

World 1691

Chapter 1691: An Ambush in the Storm

Rain fell not long after. It was mild at first, but soon turned heavy. The winds were also growing stronger. Before they knew it, they were sailing through turbulent waters. Water splashed onto the deck as the waves battered the ships' hulls.

Near the helm on Palgrost's flagship was a war table. Palgrost used this war table to monitor the enemy. At the moment, only a few red triangles were seen at their back.

"Blast it!" Thelgrun cursed. He went to the stern of the ship where Viking was at. "I can't see anything. Do you still have the enemy in your sight?"

"Do you see them?" Viking asked a player who was leaning by the railing.

The player was one of his guild members. His name was Masta Chef. He was chosen to follow this sea campaign because of his skills. He was an Elite Marksman who had fully maxed his Keen Sight skill. Additionally, he had a non-standard skill called Predator Sight. This eye skill increased his vision range. It also allowed him to see through fog and darkness.

"They are still behind us," Masta Chef answered. "But I can't see the whole armada. The sea is too hectic."

Even with his eye skills, it was still difficult to make out everything. Enemies showed up on the war table's projection if allies laid eyes on them. Since everyone had difficulty spotting the enemy ships, the war table also couldn't show them.

"I think we should take the safe approach and speed up. We don't want to get tangled up with the enemies in this storm," Viking suggested.

Thelgrun agreed. He called Mamunir and had him issue an order to the entire fleet to increase their speed by a little. In a storm, it was dangerous to sail too fast, especially if it was faster than the waves, but they couldn't afford to be caught unaware by the enemies.

"We should be safe, the enemies also wouldn't dare to sail faster than this," Thelgrun said to Viking.

"Can we keep our direction with all this storm?" Viking asked.

"Don't worry, the crews are experienced sailors. They won't lose their way," Thelgrun said.

They suddenly heard explosive sounds through the storms. They weren't thunder.

"Cannons!" Viking recognized the sounds.

Sounds of explosions hitting water were heard from the far right. They couldn't see the explosions, but those explosions should be close to the ships on the left wing of their fleet.

"Horse arse!! They truly try to get to us in this storm," Thelgrun cursed. He sent a command to the one who operated the war table. That operator didn't see any enemies on their left wing. This meant none

of the cannon fires they heard just now hit their ships. If they did, the enemies would show up in the projection.

Sounds of cannon fires were heard another time. They were again coming from their left wings. They sounded closer.

"They are gaining on us!" Helga shouted. She could cast a Fly spell and went to the air to provide support, but she didn't dare to be careless and went out alone. They still didn't know how powerful the enemies were. She also needed to stay close to the president to watch his safety.

"We must veer to the right, put some distances from them," Thelgrun ordered. The operator inputted the command into the war table. All the ships in the fleet moved following his command input.

"A bunch of mad ethereals!" Thelgrun swore. "I hope their ships capsized from pulling this crazy stunt."

Cannon fires continued to be heard periodically. Those sounds were now right behind them since they were veering from their original direction.

"They didn't sound like they were gaining on us. If we keep this speed. We should be safe," Viking said.

"We are nearing the Blackmaw Strait. We need to change direction to the left," Mamunir came and told them. The Blackmaw Strait was the strait that connected the inner sea to the outer sea. "The navigator said if we keep in this direction, we will run aground. There are reef formations near the strait. We have to turn left if we are to avoid those reefs."

"This must have been their plan," Viking said. "They are trying to drive us into those reefs."

"Hah! They thought they were the only ones who knew this water," Thelgrun mocked. He sent the command to the fleet to turn left. This might shorten the enemy's distance to them but it was better to lose a few ships on the left wing than to have the entire fleet run aground.

The sounds of explosions were heard again. They sounded closer but none hit.

"F*cking bastards," Thelgrun cursed. "Fire our back cannons at them! Do they think they are the only ones who have cannons?"

"But the back cannons of our ships have limited range and there are only a few," Mamunir argued. "We also cannot see them. We will just be wasting ammunition."

Unlike the siege weapons and mechanical weapons on land, the cannons of a ship had limited ammunition. If they ran out, the cannons would become useless. They had to go back to shore to refill the ammunition.

"I don't care! If they can waste their ammunition, so can we!" Thelgrun bellowed. He was pissed by the situation.

Mamunir didn't waste time arguing with Thelgrun. He went and carried out the command. Soon, the galleons and galleasses in the fleet started firing their back cannons.

The cannon fires between the two armadas resounded on the sea. The bombardment alternated between the two forces, but no ship was hit.

All of a sudden, they heard loud shouting from the right wing.

"Enemies...!!"

"Incoming...!"

"Brace for impact...!!!"

Following the shouting, multiple red triangles suddenly popped out in the war table's projection. These red triangles came from their right.

Viking and Masta Chef went to the starboard to get a better look. What they saw was a score of caravels charging at them at high speed from the right side, where their navigator said the reefs were located. Each of the bows of these caravels was fitted with a naval ram. These naval rams were aiming at the side of the ships in their right wing, and these caravels weren't slowing down.

Without being able to do anything, they saw these caravels rammed into the ships in their right wing. Since these ships were rammed from the sides, they received heavy damage. The hulls of some ships broke and the enemy caravels stuck with them.

As the ships jammed together into a halt, the ethereal soldiers from the caravels jumped onto the ships they had rammed into. These soldiers struck at the dwarven sailors who were still stunned by the sudden turns of events.

Chapter 1692: Battle on the Water

"Hah! They fall into our trap!" Soundeffect exclaimed excitedly.

"Hmph. Their navigator might know the water, but not enough," Kaghash said. "They can't compare to us who have sailed these waters regularly. Get into position, the storm is getting weaker. It will end soon. We will hit them before they know what is happening!"

What Kaghash did was send a portion of their caravels, which were smaller and faster than the rest of their ships, away from their armada. These caravels were filled with their best sailors and also a sufficient number of soldiers for close-range battle.

These caravels split from the fleet under cover of the storm. When the enemy lost sight of them, they went at high speed, ignoring the risk. They ended up losing four caravels on the way due to this dangerous maneuver.

The separated caravels went towards the reefs near the Blackmaw Strait. Despite the waters were raging around them, the waters at these reefs were much calmer. The reefs somehow formed a barrier that prevented the raging waves from the outside from affecting the waters inside.

The sailors on these caravels were all selected from those who had braved these reefs before, so they knew these waters. They knew where there were unseen reefs underneath the water that could tear their hulls.

These sailors also knew which path to take. The reefs had branching paths that were almost like a maze. Without prior knowledge of these paths, a ship might run to a dead end and be unable to turn back. It

would be an inevitability to crash into a reef then. With this knowledge, the caravels took the safest path.

