the gale, he managed to cast Hundred Mirages. The created copies were imitating him because the spell had no star upgrade yet, but he could decide where to place the copies as long as it was still within range.

He was close enough to Eurdrasill when he cast the spell. He placed all ten copies grouped behind Eurdrasill. They covered the dragon's line of sight to Arlcard. When Eurdrasill turned back, all he saw were Jack's copies stumbling haphazardly. While the real Jack stumbled away from Eurdrasill, his copies stumbled at the same spots, creating a weird scene. They served their purpose, though. Eurdrasill didn't see Arlcard behind all these copies.

Arlcard finished his rune technique then. He turned into a shadow and blitzed through Jack's copies. His speed was even faster now that he was an eternal grade. Eurdrasill wasn't reactive enough because he was only aware of the assault when Arlcard's shadow zoomed past Jack's copies. Arlcard's shadow pierced into his wooden skin.

Jack summoned his runestone of luck as numerous black swords stabbed in and out of Eurdrasill. The wood dragon didn't exhibit any pain like others who suffered from this technique. He instead proceeded to hunt for Arlcard's shadow clone while his HP continued to drop.

Eurdrasill's HP hit zero just a few seconds after Arlcard's Unrelenting Purgatory hit. Loots were dropped. Jack flew in and snatched those loots up. His monocle detected several purple-marked items from the loots, but he would have to leave the checking for later. The battle was still ongoing.

The area around where eternal-grade beings did battle was largely deserted. Hence, the exp points from slaying Eurdrasill were all shared only between Jack and Arlcard. They didn't receive the full benefit because most of the damage dealt to Eurdrasill was Tiemezzys' effort, but it was still enough to level up Arlcard by two levels.

Arlcard received a new skill when he leveled up to level 80. He gave the skill a test without delay. His body burst with a large torrent of dark mana.

"What the...!!" Jack was taken aback because he stood right next to Arlcard.

What he saw next to him was no longer the elegant vampire. It was instead a dark creature with no discernable features. Jack felt as if he was staring at a bottomless abyss when he looked at Arlcard's new form. What he saw was pure darkness in the shape of a human.

"That is Dark Lord Incarnation," Peniel informed Jack of Arlcard's new skill.

Arlcard didn't say anything. He suddenly vanished. Jack turned and saw Arlcard was already above the zombie army. When he swung his arm, a torrent of darkness followed. This torrent crashed into the zombie army and dealt darkness elemental damage.

Arlcard also cast his Perpetual Sword of Death. Before, he needed to stay still to maintain this spell. This time, he zoomed around delivering attack after attack while the energy swords continued to wreak havoc.

Jack didn't stay idle. He joined Arlcard and together, they slew the zombie soldiers.

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Linda, who saw the events from afar, wasn't given enough time to react to the consecutive losses.

She was still lamenting Suzaki's failure in slaying Broidrireg even after sacrificing Uddroth. She had no fear for Suzaki's safety because of Suzaki's immortality. But before Suzaki disappeared, she heard the firebird's cry. It was full of panic. She had never seen Suzaki in such a state. That prideful firebird was always calm and collected. This was the first time she saw Suzaki like that. She didn't think the firebird's death just now was any normal death.

Then, they lost their only remaining eternal combatant, Eurdrasill.

Currently, Broidrireg and Tiemezzys went around killing their zombie army like it was an all-you-can-kill buffet. There was nothing she could do about those two.

Not only against those two, but their army could still do nothing to the mobile fortress which continued to rain artillery fire on everything around it. Not to mention the Themisphere king had joined the fray. Among players, that person's ability to kill weaker opponents en masse was only matchable by Master. To make things worse, there was also an unknown dark creature near the Themisphere King who seemed no less powerful than the two dragons flying above.

Even the zombie soldiers inside the capital were decreasing at a steady rate, and they still couldn't get into the palace.

Linda let out a long sigh. She didn't see a way to turn this around. She gave the command for the army to retreat.

Chapter 1644: The Losses

The order for a retreat had been given, but both the Themisphere and the Sangrod armies weren't just letting the enemies go. They continued to chase and kill the enemy soldiers, forcing Linda to sacrifice a majority of the remaining zombie army.

Jack, Therras, Arlcard, his royal agents, and the two dragons joined in the pursuit. Linda had no choice but to break the fleeing army into many small divisions while the zombie army continued to sacrifice themselves to cover the escape.

The Ligiritudum army continued to suffer casualties as the pursuit continued for the remainder of the day.

A bare-chested young man with white hair was watching all this while sitting casually at the top of a mountain near Messephyria. His eyes were able to see the battle down there with detailed clarity despite the great distance.

"If you want to watch, this is a better spot. Why hide back there?" The young man, who was the God of Greed, called out.

Someone who wore both a robe and armor materialized behind him. This person wore a helmet but he had no face. He was the God of Pride.

"Why are you here?" Pride asked.

"Isn't it obvious? I'm enjoying the show. Why are you here?" Greed asked back.

"I'm here to make sure no divine beings interfere with what is happening down there," Pride answered.

"Oh? Why do you want to do that? I thought you were an ally to the Ligiritudum ruler. They are losing right now. Aren't you going to do something?"

