

World 1706

Chapter 1706: Mind Breaker

John was enjoying the captain's seat on the bridge. In front of him was a holographic screen that showed the ship's status.

Different than the other ships, the flagship's bridge was filled with futuristic control platforms. Multiple holographic screens filled the room. One huge radial screen showed the image of the outer surroundings of the flagship in a 360-degree view. It was truly a marvel to behold.

While John was still enjoying the view, Will came to see him.

"I thought you want to stay in the Grey Jewel? Do you change your mind?" John asked.

"This ship is good but I still like my ship better," Will said.

"Hehe, don't forget Grey Jewel is still mine. I paid good coins to set it free, remember?" John said. "Now, what do you want to talk about?"

"I come to ask if Grey Jewel and I can leave and continue sailing the outer sea. You only need us to guide the fleet through the outer sea into this inner sea, right? So, you don't need us anymore. We can go back to search for riches in the sea. Don't worry, I will always spare a share for the guild."

John massaged his chin for a bit before saying, "I beg to differ. You have proven yourself a good wingman to have during a crisis in a sea battle. So, we still need you for this campaign. At least until after Liguritutum is defeated."

Will showed a disappointed expression. He didn't truly care about the war. He enjoyed the thrill of danger, but he considered the danger in war a senseless one. Not something he could enjoy.

"Don't pull such a long face," John said to him. "I'm not a bad person. I won't force you if you don't want to come."

Will's face brightened upon hearing that. But before he could say a word, John continued, "However, you have to follow me in this war till the end."

Billy Pants and Rough Criminal were there on the bridge. They were among the crews in the Grey Jewel. They chose to transfer to this flagship because it was a much cooler ship. They couldn't help but overhear the conversation between John and Will.

"Do I have to?" Will asked weakly.

"I won't force you, but you just have to do it," John answered.

Billy Pants and Rough Criminal turned to John with weird faces. This was the first time they heard someone say contradicting statements within the same sentence.

"So, what will it be?" John asked. "It's not a threat, yet."

"I understand," Will sighed. "Be careful, next time I won't be so eager to come to your rescue."

"Haha, I know I can always count on you!" John laughed.

Billy Pants and Rough Criminal couldn't make sense of the conversation. They just forgot about the two and returned to their tasks.

After Will left, John asked one of the native soldiers stationed on that bridge, "Where is our captive being held?"

"Inside room twelve on the third deck, royal advisor," The soldier replied.

John nodded. "Billy! You are in charge here until I return. Don't play around. Our fleet acts as the head of the combined fleet. I will throw you into the sea if you embarrass us."

"Uh... Okay," Billy replied. Being thrown into the sea might be threatening in the real world, but not here. They couldn't drown. Even if they died, they would just return to the land. Not that he wanted to mess things up, though.

John went down to the lower decks. The room the soldier indicated was guarded by two native soldiers. The captive inside was bound by a runic rope, he wouldn't be able to escape. The guards here were to watch in case the enemies sneaked into the ship to save the captive.

The guards opened the door for John. They closed it again after John was inside.

"Do you like your stay?" John asked.

Gridhacker was laid on the lower berth of the room. The runic rope tied even his feet so he couldn't walk. He just gave John a hostile stare.

John chuckled when Gridhacker didn't give him a response. He took a nearby chair and placed it in front of Gridhacker. He then lifted Gridhacker into a sitting position before he sat on the chair.

"It's okay if you are not in the mood to talk. Let me do the talking," John said. "I have a lot of questions to ask. First of all, where are our friends being held?"

"You won't get anything out of me," Gridhacker hissed.

"Oh? I thought you were not in the mood to talk?" John teased.

Gridhacker turned away defiantly.

"Anyway, like I said. I don't need you to talk," John said with a grin. "You, people, thought that you are always a step ahead of everyone because you think know everything about this world. Well, then I guess you know what this is, don't you?"

John took out something that looked like a weird helmet from his inventory.

"That... How did you get that thing...?" Gridhacker asked in surprise.

"Hehe, from your response, you do know what this is. Then you know what it does, don't you?"

"Keep that thing away from me!" Gridhacker tried moving away.

"Do I have to call the guards outside to hold you down?" John asked. "It won't be pleasant. You know this is going to be on your head whether you like it or not."

When Gridhacker continued to try moving away. John sighed. He didn't call the guards outside. Instead, he cast a spell. Ten dirt golems appeared. These dirt golems swarmed around Gridhacker's body and held him still. They also pulled him to where John was sitting.

"No...! Get off me!!" Gridhacker tried to struggle, but the dirt golems' grip was strong. He was also still restrained by the runic rope.

"From your strong reaction, you must be afraid about spilling Master's secret. You must be worried about what he will do to you if he finds out, don't you?" John asked. "Don't worry. We won't let him get to you. In fact, we won't let anyone get to you. You will be secured in our jail and you won't be lonely there. A friend of yours is there. Sinful Pleasure, I believe his name is? You two can keep each other company."

While speaking, John put the Mind Breaker on top of Gridhacker's head.