Even so, going through the reefs at such a high speed was still extremely risky. They lost another six caravels while going through those reefs.

Their sacrifices were worth it, though. Twenty-four caravels successfully passed through the dangerous reefs and arrived at the front of Palgrost armada's right wing before they passed through. Without hesitation, these caravels rammed themselves into Palgrost ships.

Because most Palgrost ships had a layer of defensive metal protecting them, not all of Palgrost ships' hulls were punctured. However, they still ground to a halt from the impact. This in turn caused the entire right wing to stop because the ships at the frontmost line had stopped. Some of the ships at the back which couldn't stop even crashed into their comrades' ships.

Because the right wing had stopped, the entire fleet slowed down. The ships at the mid part and left wing tried to readjust their positions to give aid to the right wing. This allowed Liguritutum main armada to catch up.

Cannon fires were heard. This time, the explosions didn't hit the water. They happened on the ships in the left wing. Ships had HP numbers. For a caravel with the lowest HP and defense, one average cannon fire reduced around one-quarter of its HP bar. A hit that happened at a critical part, for example, the helm, might cause critical damage and take out the ship's navigating system. A direct hit on a ship's cannon would destroy the cannon and take out the ship's ability to fire back.

Some of Liguritutum's bigger ships had their cannons upgraded and thus delivered higher damage. The first bombardment from the Liguritutum armada managed to sink five of Palgrost's caravels. Many other Palgrost's ships were damaged by they could still move.

"Damned c*nts! Return fire! Return fire...!!" Thelgrun shouted. At the same time, the operator inputted the commands in the war table. The center and left-wing were instructed to deal with Palgrost's main armada, while the right wing was to deal with the ambushing caravels.

The battle at the right wing was all close range. No cannons were fired. Liguritutum caravels stuck with the Palgrost ships they had rammed. Ships with hulls that they failed to penetrate were kept close by using grappling hooks. With the target ships secured, the ethereal soldiers boarded Palgrost's ships.

Palgrost soldiers didn't suspect the ambush, thus they were less prepared. The ethereal soldiers came down on the Palgrost sailors hard before they could properly react. Other Palgrost ships came over to send their soldiers onto the boarded ship for reinforcement.

Palgrost's left wing adjusted their positions and returned fire, but not before they received a second bombardment. In sea battles, adjusting the ship positions to align the cannons' trajectory took time. The side that gained the favorable positions usually held the advantage.

This was what the Liguritutum armada had achieved. With the enemy halted at the spot they had planned for, it was the same as the enemy falling into their trap.

When the Palgrost armada started firing, the storm also died down enough to let them see the surroundings. They found that the Liguritutum ships were not only at their left wing. The Liguritutum armada had spread their ships out. They were positioned all around them, surrounding them.

The cannons on these Liguritutum ships opened fire then. The bombardment now came from all sides. Palgrost ships at the outermost layer were riddled with cannon fires. They lost ten caravels and five frigates. One galleass was heavily damaged and lost one of its sails. That galleass' speed was heavily reduced. If not for Palgrost ships having higher defense than normal ships, they would have lost many more.

"Return fire! Return fire! Damnit...!!" Thelgrun shouted.

Many rounds of bombardment were exchanged. Many ships were sunk. With the Liguritutum armada securing the better position, the Palgrost armada was at a disadvantage. Not to mention, their ships were fewer. The Palgrost armada continued to lose ships.

Viking looked at the situation with a heavy frown. This didn't look good at all. He sent messages to his allies informing their latest situation. While he was doing that, several massive explosions occurred on some ships near them. He saw four men-of-war charging over and ramming the ships that were just being bombarded.

With those ships pushed away, a clear path toward their flagship was created. In this cleared path, Viking saw the largest man-of-war from the Liguritutum armada. It was coming at high speed.

As the battle happened all around, the Liguritutum men-of-war had forced their way to where Palgrost's flagship was located. The largest man-of-war was Liguritutum's flagship, and it was charging toward them!

Chapter 1693: Battle Aboard the Ship

"They want to board us!" Viking exclaimed after seeing the incoming man-of-war.

The four other men-of-war that opened the way for Liguritutum's flagships advanced while firing their cannons at Palgrost's ships around them, preventing these Palgrost's ships from providing support for the flagship where Thelgrun was on.

"How conceited! Do they think they can take our ship intact?" Thelgrun yelled with fury.

"I think they also want to get to you, Mister President. Please, stay behind me!" Helga warned. Judging from their speed, they wouldn't be able to avoid the incoming enemy flagship.

"I can take care of myself, Admiral! Don't concern yourself about me. Just burn the enemy!" Thelgrun exclaimed. He held his hammer at the ready.

Even if Thelgrun said so, there was no way Helga left Thelgrun for real. Not when the enemy was coming at them. She readied herself to cast her spells once the enemy came into range.

The enemy flagship might be coming over, but it didn't mean they would just stay put even if they couldn't avoid that flagship. The enemy flagship was coming from their side, which also meant the

enemy had put themselves right where their canons were aiming. The fifty-six cannons on the side facing the enemy all fired at the same time.

Not every shot hit, but a decent number did. Considering the enemy flagship's large size and how close it was, it would be a miracle to miss every shot. Multiple explosions occurred on the enemy flagship.

These explosions didn't endanger that ship, though. As a flagship, the incoming man-of-war had a tougher defense and had more upgrades compared to a normal man-of-war. The glow of rune diagrams was seen along its hull. There was even a silhouette of some sort of shield around the flagship.

The enemy flagship lost some HP but not significant. The shield had reduced much of the damage. It continued to charge over without slowing down. It returned fire using the four cannons on its bow. Those four shots hit Palgrost's flagship. They were fired from an even closer range and Palgrost flagship had its side exposed, thus providing an even wider target area.

Like the enemy, Palgrost's flagship also had protective rune diagrams covering it. Additionally, it had tougher hull plates, giving it a higher defense. The damage it suffered gave no reason for concern, but the shots still caused enough shock that disrupted the crews' effort in reloading the cannons, and so delayed Palgrost flagship from firing the second time.

The delay was enough for Liguritutum's flagship to arrive. It had an extremely large naval ram on its bow. It also looked strong and sharp. A kind of glow covered this naval ram, no doubt an enchantment that increased its offensive power.

The two massive men-of-war collided. The naval ram of the Liguritutum's flagship failed to pierce into Palgrost's, but it did take out a decent chunk of its HP as well as causing a powerful impact that threw almost everyone on board to the floor.

Multiple grappling hooks were thrown out of the Liguritutum's flagship. With these grappling hooks, the Liguritutum's flagship slowly adjusted itself to come side by side with the Palgrost's flagship. As it did, many ethereal soldiers jumped over into the Palgrost's man-of-war.

