

World 401

Chapter 401: Raiding The Outpost

"We won't?" Bowler asked with bewilderment. "Bro, I know you are strong, but don't take us as useless. Not everything you can do by yourself, we can also help."

"You misunderstand me. If everything went according to plan, I also don't need to fight," Jack said.

Bowler was getting more puzzled. "What are you talking about? Are we going to have a negotiation with the bandit?"

Jack grinned at him instead of answering. "If you want to come, come then! Summon your mounts."

"Wait, we don't have one!" Bowler uttered. Before they used the Town Return scroll and left the expedition, Commander Quintus had gone and collected the mount whistles from them except for Jack's one.

"Are you kidding me? Go and buy one! I will leave you if you are late," Jack exclaimed.

Luckily there was a stable that sold or rented the mounts nearby. With the coins they had gotten from the expedition, the mount's price was affordable even with the inflation.

After everyone got a proper mount, they left. A group of over fifty people riding out into the wilderness drew some attention, but the onlookers didn't give it much thought. These days where guilds were already growing in size, many large groups like this came and went every day. However, there was a small group of people who went in the same direction not long after, keeping a distance of at least four hundred meters from Jack's group.

With mounts, they arrived in the area nearby the bandit outpost in a bit over three hours. Jack could have gotten there sooner because his mount was faster, but he kept his pace with the other.

The structure of the looming bandit outpost soon appeared before everyone's vision.

"We are going to attack that?" Bowler exclaimed with a gasp.

"Keep your voice down! We don't want to alert any sentry before the time. There could be patrols from that outpost going around here," Jack warned.

"Before the time, we are not attacking now?"

"Not yet," Jack looked at the position of the sun to tell the time. "Around half an hour more."

"What are we waiting for?"

"You will see."

Seeing that Jack did not intend to give any answer, Bowler gave up on the question.

"That outpost sure looks big, are you sure your plan can take it down?" Jeanny asked. A hint of worry in her voice.

"It was not this big when I encountered it the first time," Jack informed. "It was categorized as small-sized that time, now it has grown to a normal-sized outpost."

"That was normal-sized?" Bowler exclaimed. "There are bigger ones?"

"There are large-sized and town-sized which are much bigger than this one," Peniel explained.

"Haha. Though our foes appeared formidable, we will not cower! Comrades, an epic battle is ahead of us!" The Man exclaimed.

Jack gave him a side-eye, "I told you already, we are not fighting! You will just kill yourself if you go in with your level. Those outlaws inside have an average of level 40!"

The first time when Jack encountered the outpost, the average level of the outlaws was at 30. Now that the outpost had increased in rank, its occupants apparently had also undergone an upgrade.

"So what do we do?" The Man asked.

"Just stay still, be quiet, and wait!" Jack told him.

Far away from there, the small group that had been following Jack's group hid behind rows of trees and watched. Jack's group was just small figures in the distance, they can't make out anything just watching from there.

"How about I go in and eavesdrop on what they are saying? I'm confident in my sneaking ability, combined with my Silent Step skill, they won't know I am there." A rogue in the group offered.

Earmouth, who was the leader of this group, shook his head. "No, Scarface warned that this Storm Wind guy has something that can detect others' positions. He had confirmed that it was still safe with this distance, but he was not sure how far is that guy's tool's area of coverage. So we have to maintain this range."

"What are they doing anyway? Are they planning to attack that large structure over there?" Another asked.

"If they are, they are looking to die. We have some people passed through this area already. They reported that the structure is populated by human-type monsters. They average at level 40. Our members who went over to check on things end up getting massacred as the denizens inside swarmed out."

"I doubt they came here for no reason. Are you sure that Storm Wind came around here every day?" Earmouth asked.

Another rogue, who was being asked, replied, "It isn't exactly this spot, but he did go around at different places not far from here."

Earmouth had been sending people to spy on Jack and his newly formed guild, Everlasting Heavenly Legends. Urgh, he still shivered every time that name came up in his mind. How the heck did those people come up with such an absurd name for a guild?

Scarface had given him the permission to utilize the members of the guild for this purpose. Scarface was also wary after hearing about Jack forming a guild.

During these few days, the members of that newly formed guild were doing what a new guild normally did, actively doing guild quests to increase reputation. Only Jack was doing all sorts of random things.

"Can that be the bandit outpost they mentioned before?" Earmouth mumbled, then turned to another of his people. "Have there been any reports from the people who search for info in the library about the bandit outpost?"

"Nothing new yet. The last info they found is only saying that it was a place where outlaws gathered. If one successfully raids this outpost, which is by destroying the outpost's core, the reward will be abundant, though no indication of how this abundant is referring to. Also, it was said that there are different sizes of an outpost. However, no indication as well on these sizes interpretation, so we can't really measure what size category that one is."

"A bunch of uncertainty then," Earmouth pondered. "What I don't understand is, why these people are so interested in it. Are they simply targeting that abundant reward?"

"Let see them try then. If they somehow managed to get to the Outpost Core, we can ambush them. Then we can break the core ourselves and get the reward," the rogue who offered to sneak ahead suggested.

Earmouth turned to that rogue and said, "you obviously were not there during the battle of the Crestfall Plain, were you?"

"I did hear about this Storm Wind's terrifying power, but going against those bunches of level 40 Outlaws, I doubt that even he will get out of this unscathed. He should have exhausted all his trump cards during the fight, we only need to capitalize on it. It will be a great contribution if we manage to get the outpost's rewards and taking that Storm Wind out at the same time."

Hearing the rogue's reasoning, Earmouth thought it did make sense. He said, "I will ask for some more backup."

"Is it time yet?"

"You have been asking that for the third time now. Even if boss Storm did not mind your pestering, I am getting irritated by it," The Man berated Bowler

Jack did not show annoyance. Instead, he said, "It's time."

Jack then took out a rectangle piece of Jade. It was the Themisphere Beacon Stone. He had been saving this thing for a long time. He could finally make use of it for something important.

"What's that?" Jeanny asked.

"It's something that can call over the soldiers in Themisphere in a radius of 300 kilometers who will protect me for three hours."

"Wow, isn't that super powerful? So you are going to use these soldiers to deal with those outlaws in the outpost."

John who heard the description said, "I see, so the last three days you have used it to check on the patrolling soldiers' routes."

"Yes. Even though the radius of this item's effect was very large, it only lasts three hours. If the soldiers are too far and take too long to arrive. The effect will expire before the outpost is completely raided. From my previous roaming, I have found two powerful patrolling troops who are passing by not far from here around this time. It should only take them a few minutes to arrive."

Jack crashed the jade in his hand. A torrent of energy shot out into the sky before they exploded into a firework of multitude colors. The effect was similar when he used the beacon gave by Duke Alfredo near the Temple of Divine Squall.

They didn't have to wait long before rumblings were heard. From its sound, it was not a small force. Soon, they saw figures appearing, everyone was uniformly armored. From the size, they estimated the force could be closed to one thousand strong.

Before that first force arrived, someone called out and they turned in the opposite direction. Another similar force was seen coming over.

"Damn, I guess we really won't have the chance to fight," The Man uttered.

Chapter 402: Breaking Into The Outpost

Earmouth's group who was watching from afar was confused at first when they saw the fireworks, then they were completely baffled by the appearance of two Themisphere armies. These armies were heading to where Jack's group was and those lots appeared to be awaiting the armies with eagerness. They didn't seem unsettled by the sudden appearance of such a large NPC force.

They saw the NPC army arrived at where Jack's group was and started to surround them. There was no hostile movement, however. It even seemed as if that encirclement looked more like a protective formation.

While Earmouth and the others were racking their brain trying to make sense of the phenomenon, Jack and the others were admiring the army that was crowding around them.

"Wow, they were mostly level 40 and 45. Many elite ones among them as well," Giant Steven commented.

"Yeah, I choose these two patrolling groups for a reason," Jack said. "They may not be too far ahead of those outlaws in the outpost, but the equipment looked better and they are more organized. I don't think they will have a problem routing those outlaws."

The two armies were led by a Knight-Captain each, both level 50 of Special Elite grade by the name of Matias and Diego. This Matias was the same one he had delivered a parcel to during his surveying days. That's how he had so easily known where to find this captain to deliver the parcel, he had seen him already a day before.

"Great, let's command them to charge into that outpost!" Bowler exclaimed.

Jack rolled his eyes at him and said, "it doesn't work that way."

"Huh, why?"

"They are only here to protect me, I hold no command over them."

"Then how are you going to have them raid that outpost?"

"I can simply walk in there. The outlaws will attack, and this army will have to fight them in order to protect me."

"Ah, I see... that's cunning."

John commented at this time, "I assume that since you don't command them, you don't get any exp point as well for the outlaws they defeated?"

"Yeah, that's why I said there is no need for everyone to come. There is no benefit in this fight except for claiming that outpost after the fight is done. You will all only be spectators here."

"Spectators are fine as well," Jeanny said. "Not every day we can see a battle between NPCs. Most of the ones who didn't follow the expedition haven't experience that war we had with the orcs, this can be a good experience for them."

"All right, but stay in safety behind the army. Don't try to do anything brave or stupid," Jack ordered.

"I think that suggestion is better suited to be given to you," Peniel mocked.