"I'm not that outworlder's ally!" Pride exclaimed. "I'm here to carry out Brother Hope's last wish. I will keep any divine beings from interfering with mortals' affairs."

"So, you know the truth about Hope," Greed said.

Pride didn't say anything in response.

"Still, it is rich hearing about you honoring his will, considering you were the reason for his demise," Greed mocked.

"I know," Pride didn't appear hurt by the statement. "I'm carrying out his will as my penance. I know this won't absolve my sin, but honoring his will is now the purpose of my existence."

"Hehe, then you should probably pay attention to one of your sisters," Greed said. "She is mixing in with the outworlders."

"She is just trying to understand the outworlders, these so-called creators of our world. She doesn't use her divine power to aid them. If she does, she will have me to answer to."

Greed chuckled.

"Well, in any case, you have nothing to worry about from me. I have no intention of interfering... for now," Greed said. He stood up. "The show is over. Catch you later."

Greed vanished from there, leaving Pride who continued gazing at the scenery below.

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After the Ligiritudum army fled, the army returned to gather at Messephyria. Most players continued roaming the country to hunt for enemy soldiers who happened to lose their way when the army split. For every enemy soldier killed, they gained war contribution points. Not to mention there were also exp and loot gains. Now that the enemy army was broken, hunting down these divided soldiers could be done in small groups.

The native army left this matter to the outworlders. Considering the outworlder's passion, they believed the Ligiritudum soldiers would completely be chased out of Hydrurond by the end of the week.

After returning from the chase, the Themisphere army, the Hydrurond army, the Sangrod army, and the Palgrost legion reviewed their losses.

The legion of 20,000 Palgrost soldiers that Jack brought with him only had a few hundred survivors. Their leaders, Broban and Jobreak, were among those who survived.

The Hydrurond army was left with a little below 100,000. Dytest was now organizing these soldiers to help clear the rubbles and help the civilians in the capital, as well as hunt down any zombie that happened to be trapped inside the capital when the rest of the enemies fled. Messephyria was close to becoming ruins after suffering two sieges.

The Themisphere army Jack led from Palgrost also lost quite a number. His one-million-strong army was reduced to only 200,000. Arther also fell. Luckily, the lord marshal was among those protected by the Revival Pool.

The resurrection effect from the Revival Pool took place one hour after Arther's death. This one hour was to give someone on the field the chance to do the resurrection, either by spell or potion. If no resurrection was conducted, then the wonder building took action.

Arther should now be back in Themisphere. Particularly Thehemburgh, the city where the revival pool was constructed. It would take him some time to return here.

As for Hydrurond and Palgrost players, around 80% died.

Most of the casualties, whether natives or outworlders, were the defenders inside the capital. The Sangrod army that came later didn't suffer heavy casualties like those defenders. Out of the 1,600,000 Sangrod troops, they lost only half a million. They still had more than a million troops ready to continue the war campaign.

As for the one million Themisphere players John brought, 30% fell. Most of the fallen ones were also players who were still rookies in war. They hadn't joined any previous war in the past. The experts from guilds all survived the battle.

Broidrireg was still hanging around. His one-day time limit was not yet over. He was chatting with Tiemezzys by the main gate of Messephyria. This intimidated the natives and players who went in and out of the capital. The two dragons ignored those people, though.

Jack spared his time to come and thank Tiemezzys for his aid. The yellow dragon only grunted for a response. He still didn't feel good about Jack. He made his feelings known. He said he was only here because Broidrireg asked him to.

Broidrireg explained that he asked Tiemezzys to fly here once he received Jack's warning to be ready two days before the siege began. Tiemezzys was a guest in Broidrireg's lair at the time. He had come to check the truth about Jack's words and truly found Broidrireg to be Themisphere's new country guardian.

Jack asked Tiemezzys if he was interested in becoming Hydrurond's country guardian, to which Tiemezzys rejected outright. He said he had no interest in getting tied down again.

Jack didn't push. He instead asked Broidrireg if he knew where Eoranth was. Perhaps if Eoranth learned that Aldryth was now the sovereign of Hydrurond, Eoranth might be willing to return.

Broidrireg told Jack that he knew not of Eoranth's location. He also told Jack to not count on Eoranth's willingness to return. Eoranth's pact was with Aldryth's ancestor, not Aldryth. His act of helping Aldryth during her escape was simply him honoring her ancestor. He had no responsibility to continue the pact, especially if the descendants had proven their incompetence by losing the throne.

Chapter 1645: Everyone Levels up

Though the defenders suffered massive losses, the enemies suffered even more. The 1,500,000 Ligiritudum troops were reduced to around 300,000. Many of them were still scattered around Hydrurond and were getting hunted by the players.

The player side in the Ligiritudum army also experienced major losses. Only around 100,000 were seen fleeing with the army. World Maker members comprised the majority of the players that survived.

Ligiritudum lost 95% of its ten-million-strong zombie army. Only around 500,000 followed the fleeing Ligiritudum army. The biggest loss from the zombie army was the two zombie dragons.

Additionally, the Ligiritudum Realm also lost its country guardian. If Jack wanted to attack Ligiritudum, this would be the perfect time. Their last intel said that only around 850,000 troops were defending Ligiritudum, not including the fleeing army from Hydrurond.