Helga had prepared her spell. He cast it at the ethereal soldiers who were jumping over. Violent wind filled with flames washed over these soldiers. The weaker ones were unable to resist the force of the flame and were pushed in different directions. Some fell back into Liguritutum's flagship. Some fell into the water below.

While the flames from Helga's flames were still raging, a shadow was seen jumping out of the Liguritutum's flagship into the flames. Soon after, the raging flames were split into two. This shadow passed through the split flames and landed on the deck of Palgrost's flagship. Following him were many ethereal soldiers.

Viking used his Inspect on the ethereal who had opened the path for the enemy soldiers. The ethereal's name was Kaghash. He wore light armor and used a pair of katars for weapons.

"Kaghash, the high executor who leads the Liguritutum armada to rule the inner sea," Helga greeted.
"You are well known even in Palgrost."

"Flattery won't get you my mercy," Kaghash said. A trio of human players jumped over after the ethereal soldiers. They were World Maker's members.

Around them, the four other Liguritudum man-of-war formed a barricade around the two flagships. They fired their cannons at those who tried to approach. At the same time, their crews also jumped aboard the Palgrost's flagships. The dwarven soldiers on board were having difficulty battling the ever-increasing enemy soldiers.

"Get off my ship, you filthy mouthless scums...!!" Thelgrun roared. He lunged at the nearest ethereal soldier who was clashing with his soldiers. Mamunir followed close to him.

The other ethereal soldiers, who saw the president showing himself, immediately rushed over to get to him. Helga cast Flame Wrath at those ethereal soldiers. Multiple tracking fireballs flew forward and rammed into the ethereal soldiers who tried to gang up on Thelgrun.

"I'm your opponent, Palgrost Admiral...!" Kaghash dashed forward. He used battle monk's infinite lightning punches with his katars. The two katars produced uncountable images that stabbed toward Helga.

Helga was prepared. She immediately cast another spell after unleashing flame wrath. A wall of fire appeared before him. Kaghash's lightning punches failed to penetrate the wall of fire. He received damage instead.

Helga followed up by casting a Fireball spell, but Kaghash disappeared when the fireball was about to hit him.

"Behind you!" Viking warned Helga. He and Masta Chef were fighting against Gridhacker, Graphicz, and Soundeffect, but he still paid attention to his surroundings.

Helga wasn't an amateur. She already expected Kaghash to deliver an assault once he vanished. She cast Elementalists' flame shield. A fiery aura covered her body, increasing her defenses as well as dealing fire damage to anyone who came into her melee range.

She felt a sharp pain in her back then. Kaghash used Assassin's phase strike to shift to her back before delivering a backstab.

Chapter 1694: Targeting the President

Helga endured the pain. She was casting a spell when the backstab hit. The stab didn't cause her to stop casting.

Kaghash also ignored the fire damage from the flame shield. He activated Warrior's adrenaline rush, increasing his attack speed as he delivered a flurry of stabs to Helga's body.

Helga's spell was completed. An intense hurricane of flames erupted with her at the center. This flaming tornado engulfed Kaghash who refused to retreat.

Kaghash's body was covered by a translucent light, reducing the damage he received from the flames. The protective light was Ki Armor. He also used Ki Weapon on his katars. Aside from that, his body hardened and became stony. This was Battle Monk's non-standard skill, Stone Body. Aside from increasing defenses, it also negated knockback and increased the user's body weight by many times. This increased weight made him resist powerful force which should have blown him away.

With those buffs, Kaghash forced himself to stay within the flame hurricane and resumed his offense on Helga. He was intent on trading HP with her.

Since it was so, Helga retaliated in kind. She stayed her ground and cast one spell after another while Kaghash assaulted her non-stop.

The two continued to lose HP. But as time passed, it seemed more likely for Kaghash to come out victorious. Helga's HP reduced at a faster rate compared to Kaghash. Despite the two having the same level and grade, a melee combatant had more advantages when engaging at close range. Furthermore, many of Helga's spells had an AOE effect. When they were cast so close to her, she also received the damage. Thus, increasing the rate by which her HP fell.

Aside from Kaghash's persistence, her inability to put a safe distance from Kaghash was also because of the limited space on the deck. With enemy soldiers continuing to jump aboard, the deck became more cramped as time passed.

Even when Helga was in trouble, she still paid attention to Thelgrun. When she saw Thelgrun was in trouble, she cast Repeating Fireballs, which discharged a stream of fireballs. These fireballs struck the ethereal soldiers who were ganging up on Thelgrun.

Due to that, Helga was open. Kaghash didn't let this chance go.

"I've said it before, I'm your opponent!" Kaghash advanced until his body was right next to Helga. His two arms then grabbed Helga's body and locked it tightly.

Helga was helpless as her body was lifted high while being grappled. She was then slammed hard onto the deck's floor.

What Kaghash used was another non-standard Battle Monk's skill called Grappling Slam. It was a powerful move that dealt high physical damage and caused stun upon impact. Helga's spellcasting was interrupted due to the stun. It also caused Dizzy and Disoriented for a few seconds after the impact.

When Helga was still afflicted by the ailments, Kaghash used his body to pin Helga down on the floor. His abnormal weight due to the stone body skill caused Helga unable to break free. With that restraint, Kaghash rained blow after blow upon the helpless Helga.

Viking wanted to help, but he was having trouble dealing with three World Maker members. In terms of expertise, he was better. He was also a decent martial artist but the World Maker members had better equipment. They also possessed more skills and spells. Masta Chef who was fighting on his side had already been killed by the three.

Helga understood the precariousness of their situation. She couldn't rely on others for help. She cast a spell once she could think clearly.

A tiny orb of flame appeared in the air in front of Kaghash. Kaghash sensed the intensity of this orb of flame. He didn't believe Helga would cast such a spell so near to herself. Before he could react, this orb expanded abruptly. It turned into a large fireball that engulfed both him and Helga.

Kaghash received tremendous flame damage each second as long as he remained inside the fireball. He had no choice but to give up on restraining Helga. He jumped away and out of the fireball.

The fireball Helga cast was called Condensed Flare. The flame was so intense that it burned the deck they were on. When Kaghash jumped away, the floor also gave way. Helga fell to the deck below.

Kaghash decided to not chase Helga. The condensed flare blocked the hole where Helga had dropped into. He turned to the side. A more prominent target was there. Thelgrun were protected by Mamunir and the dwarven soldiers. They stopped the ethereal soldiers from ganging up on the president.

When Kaghash was about to go over to capture the dwarven president, he heard a commotion. Cannon fires were heard but from far away. The sounds were too far to be within the perimeter where they surrounded the Palgrost armada.