Jack went ahead in the direction of the outpost. The army around him matched his pace, maintaining a protective formation around. Some of the outlaw patrols started to meet with the frontline of the army and got into a clash.

Soon loud alarm was heard from within the outpost, followed by numerous roars and cries. They could see shortly that many outlaws with savage appearances stormed out of the outpost. They showed no fear whatsoever facing the large army in front of them.

"Good Lord! Look at their numbers. If we try to fight them ourselves, we are as good as gone," Pointy Tip exclaimed.

Seeing the approaching outlaw force, the two armies changed formation as they formed a long line facing that incoming force. Footman with shield placed themselves in front as they braced for impact, line of spearman readied behind them with rows of archer further behind firing suppressing fire.

"Too bad we can't command them, you two will give them a great boost with that talent of yours," Jack commented to Jeanny and John. "I guess that talent is largely useless since you don't get much chance to command NPC troops."

"Actually, those talents will be really useful later," Peniel commented.

"How so?" Jack asked.

"Don't tell him. He never bothered to attend our guild meetings," John said to Peniel, which she gladly complied.

"Hey! Are you my guide or his?" Jack complained to her.

While they were chatting leisurely, the armies continued to clash with the outlaws. As expected, the outlaws attacked without any organization. They only attacked with brute force. Although their numbers were great and almost match the Themisphere patrolling troops, the difference in their qualities was apparent from the start despite the two opposing forces' levels were not far apart from one another. Themisphere armies' organized formation managed to hold the savage outlaws' charge while methodically causing damages to them.

Jack didn't take any further steps. He didn't want to disrupt the army's current situation. If he continued to walk forward, the army might be forced to adjust their formation out of their duty to protect him. So he waited as the army slowly but surely beat back the outlaws' assault.

Jack was not in a hurry. There were still more than two hours before the beacon stone's effect wore off. Plenty of time left. There could also be other troops further away on their way here. Things would get much easier if more soldiers joined in.

After half an hour of fighting, the mob of outlaws was thinning. The soldiers also had casualties but the proportion was around one to five. The outlaws stood no chance against the better trained and better-equipped soldiers. During that half-hour, Jack only took a step in between several minutes, simply to keep the pressure up.

Seeing the soldiers were winning and the outlaws were in shambles, Jack saw the risk had lessened. Hence, he did not continue being reserved. He summoned his magic staff and ran forward as he fired his spells and ranged attacks.

"Charge! Charge!" He yelled as he ran.

The army was not actually following his order, but since they had to keep Jack in a safe position, they rearranged themselves and followed him to charge in the direction of the outpost.

The other ranged players also joined in and sneaked their ranged attacks to whichever outlaws came into range. Even if they did not get the full exp, they still get a small portion when the soldiers killed the outlaws, as long as they landed a hit.

The Man and his minions felt depressed again because they could not join in on the attacks. He said to Jack, "boss, why every time you take us, it is always against these over-leveled opponents? All we melee can do here is just watch."

"You get exp for free, what is there to complain about?" Bitter Rain said to him.

"A real man only takes a reward from his own effort!" The Man replied.

"I can ask Jeanny to remove you and your people from the team if that means so much to you," Jack told him. At the end of the expedition, Jack's Leadership and Teamwork Skill had increased to Advanced Apprentice, but it was still not enough to form a party with over fifty people. Jeanny's, on the other hand, had increased to Intermediate Expert, allowed her to accommodate a party of up to sixty players, just about right for the total number of their current guild.

"I'm just saying, boss. We will stay at the back," The Man yielded.

The Players' damages were not much to look at, but they still provide some form of assistance. Flame's arrows were especially deadly, as nine out of ten they hit the weak points of their targets, eyes, throats, groins, which caused critical damages. The Man and the others winched when they saw the arrows hit that latter one, they all silently said to themselves to not piss off this quiet woman.

Trinity Dawn's spells were also very helpful. She placed her spells at the most advantageous positions, allowing much leeway for the advancing army.

For the other ranged players, John told them where to hit while Jeanny organized their arrangements and attacking rhythm. The places where they hit turned out to be the weak parts of the enemy's formation, causing the already disorderly enemies to fall into more chaos.

Jack himself was running around doing as he pleased, trying his luck to pick off any outlaw who was already low in health.

They soon broke through into the inner complex of the outpost. The surviving outlaws who used ranged weapons went high into the towers scattered around the outpost as they continued to bombard the soldiers with arrows. The players make sure to stay away from the range of these towers. The outlaw archers already possessed very long ranges, as was experienced by Jack when he first encountered the fortress. Added with the tower height, the range increased further.

Luckily, the soldiers were not defenseless. Some of them were equipped with crossbows, which had a superior range compared to bows. These weapons allowed the soldiers to shoot back at the outlaw archers on the towers despite the disadvantage of height. While the melee soldiers with shield protected the others as they rushed in to get to the archers on top.

Chapter 403: Outpost Boss

The outpost consisted of several separate buildings, but one in the middle was the largest. Jack had no doubt that it was where the outpost core was located, as with the outpost boss. He continued to proceed towards that building as the soldiers around him dealt with the outlaws.

When he reached the doors to that largest building, one of the Knight Captains, Diego, stood in his way. He said, "Outworlder, inside this building is the leader of this bandit outpost, who is most probably a formidable outlaw. Please refrain from going inside."

Jack frowned. This was out of expectation. Could they prevent him from going inside? That would be a problem then. "Are you going to prevent me from going in?" Jack asked.

"We are duty-bound to keep you safe until the beacon time expires. That will also include harm that is caused by yourself," Diego replied. His face was stern.

Matias came up beside Jack and said, "What my comrade says is right. Please do not make it difficult for us." He then turned to Diego, "However, Diego, exterminating outlaws are also within our duty. Now that we have encountered this outpost, it is also within our duty to raze this place."

"That is of course true, but since our current duty was to protect this Outworlder, his safety took priority. Once the beacon time expired, we can continue to destroy the rest of this outpost," Diego replied.

Crap. If that happened, it would probably be not them that were considered to have defeated this bandit outpost. They might even get chased away before the soldiers deal with this outpost boss. Everything would have been a waste then.

"So, you are going to physically prevent me from going in?" Jack asked them.

The two stood in front of the door, stating their intention with their stances.

"Dealing with a strong opponent while have to protect another is a difficult thing. Please understand it is for your own good," Matias explained. His tone was more friendly, though friendly was not enough to aid Jack in this situation.

Jack frowned. He was not strong enough to force his way through this two, but then he remembered about the time when he was with Bowler dealing with the soldiers in the mess hall in Thesewall while investigating the strange disease. He took out his Themisphere Nobility Badge faction. The two Knight Captains were confused at first, but then they recognized the badge and observed it better. "Viscount?" Both of them uttered.

'I see that you remember. I was just about to tell you to take out that badge,' Jack heard Peniel's voice in his mind. He turned to the fairy who was floating beside him. Her mouth was still, she was speaking to him telepathically as they did in the past.

At the same time, the fairy also spoke to the two Knight-Captains, "Yes, he is a Viscount of the kingdom. If you lay your hands on him, it will be a big violation. Do you understand?"

"This..." Diego was speechless at the turn of events.

Matias pondered for a bit before sighing. "Do you insist to enter?" He asked.

"I do," Jack said.

"Then let us send soldiers in first. You have to stay behind and remain safe. Otherwise, we would have failed our duty."

"Don't worry, I will be careful. One thing though, our primary objective is this Outpost Core. Leave it to us. You only need to hold the boss as best as possible while we destroy the core."

Matias gave the matter a thought then looked at his fellow captain, Diego, who scoffed, "hmph! You outworlders, always doing things out of your league. You will only bring us down if you die. You best take care not to get killed! If I lose my rank because of your recklessness, I will come to look for you once this is over. I don't care if you are a Viscount or what!"

Jack took a gulp. If he had a penny for every time he got threatened by an NPC...

The two then opened the door as they sent several of their best men inside before they rushed in as well. Jack and the others followed behind accompanied by the rest of the soldiers who could be spared. The rest of the soldiers were still dealing with the outlaws outside.

They continued to defeat outlaws that barred their way. The quality of the outlaws inside was also better than the ones outside, slowing the soldiers' advance as the soldiers' casualties increased.

After steady progress, they finally arrived at the outpost main hall. Which was on the top floor of the building and was very large. Its four walls were all open-air with only supporting pillars where they could see the scenery outside.

Waiting on this floor were around one hundred outlaws, all Elite grade. In the middle of this mob, flanked by two level 42 Special Elite outlaw deputies at both sides, was the largest outlaw Jack had ever seen. He was holding a humongous stone club laced with runes all over its surface.

Uruk (Rare Elite Boss, Human), level 45

HP: 440,000

Their numbers almost equal the soldiers who came up and took their positions opposite this outlaw mob. Jack surmised the soldiers should have no problem taking on the outlaws, except for the leader. The two Knight Captains would have to work together to deal with him.

Jack then noticed a stone stele behind the mob. He asked Peniel telepathically, 'is that the Outpost Core?'

Peniel flew up to take a better look. She sent her answer to Jack, 'it is.'