Out of the battle, Jack received massive level-ups. The number of enemies he and his army had killed was astronomical. This was especially so from the zombie soldiers. He was also in the heart of the battle most of the time, so he received most of the exp points killed by his nearby troops.

Jack leveled up a total of eight levels! At his level, each level-up required tons of exp points. His Brave Swordsmaster leveled up twice to level 83. Both his Time Sage and Beast Monarch leveled up three times. They were level 84 and 83 respectively.

He received 24 free attribute points from those level-ups, which he invested in his endurance stat again. He also received 6 free skill points for Brave Swordsmaster, 9 for Time Sage, and 9 for Beast Monarch.

He used the Brave Swordsmaster's 6 free skill points for Realm of Sword God. At level 13, the small swords dealt 160% light damage and the final sword dealt 1600% light damage. The AOE of the skill also increased to a radius of 130 meters.

The 9 free skill points from Time Sage were used to level up Telekinesis to level 15. The spell could now affect up to four targets 51 meters away.

Beast Monarch's 9 free skill points were invested in Beast Dominance. It was now level 16. When he used this skill, he could take control of hostile pets and summoned creatures in an 87.5-meter radius area around him. This control lasted four minutes and fifteen seconds.

Jack's container of souls was rich with souls after the battle. The battle this time had the largest casualties. Unfortunately, the container had a limited range. Otherwise, there would be more. Even so, the current number of souls inside the container was its highest record.

11,300,000 souls were inside the container of souls. He could upgrade a skill's star thirty-seven times.

He first used 3,000,000 souls to upgrade Time Lock's star. This skill hadn't had any star yet. It was maxed directly to its tenth star. Each star reduced its cooldown by 6 minutes. Time Lock could now be used every one hour.

After seeing the way Arlcard used Ghost Form, Jack thought there might be a time when he needed to utilize this spell the same way. He spent 2,700,000 souls and fully upgraded this spell to its tenth star. The speed penalty was completely removed. He could now move with the same initial speed as when he cast the spell.

He also spent 2,400,000 souls to max-upgrade the Elevate Beast. At tenth stars, the inflicted damage and the reduction of received damage were 50% and 60% respectively.

He then used 3,000,000 souls to fully upgrade the Realm of Sword God. Each star increased the number of little swords dropped from the sky. Its duration was also increased. At ten stars, the skill lasted twenty seconds.

The remaining 200,000 souls he used to further level up the Realm of Sword God. It was now level 15, increasing the damage to 170% for the small sword and 1700% for the final sword. The radius of its AOE was 135 meters.

A few of his other skills and spells also received star upgrades, and a couple received their first star upgrades.

Ghost Sword received its first star. Its soul damage was increased by 5%. When his swords became intangible under Ghost Sword, they dealt 105% soul damage instead of their normal damage.

The other skill that received a star upgrade was Cancel Magic. Every star of Cancel Magic increased the intelligence stat's effect. A certain superiority in intelligence stat was needed to cancel the opponent's spell. The higher the spell's star, the better the success chance of this spell.

Another thing he got from slaying Eurdrasill was draconic essences. He received 5,000 of them. Peniel explained that if Eurdrasill wasn't a zombie, Jack should have received more. Jack didn't complain. He needed almost two weeks of grinding draconic monsters to gather this number of essences. The total draconic essences he had now was 23,070 out of the required 30,000 draconic essences to reach his bloodline's final level.

Arlcard remained at level 80 after the battle ended. He didn't receive many exp points for killing the enemy soldiers since he came pretty late. A majority of the exp points he gained were from slaying Eurdrasill.

Therras didn't receive any exp points from eternal-grade opponents, but it fought for the full duration of the battle. Unlike Jack, it didn't receive the exp gained from other soldiers' kills, so his level-up wasn't as impressive as Jack's. It leveled up three times. It was now level 84.

All of Jack's royal agents also leveled up, including those who died. Unlike a player, a native who was resurrected didn't lose a level when they died. Howard also died during the last stage of the battle. Despite trying to keep a safe distance from the enemies, the zombie army was simply too massive. He got swarmed by the zombies. While his movement was restricted, Ronald sneaked in attacks which took Howard's life.

Jack was again thankful for the Soul-securing Shrines. Otherwise, he would have lost both his mythical-grade royal agents in this war.

Fighting the full duration of the war, Duke Alfredo and Laurent were the same as Therras. They increased by three levels. They were also level 84 now.

Despite also fighting the full duration, Eyrene only leveled up once. This was because her level was very high already. She was now level 87.

Robinson increased to level 81. Elayne increased seven levels. She was level 68.

The five royal agents who died were resurrected back in Theneward, where the soul-securing shrine was built. Jonathan was level 77. Lindsey was level 78. She had now overtaken Jonathan's level because of her talent. Amy was level 73. Howard was also level 78. Nerd Bungie was level 70.

Jack sent these royal agents to train and do quests while waiting for his next call in the war.

Other players who survived the war also gained massive improvement in levels. Grace only fought for half of the battle. After she used the Nine Yin Devouring Palm, she was unable to do anything anymore. Arthur brought her to the palace to recuperate before he returned to the fight.

Her participation in half of this siege brought her level to 80.

When the war was over, she could move again. When Jack saw her, he noticed her armor looked completely different. She exuded a transcendent glow. The wounded natives she happened to walk past received heals even when no one was casting healing spells on them.