As he looked into the distance. He saw explosions on one of their ships. The side of the explosions showed that they were hit by someone from outside their perimeter. An unknown enemy had come into play!

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Since the battle started, Liguritutum's galleons and galleasses continued to form a barricade while firing at Palgrost's ships from every angle. At the same time, they sent their frigates and caravels into the enemy's midst to sow disorder. Those vessels were small and fast enough to sail in between the enemy ships while delivering bombardment from within. As for their carracks, they would be focusing on enemy ships that tried to break out from their barricade.

With the enemies pinned down, it was only a matter of time before the Palgrost's armada was sunk. However, Kaghash preferred a victory where they gained the enemy's ships to strengthen their armada. Hence, he and the other men-of-war charged in and targeted the enemy's flagship. If they could capture Palgrost's President, they could force the entire fleet to surrender and capture the enemy ships.

If they increased the number of ships in their fleet, they would increase their armada's power. They could better secure the river at the border. The enemy's armies who tried to cross this river would have to suffer great losses to get into Liguritutum.

Even if they failed to prevent the enemies from crossing the border, Liguritutum's land possessed many large rivers. They could continue to bombard the enemies marching through their territory. There was even a large lake behind Dritzuut, Liguritutum's capital. From the rivers, their armada could sail into this lake, and then rain cannon fires on the enemies who attempted to lay siege on the capital.

With such terrains, enemies who wished to conquer the Liguritutum Realm would have to first defeat its armada.

This was why Kaghash not only desired to defeat Palgrost's armada. He also desired to capture as many intact ships as possible from the Palgrost armada to bolster their own. He knew his country had lost a great deal of land units during the battle in Hydrurond. If Liguritutum wished to repel the invaders, they needed a stronger armada.

However, not long after Kaghash led the men-of-war charging in the enemy flagship's direction, a fleet of unknown origin sailed in from the Blackmaw Strait.

Chapter 1695: Veremor and Themisphere's Armada

The Liguritutum ships were too focused on the Palgrost Armada they were surrounding. Hence, they were unaware of another fleet entering the inner sea until this fleet was too close.

"Unknown fleet! Unknown fleet...!!" The ethereal sailors who spotted the fleet behind them shouted to let his comrades know.

A horn was soon sounded. This horn warned the Liguritutum Armada of the newcomer. They had to use this conventional communication method because the Liguritutum armada didn't bring a war table. Their war table was with Linda during the siege at Messephyria. Linda later destroyed the war table because they had to escape with haste. A new war table was currently being remade in Dritzuut, Liguritutum's capital.

While the Liguritutum sailors didn't know whose fleet this newcomer was, they didn't think it was friendly. No allies sneaked to one's back without notice. Furthermore, the only ally their country had was Aurebor and they knew Aurebor didn't have a war fleet.

As if confirming the Liguritutum sailor's suspicion, the ships from the unknown fleet opened fire.

Just as they had the Palgrost armada in a bad position, this mysterious fleet had them in a bad position. They had difficulties adjusting themselves to face this new enemy.

To make matters worse, the mysterious fleet that attacked them had a decent number of ships consisting of mostly large ships like galleons and galleasses. Each of these ships carried a large number of cannons. One volley of firing could cause significant damage when the shots were accurate. Judging from the hits they suffered from the first round of fire, they understood that the enemies aboard this mysterious fleet were not inexperienced in sea battles.

With the new enemies shooting at them, they were unable to apply pressure on Palgrost Armada. This allowed the Palgrost Armada to take an offensive role. Together with the new fleet, Palgrost ships took turns firing at them. They were now sandwiched between the Palgrost armada and the new fleet. They had to endure shots fired from both sides.

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The mysterious fleet that came was the combined armadas from Verremor and Themisphere. After the meeting between the sovereigns in Themisphere, John requested Kabaka to send the Verremor Armada to the port of Thepuergua to join Themisphere Armada.

Calling Themisphere's fleet an armada was a bit excessive since it only consisted of 8 galleons. Considering Themisphere had only one city that bordered the sea, this was not surprising. Originally, Themisphere only had two galleons and a few frigates. The additional galleons were commissioned to be built only after John became the royal advisor. He prepared them because he knew he would send them to Liguritutum at one point.

The majority of the mysterious fleet were Verremor ships, which consisted of 2 men-of-war, 16 galleons, and 32 galleasses.

This combined fleet had started their journey not long after the meeting between the sovereigns. The distance from Verremor to Liguritutum was far, and traveling through the outer sea wasn't a safe

endeavor. They managed to make it here due to being led by one ship. This ship was the Grey Jewel. A ship owned by a native named Joe Parrot whom John hired when he first visited the merfolk.

After the business with the merfolk, John recruited a player named Will Corner who helped him capture the dragon turtle. Will Corner was a player who valued his freedom a great deal. Even after becoming a guild member, Will mostly did things as he wished, but he shared the valuables he gained from his adventure on the sea with the guild, as per his agreement with John.

After Jack became the Themisphere's king, John needed a more particular service from Will. So, John helped him complete the lost maiden quest, a quest aboard a ghost ship Will had been longing to complete. John sent Balo and Michelle, two of Domon's old students, to aid Will on that quest. John had heard about the quest. Will failed to complete the quest when the rooms inside the ghost ship turned pitch black.

Normal people might be at a loss when they lost their visions, but not martial artists who had mana sense. In that pitch-black environment, Balo and Michelle sensed the monster in the dark. The two of them fought that monster and defeated it. The darkness was lifted then.

With the rooms returning to normal, Will was able to proceed into the deepest part of the ghost ship where they met the boss of the ship, the ghost of a pirate king. Working together, they defeated the ghost and retrieved the captain's diary which was required to complete the quest.

After Will got what he wanted, John threw his demand. He wanted Will and Joe Parrot, who had become Will's companion at the time, to sail to Blackmaw Strait. The purpose was to chart a safe course for their fleet to travel later. The outer sea was filled with dangerous monsters and the waters were extremely turbulent. Sailing blindly into such a sea would cost them a lot of ships. That's why John needed someone to chart the course.

Both Will and Joe Parrot were lunatics who laughed in the face of danger, so they quickly accepted the request. From their eagerness, John wondered if he had wasted his time helping Will complete the lost maiden quest.

When John was in the first Hydrurond war and then the Palgrost war, Will had been spending his time sailing the outer sea, mapping the course. They had many dangerous encounters, but Grey Jewel was a fast and durable ship, while Joe Parrot was a skilled captain. They managed to sail themselves out of danger multiple times.

After spending an awful long time, they finally recorded the safest path a fleet could take from Thepuergua to the Blackmaw Strait. This was the path the joined fleet of Themisphere and Verremor took to arrive here.