After getting the confirmation, Jack sent the info to the other members of the guild. Telling them the priority was to attack that stele while the soldiers and outlaws were going at each other. He advised anyone who had the Amulet of Rebirth to equip it. Some outlaws might force themselves to break away from the soldiers and came at them once they started attacking the stele. All of them moved to one side of the open walls as they waited for these natives and outlaws to clash with each other.

The level 45 Rare Elite boss, Uruk, walked forward as he eyed the invading soldiers with indignation. "How dare you soldiers of Themisphere invade my territory! I have given you people face by not coming near your city, and now you returned this gesture with such disrespect. None of you will leave this place alive!"

"Bandits! How dare you presume this to be your territory!" Diego boomed. "This entire land is owned by His Majesty King Themos! You dare to form your little bandit clan here and expect us to look the other way? You should have known better. Today we will rid you of His Majesty's land!"

"No need to talk with them, boss, let's just gut them!" One of the level 42 Special Elites beside Uruk uttered. He was brandishing two daggers as he used his tongue to lick the dagger's blade.

"So be it! My brothers, let us show this Themisphere dogs the consequence of invading our home!" Uruk bellowed, which then was followed by the savage roars by the rest of the outlaws.

The soldiers did not lose to those outlaws as they uttered their battle cries and ready their weapons. Diego brandished a long bastard sword as Matias showed a dual-wield style, his right hand held a saber while his left had a shortsword.

When the outlaws charged, the front line soldiers ducked and revealed a row of crossbowmen, who then fired a volley of bolts. If this was real life, that one move would have cut down the number of outlaws by half. In this world, they only reduce a portion of the outlaw's HP. The crossbowmen stored their crossbows and changed to pike weapons as they joined their melee comrades who were now also

charging forward. Ranged fight was not efficient in this confined space, thus most of the soldiers changed to their melee weapons.

Jack and the others stayed at their position as the NPC forces met each other. Jack was about to ask the others to sneak forward along the wall, but John stopped them. "Wait a while longer. It is still too hectic," he said.

Jack didn't oppose. He believed in John's judgment.

As Jack had expected, Diego and Matias took to themselves to face the Outlaw boss. However, even with the two of them, and despite their higher levels, they were still pushed back. Their subordinates were having a better struggle. Luckily, more soldiers came up as time passed and joined in the fight, further tipping the advantage to the soldiers. Some of the Lieutenants then went to assist their two Knight Captains in fighting the outlaw boss.

"Okay, let's move now," John said. The outlaws had decreased in numbers and they were more or less pinned.

They walked along the edge of the floor while the two forces continued to fight. Jack glanced at the side with the open wall and saw how high they were. If they fell, they were sure to die. They continued to sneak and reached the backside of the stone stele.

Once they got close, Jack realized something and said in his mind, 'Crap! This stone stele is so small, how can we all crowded in and attacked at the same time?'

Chapter 404: Stopping The Outlaws' Advances

John had beaten him to this situation and said, "Okay, six melees with the highest damage go and attack at will. The other melee will serve as a foothold to the ranged class so they can fire from above."

The Man was protesting. All of his men were melee, so most of his men were getting reduced to foothold roles. His mood had been down since being denied the battle with the outlaws. Now getting reduced to be footings for others to stand on, it was getting on his nerves.

Jeanny persuaded him and offered herself to be a footing as well since she was a melee too. John advised against it since Jeanny's damage was amongst the top for melee and she also used a spear, so she could actually stand behind the six melees and stab through the gap. Jeanny gave him a glare to shut him up. The Man was not a stone-headed guy, he saw Jeanny's sincerity so he swallowed his pride and asked his subordinates to do as John had instructed.

Jack was about to head over to the stone stele when John stopped him. "No, not you. You stay back," he said.

"What?! Why?" Jack was confused. "In case you haven't noticed, in terms of damage, I am numero uno."

"I'm fully aware of your freakish damage. But you are also our best fighter, so you will serve as our protector."

"Huh?"

"Any outlaw that forced itself over once we gang-bang this stele. You have to put yourself on its way to prevent that outlaw from reaching us."

'Damn it! Getting reduced to a bodyguard role,' Jack complained in his mind. The Man who saw his dissatisfied expression said, "Boss, do you prefer to be a foothold instead?"

"Uh... no, thanks. I'm good," Jack replied. He started casting a spell. When he saw the others took position and were about to hit the stele, he yelled, "wait, wait!"

The others looked at him with puzzlement. Jack's spell was completed and two identical Jack appeared. "Okay, go nuts!"

Jack also cast Barrier when the six melees sent their Power Strike onto the stele, with the range players propped up sent their Mana Bullet or Precise Shot all at the same time. The combined damage blasted at the stone stele, but they were surprised that the HP of the stele only went down around 2%.

"Shit! This is going to take some time, Attack at will! Attack at will!" John exclaimed, then to Jack he uttered, "you, pay attention to any stray!"

Everyone started to attack frenziedly. Jack returned his gaze to the fighting soldiers and outlaws, and he immediately spotted a change. All the outlaws had looked over to his side, more correctly, the stone stele side. They ignored the soldiers and tried to head over to protect the stone stele.

Since their main objective was to protect Jack and the outlaws at the moment were heedlessly tried to charge over to where Jack was, Matias and Diego quickly issued the order to stop the outlaws. The fighting shifted from trying to deliver damages as much as possible to try to hinder movements as much as possible.

Luckily after the passing time, the outlaw's numbers had diminished as the soldier's numbers increasing as more soldiers coming up the stairs. So, the soldiers could more or less keep most outlaws in check. However, the main problem was the three outlaw leaders, Uruk and his two Special Elite Deputies.

Out of his two deputies, the dual-dagger-wielding outlaw had very fast movement, many Knight Lieutenants had to work together to pin him down. While the other outlaw deputy was a nimble archer type. He ran and jumped around amongst the soldiers as he shot several arrows toward the players who were assaulting the stone stele.

Jack quickly put himself in the arrows' ways. He cut the ones he could while deflected with Magic Shield another portion, the remaining he stopped using his body protected by the barrier spell.

That archer was going to be a problem, Jack thought. But then he heard a sudden boom and saw a huge shockwave threw many soldiers away, including the two Knight-Captains. In the middle of the shockwave was Uruk who was holding his huge club with its tip on the cracked floor, which was still shining with leftover energy. That outlaw leader had just unleashed a skill.

Uruk then charged towards the stone stele.

"Stop him!" Matias shouted while trying to get up.

Many soldiers put themselves on Uruk's way, but one swing of Uruk's club sent them all flying. Jack came up in front of him in an attempt to block the ravaging outlaw.

"What the hell are you doing?!" Diego called out as he tried to rush over as well.

Uruk's club slammed down without mercy upon Jack's head. The club smashed directly onto the floor. Uruk watched Jack who was still in front of him, unharmed. He then saw another two Jack at different places. He realized he had been had. He bellowed an angry roar and was about to continue his charge when Diego came upon him.

Diego's bastard sword slashed at the unsuspecting Uruk from the side, but Uruk ignored the attack and continued to advance. Matias also arrived and put himself at the front. Uruk swung his club to blow him away, but Matias was ready, he lowered his stance and crossed both his saber and shortsword to block the blow. He was pushed away one step but remained in front of Uruk. Uruk had no choice but to stop and deal with the two. The other Lieutenants came to support the two Knight captains. Uruk remained their biggest threat.

At this time, the dagger-wielding deputy took the opportunity when many of the lieutenants were heading over to deal with Uruk, to slip through the gaps and dashed over to the players. Jack came to stand in front of him as well.

The deputy had seen how Jack fooled his leader, he was not getting duped by the same trick. He used his body to ram forward at Jack. Whether it was fake or real, the outworlder would not stop his advance. As expected, his body passed through Jack effortlessly, but another Jack came to his side and made a slash. He could feel the pain from that slash, this one was real!

He quickly swiped his two daggers in a wide arc, but Jack dashed away with extreme speed, evading the swipe before suddenly dashed back again in a flash and made another slash which was covered with flame. This second slash connected as well, the deputy felt a great pushing force. His feet skidded on the floor as he was unwillingly pushed back. Soon many soldiers took this chance to come upon his front and blocked his advance.

Jack's combination of Shooting Dash and Flame Strike had managed to alleviate the danger posed by the dagger-wielding deputy, but then he saw the archer-wielding deputy again kicked over the soldiers and used them as footholds to jump up into the air. Several arrows headed at the players again.

Jack was too far away this time. The arrow struck the melees whose backs were facing the fighting crowd. Luckily all the arrows were just normal attacks. None of them died, but their HP went down significantly. The Man was amongst them, he yelled, "Hey, boss! Where is that protection?!"

"Shut up! I am by myself here running back and forth!" Jack replied as he used Charge and put himself onto the arrows' trajectory again. "Hurry the hell up, will you people?!"

It's not like they were not in a hurry though, they had been attacking the stone stele like crazy since they started. Save from using AOE skills or spells which could also damage the six melees, the range players had used everything in their arsenals, but they still had 40% to go.

The archer deputy super agilely stepped on the soldiers' heads as he continued to jump forward, continued to shorten his distance from the stone stele. All the while continued shooting.

More arrows that cannot be cut or deflected, hit Jack's body and his Barrier finally popped.

The archer deputy made one last kick at a soldier's head and suddenly his body was launched far and high.