Chapter 1646: Eurdrasill's Loots

Jack remembered then that Grace's equipment was sealed equipment. Now that she was level 80, the seal was released. Her armor featured more details and the glow that Jack saw came from her armor. Her legendary-grade set armor was constantly shining.

John was there with them. He remarked that the glow was not good in a battle. That was the same as asking everyone to target her. Jack told Grace that John was just jealous. Jack said such radiance during a battle would sure give allies a high spirit.

Jack praised Grace by declaring that she must be the first player to wear a full set of legendary-grade equipment. Grace reminded Jack there was another one who was the same as her wearing a sealed set equipment. The one she was referring to was Red Death.

Grace said if Red Death was not captured, she might have also reached the level where her equipment was unsealed. Considering her equipment was bestowed by the Goddess of Wrath, they should not be any weaker than the ones Grace was wearing.

The True Death Associates had their guild headquarters in Hydrurond. They were one of the guilds who fought with Aldryth's army against Liguritudum when she was on her way to Messephyria. They also fought during the defense of the capital. So, if Red Death was not captured, she should have fought in these battles as well.

Touching the subject of Red Death, Grace asked, "Has she apologized to you for trying to kill you the last time?"

"She successfully killed him," Peniel reminded Grace.

"How many times do you want to remind people of that?" Jack complained to Peniel.

Peniel simply giggled for a response.

"She failed, so I don't consider it a big deal," Jack answered Grace's question.

"She should still apologize," Grace uttered.

"She didn't fail. You survived because of me," Peniel said to Jack.

Jack's hands went and tried to catch Peniel. She flew away while giggling. Jack chased after her.

"Hey! If you two kids are done playing, follow me to the mobile fortress!" John called Jack and Peniel.

"Woo-hoo! The mobile fortress. That's right! I haven't seen its interior. I have to go take a look!" Jack exclaimed. He had forgotten about chasing after Peniel after hearing about the mobile fortress.

"I'm not calling you there to give you a tour," John said.

"Then why do you want me there?" Jack asked.

"You will see. Let's go," John said.

Jack and Grace followed John. On the way, Jack checked the loots dropped by Eurdrasill. After the battle, many loots were spread out all over the battlefield. These loots were collected and distributed to the players. The number of those loots was astronomical, but of course, none of them could be compared to the loots dropped by Eurdrasill. Not to mention, Jack also used his legendary-grade Runestone of Luck to boost the quality of the dropped loots.

As a level 90 eternal grade, Eurdrasill dropped many loots. From the mana core alone, Eurdrasill dropped 10,000 mana cores. Jack almost ran out of mana cores after summoning the archdemon lord during the battle. It would be some time before he could do another summon. But considering he had Arlcard to call, he didn't need to rely on the archdemon lord too much now.

Most of the loot dropped from Eurdrasill were materials, ingredients, and equipment. Unfortunately, there was no legendary-grade equipment, but some of the materials and ingredients were legendary grades. These would all be given to the guild. Among the loots, four items drew Jack's attention. An armor orb, a technique book, an evolve seed, and another seed-like item yet not an evolve seed.

Jack first took a look at the armor orb.

*

Orb of Amun (Legendary-grade Armor orb)

Increase armor's base defense by 20%.

Wind resistance +100.

+50% movement speed and attacking speed.

5% chance to nullify wind damage.

Shroud the bearer in wind armor. 10% chance to redirect ranged single-target attack. Any ranged single-target attack that fails to get redirected has its damage reduced by 30%.

*

Luckily, Jack had etched all his royal outfits beforehand, so he didn't need to go to a forge to create the etching. Without delay, he installed this armor orb into his Themisphere King's Plated Long Boots.

*

Themisphere King's Plated Long Boots, level: 83 (unique set medium armor: Themisphere Royal Battle Armor), embedded: Orb of Amun (Legendary-grade Armor Orb).

Physical Defense: 621

Magical Defense: 543

Indestructible

Reflex +23

Dexterity +25

Wind Resistance +30

Automatically increase movement speed by 100% for 5 seconds if receive damage. Cooldown: 5 minutes.

Wind resistance +100

+50% movement speed and attacking speed

5% chance to nullify wind damage

Shroud the bearer in wind armor. 10% chance to redirect ranged single-target attack. Any ranged single-target attack that fails to get redirected has its damage reduced by 30%.

*

Jack started running around to test the boost. The surrounding soldiers were confused. Why did the king suddenly run around the place for no reason? Was the battle just not enough for his energy outlet?

Since Orb of Amun's 50% speed boost was a passive effect, Jack's base movement was now one and a half times from before. He was already very fast to begin with. Wearing these boots was like giving him wings... even when he already had that too.

After installing the armor orb, there was also a constant wind veil swirling around his body.

"John, try shooting me with your Repeating Mana Bullet," Jack asked.

John had used a Multi Seed on his mana bullet. The resulting spell was Repeating Mana Bullet, which coughed out six rapid energy balls with one shot. He had been annoyed because Jack was running around erratically. He was happy to comply.

Jack took off his cloak when John aimed at him. This was to remove the cloak's auto-defense feature. When John's mana bullet arrived, two out of the six energy balls flew off in different directions, avoiding Jack. The remaining four hit.