However, even though Will and Joe recorded the safest path, it was not entirely safe. The ships that could make the journey were only large-size ships. Carrack or smaller ships didn't stand much of a chance of surviving the journey. That's why the combined fleet only consisted of men-of-war, galleons, and galleasses.

John was currently aboard the Grey Jewel. He had given Will a recall plate to summon him when the fleet was close to Blackmaw Strait. Now that he was here, he was ready to take down the Liguritutum Armada with this combined fleet.

Chapter 1696: Rushing to the Flagships

John's original plan was to have the Palgrost Armada lure the Liguritudum Armada out of the Blackmaw Strait. Once they did, the combined fleet from Themisphere and Verremor would hit the Liguritudum armada from the rear. Palgrost armada would then turn back and strike the Liguritudum armada. Pinned in the middle, they should make short work of the Liguritudum Armada without losing too many ships.

But as in any war, John knew that things did not always go as planned. Situations changed, so they had to adjust to the situation.

In their current situation, they still had the enemies pinned in the middle. It was not an ideal setup, though. Palgrost Armada was placed in an enclosed position and hence couldn't put up much resistance, but they still fought back and caused the Liguritudum Armada difficulties in dealing with the newly arrived fleet.

The Verremor and Themisphere's fleet managed to sink a few ships from the Liguritudum Armada on their first strike. After that, the Liguritudum Armada readjusted their positions to somewhat cope with their unfavorable situations.

As the battle raged on, John sent messages to the commander of the Verremor fleet to address the most pressing issue. The commander was none other than Water Lily, a Cipher Flight member and also Four Winds' right-hand woman.

"Viking reported their situation is not good. We need to punch through the enemies and get to where the flagships are fighting," John said to Water Lily. "If the enemies successfully capture President Thelgrun, they can use him to force the Palgrost Armada to stand down. We will be in a pinch then. If they fail to capture but kill the President, the Palgrost Armada's morale will drop significantly. Either way, it is not good for us."

"Do you know where they are?" Water Lily asked.

"Yes, Viking sent me their coordinates," John answered. "But I will need several of your ships to punch through, especially your two men-of-war."

"Point the way," Water Lily said.

"Follow the Grey Jewel," John instructed.

The Grey Jewel started moving into position. Water Lily had her two men-of-war and a few galleons followed. While they were moving, John sent a few ships in a maneuver to distract the Liguritudum ships positioned at the spot where they wanted to punch through.

Each ship in both the Themisphere and Verremor Armadas had at least one player on it, and John had all these players in his chat group. This way, he could send instructions. Without a war table, this was the best method he could use.

While the enemy ships were distracted, Water Lily had her galleons send a volley of cannonballs, further weakening the spot. Her two men-of-war and Grey Jewel then charged in at top speed. A few

Verremor's galleons followed them, acting as bodyguards. They continued firing their cannons to clear the path.

Grey Jewel was a fast and extremely maneuverable ship for a galleon. It had no problem slipping between enemy ships while firing at them. The two Verremor's men-of-war rammed their huge bodies into the enemy ships in their way, pushing them aside and firing them with cannons at the same time.

With the barricade opened, they charged ahead to where the Liguritudum and Palgrost's flagships were located.

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When Kaghast first realized a new opponent had entered the fray, he stopped for a few moments. These few moments were utilized by Viking. His Berserker class had upgraded into a second-class special class, Barbarian Warrior.

Barbarian Warrior's skill set was similar to Four Winds' Barbarian King's. While Barbarian King gained Savage Cleave, Royal Barbarian Blood, and Kingly Presence when they leveled up until level 70, a Barbarian Warrior gained Savage Cleave, Barbarian Blood, and Barbarian Presence. Barbarian Blood and Barbarian Presence were the weaker versions of Royal Barbarian Blood and Kingly Presence.

Viking had been using Barbarian Presence during his fight with the World Maker members. When he noticed Kaghast was distracted, he used Barbarian Blood. His blood vein bulged as his attributes increased. While Royal Barbarian Blood gave Four Winds purple color veins, Viking's was blue.

With increased power, he used Punishing Cyclone to force his three opponents away. He then used Charge to rush to where Thelgrun was.

"Mister President, follow me!" He shouted.

Thelgrun didn't hesitate. More and more ethereal soldiers had come aboard their ship. His dwarven soldiers were overwhelmed. It was only a matter of time till they were defeated. But now that reinforcements had arrived, they needed to survive until those reinforcements reached this ship. If he fell into the enemy's hands before then, it would complicate matters.

Mamunir and the other dwarven soldiers used their bodies to block the enemies while Viking and Thelgrun ran to the door that led to the lower decks.

Kaghast finally snapped out of it when he noticed their prey trying to flee. He chased after the two. With his speed, it seemed like he would arrive at the door before the two, but a sudden strong burst of fire pierced through the floorboard in front of him. He had no choice but to stop.

He jumped backward just before the floorboard exploded. Helga floated out from the broken floorboard.

"I thought you said you are my opponent?" Helga said. She had taken a recovery drink when she was down there. It wasn't much but it was still something.

Helga glanced back and saw Viking and Thelgrun enter the door. The door was closed again, no doubt locked from the inside. Mamunir and a garrison of dwarven soldiers placed themselves before the door and acted as barricades.

Kaghast wanted to advance but a burst of flame again stopped him. When the flame burst subsided, four large snakes made out of flames surrounded Helga. These snakes opened their maws and shot fireballs. Kaghast dodged the fireballs and rushed forward, but the snakes lunged at him.

While Kaghast was busy with the snakes, Helga cast another spell, Exploding Fireball. A huge fireball flew toward Kaghast. Kaghast dodged the fireball but Helga triggered the fireball's explosion mid-air. The eruption produced enough force to throw Kaghast away.

Now that Kaghast was at a distance, Helga wouldn't let this ethereal approach her again.

Chapter 1697: Cipher Flight's Navy

"Ready your guild army!" John sent a message to Water Lily.

"On standby!" Water Lily already had Cipher Flight's guild army summoning platform at the ready. She could summon the guild army at any time.

Considering there was no land to put the army on, summoning a guild army on the sea was different than when it was done on land. A guild needed to have built a navy force to summon a guild army on the sea. This was what Cipher Flight had done as was seen by Jack when he visited their headquarters. They were perhaps the only guild with a navy force.

"Target sighted!" Will called to John.

Not far ahead of them were six men-of-war. Five were Ligiritudum's and one at the center was Palgrost's. All those men-of-war were huddling close to each other. Palgrost ships tried to approach but the cannons from the men-of-war made it difficult. They didn't dare to fire back for fear of hurting their own flagship or the President on board.

Verremor's men-of-war tanked the bombardment. They continued charging ahead. Grey Jewel followed behind them, using their huge frames as shields.