'Shit! It was that famous boss' leaping skill again,' Jack exclaimed in his mind.

That jump skill caused the archer deputy to suddenly appeared in front of Jack as he landed, leaving behind all the soldiers' barricades. Jack was face to face with the archer who was grinning.

'What the hell, do you think I am afraid of you just because you are higher level? You are still a ranged type, moron!' Jack exclaimed in his mind as he sent out a slash.

The archer again showed his nimbleness. He ducked down with superb speed, evading the slash, while at the same time his body rotated and had his leg swiped at Jack's feet. Jack lost his balance as the archer lifted his bow up and had one of its sharp ends impale down at the falling Jack.

Chapter 405: Getting A Guild Headquarter

His bow passed through Jack's body as if it was empty air. The archer frowned, this outworlder in front of him was clearly the real one a moment before, not the fakes.

Jack had switched places with one of his copies, who during the fight had come over to the archer's back. At this time he activated the Overlimit ability of Storm Breaker.

The archer sensed a back attack coming, he quickly rolled to the side and avoided Jack's slash. But when he thought he was safe, he found himself within a crimson-marked area. His consternation didn't last long as three powerful crimson chains latched onto his body.

Jack did not hold back anything more. He had cast the Myriad Ensnaring Chains once he switched body. The spell required four runes, he used simultaneous two-runes forming at the same time to fasten the casting, completing the spell in a bit over three seconds, taking the advantage of the archer's confusion when he switched place with his copy.

This archer was too agile and difficult to hit, but with the Myriad Ensnaring Chains holding him down, he was a sitting duck. Jack didn't waste any time. Although the chain spell was powerful, this outlaw was still a level 42, the chains wouldn't be able to hold him for long.

Jack activated Life Burning Art and Adrenaline Rush before executing his strongest killing move, Lightning God Barrage!

Numerous large balls of lightning, crackling with continuous discharges of electricity, materializes one by one rapidly around Jack. Once all twenty balls appeared, Jack sent them all to the archer. It was the best time to use this move as the soldiers were still on their way. If they arrived, Jack could not use this skill anymore or it will hit the soldiers as well.

The archer deputy himself was already low in health. Although he was nimble, he had been focusing on finding gaps to shoot the players attacking the stone stele, hence the many soldiers surrounding him had been able to continuously hit him. He only had around a quarter HP bar left at this time.

With Overlimit active, Jack's Lightning God Barrage was even more boosted than the last time he used it. Each explosion caused damage around 2500. With all twenty balls landing on the archer, the total damage of around 50,000 consumed all the HP it had left.

Ah... A divine treasure was truly something else, Jack couldn't help but think after seeing the result.

The ones that were most taken aback were his guildmates. Due to Jack's display, they had all unconsciously stopped their attacks on the stone stele and stared at where the archer used to be.

Jack who heard nothing from their direction looked over and saw that they had stopped attacking. "Hey! What are you all gaping for? Hurry up and destroy that blasted thing!"

The shout returned them from their stupor and they continued their assault on the stone stele, its HP was now less than 10%. Still, their hearts were in turmoil as they could not forget the sight of those lightning balls that exploded with terrifying intensity.

Seeing the precariousness of the stone stele, Uruk bellowed an enraged roar as his whole body was covered by crimson tattoos. Jack remembered that skill. It was the same as the first group of outlaws he had fought. Although at that time the manifested tattoo was black in color.

After the tattoo appeared, Uruk manifested even greater strength and speed to his already massive brute strength. The two Knight Captains and Lieutenants could barely hold him at bay before. With this buff, he was even more unstoppable.

"Holy crap!" Jack uttered as he saw the soldiers getting tossed around by the berserk Uruk.

The soldiers, however, were not intimidated. With the archer deputy defeated and more outlaw underlings routed, more soldiers had been freed. So they all come to assist in pinning down this outlaw chief. Both Matias and Diego's armors and weapons shone with glowing runes as they clashed with Uruk. It seemed that they were also using their trump cards for this supposedly final showdown.

Uruk abruptly stopped his movement despite all the assaults. Swords, axes, and spears stabbed and slashed at his body, but he was still as a statue. Suddenly, his eyes glowed red as he cried a deafening roar, his huge club started spinning around, creating a huge whirlwind. Everyone in his vicinity was sucked by this whirlwind before getting thrown far away.

"Holy, holy crap...!" Jack uttered again. The entire space around Uruk had been cleared out, no soldiers between him and Jack and the players at the stone stele.

Uruk wasted no time as he stomped over with wide and heavy footsteps towards the stone stele. Jack shot his range spells and attacks at the approaching Uruk, but the brute treated them as mosquito bites. He continued to barge over uncaringly.

His two copies came to the front but Uruk was not getting fooled by the same trick again. He copied what his dagger deputy had done, and rammed the two doppelgangers using his body like a rugby player. Whether they were fakes or reals, made no difference. He passed through unhindered, but suddenly he stumbled. A ring made of light was gripping at one of his legs. Uruk made a forceful push and that ring was broken to pieces.

Only one second, Jack thought of his Magic Bind. He now stood in front of Uruk who resumed his charge again. Another spell formation was formed on his staff. The outlaw chief treated Jack as the same as the copies, he assumed a low position as he used his shoulder to ram through Jack.

Jack released his completed Ice Ring. 'Hopefully, you get frozen!' Jack prayed. The spell hit, Uruk was still moving, albeit slowly.

'Shit!' Jack cursed as he disappeared before getting slammed by Uruk's massive body. His Flash Step brought him out of harm's way, but he had run out of options to stop the rampaging Uruk.

But then he glanced at the stone stele, it only had 3% left. They should still be able to destroy the stele since it had so little life left now, but many of his guildmates would die before that once Uruk reached them. He then saw that his Overlimit was still active, the skill was in its last few seconds left. He made a decision and activated Dragon's Eye, the entire world slowed down. He focused his attention on the melee players surrounding the stone stele. They had been continuously moving as they attacked the stele frenziedly. With the Dragon's Eye, their movements had slowed down to a crawl and allowed him to identify some gaps. He swung his sword, targeting one of those gaps.

His Sword of Light's crescent light shot out, it flew past Uruk who almost reached the players and slipped past the melee player through the gap. The crescent light sliced into the stele, delivering over 5000 damage. The stele trembled heavily and broke apart into countless pieces.

"Nooo...!!!" Uruk yelled madly. His charge, however, was too late to stop. He crashed into one of the melee players, a Warrior, who happened to be The Man's adjutant. The poor guy flew away. The other players on the trajectory jumped aside once they saw the impact. The Warrior continued flying unabated and out of the building through the open wall.

"F**CCKKKKK....!!!" He screamed all the way as he dropped down.

The ones who were closest to the open wall couldn't help but peeked out as they watched the Warrior plummet down to the ground far below. A splat was heard when he hit the ground. They all winched when that happened.

Jack came to The Man who was originally standing by his adjutant when they were banging the stele. "He wore the Amulet of Rebirth, right?" He asked.

The Man did not answer, he was watching the figure beside him anxiously. Uruk had knelt down, unmoving. He appeared to have lost the will to fight after the stone stele was destroyed. The players soon heard a voice notification informing them that they had successfully raided the outpost. It took them a second before they broke into a cheer.

After the notification passed, Uruk disappeared magically. Jack looked back and saw that it was the same as the remaining outlaws. None was at sight. The soldiers were tending to their wounds.

While the players were still cheering, they heard another notification.

"Guild players detected among the players who had raided this outpost. Do you wish to forfeit the reward of the outpost and turned it into a Guild Headquarter?"

"Forfeit?" Jack asked.

"Yes. Do you think you will get the reward and Guild Headquarter at the same time?" Peniel asked.

"Duh, yeah. I was hoping so."

"Greedy!"

As the leader of the party, Jeanny took the liberty to make the decision. She did not need to consult the others since their primary objective was the Guild Headquarter from the start. After she inputted her decision, another notification sounded that informed them that the transformation to the outpost would commence and they would be transported to the ground outside in three minutes.

Chapter 406: Rewards For Being First

Hearing that, Jack quickly ran over to the place where the archer deputy had fallen. This archer was killed by him so it had dropped some coins, mana cores, and two items.

"A special elite only dropped two items?" Jack said disappointingly, he had even summoned his Runestone of Luck when the archer was consumed by the lightning balls. Though he didn't know for sure if his attack would kill the archer, he still knew that the combination of Overlimit and Lightning God Barrage would be very devastating, so he had summoned the runestone.

Jack picked up the coins, mana cores, and two items, one of which was a scroll. He inspected the scroll.

Invisibility I scroll (Super rare consumable)

Cast a level 1 Magic Bind spell

A super-rare magic scroll? Not bad, but it's not offensive magic. Jack turned to Peniel, "Is this like the invisibility spell those World Maker people used inside the temple's dungeon?"

"Similar, except the one they used is Group Invisibility. This one only affects one individual, the caster."

"Can you describe how this spell functions? Can I still move after becoming invisible?"

"Yes, you can. The spell will be broken if you touched another person or monster, or when you get into a combat status. In other words, if you attacked or are hit by an attack."

"If it is not broken, how long will the spell last?"

"Thirty minutes."

"That's quite a long time. Is it the same for the Group Invisibility?"