"Sweet! Now it would be even harder for someone to hit me with ranged attacks unless they used AOE skills," Jack uttered and reequipped his cloak.

Chapter 1647: Life Elevating Art

Jack checked the technique book next. It contained a skill called Wind Dash. It was a skill learnable by any class that branched from the Ranger class. The technique book itself was classified as a unique grade.

Since he no longer had any consideration of keeping anything for Jeanny to copy, he learned the skill.

*

Wind Dash, level: 1/20 (Active skill, movement)

Creates a burst of explosive wind, dealing 100% wind damage to a 3-meter radius area and applying knockback, then moves in a direction with 1000% movement speed.

At the end of the dash, creates an intense wind barrier for 10 seconds. The barrier reduces all damage by 50% and causes all single-target attacks a 25% chance to miss.

Range: 20 meters

Cooldown: 1 minute

Stamina: 100

*

"Oh? This is similar to my shooting dash," Jack remarked. "My shooting dash improves my offense when the skill ends. This one improves my defense. Does it also give me any extra dash when I level it up?"

"It does," Peniel answered. "It is indeed similar to shooting dash. It gives you an additional dash every ten levels. But aside from giving you a defensive buff at the end of the skill, there is another distinctive difference."

"Oh? What's that?" Jack asked.

"You can only do shooting dash on the ground. This skill doesn't have that limitation."

"Really?" Jack asked. He jumped up and then used this skill in the air.

A strong burst of wind erupted from his body. The force from the blow staggered John and the others who were nearby, causing them to stop walking.

"The f*ck is he doing now?" John cursed.

Jack shot in the air with extreme speed. He was happy about this skill. He had used shooting dash less and less because he mostly fought in the air nowadays. This skill would increase his maneuverability in the air. It also had a short cooldown so he could use it often.

After finishing the dash, powerful swirling winds circled his body. This was the wind barrier that protected him for ten seconds.

"If you level up the skill, the wind barrier will last longer," Peniel explained. "At max level, the barrier lasted thirty seconds."

"Cool. What about its star upgrades?" Jack asked.

"Every star increases the damage reduction of the barrier by 3%. Additionally, if you upgrade all ten stars, the barrier will also nullify all wind damage."

Too bad Jack had used up all the free skill points and souls. There was a time when he ran out of skills to level up. Now, he was back to not having enough free skill points and souls to level up his skills again.

"Are you done playing?" John asked as he approached. Jack's wind dash had brought him ahead of the others.

"I have two more items to check," Jack said and pulled out the third item, an evolve seed.

"Anything for me?" John asked.

"You shouldn't have let Jeanny get kidnapped. Otherwise, she could copy these items for you," Jack said.

"Screw you. You also won't make a difference even if you are present when it happened," John returned.

"Play nice, boys," Grace mediated, taking over Jeanny's job.

Jack was just teasing John. He handed over to John Eurdrasill's loot that was meant to be given to the guild. He then resumed checking the evolve seed. The seed was a legendary grade.

"Survival Seed?" Jack read the description.

"This is another seed with many limitations. It mostly only works on buff skills or healing skills," Peniel explained.

"Buff skills?"

Jack had quite a collection of buff skills. He turned to his earliest one. He now only used this skill when all other buff skills were in cooldown. This was because this skill depleted his HP upon activation and only gave an increase in attributes. The skill was the Life Burning Art.

"Will it work with a skill that had no levels?" Jack asked.

Peniel shrugged. "You can give it a try," Peniel replied.

Jack went and worked on the interface. The skill was compatible. The interface asked Jack if he wanted to proceed. Jack clicked accept. He received a notification that the Life Burning Art had changed into Life Elevating Art.

*

Life Elevating Art (Active skill), star: 7

Fully replenishes HP and stamina/mana upon activating the skill.

Increases attributes by 170%.

Stamina/mana regeneration +100%.

The cooldown timer of other skills goes twice as fast.

Worn equipment's durability reduces at a 20% normal speed.

While the skill is active, heals 200 HP each second. If HP falls below 70%, heals 500 HP each second. If HP falls below 50%, heals 1200 HP each second. If HP falls below 30%, heals 3000 HP each second. Healing will not revert to a lower state even if HP is recovered to full.

Duration: 10 minutes

Cooldown: 6 hours

*

The legendary seed had completely transformed this skill. It no longer consumed Jack's HP upon activation. Instead, it replenished it. The attribute increase was still the same but it added a whole bunch of other buffs.

The cooldown timer being accelerated was great but Jack thought the best buff of this skill was its healing ability. It might not mean much for only 200 HP heals every second. But when he fell to critical, he got 3000 HP each second. This heals meant he would get back to full HP in less than half a minute, providing he didn't suffer any more damage during the time.

From the description, the healing of 3000 HP each second remained even if his HP was brought back to a higher threshold. This meant his HP only needed to lower to 30% once. After that, he would get 3000 HP heals every second for the duration of the skill.

Unless someone hit him with an attack with a potential of one-hit-kill, he would be very unlikely to be killed when this skill was active.

He also gave this skill a go. The visual effect of the skill was the same as when he used the Life Burning Art. John no longer asked him what he was doing when his body alighted with red light.