Ligiritudum's frigates and caravel, which were wreaking havoc nearby, came to stop the two Verremor men-of-war

Water Lily summoned Cipher Flight's guild army, or more correctly, the guild navy, before they arrived. Ten frigates and sixteen caravels appeared out of thin air. Considering the scale, a guild didn't possess as many funds as a country. To be able to construct these many ships was already a remarkable achievement.

A portion of the guild army was on those ships. The number of summoned guild units corresponded to the number of ships when a guild army was summoned on the sea. Bigger ships could accommodate more units. The priority of summoned units was the guild's special units, then ranged type. Non-special melee units were only summoned when there was enough space on the ships.

These frigates and caravels immediately took action once they appeared. They engaged Ligiritudum's frigates and caravels while approaching the two flagships. With so many ships coming at them, the cannons from Ligiritudum's men-of-war couldn't stop all those ships.

A few of Cipher Flight's frigates wedged themselves onto the enemy men-of-war. They threw grappling hooks to keep themselves tethered. The guild units then climbed onto the enemy ships. Several entered through the gun ports. Among these guild units was the Hellion Panther, Cipher Flight's guild guardian. The Hellion Panther was now level 81.

The Hellion Panther agilely climbed the high hull of the man-of-war, arriving on the decks in only seconds. Riding atop the Hellion Panther were Cipher Flight's two guild heroes. Kishale Trueaim, who was level 78, fired her arrows that were coated with the ice element.

The other guild hero was one whom Cipher Flight recently acquired. A level 80 mythical-grade orc with the name Gurume Loudthump. He lifted his magic staff high as spell formation was formed. Multiple lightning came down from the sky and struck the ethereal soldiers who rushed at them.

The Hellion Panther ran around the deck, clawing and biting the enemies while the two riders atop it sent ranged attacks. Their disruption allowed more and more guild units to safely climb aboard.

While Cipher Flight's guild units tried to scale the men-of-war, the water nearby turned turbulent. Under the water, a huge and long shadow was seen. This was Cipher Flight's second guild guardian, the Abaia.

Abaia looked like a giant eel with sharp and glowing scales. Water swirled around it as it swam by. It swam ahead of the two Verremor's men-of-war. With a swipe of its tail, it produced a giant wave that slapped between two of Liguritutum's men-of-war. This wave pushed the two men-of-war aside, creating a path for Verremor's men-of-war toward the flagships.

After opening the path, the Abaia swam away. It aided Cipher Flight's frigates and caravels in hunting the enemy smaller ships.

The Abaia was a level 82 rare elite aquatic-type monster. Even though it was just a rare elite, it was at an advantage because the battle occurred in its natural terrain. It was also able to cast spells.

It cast a spell right underneath two enemy frigates. The spell conjured a twister that tossed the two ships against one another, causing massive damage to them.

The tail-swipe it performed earlier to cause a giant wave was a skill. One that had a short cooldown. It used this skill every chance it got. At one chance, it also combined this skill with a spell, causing a giant tidal wave at a group of enemy vessels. The tidal wave dealt damage to the ships. A few of the smaller caravels even capsized, rendering them unable to move anymore even when they still had remaining HP.

Most of the ethereal soldiers on the capsized ships drowned. Natives had another limitation compared to players. While players could breathe underwater just fine, not all natives had the same ability. Only rare elite or higher grades could perform the same feat. Special elite or below would drown if they couldn't swim.

With Cipher Flight's frigates and caravels, the Abaia took care of Liguritutum's small ships which had been causing havoc amidst the Palgrost Armada. This gave the Palgrost Armada some lenience in dealing with Liguritutum's bigger ships which kept on firing at them.

Aside from them, the Grey Jewel also brought many Everlasting Heavenly Legends members. These members were players who had acquired companions from the Merfolk race. These players jumped into

the sea and summoned their companions. They then activated the Underwater Propeller magic scroll they had prepared. Undetected from under the sea, they struck the Liguritudum ships.

With natives' limitations in terms of underwater breathing, these covert attacks were difficult to deal with. Rare elite ethereal soldiers jumped into the water to fight these underwater enemies, but they were only a few. With merfolk companions who excelled in underwater combat, these ethereal soldiers were quickly disposed of.

John didn't stay idle. He might be giving each ship a tactical command, but his desire to join this battle was also because his special class and bloodline were best suited for sea battles.

Through his cooperation, and sometimes extortions, with the merfolk races, he had gained a new bloodline. He let go of their guild's super rare bloodline, Mystic Lord, for this new bloodline because the new bloodline was a unique grade.

Chapter 1698: Assaulting from the Opposite Side

John summoned the Dire Alligator, Seaspawn, and Water Serpent. The Dire Alligator and Seaspawn jumped into the sea and aided the Abaia in hunting Liguritudum's ships. The Water Serpent stayed aboard Grey Jewel and shot its waterjet breath at enemy ships who came close. It could also erect a water shield to protect the ship against shots from enemy cannons.

John had reached level 80 so he gained a new spell for his Marine Keeper. His level 80 spell was Sea Bastion. After casting the spell, an enormous crab appeared next to the Grey Jewel. This was the sea bastion, a mythical-grade giant crab. The crab was so large it was almost the size of a galleon ship.

John jumped onto the sea bastion while the Grey Jewel proceeded with the two Verremor's men-of-war toward the flagships. Will also followed him atop the sea bastion, he left the Grey Jewel to Joe Parrot and the other crews. The water serpent remained with the Grey Jewel.

The sea bastion's shell had multiple protruded parts which allowed John and Will to hide behind. This protruding part protected John from enemy shots that happened to land near him. The sea bastion's defense was extremely tough. The damage from the cannons was only one-quarter of its normal damage value when they hit the sea bastion.

The sea bastion didn't just stay quiet after being shot with cannons. The water in front of its mouth became bubbly, and then thirty rays of waterjet shot into the sky. These waterjets turned direction in the sky for a few times before hitting the enemy frigate that had shot the sea bastion. The waterjets accurately struck the cannons on that frigate and destroyed them.

The sea bastion then rammed its huge body into the frigate. The frigate almost capsized from the impact. The sea bastion used one of its massive claws to clamp the frigate. Its other claw was lifted high before it was brought down hard at the trapped frigate.

That one powerful smash took out half of the frigate's HP. Cracks were seen along its hull. A second smash broke the ship into two.

After demolishing the frigate, John commanded the sea bastion to continue onward. He was going to the flagships from the opposite side from where Verremor's men-of-war and the Grey Jewel were entering from.

That other side had one of the Liguritutum's men-of-war tethering onto. John had the sea bastion climb that man-of-war. Its multi-legs scaled the ship's hull by using the gun ports. Some of the guns fired when the sea bastion's large body passed in front of them. The sea bastion suffered damage but it didn't budge from the explosion. It continued to climb up like nothing happened.