"The group one only lasts fifteen minutes."

Those World Maker people must have only activated their Group Invisibility scroll when they noticed someone approaching via their God-eye monocle, Jack pondered. He then checked on the other item.

Bandit Archer Insignia (Super rare Insignia, for guild purpose only)

Convert trained Archer unit to Bandit Archer unit

'Another super rare? So my runestone of Luck was not wasted. But trained unit?' Before he had the chance to ask Peniel about it, he heard a voice from behind him.

"Dude, can you tell me something? What are those lightning balls you used to defeat the outlaw archer? Were they from a magic tool?"

Jack turned around and saw his guildmates crowded around him. Everyone was wearing a questioning expression. The one who had asked was Giant Steve.

"That is no tool, that is a skill," Jack told them, and then he made a prideful face and asked, "who was it that says I do not have a lightning skill despite having a Storm in my name?"

"Bro, I was just saying. You still bear a grudge for that?" Weird Trap said helplessly.

"Hehe, it was a cool skill, ain't it?"

"Very, very cool. But also extremely unbalanced," John commented. "If you throw those balls into players, no one will be able to survive no matter how high their defenses are. And it even hit people in an area, how unfair can it be? How long is the cooldown of that skill?"

"Five hours," Jack answered truthfully.

"Well, it is still a very unbalanced skill. Skill like that would have been heavily protested by players in a real game."

"Well, good thing this unfair skill is possessed by one of our members then," someone said.

"If he can get it, someone else can too. What if our enemies used it on us?" John said.

"I think it will not be so easy to get this kind of skill. There are only six others in this world," Jack said. He remembered Peniel said there were seven Divine Treasures.

"Four others," Peniel said. "The other two had different functions."

"What is this six and four things, you should tell us more," John said.

"There is no need for you to know. Just rest assured that this kind of skill is not something anyone can get. This guy here only gets it through a miracle."

Jack shrugged, "what she was trying to say is that she also doesn't understand why I get the thing that gives me this skill. You people should stop prying, she won't tell you if she doesn't want to."

"Fine then. But hey, why didn't you use that skill to bust that outpost core from the start? It would have saved us almost half the time already."

"Dude, the damages that skill caused were a combination of my two greatest trump cards. I won't use it if I don't have to. And wasn't it you that asked me not to attack the stele at the start?"

"How do I know you have such an unreasonable skill in your arsenal?"

As they were chatting, the three minutes time was up. They were suddenly enveloped by soft light and then found themselves already standing on the ground outside the outpost.

They looked around and saw that the entire outpost had turned out very differently than before. It was more empty now. There was only one building left which though large, was a far cry from the previous building that housed the outpost boss.

Jack at first thought that the transition process would take some time, just like when he renovated Amy's shop and Ellie's restaurant, but turned out it happened instantly.

Everyone then heard another notification, "Congratulations, guild Everlasting Heavenly Legends, for being the first to acquire a Guild Headquarter, your guild receives 100,000 reputation points and 100 gold coins."

Before everyone could register, another notification followed, "due to the captured outpost was of the normal-sized, receive guild resources of 500 gold coins, 300 food, 100 minerals, and 100 lumbers. Every participating member received 1000 guild contribution points."

And then another, "Congratulations, guild Everlasting Heavenly Legends, your guild has reached level 2. You can now have up to 1000 members and your guild headquarter can build more buildings."

They didn't know which notifications to be responded first. Someone finally broke the silence, "Our guild has become level 2?"

These three days they had been working on guild quests like crazy, typical of a guild that had just been formed. The passion was still fresh and everyone was still enthusiastic. But despite their zealotry, they only managed to gather a bit over 1,000 reputation points. Just around 1% of the reputation required to level up. But considering it was almost two months and none of the other guilds had become level 2, such a slow speed was expected. Now they had directly acquired the number of reputations required to jump directly to level 2, how could they not be astonished?

Jack remembered then that White Scarfs had also gained a reward for them being the first to establish a guild. Then also when he being the first to fully max out his skill. Seemed like there were lots of hidden rewards in this world for being the first one, not everything though.

Jack turned to Peniel, "do you know we will get this reward for being the first one to build a headquarter."

"No, I don't," Peniel replied.

Too bad, so he couldn't cheat by knowing which one he should focus on trying to be first then.

Everyone then heard Bowler cheered out, "Wow! Did you hear? 600 gold coins? We are rich! How should we share it?"

"You can't share it," Peniel said to him. "Those coins are considered guild resources. It can only be used for guild matters. You can't take those coins out."

"We can't?" A clear disappointment in his voice.

The army had also transported outside and was standing around in a protective manner. The three hours time of the beacon was not yet passed. Jack went over to the two Knight Captains.

"I'm sorry for the loss of your people," Jack said to them.

"Hmph, really? I can see that you are just using us for your own goal," Diego uttered.

Matias gave a wry smile, he then said to Jack. "Don't mind him, he is always the brooding sort. Our soldiers' loss is indeed a tragedy, but that is our job as a soldier. We can lose our lives at any time. The way I see it, you have helped us take out a bandit gang within our region. If we are to do it ourselves, the casualties will be more. You guys managed to destroy the core so our fight with the outpost boss was cut short. That is a great accomplishment by itself."

While Jack went and had a chat with the Knight Captain, Jeanny and John tried to go into the sole remaining building in that place. Everyone deduced that the building was their new Guild Headquarter. When they tried to open the door, it won't budge. An interface appeared in front of the door, asking them for the headquarter's name.

"We get to name the headquarter?" Bowler said in surprise.

"Cool! What should we call it?" Everyone had a discussion about it. Jeanny tried to organize the discussion.

John, in the means time, typed something into the interface while everyone was discussing. The door opened not long after.

Everyone turned to the opened door with a surprise. Seeing John was standing there, Jeanny asked, "did you type in the name already?"

John simply grinned and went inside the building.

"What's wrong?" Jack came back and asked.

"That prick just gave our headquarter a name without anyone's consent," Bowler said as he pointed at John's back.

"What name did he give?" Jack asked.

"Open your guild page," Flame said.

Everyone did so.

Guild name: Everlasting Heavenly Legends

Guild Level: 2 (Reputation: 101,252/500,000)

Guild Members: 54/1,000

Gold Coin: 600

Guild Headquarter: Heavenly Citadel

Food: 300 / 1,000

Mineral: 100 / 500

Wood: 100 / 500

Mana: 0 / 1,000

"Heavenly Citadel? That prick! Why did he only pick the word of his choosing? Why didn't he name it as Legendary Citadel?" Jack complained, then he turned to Peniel, "how do I change the headquarter's name?"

Peniel answered, "You can't. That name is final."

"What? Can't we go to the Guilds Association and request for a change?"

"Nope," Peniel affirmed.

"Joohnnnnn...!!!" Everyone rushed into the building. Intent on teaching the guy a lesson.

Chapter 407: Headquarter's Building System

Earmouth who was watching from afar was completely dazed by what he witnessed. They had seen the army assaulting the bandit outpost. They originally planned on looking for a chance to kill-steal the outpost core, but with the hordes of the army all over the outpost, they did not dare to show themselves.

They have been wondering non-stop how Jack managed to gain the assistance of this army to raid the outpost, then suddenly the fighting stopped. Not long after, the entire outpost disappeared, leaving only a single building, and Jack's team was seen again.

As he was still in much bewilderment, he suddenly received a message from Scarface, "what did that Everlasting Heavenly Legends do? You are watching them, right?"

"Huh? What do you mean?" Earmouth replied. Why did Scarface suddenly ask about this guild?

"Their guild just jumped to the top of the guild chart!" Scarface sent a reply.

Inside the Guilds Association, there was a board that showed the chart of top guilds. The guilds were ranked by their reputation points. All this time, the top ten were always held by most of the top guilds. Several from the guilds in the coalition, especially the top three founding guilds, Death Associates, Corporate United, and Wicked Witches. Then other prominent guilds such as White Scarfs, Saint Edge, Black Cloak.

These few had always competed and the ranks continued to shift one day over another. Death Associates, White Scarfs, and Saint Edge were the three that had held the top three most of the time. Death Associates had even almost reached level 2 for their guild, they only need a few more days to complete some more quests. But today, a fledgling guild nobody knew, who never had been seen before on the list of this chart, as it only listed the top fifty guilds. Suddenly, this unknown guild shot up directly to the first place, completely baffling every guild member who happened to be in front of the chart.

They immediately contacted the superiors in their guild, reporting this shocking phenomenon. Some even went to the association counters and reported that there was an error on the chart. Which the staff replied to each one that no such thing had occurred.

Inside the Heavenly Citadel, Jack and the others came upon a very spacious grand hall. The ceiling was as high as a gothic cathedral's ceiling, while the size was larger than a soccer field. The ones who entered were so awed by the space that they had completely forgotten that they rushed in to scold John.

In the center of this hall was a large but low and round platform. John was at the edge of this platform working on something. Suddenly a hologram image came up on top of the platform. Everyone immediately went over to crowd around the image.

"What's that?" Someone asked.

"It's the image of the landscape surrounding this headquarter," Peniel informed them. "This will be the territory owned by the guild."

After hearing Peniel's information and looked closely, they could now recognize the image. At the center of the image was a small building in which they were in. Looking from a bird-view perspective compared to the eye elevation was completely different.