Jack stabbed his arm to deal damage to himself and watched the healing from the skill take effect. John only shook his head from the display.

After finishing playing psycho with himself, Jack turned to the last item.

Chapter 1648: Rune Tree

The last item was a small seed-like item but not an Evolve Seed. After Jack used Inspect, he found that the item was a real seed.

*

Rune Tree Seed (Legendary consumable)

Grow a rune tree. Not movable after being planted.

Need to be planted on soil

*

"What's a rune tree?" Jack asked aloud after reading the description.

"A rune tree, you said?" John stopped walking and turned back after hearing.

"That is good stuff for defensive purposes," Peniel remarked.

"That's right. If you had a rune tree in Messephyria when the siege happened, you wouldn't have lost as many troops as you have," John added. "This rune tree would have made up for your incompetence."

"Do you have to sneak in an insult to your comment?" Jack asked in annoyance. He then asked, "What does it do?"

"It gives constant healing to a very large area," Peniel explained. "An adult rune tree can cover an area even as large as a metropolis. John is right. If Messephyria had a fully grown rune tree, we would have fewer casualties. The tree casts periodic heals on everyone within the city who is considered the city's citizen or its allies. Imagine having a fully dedicated healer on every soldier defending the city."

"Wow...," Jack remarked. He was impressed after hearing the explanation.

"A rune tree needs one year to grow into its adult stage, though," John doused cold water on Jack. "So, you won't have any immediate use for it."

"It still gives off its healing effect as a sapling," Peniel said. "Only in a smaller area."

"Which means it only shows its use after the enemy breaks into the city," John countered. "Unless you plant it right next to the gate, but that only gives you coverage near the main gate. The enemy can just choose to attack the other side of the city wall."

"How about planting it inside our guild headquarters," Grace said.

"Well, our headquarters' territory is indeed much smaller than a city," John responded. "By a month, the rune tree sapling should have grown enough to cover our headquarters' territory. But then again, nobody comes to attack us anymore. What use is it planting the tree there? Even if Liguritudum invades Themisphere, they will just target the settlements instead of guild headquarters."

"Why are you smiling?" Peniel asked when he saw Jack's grin. "This rune tree is impressive but as John said, you have no immediate use for it."

"Oh, I wasn't smiling because I got this seed. I simply smile because an amusing thought crossed my mind," Jack answered.

"What crossed your mind?" Grace asked.

"Do we truly want to know?" John remarked.

"I was just thinking. If we have this rune tree and Grace at the same time. We will have two healing beacons," Jack laughed. He was referring to Grace's ability to heal her surrounding allies passively now that her armor was the legendary grade.

"Are you objectifying me?" Grace asked with a stern expression.

"Huh? Uh... No, no... I..."

"I'm just messing with you," Grace laughed when she saw Jack's stammering response.

"Phew...! I thought for a second there you have become like those new-age easily-offended generations," Jack heaved a long relief. "Well, in any case, we have to return to Themisphere to use this seed, right? I need to return to the palace, anyway. A few days have passed since I received the ruling powers from my sovereign level. The cooldown to Call of Arms and Mass Drill is also over."

"You don't need to return to Themisphere," John said with a grin.

"Huh? What do you mean?" Jack asked.

"Oh? Have you built that inside this fortress?" Peniel asked. They were now standing before the mobile fortress. Its huge main body was resting on the ground. Its eight spider legs were folded by its sides. This way, people could come and go through its gatehouse.

"Hey! What are you two talking about?" Jack asked. To his annoyance, both John and Peniel were ignoring his questions.

A draw bridge before this gatehouse served as a ramp to let people up into its main entrance. They walked up this ramp to enter the mobile fortress.

When Jack came into the fort's courtyard, he was impressed by the scale of the place. He felt no difference from being inside a normal fort, albeit a small one. There were several structures by the sides of the courtyard, attached to the fort's surrounding wall. Soldiers were walking around while several crates and carts were placed in one corner. The majestic keep was at the back of the courtyard.

As John and the others walked to the keep, they noticed that Jack wasn't following them. They turned back and saw that he just stood there looking at the ground.

"Hey! You can find another time to admire this place," John called.

Jack looked back at them and asked, "We just need soil to plant this rune tree, don't we? What about planting it here?"

Jack pointed to the ground. The ground of this mobile fortress' courtyard was made of soil instead of hard ground.

There was a long pause after Jack asked the question. John ended that silence with an exclamation, "Expert! I didn't expect you to think of something good. This is brilliant!"

"Didn't you say you have a photographic memory? I have thought of many good ideas before," Jack grumbled.

"You want to plant it here?" Peniel asked. "It is indeed possible, but a mobile fortress is more vulnerable compared to the capital. If this fortress is defeated, you will also lose the rune tree."

"But imagine the effect it can give our troops," John said. Every soldier in the vicinity of this mobile fortress will receive the tree's healing effect. This will give our front line a massive advantage. By combining the tree with this fortress, we can use its power for offense instead of defense."

"So...? We plant it here?" Jack asked. He held the rune tree seed in his hand.

"Do it," John said.

"How do I plant it? Do I need a shovel?" Jack asked.

"Just place the seed on the ground. An interface will appear," Peniel informed.

Jack did as Peniel advised. When the seed touched the ground, a display box came up, asking him if he was sure to have this spot as a location for the rune tree.