Arriving on the deck, they saw ethereal soldiers crowding on the other side. They were waiting for the space to clear up so they could jump over to Palgrost's flagship. He saw the other men-of-war sticking onto Palgrost's flagship were invaded by Cipher Flight's guild units. The man-of-war he was at was the most peaceful because it was on the opposite side where they originally charged from.

By then, Grey Jewel and Verremor's two men-of-war had docked on that opposite side. Grey Jewel's crew and Verremor soldiers led by Water Lily climbed aboard Palgrost's flagship and assisted the Palgrost soldiers in fighting the Liguritutum soldiers. This shifted the battle a bit to the other side.

With that happening, the space on this side was cleared up. The ethereal soldiers aboard this man-of-war started jumping over to the flagship. As they were doing that, one of the ethereal soldiers happened to look back and notice the colossal sea bastion entering the deck.

"Enemy...!!!" He yelled.

The others turned back. The ethereal soldiers who hadn't jumped over to Palgrost's flagship canceled their intention and came at the sea bastion. Most of these soldiers were elites and special elites with ranges around level 50 to 75. They weren't a threat to the sea bastion. With one swipe of its massive claw, the ethereal soldiers were thrown to the side.

Even though a majority of these soldiers were weak, their number was considerable. They attacked from all sides while their range units sent ranged attacks. With such a compact offense, they held the sea bastion at bay.

A giant white lion with golden armor suddenly materialized in the air. This armored white lion pounced the ethereal soldiers and fiercely charged their ranks, causing havoc. The lion uttered a thundering roar that caused damage and caused some enemies to get afflicted with the Fear status. It also had a short-cooldown skill where his stomp produced an energy wave that dealt light-element damage to a large area, damaging many soldiers who crowded around it.

This lion was a level 90 mythical-grade Emperor Lion. It was summoned from John's legendary-grade magic staff.

With the two giant creatures drawing all the attention. John cast Fly and flew toward the Palgrost's flagship. Will followed behind using a wings tool. It was one of the rewards he received from completing the Lost Maiden quest.

John cast all of the Summoner's spells once he landed on Palgrost's flagship. His army of summons charged at the unsuspecting ethereal soldiers who were fighting the Palgrost soldiers. His summons

were led by his avatar. His avatar was now garbed in the best equipment. The equipment's lowest grade was super rare. Almost half were unique grades.

The avatar fought using Formless Flowing Sword Style and Eight Diagram Illusory Steps. The martial expertise the avatar displayed didn't lose to a top-tiered martial artist. The other summons fought beside the avatar using the Nine Stars Formation. Each of them fought using martial arts and they fought with the harmony of a perfect squad.

The feral tiger among John's summons was slightly different from the standard feral tiger. Its body was covered by hard shells. This armored feral tiger was the result of John using the Shell seed he obtained from the Dragon Turtle on his Feral Tiger spell.

This armored feral tiger acted as a tank for the squad, but it was still fierce. The ethereal soldiers who came close were savagely mauled without being able to cause much damage to the armored feral tiger.

Chapter 1699: Sea Deity Bloodline

Will helped John's minions by playing music, enhancing their stats. Aside from that, he was also singing a song.

"My goodness! Can you please stand a little further away?" John said to Will after hearing Will's singing.

It's not like Will wanted to sing. He was doing that to activate his skill. His bard class had transformed into a first-class special class, Pirate King. After completing the Lost Maiden quest, he received an item that gave him the chance for the special class trial. He successfully passed the trial.

The first skill from the Pirate King was Sea Shanty. This was the skill that required him to sing. Sea Shanty improved allies' attributes, defenses, HP recovery, and stamina or mana recovery. The effect increased if they were near a body of water. Since they were on a sea, this skill was at its maximum effect.

With the music and the sea shanty, John's minions and nearby Palgrost soldiers received double buffs. They just had to bear with Will's awful voice.

John also exhibited his new bloodline's power. His new bloodline was called Sea Deity Bloodline. It was a unique-grade bloodline that required the essences of aquatic monsters to level up. The bloodline increased John's overall stats and he was also granted a damage reduction from all sources. The degree of increase depended on the bloodline's level. If he was near the sea, these two passive effects were doubled.

Another passive ability from the bloodline was that he wouldn't be attacked by sea monsters with the grades of special elite or below. He would only be attacked if he was the one initiating the battle. This let him swim peacefully on the sea's surface. With this bloodline, his eyes had clear underwater vision. He could also speak underwater without using the Underwater Communication Potion.

A unique-grade bloodline had four active abilities. John had spent enough of his free time either in the merfolk's territory or in the lake near their guild headquarters. After Broidrireg increased the quality of the lake's water, higher-grade aquatic monsters lived there, allowing John to reap many essences. His bloodline had been upgraded to a level where he had three active abilities.

The first one was Water Suit. This bloodline skill conjured a layer of water that covered John's entire body. This water layer had its own HP. It absorbed all the attacks hitting him. As long as the water suit was active, he was also bestowed an additional 50% resistance to all status ailments.

John was currently covered by this water layer as he cast spells to support his minions.

The second active skill of his bloodline was useless in his current situation. The second skill granted him water propeller ability without a duration. He could travel very fast when he was underwater, even without using an underwater steed.

The third skill was called Sea Deity's arms. He kept this skill for emergency use.

"Look for a door that leads to the deck below," John instructed.

"Why do we want to go down to the deck below?" Will asked.

"Because Palgrost President is currently down there running from the enemies. We have to find him first before the enemies do," John answered.

"Okay," Will said. "I see no door nearby. You just want to go down there, right?"

John sensed Will using a big skill. He turned and saw a large cannon appear beside Will. Will was aiming this cannon right at the floor underneath.

"What are you..."

Before John finished speaking, the cannon's muzzle flared accompanied by a loud bang. A crashing sound followed an instant later. Before he knew it, there was a big hole in the deck floor.

What Will used was Pirate King's level 60 skill, Sea Cannon. It was a single-target offensive skill that delivered high physical damage. The skill caused extra damage to structures, like forts or ships. The sea cannon faded out of existence after delivering its attack.

John and Will looked into the hole the sea cannon had created. They saw the room down there was a pantry. Most of the things inside that room were a mess due to the explosion.

"The deck below," Will said to John.

"Good job, crazy man," John replied.

John jumped into the hole. He left his minions up there to continue fighting the enemy soldiers. His minions also stopped the enemies from following him into the hole. He could still see the situations up there via his minions' eyes and gave them detailed instructions.