"We owned all this land?" Viral Cora asked, dazed.

"Yes, and you should start to work on this land and secure a strong foothold if you want to keep it as yours," Peniel said.

"Work it? How to work it?" Jack asked.

"That, my friend. If you have listened to our meeting with your fairy companion here, you wouldn't have been so clueless now," John said. He typed in something on an interface beside the platform. Some additional images came up, floating above the landscape image. There are words accompanying these images.

Existing structures:

Guild Hall, level 1

Lodging Quarter, level 1

Worker Quarter, level 1

Mana Cell, level 1

Warehouse, level 1

Power Crystal, level 1

Teleportation Chamber

Jail

Buildable structures:

Farm - required: 20 lumber, 10 mineral, 40 gold coins, workers needed: 3, construction time: 2 days.

Mine - required: 15 lumber, 20 mineral, 70 gold coins, workers needed: 5, construction time: 3 days

Lumberyard - required: 20 lumber, 15 mineral, 60 gold coins, workers needed: 5, construction time: 3 days

Fishery - required: 15 lumber, 15 mineral, 50 gold coins, workers needed: 3, construction time: 2 days

Blacksmith Workshop - required: 25 lumber, 40 mineral, 100 gold coins, workers needed: 5, construction time: 5 days

Alchemist Workshop - required: 30 lumber, 30 mineral, 90 gold coins, workers needed: 5, construction time: 4 days

Kitchen - required: 25 lumber, 35 mineral, 80 gold coins, workers needed: 5, construction time: 4 days

Scrollmaking Workshop - required: 25 lumber, 25 mineral, 100 gold coins, workers needed: 5, construction time: 5 days

Watchtower - required: 20 lumber, 20 mineral, 20 gold coins, workers needed: 2, construction time: 1 day

Wall - required: 15 lumber, 35 mineral, 30 gold coins, workers needed: 4, construction time: 3 days

Barrack - required: 50 lumber, 50 mineral, 200 gold coins, workers needed: 8, construction time: 7 days

Upgradable structures:

Lodging Quarter, level 2 - required: 30 lumber, 30 mineral, 50 gold coins, workers needed: 4, construction time: 2 days

Worker Quarter, level 2 - required: 30 lumber, 30 mineral, 40 gold coins, workers needed: 4, construction time: 2 days

Warehouse, level 2 - required: 40 lumber, 40 mineral, 80 gold coins, workers needed: 6, construction time: 2 days

Power Crystal, level 2 - required: 100 lumber, 100 mineral, 200 gold coins, workers needed: 6, construction time: 3 days

"Are we in a building SIM now?" Giant Steve asked.

"No, friend. We are entering the RTS era now!" John exclaimed.

Jeanny chuckled. She then explained, "As you can see, with a building headquarter, we can now build structures to further develop our headquarter. Each of these structures has its own function. You can interface with the image to read its function. For example, this Guild Hall level 1 is the room we are standing in at the moment. Lodging quarter is over here."

Jeanny touched the large landscape image and made some hand gestures. Jeanny motioned so the image of the headquarter building was zoomed in. The layout of the building became visible. They could see it consisted of several sections. Jeanny pointed at the section where they could see many bunk beds inside the room.

"Us players can sleep in here. It functioned the same as the inn. So you don't need to go back to the city or make camp to stay the night. At its current level, it had 300 beds. More than enough for us now, but won't be enough later if we reach full members. Still, it's not like all members will come and sleep here at the same time. The lodging quarter, however, can be upgraded. The size will increase once upgraded and more beds will be available."

"This here is the Worker Quarter," Jeanny panned to a small room nearby."

"Only ten beds?" Bowler asked.

"It's not for us. It's for the NPCs."

"You mean natives," Peniel protested.

"I apologize. Yes, natives," Jeanny corrected. "they are the ones that will do all the menial work here. Like constructing a new structure, mining the mines, and such."

"Are they here now?"

"You have to hire them first from the Guilds Association," Peniel said. "Each worker will have a weekly wage and daily requirement of food. So you have to pay attention to never have those coins and food empty, or else the workers will leave the guild. If that happened, you will have to pay their starting fees again to rehire them."

"I assume the farm will be where we get the food. What about gold coins?" Trinity Dawn asked.

"From you outworlders. You can give your personal coins to the guild as a donation, you will then be given guild contribution points in return. You should have found this contribution point inside your status page. You should have already gotten these guild contribution points when you did guild quests."

"I haven't. I only got it just now for taking down the outpost," Jack said. He had not yet done any guild quest.

Peniel ignored him. "These guild contribution points are the currency you used when you want to use the guild's services."

"What services?" Bowler asked.

"For now there are only the Power Crystal and the warehouse. There will be more once more structures are constructed. You can find out yourselves."

"Taking the warehouse as an example," Jeanny continued her explanation, "You can donate your unneeded equipment into this warehouse and get guild contribution points. Other players can use their guild contribution points to get the equipment or item from the warehouse."

Everyone started playing with the interface to read the descriptions of each structure. After a while, someone blurted out, "barrack? It says here we can train footsoldier unit. Does this mean we can have our own personal NPC army?"

"Army is a big word. But in time, a small garrison of troops is possible," Jeanny replied.

"This troop can only guard the territory your guild owned though," Peniel clarified. "Do not expect you can take this troop everywhere you like. And please note that territory is different than region. The capital is included within your region, but for your territory, that is roughly only around thirty kilometers square with this headquarter as its epicenter."

"Oh..." A hint of disappointment on everyone's face.

"That's for Guild Hall level 1. Once you upgrade this structure, your territory size will increase," Peniel added.

"Oh..." Same remark from everybody but with a hopeful tone this time.

Jack came to Jeanny's and John's side. "So, what should we build first?"

"You will need to go to the Guilds Association and hire our ten workers," John said.

"Why me?"

"Duh, aren't you the richest amongst us?"

Chapter 408: Jail

"That still doesn't mean I can squander all my coins just like that. Isn't this supposed to be a group thing?" Jack protested.

"You will get guild contribution points for hiring the workers using your personal coins," Peniel informed.

"Oh, I guess it's ok then," Jack said. "So, what are you going to build first after getting the workers?"

"We have to build the barrack from the get-go," John said.

"Why is that?"

"Cause we will need to prepare a defense as soon as possible. Do you think us fifty-something people can defend this headquarter from the top guilds? If they managed to destroy the guild core in this hall, they will get this headquarter. These NPCs, I mean, natives troops will be our best line of defense at this stage."

"Yes, any footsoldier unit you produced will directly be level 30," Peniel said.

"Wait, doesn't this mean we will be vulnerable before the barrack is up? It takes 7 days to build that bloody thing," Jack said.

"Don't worry, newly captured headquarter has a two weeks protection status," Jeanny explained.

"Oh," Jack heaved a relieved sigh. He had planned to go out to fill his exp for the Lightning God Blessing. He couldn't afford to be asked to stay here to protect this place.

"Once we build the barrack, then we will proceed with building all the four resource gathering structures to speed up the procurement of resources," John said.

"Luckily we get the starting resources from capturing the outpost then," Jack said. "otherwise, how do we build anything?"

"You can still have your workers gather the resources without those buildings. They will simply gather them from the wild," Peniel replied. "This site is actually very good. When we first encounter this outpost I have thought that it is an excellent site for a guild headquarter. It has a mountain for the mines, a small forest nearby, and even a small lake behind that can be used for fishing. Considering this is the region closest to capital, I reckon this site might be the best one in all this Themisphere kingdom."

"Ain't we lucky then?" Jack exclaimed.

"Yes. Lucky you guys raided this outpost first. If another non-guild party raided it, the outpost will disappear and it will randomly pop up on another site, which might not be the best place for a headquarter. The first outpost location is usually the best for a headquarter's location."

"Our advantage is not only the resources it provided," John said. "This landscape is also good for defending."

"How so?"

"If someone wants to attack, they can only do it from two fronts, the South and West sides. We got a mountain at our East and a huge lake at our North. Before I say anything further, Peniel, can someone bring a ship to the lake?"

"Ship is not something that can be put inside outworlders' storage bag. If someone is bringing ships there, it will be done manually, which means they will be easily spotted," Peniel said. "There is a spell that allows a party to walk on water though, but at this stage, you probably won't meet an outworlder with such a spell yet."

"Okay, then we will have to worry about the lake at a later point then. For now, we only need to worry about an attack from these two sides. In the South part here which were the plains where we came from, it will be easy for us to see if any enemy is coming for us. The forest in the West here will provide a better place for our enemy to hid if they prepare an ambush, but the reverse is also true for us."

"We ambush them back?"

"More correctly, our traps will ambush them."

"We can build traps?"

"Once you build the blacksmith workshop, have sufficient resources, and have someone with high enough blacksmith skill, that is," Peniel said.

"Yes, so this period of two weeks will be very busy for us, now everyone gathers around! I will assign a task to each of you," John said. He then turned to Jack. "As for you. Why are you still here? Didn't I already give you a task?"

"Can't you say that with a little bit more courtesy? For goodness sake, I'm the same rank as you!"

"Don't mind him, you know how lousy his attitude is," Jeanny mediated. "We have to trouble you then, thank you for all your effort in advance."