Jack chose the accept button.

Chapter 1649: Mobile Throne Room

Once Jack clicked the accept button, the seed seeped into the soft ground.

"So... I guess it takes some days before we can see the sapling?" Jack asked.

Before either John or Peniel could answer, Jack heard a popping sound from underneath him. He looked back down and saw the ground had cracked. Something that looked like a green vine sprouted from that crack. Jack jumped away to not block the vine's growth.

The green vine continued to grow until almost Jack's height before stopping. Jack used his Inspect then.

*

Rune Tree, stage: Sapling

Heals 1000 HP every 10 seconds to all allies within a 1-kilometer radius.

Purify all allies within the AOE of 1 status ailment every 1 minute.

The area will enlarge following the rune tree's growth.

Active ability: Heals 30% HP and removes 2 status ailments to all allies within the area. Requires a registered ally nearby to activate this skill. Cooldown: 1 day.

HP: 50,000/50,000

*

"Oh? It even has an active ability," Jack said after reading the description.

"Yes, it can only be activated by either you or someone you register into the tree's system. Try accessing the system and inputting my name," John said.

Jack touched the tree and such a display box appeared. There was a command to use the tree's active ability and the second part of the box was the option to register the names. He inputted John's name. He could register a total of five names. John gave him four more names of those who were most likely stationed inside this mobile fortress, so they could come and activate this tree's active ability when John was occupied.

John called a nearby native officer. He told the officer to round up the wounded Themisphere soldiers and have them stay either inside or near the fortress. In this way, they could cut down their usage of recovery potions.

Jack reminded the officer before he left to also invite wounded Sangrod or Hydrurond soldiers if there was available space.

The tree's AOE was huge, but a 1-kilometer radius was a far cry from Peniel's claim about it being able to affect a metropolis-size area. If they were to fit all the wounded soldiers from the three armies, they would have to take turns.

John mentioned in one month, the rune tree's AOE should be able to cover the territory of their guild headquarters. Their guild headquarters was about the size of a large village or a small town, so that was significant enough.

"The tree's HP is very low for a static object," Jack remarked. "It will be easy if our enemy wants to destroy it."

"That's why the tree needs to be planted in a protected area," Peniel said. "Don't worry. It is still a sapling. Its HP will increase as it grows, and so will its healing ability. The number of HP it heals will also increase as it becomes bigger."

"It will reach its highest potential after one year?" Jack asked. He hoped the war didn't last that long.

"No, it will reach its adult stage after one year," Peniel said. "Its highest potential is when it reaches the ancient stage. At that stage, its AOE can cover even a megalopolis."

"Wow, how long will that take?" Jack asked.

"Ten years," Peniel answered.

'I definitely hope the war doesn't last that long,' Jack repeated in his mind.

"By the way, where are Emris' troops?" Jack asked John. "I thought you were supposed to come with our army from Themisphere."

"I have another task for that army. No need for you to be concerned about that army," John answered.

"What the hell do you mean I no need to be concerned? They are my army, aren't they?" Jack complained, but John ignored him and resumed waking toward the keep.

While the troops reorganized themselves to make use of the rune tree's effect, Jack and the others went into the keep inside the mobile fortress. The interior was roughly the same as another fort's keep. There were living quarters, a kitchen, and a mess hall.

As they went upstairs, they passed a room that John called the bridge. This was where the players piloted the mobile fortress and manually controlled its arms. John brought them to a room another floor above. When Jack entered, he found the room to be similar to a throne room, only much smaller. It even had a throne at the end of the room, only less extravagance.

Seeing this miniature throne room, Jack could roughly guess its function. "Are you telling me I can access my monarch system from here?" Jack asked.

John nodded. "That's right. With this mobile throne room, you don't need to return to Thereath."

"Awesome!" Jack exclaimed. He walked to the throne to give it a try.

"Nice choice to choose this mobile throne room to build first," Peniel praised John.

"Wait, are you saying this room isn't here when the mobile fortress is built?" Jack asked.

"No. This mobile throne room is one of the available upgrades for a mobile fortress," Peniel answered.

"You can only have one, though. If you construct another mobile fortress, you can't build a second mobile throne room in that second fortress. Unless this first one is destroyed, then you can build another to replace the destroyed one. It sort of has the same rule as a war table."

"I see."

"There are still other upgrades we can do to this fortress," John added. "We can build a blacksmith workshop or alchemist workshop. With those workshops, we can better supply our troops during a long campaign. We can also improve the fortress' mechanical arms and its assault towers, giving them elemental properties or increasing their attack rate. However, kingdom funds, kingdom mana, and time are needed for the upgrade. The mobile fortress cannot move during the upgrade. I built this mobile throne room when I was waiting for the siege weapons to be installed in this fortress."

"Well, since we are not moving at this moment, maybe we can build more upgrades?" Jack asked.

"You can do the upgrades from that throne," John said. "This used to be the control room to apply for the fortress' upgrades before it was transformed into a mobile throne room."

Jack sat on the throne. An interface appeared asking if he was willing to spend 10,000 of kingdom mana to establish a connection to the monarch system.

Chapter 1650: Remote Monarch System

"I have to pay kingdom mana?" Jack asked.