The ability to see via a minion's eye was not a standard feature. This feature only came with clone ability. Summons would normally act on their own when their summoner went away. This was because the summoner could no longer tell what was going on around the summoned creatures and thus was unable to give proper commands.

However, John had trained heavily on mana manipulation not only on his spells but also on his links with his summoned creatures. He had learned to enhance this link, allowing him to see or even feel what his summoned creatures experienced. This not only gave him an awareness of what was going on with his

summoned creatures when he was not nearby, but it also gave him better control over them. That was how his summoned creatures could perform so many complex martial arts.

John didn't have the Hundred Synchronous Thoughts like Jack, but his abnormal brain allowed him to process multiple things at a time. He had no problem watching the situations up there from his minions' eyes and directed them individually while processing the situations down here.

"Do you know where the President is?" Will asked while following John out of the pantry.

"He is with a player named Viking. I've been in communication with that player, but it seems they cannot tell for sure where they are," John answered. "This man-of-war is massive. It is a maze down here."

"Are you kidding me? They don't know their own freaking ship?" Will asked with disbelief.

"It's not that weird actually. Have you ever heard the saying, a mayor has no idea about what the slum in his town looks like?" John asked.

"No. Never heard of it," Will answered.

"That is also not strange, because I made it up just now."

Chapter 1700: Waiting for Reinforcement

"Anyway, what I'm trying to say is that they are both in the high echelons," John said to Will. "They do not need to come to the lower deck where the commoners live, so it makes sense they don't know their way through the lower deck."

"Makes them lousy leaders, if you ask me," Will remarked. "I am the captain of my ship, but I know my entire ship, even the most obscure corner."

"You are the captain? I thought Joe was the captain."

"We are both captains. We share Grey Jewel's captaincy," Will said.

"I have no idea how that can work, but whatever, man," John said, but then he remembered his guild also shared leadership between three people. So, perhaps he did understand.

"So, if we truly don't know where they are. How do you know where to go?" Will asked. "Are we just running around like headless fish?"

"I think the term should be headless chickens," John said. "They don't know where they are exactly, but they know they are at the stern of the ship."

"Stern? That's where we are," Will said.

"I know. That's why I chose this side to enter the ship. Plus, I have this thing to locate their position," John said while tapping his God-eye monocle. "However, the radar on this thing is two-dimensional. It cannot differentiate between the floors, and we don't know which deck they are on."

"F*cking hell. Are they for real? They don't even know what floor they are on?" Will again couldn't believe what he was hearing.

"This gigantic man-of-war has seven decks. They said some enemies had come down and were chasing them. They were in the run so they kind of forgot what deck they were on. Believe me, I am also frustrated by the stupidity of the situation, but this is what we have to deal with," John said. They came into the stairs that led them to the lower decks. "We don't have much time. We'll have to split up to find them faster."

"Split up? You said there are enemies down here. What if we bump into these enemies while we are alone?"

"Are you scared?" John taunted.

"Oh, yeah. I'm scared. I'm scared that you will get into trouble since you left all your summons up there. I don't want to have to look for you to rescue you!" Will exclaimed.

"Good man. I know I can count on you to rescue me. Now, let's go! Time's a-wasting. Don't worry, I will know your position at all times using my radar. I will send you directions. Just make sure to pay attention to my messages. I will take the deck two floors down. You take the one directly below this one."

John ran down the stairs without waiting for Will's response.

Will looked at John going down the stairs. He wondered if that guy ever listened to others speak. He didn't want to waste time thinking, so he ran down to the deck below following John's instruction.

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Viking and Thelgrun were running through the corridors. They heard footsteps as well as the angry yell behind them. They continued to move away from those sounds. They continued running until they arrived in a hall with tables and benches bolted to the floor. It was the dining hall for the deckhands.

The dining hall had several entrances. They closed and locked the door they came in from and ran to the opposite side. The door on that side was opened.

Viking noticed a slight movement of the shadow when they were about to reach the opposite entrance. There was someone behind that door!

"Halt...!" Viking warned Thelgrun and also put his arm to stop the President.

Whoever was behind the door knew his cover was blown after hearing Viking. He rushed out from behind the opened door. It was GraphicZ. He swung his two-handed broadsword using Raging Strike.

Viking responded by using Power Strike at the last instant. The two large weapons clanged loudly. Both sides were thrown back.

Two ethereal soldiers rushed out from behind GraphicZ. They were heading to Thelgrun.

"Don't worry about me!" Thelgrun exclaimed. He readied his hammer.

GraphicZ came at Viking again. The two had fought before on the upper deck. GraphicZ understood if alone, he was not Viking's opponent, but what he was doing was simply buying time.

Earlier, Gridhacker, Soundeffect, and he entered the lower decks after breaking the door Thelgrun and Viking went into. Gridhacker was again wearing a God-eye monocle. One that Master warned would be the last one for him since he had lost several pieces due to getting killed. Using the radar on the monocle, Gridhacker tried tracking Viking and Thelgrun.

Gridhacker had the same problem as John. His radar couldn't differentiate between which red dots were up there fighting on the decks and which red dots were down here. After tracking for a while, he finally isolated two red dots that kept on moving about. He was sure these two were Viking and Thelgrun.

However, although he knew their whereabouts, he couldn't tell which decks the two were on. So, he, GraphicZ, and Soundeffect split up and went to three different decks. GraphicZ and Soundeffect followed his instructions as they moved toward the two red dots on his radar. When they reached the dots' position and didn't find their prey, they moved to another deck.

It turned out GraphicZ was the one to find the prey. GraphicZ had sent a message informing Gridhacker and Soundeffect. They were on their way here.

Viking wasn't oblivious to this. He knew he had to defeat the enemies before the enemy's reinforcement arrived. He struck at GraphicZ fiercely.

Even though Viking was at an advantage, he didn't completely overpower GraphicZ. Out of the three World Maker members he fought up there, GraphicZ was the most troublesome. This was because, like him, GraphicZ had a second-class special class.

GraphicZ's special class was the opposite of Violent Blizzard's Holy Avenger. His was Dark Avenger. Their skill set was similar. The difference was when Holy Avenger's skills were mostly light-element based, GraphicZ's was dark-element based.

Dark Avenger's first skill was Dark Rage, which also increased stats and damage like Holy Avenger's Divine Rage, but instead of using the avenging orb to heal oneself, the Dark Rage turned the avenging orbs into bombs that dealt 200% dark damage each.

The level 60 skill of Dark Avenger was Unholy Reckoning. It was similar to Holy Avenger's Holy Reckoning. A ranged attack that shot out a pillar of light, except this one dealt dark damage.

The level 70 skill was the same as the Holy Avenger, Punishing Smite.

With these special class skills, GraphicZ kept Viking busy while waiting for his partners to arrive.