"See? You should learn more from her!" Jack said to John, to which John only waved him away. Before he left, Jack said to his two fellow leaders, "Heads up. I will be gone for around two weeks, probably more. Got an important thing that cannot be postponed. So I might not be able to help with anything during the time."

"Wow, you really are leaving everything to the two of us. Not that I haven't expected it," John responded. "But stay one night here first. I still need several things to go through with Peniel. You can leave tomorrow."

"All right, I can do that," Jack said. He was about to head out, when Peniel call for him, "where are you going?"

"That prick asked me to go to the Guilds Association in the capital," Jack answered.

"You are going on foot?"

"On steed more precisely."

"Don't you see this headquarter already have a teleportation chamber?"

"It's already operational? I thought we have to register our guild link with the capital's one or something like that before it can be used?"

"It has already automatically linked with the city within the region. For other cities, yes, one member will have to reach said city first and establish the link before you can teleport to that city."

"Cool, where is this chamber?" Jack ran back to the holographic platform again and checked the position of the teleportation chamber. He realized something and asked Peniel, "hey, there is a jail as well. What is it for?"

"Try going there and have a look, you will see an interesting thing," she replied.

An interesting thing? Jack's curiosity was piqued, he decided to stop by there first before the teleportation chamber. As he was walking, John noticed him and gave him a look that said, 'why are you still here?'

Jack gave him back a look that said, 'If you have a problem, come at me!'

Jack followed the layout shown in the holographic image and found the stairs that brought him down to the basement. That was where the jail chamber was located. It was a damp and dim chamber, a stereotypical interior of a jail. There seemed to be ten prison cells covered by iron trellises. He looked around and could not identify anything that could be described as interesting. Was Peniel just messing with him?

He was just about to turn to Peniel when his vision caught a shadow inside one of the prison cells. He observed more carefully and the shadow moved. Jack walked over to get a closer look, the shadow made the same approach and came to the iron trellis.

"Holy shit!" Jack exclaimed as he stopped short on his approach when the shadow came into view of the dim light.

The face that was illuminated by the light was a savage and barbaric kind, but one that Jack recognized. In fact, he had just been fighting with the owner of this face not long ago. The one occupying one of the prison cells was Uruk, the outlaw leader of the bandit outpost they had just conquered.

Uruk used his two powerful hands to rattle the iron trellis that caged him. The trellis shook with a worrying sound but it held.

"That's..."

"Yes, the outpost boss from before," Peniel answered before Jack finished his question.

"But why..."

"If one successfully raided an outpost and turned it into a guild headquarter without killing the boss. The boss would automatically be transferred here." Peniel again answered his question before it was completed.

Jack looked at Uruk with amazement. The barbarian was still shaking the iron trellis fiercely. 'Would that thing hold?' Jack wondered.

Peniel continued with her explanation, "in fact, now that you have access to the jail. Whenever your guild members successfully raided another outpost or destroying an outlaw gang hideout without killing its boss, they will be transferred into this jail."

"Outlaw gang hideout?" Jack asked.

"You can see it as a miniature bandit outpost."

"Only the boss will be captured?"

"Only the boss. Do you think you can fit all the other outlaws into this tiny jail?"

"What good is holding the boss here? Better kill it for items drop."

"There are two benefits to choose from for capturing a boss alive. One, you can hand the boss over to the kingdom faction for a bounty that is not less generous than the rewards if you kill the boss, probably even more. In addition to that, your guild will receive a good amount of reputation as well."

"Great! What are we waiting for? Let's hand him over and claim the bounty," Jack said enthusiastically.

Chapter 409: Hiring Workers For Guild Headquarter

"You are truly an impatient one. Did you forget already I mentioned two benefits to choose from? My suggestion is to not hand over this one to the authority. He is of the rare elite grade and looks to have a good potential."

"Oh? Why is that good for us?"

"Because the possible second benefit is that you can choose to recruit this boss."

"Recruit? You mean... he works for us? He will fight for this guild?"

"That's exactly what I mean. But first, your guild has to reach level 3 and be able to build a certain structure called Hero's Altar. Apart from that, someone in your guild needs to defeat him in one-on-one combat before you have the chance to recruit him."

"Uh... one on one combat? Maybe we should just hand it over to the authority for the bounty," Jack said.

"Are you that pessimistic? Very unlike you," Peniel criticized.

"Ahaha, I'm kidding," Jack laughed. He then turned to Uruk who was still staring at him menacingly from behind his cell. "I look forward to defeating you in a one-on-one combat."

Uruk replied by spitting at him. Luckily Jack was not too near, he managed to dodge the spit. "Such uncivilized attitude. Wait till I am level 45 and I will teach you a lesson!" Jack said while walking backward.

He then went to the teleportation chamber. The device there was similar to the zone portal he had seen at capital Thereath and Theseval town. He used the interface there and saw there was indeed an option to teleport to Thereath, however, the teleportation device requested the cost of 5 mana core.

"So this is the use of mana core?" Jack asked.

"Not just for this," Peniel replied. "Many magical devices that you could operate which was not in a town will require this mana core. There is also the option if you want to use this headquarter's mana to operate this portal, but that option is only available to high-ranking members of the guild, Officer or above. You don't get that option at the moment because this headquarter's mana pool is still empty."

"Oh, I see there is that Mana Cell in our headquarter's layout. That is the structure that produces our headquarter's mana?"

"Yes. The rate is around 5 mana per hour."

Jack made a fast calculation. "At that rate, it will take more than a week to fill up the maximum 1000 mana storage."

"Yes, at this time, this headquarter had not much need for the mana yet. But once you build more structures and open up more functions of this headquarter, there will be many things needing mana. Guild members can add to the amount of the mana pool by donating their mana core to the Mana Cell. Same as donating gold coins, members will get guild contribution points in exchange."

"I see," Jack didn't put much importance on the mana core, but now seeing how it can benefit the guild, he was motivated to collect more of these mana cores.

He then inserted 5 mana cores into the teleportation device. It hummed to life as the runes covering its surface flared with bright light. He felt that the air around him heated up as his body's particles slowly broke apart, his vision was then engulfed by pure whiteness. By the time he could see normally again, he found himself already at the portal zone of capital Thereath.

In front of the Heavenly Citadel, the troops that had gathered because of the Themisphere Beacon stone started to disperse. Although there was still a few minutes before the time limit passed, with Jack teleporting himself to the capital, he had gone out of the range of the beacon stone effect, so the troops gathered there were no longer bound by the duty to protect him.

Earmouth's team who saw the troops leaving, declared, "all right, this is our chance. Let's go scout out that place first before our main team arrive. But do not engage the enemy if you see Storm Wind, we are simply scouting the place out to learn about it. We will make a further plan once the others arrive."

They went down from their hiding place and proceeded towards the new building that had replaced the previous Bandit Outpost. All of the Everlasting Heavenly Legends members had gone into that building, so no one should notice them approaching.

However, while they were still some distance from that building, they bumped into an invisible wall.

Since he was leading the team, Earmouth was amongst the ones who collided with the unseen wall, hard. He was messaging his pained nose as he stared at the empty air in front. He extended both his arms forward and felt his hands touching something as if there was a solid wall. He tried to push hard but he could not move forward even an inch.

They then heard a notification, "Newly captured Guild headquarter is under protected status. Non-members are prohibited to enter until the protection status period ended."

"Guild Headquarter? Protection status?"

Earmouth observed the building in the distance as he thought about all that he had seen. He then sent a message to Scarface, "there is no need to have everyone come here anymore, but there is something important I need to report."

Jack was heading to the Guilds Association when Earmouth was playing wall push-up with the invisible wall outside of Heavenly Citadel. Due to the beacon stone's effect not yet ended, he ended up getting escorted by nearby patrol guards.

He felt awkward as more and more guards appeared and followed him as he walked. Everyone watched him in amazement.

Some who saw the march tried to get a better look at this lone player who walked around town with personal NPC troops. They used Inspect on him, yet they could not find any information about him from their Inspects because of Jack's Cloak of Shadow. However, several with a better memory remembered his face and exclaimed, "Hey, wasn't that the Demon of Crestfall Plain?"

"What? Hasn't that guy disappeared already? I heard the coalition guilds ambushed and caught him. They tied him and then bury him alive somewhere so he couldn't come back anymore."

"That's just rumor. How can you believe that kind of crap?"

"That crap explained his disappearance. Maybe he finally managed to free himself from where he was kept captive, and now he returned with an NPC army. And look, there is even a fairy pet following him. He must be on his way to take revenge on the coalition."

"Wow, I must really applaud your imagination."

"Hey, how about we go and introduce ourselves? If we can befriend such an expert, probably he can help us improve."

"If you are bored with your current level and want to restart again, sure, go ahead."

"What do you mean?"

"Didn't you know why he is called a Demon? He killed everyone who he disliked. If you as much as look at him the wrong way, you can kiss your ass goodbye."

"That is such a bull. I heard he is very loyal to his friends. He even clashed with the coalition because of his friends."

"Who he then murdered in cold blood for giving him such trouble."

"Are you for real? How can you believe such nonsense?"

"Go ahead and greet him then. I will stay back and observe first."

"... I think I will observe first as well."