"Of course, do you think it consumes no energy to establish a connection from so far away?" Peniel returned.

"The 10,000 mana is only for the initial payment," John added. "Every hour afterward if you don't end the connection, it will consume 5,000 mana."

"Ouch...," Jack uttered. All this time, he only worried about gold coin income. That didn't mean that mana was not a concern, it was just that he didn't find an urgent need for it. Now, he did.

"Don't worry. Once we have a mobile fortress, I have organized for settlements around the country to construct more mana-generating buildings," John said. "Of course, you still can't abuse it by having this remote monarch system operational all the time. Only use it with a clear objective of what you want to do, so you don't waste time operating it."

Jack gave John an accusing look that said, 'Isn't it you who like to use the monarch system all the time?'

Jack accepted the kingdom mana payment. Soon, the display windows of the monarch system appeared before him. He saw a new window aside from the usual ones. This extra window was the one John mentioned. It contained the available upgrades for the mobile fortress, its cost, and the time needed to perform the upgrade."

"Don't pick an upgrade that needs more than three days," John told Jack. "We will be moving again soon. The war is not yet over."

"Where will we be heading?" Jack asked.

"What did I say about wasting time when using this remote monarch system?" John reminded.

"Oh, right! Sorry. Do you have anything you want to upgrade from this mobile fortress?" Jack asked.

"As I said, the blacksmith workshop and the alchemist workshop are good additions, but they are not urgent. I think it is better if you improve this fortress' defensive mechanism. Now that we have a rune tree inside here, we will need to make sure this fortress can fully defend itself. Our enemies will surely do all they can to breach this mobile fortress and get to the rune tree once they see its healing effects on our troops."

Jack looked at the upgrades that increased the fortress' battle power. He could upgrade the mechanical arms or its magic towers. There was also the option to upgrade the fortress' mechanical legs. The upgrade increased the fortress' movement speed to one that was close to the speed of a rare steed. This should allow the fortress better mobility and also an option if they needed to flee.

Jack asked John's opinion about upgrading the legs. John had no objection. Good mobility was always needed in a war. The upgrade required three days so it was within the time limit he had given Jack.

Kingdom fund and kingdom mana were automatically deducted once Jack confirmed the upgrade. A timer appeared in the upgrade window, showing how much time it took before the upgrade was

complete. When that timer appeared, the other upgrade options were greyed out. They could only upgrade one thing at a time.

Jack returned his attention to the monarch system. He had 195 ruling powers. Unfortunately, these ruling powers couldn't be used to expedite the mobile fortress' upgrades. These 195 ruling powers came from his sovereign level, the completion of affairs, and also the remaining 20 ruling powers after conquering Messephyria.

He received 150 ruling powers from his level 15 sovereign several days ago. The five affairs that were in process before he left for Hydrurond had also been completed recently. Out of those five, he got three perfect and two good results. He received 440,000 merit points and 15 ruling powers.

The merit points increased his sovereign level to 16. He received another 10 ruling powers from that level-up.

At sovereign level 16, he could recruit his eleventh royal agent. He decided to wait until he saw what recruits he got from this round of Call to Arms.

He left that for later, he first spent 8 ruling powers to complete the Legion Hall and Killer Abode which were still in construction.

*

Legion Hall (Wonder Building)

Increases the overall Security in the country.

Allows 1% of the kingdom army to register to become the special unit: Legionnaire.

Allow the city this wonder is built on to draft twice its maximum number.

Upkeep: 10,000 gold coins/month, 2,000 mana/month

*

Killer Abode (Wonder Building)

Security of the city this wonder is built will never go down below the 30% threshold.

Allows 1% of the kingdom army to register to become the special unit: Hitman.

Slow the reduction rate of officers' loyalty.

Automatically removes an officer whose loyalty has fallen below 30.

Upkeep: 7,000 gold coins/month, 5,000 mana/month

*

Jack proceeded to hasten the research of Coordinated Strike: Verremor, Rank: 1, Coordinated Strike: Sangrod, Rank: 1, and Coordinated Strike: Palgrost, Rank: 1. Each of this research required forty days. He spent 12 ruling powers for all three research.

Afterward, he went to the Officer Overview and refilled the blank portraits. Quite a number was blank because they lost many soldiers in the siege. Some of the fallen officers included Salem and Bailey. Luckily, they were resurrected by the Revival Pool like Arther.

John brought eight bottles of resurrection potions when he came with the mobile fortress. These were the ones the country alchemists were able to brew before he departed from Themisphere. After the war ended, he sent soldiers to bring these bottles to use on high-ranking Themisphere officers who had fallen inside the capital. Unfortunately, many of such officers had died for more than an hour. They used it on the highest ranks who could still be resurrected.

Hence, there were many blank portraits.

There were, however, many promising ones from the survivors. Armstrong was among those who survived and he compiled a list of soldiers who had shown great courage during the siege. Jack was now using that list to fill the empty portraits.

After finishing appointing the officers, Jack spent 60 ruling powers to refresh his blockage on World Maker, World Ruler, and the State of Galhana.

Next, he used the Call to Arms and followed up with manual drafting from each settlement. The act gained him 498,000 recruits. He then used the Mass Drill. For using the two sovereign powers, he spent 80 ruling powers.

He had 35 ruling powers left afterward.