Jack heaved a breath of relief when the patrol guards started to walk away when the Guilds Association building was in sight. The beacon's effect must have ended. He couldn't stand the attention if he walked into the building with such an escort. He ran into the association immediately in high speed, mixed in with the stream of guild members coming in and out of the association building, escaping the crowd who had followed him from behind out of curiosity.

He went directly to the hall with the row of counters where they had registered their guild the last time and went to an unattended counter. The counter staff greeted him cordially.

"Hi, I want to hire ten workers for my guild headquarter," Jack stated his intention without wasting any time.

"Place your hand here first," the staff told him. He was indicating a red orb on his desk. It was similar to the one at the Adventurers Association when he first registered there. Jack did as instructed.

After a while, the staff said, "Storm Wind, co-leader of guild Everlasting Heavenly Legends. You have a guild headquarter named Heavenly Citadel. Do you wish to hire workers?"

"Yes, ten of them please," Jack replied.

"All right. I will need payment of 10 gold coins then. The guild will have to pay each of them 1 gold coin every week and they will have to receive 2 food every day. Failure to do that will eliminate their contracts. Is that understood?"

"No problem," Jack handed him the coins. These workers had no star classification, but they were almost as expensive as the 5-star workers that he could get from the City Administration Bureau for his restaurant.

Chapter 410: Collecting The Well-Done Steak

Jack received a notification that he had gained 100 guild contribution points when he handed the 10 gold coins. From this, he surmised that 1 gold coin equaled 10 contribution points. He should receive the same proportion if he donated gold coins to the guild.

The counter staff said the workers would head to the Guild Headquarter by themselves, and that they would arrive in one to two hours' time.

Jack was amazed. That was faster than if he used his mount. Did they have faster mounts? He didn't ponder about it too long. With the business completed, he planned to go somewhere, however, Peniel again stopped him, "go to Commander Quintus' tower. We will exchange some of your merit points."

"What for? I thought you asked me to save my points for later?"

"Yeah, that later is now."

"What's different between then and now? I am still a Viscount."

"Just go there first!" Peniel insisted.

"All right, I'm going, I'm going."

When he arrived, he asked for the exchange list again. He didn't see anything different than when he last saw the list.

"Click on the Guild tab," Peniel said.

"Guild?" Now that the fairy mentioned it, he noticed a small tab at the bottom corner marked with Guild. He clicked on it.

A new list appeared in front of him.

Imperial Rescue (cooldown: 1 week) = request protection on the Guild Headquarter from the kingdom army for the next 6 hours

Cost: 1400 merit

Squire Insignia (Limit: 1) = Convert trained Footsoldier unit to Squire unit

Cost: 500 merit

Resource Boost (cooldown: 3 days) = Boost resource collection speed in the next 2 days

Cost: 200 merit

Reputation Boost (cooldown 3 days) = Boost reputation earned from guild quests in the next 2 days

Cost: 300 merit

The options in this new list all cost many more merit points than the regular list. He only had 1990 merit points at the moment. He couldn't exchange for all of them if he wanted to.

After reviewing the list, he asked the fairy, "Peniel, will our Guild Headquarter be attacked by a group of outlaws or a swarm of monsters?"

"It's not impossible, but it will be very rare. Almost unlikely considering your guild headquarter's proximity with the capital."

"Well, in that case, this Imperial Rescue though sounds cool, it wasn't really useful."

"Is that so?" Peniel asked.

"Because the way I see it, if there are no swarm events, the biggest threat to our Guild Headquarter will be the other outworlders. We might scare them back if I use this Imperial Rescue, but all they have to do is just stay back and wait for six hours to pass until the army dispersed before resuming their attacks. There is not much change we can do in those short six hours. In that way, I will just waste a whole lot of merit points for nothing."

"Hm... Whatever. That's not what I ask you to exchange for."

"So, I assume it will be the resource and reputation boost. They are certainly good for the guild."

"They are, but you better exchange it only if you have too many merit points to spare. Change for that Squire Insignia instead."

"Insignia? I already have that Bandit Archer Insignia. Do we need another one?"

"You can only train an archer after you build an archery range, which required you to build a barrack first. It will take rather long, your guild headquarter's protection status will be expired already by then. You need to prepare a strong force for defense after that protection period ended, which means the footsoldiers which you can start recruiting once the barrack is up. This Squire insignia will upgrade all your footsoldiers into a better version."

"All right," Jack followed her instruction and exchanged for the Squire Insignia. He had 1490 merit points left now.

"Is this guild list only appeared after we get the guild headquarters?" Jack asked Peniel.

"No, it has been there all along," Peniel answered.

"Then why didn't you mention it to me last time. If it is just this insignia you need, we should just exchange for it the last time, saving us from coming back here again."

"Honestly, I'm not really confident about you successfully raiding that Bandit Outpost at that time."

"Thank you for your confidence," Jack said to her sarcastically. Well, since he was already here, he asked the officer if there is any new faction quest available.

The officer showed him the available quests, there were two. He thought at first that the two were the same ones he saw last time when he took the quest of delivering a parcel to Knight-Captain Matias, but one of them was a new one. Was the other one gone because the time it was available expired? Or was there another kingdom faction member who took it? Could it be Red Death? Jack was still under the misunderstanding that Red Death was already a kingdom faction member.

Anyway, the new kingdom faction quest drew his attention. It was another delivery quest, and it was to a place where he had visited before. It was delivering another parcel, this time to Theseval.

"Well, since we will stay for another night, let's do this faction quest. I can deliver this parcel real fast by using the Portal Zone," He said.

"You can deliver it tomorrow when we depart. The place where we will be going will be closer if we set out from Theseval. So you will still teleport there tomorrow."

"Oh, what a coincidence then." Jack then asked the officer for that faction quest.

After it was done, he asked Peniel, "Is there anywhere else you want me to go to?"

"No, it's all done," she replied.

With that confirmation, he started to head over to where he had planned to before Peniel diverted him. He soon arrived in front Ellie's restaurant and Amy's bakery. The two of them had completed their renovation. He admired the two new buildings side-by-side.

Before the renovation, the two of them had the same three-storey height. After the renovation, Amy's Bakery became four-storey tall, while Ellie's restaurant added two floors directly, making it a five-storey building. The restaurant size was originally already occupying a larger plot of land compared to the bakery, so with this difference in height, the bakery was getting even more dwarfed by the restaurant.

'They both consumed 150 gold coins to upgrade, Isn't this difference a bit unfair?' Jack thought. But he was not complaining, probably the starting size of the land affected the potential when upgrading as well.

He went into Amy's Bakery and greeted the two busy ladies. There were now additional NPC staffs helping the two. Amy and Samantha instantly became good friends with Peniel, the three chatted as Jack looked around the newly transformed Bakery.

The shop now occupied two bottom floors, the interior became more chic. The upper two floors were residential spaces. Jack was again being given the main bedroom on the top floor. The bedroom was now even bigger than before. It was so spacious it appeared empty. Maybe he could buy a few ornamental furniture to fill it up when he had free time and spare coins.

Before leaving, he took the bakery's profit that was due today. It was only 10 gold coins, less than usual despite the bakery had been upgraded to a large shop. Because the upgraded bakery only started operation today, so the profit was still the previous week's one when it was still a medium shop, additionally, they were not operating for two days due to the renovation, so the profit was naturally less.

He then went to the restaurant. The first two floors were for general customers while the third and fourth floors were room for VIPs, while the top floor was fully roof-top setting with an incredible atmosphere. There was a stage where performers were doing a live show. It was a perfect hang-out place. He could see many customers flooding the place already.

Ellie and Bill were very busy, there were also many additional players who helped them in the kitchen when Jack peeked inside. Normally he wouldn't have disturbed them seeing how busy they were, but he needed something from Ellie. Jack made himself known. After seeing Jack, Ellie stopped for a while as she took Jack to the side of the kitchen. She then handed him thirty dishes of Well-Done Steak.

He Inspected the dish and admired the description which said that it increased experience received by 20% for 6 hours. 'Yep, these are going to help,' he thought.

After getting what he needed and seeing his two investment properties were doing well, Jack went to the Hunters Association. In the association, he asked Peniel about the ten monsters they would encounter on their travels. After getting the hunting quests, he headed to the Portal Zone.

It was nighttime already by then. He paid some coins for it and then had himself teleported back to Heavenly Citadel. When he came up to the Guild Hall, there was only John there. He was still working with the holographic interface above the round platform.

"Do you know we have Uruk inside the jail in the basement?" Jack said as he approached him.

"I do," John answered.

"Do you also know the purpose of the prisoners?"

"I do, Peniel had told me and Jeanny about the function of most of this headquarter's structures. So faster go level up and beat that barbarian senseless."

"By the way, where is everyone?" Jack asked.

"Away doing tasks," John replied.

"Even Jeanny?"

"She was overseeing the ten workers that had arrived. We have eight of them started building the barrack, while the remaining two are harvesting food. I've told her that the worker's work was automated, but she wanted to learn their process."

The ten workers had arrived while Jack was roaming around the capital and checking Ellie's restaurant and Amy's Bakery.

"She is a very organized and hard-working leader, ain't she?"

"Yes, appointing her as the main leader was the right call. Either two of us is completely unsuitable for that."

"Can't argue with that," Jack agreed.