

## World 801

### Chapter 801: Preparation for the Decisive Battle

Everyone was preparing themselves for the upcoming decisive battle tonight, including Jack. After the last battle to destroy the siege weapons, Jack's level had increased again. He had reaped lots of exp points. Although not as many as the battle on the first day they arrived here, it was still enough to let all his three classes level up. His level was now 50, 50, and 49 for Blade Dancer, Archmage, and Beastmaster respectively.

All his three classes only level up one time. Aside from because the exp points were less during the second battle, it was also because these higher levels required more exp points than before. When his Blade Dancer hit level 50, Jack had immediately set so all the exp points received next went only to his other two classes. The same as when his archmage reached level 50. So now, the exp points he received would all go to his Beastmaster class. He reckoned that with tonight's battle, it would take no time for his third class to level up to 50 as well.

A pity, he thought. He would have leveled up his Lightning God Blessing now if that was the case.

Even so, it was likely that he was the first player to reach level 50 in any class. Most of the others in the army were still at level 48. The experts who had survived the two battles were level 49. While those who had died were around levels 46 and 47. His Therras had also increased to level 49, while Arlcard leveled up to 56.

Both his Blade Dancer and Archmage classes received new skills. Peniel had mentioned before that level 50 was the last level for an elite class to receive a free elite skill. He was now reviewing these elite skills on his skill page.

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Asura, level 1/20 (Active skill)

Grow an additional pair of arms holding copies of the main-hand sword. These swords deal 50% of the original sword's damage stat.

During Asura state, attack speed +100%, damage +20%, critical chance +50%.

Duration: 2 minutes

Cooldown: 1 hour

Stamina: 200

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Magic Field, level 1/20 (Active spell, requires magic weapons)

Create a 10-meter radius field filled with magic energy around the caster. All allies' spells cast within this field are enhanced by 20%. Self-cast spells have the effect doubled.

Offensive and healing spells have a 30% probability of being cast twice with no cost. Self-cast spells have the probability doubled.

All hostile spells that hit inside this field have their effectiveness and damages reduced by 50%.

Duration: 1 minute

Cooldown: 3 hours

Mana: 250

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After reviewing the two new skills, Jack looked for a secluded corner outside the camp to test those skills. He activated Asura. As the skill's description mentioned, two additional arms sprouted from his body. He was now a freak with four arms. Each of these new arms was holding a longsword that looked like Storm Breaker.

He tried flailing the new arms around.

"This felt weird," He remarked.

Luckily, he already had experience dealing with extra limbs when he had wings during his dragon form. Additionally, his Hundred Synchronous Thoughts allowed him to partition his thoughts to have each thought controlling one arm. So he had no trouble controlling four arms at once.

He used these four arms and started performing Formless Flowing Sword style. 'It indeed needs some getting used to', he thought while practicing the martial art. Because of the additional limbs, the area he could swing his sword was narrower. If he was not careful, the swords of his new arms might clang with his original ones. However, due to his multi-thought talent, he quickly worked out an adjustment to his sword style. During the last few seconds of this skill's two-minutes duration, he had managed to carry out the style fluently, as if two persons were using the martial art at the same time without hindering one another.

"When you max-level this skill, you might need to practice again," Peniel said.

Thinking about her words, Jack asked, "Are you saying this skill's max level will give me more arms?"

"Yes. At level 20, you will get another pair of arms. The final form of this skill transforms you into a six-arms combatant."

"Cool," Jack commented with a grin.

During the practice just now, he also tried the Asura state with other skills. He found out that the additional arms could also perform active skills, like Flame Strike. However, the cooldown executed by the extra arm was considered the same when it was used by the original arm. Meaning only one Flame Strike could be used by one of the four arms, he would need to wait for the cooldown to complete before using the skill again. So, this extra arm didn't carry any hidden bonus for offensive skills. Even when he did Penta Slash or Whirlwind Slash, only two arms carried out the attack.

However, skills that enhanced attack, had their advantage increased by the extra arms. For example, the Phantom Blade skill. The skill created phantom blades that followed his swords. With additional swords, this skill now had four phantom blades that followed his every swing, practically doubling the output of the skill. He reckoned that when he had six arms, this skill would give him six phantom blades as well.

After understanding the Asura skill, Jack then tested the Magic Field spell. This was a six-rune spell. It took a while for a normal archmage to cast, but with his multi-casting ability, he completed this spell just a bit longer than any other spell.

From the description of this spell, he understood this was a support spell. A very powerful support spell. All magic casters within his magic field would get a boost while at the same time receiving protection against magical assaults. But its most shining ability was its possibility to trigger a double-cast. Potentially doubling the output of offensive and healing spells for everyone in a large area.

After casting the spell, a soft blue dome appeared within a ten-meter radius. Jack then tried casting several spells. After a couple of offensive spells, the spell he cast was triggered twice. During his trial, the double-cast happened to his Tracing Beams. After the Tracing Beam's spell formation was completed, another was formed abruptly and completed in less than one second. The extra spell formation then fired the same Tracing Beam spell as the one that had just been cast.

Jack reckoned that if he cast these spells among Elementalists, their firepower would be damn impressive. Same as all healer classes, their healing capacity would shoot through the roof.

Before the spell expired, Jack tested moving away. The blue dome didn't follow after him. So, it was static, he thought. This spell would affect the area when he first cast the spell but would not follow him around afterward.

"What if there are two level 50 archmages cast this Magic Field in the same area?" Jack asked Peniel.  
"Would the effectiveness doubled?"

"No, only one spell would be counted in a given area, the highest-level one," Peniel answered.

"Then what if there are two opposing archmages casting this spell at the same area?" Jack asked again.

"Then the archmage's spell level and intelligence stat will be calculated. The one who loses will have their magic field nullified while the one who wins will have the spell takes effect."

Jack nodded. Now that he roughly understood his two new skills, it was time to level them up. He had reaped a large number of souls from the two battles during the first day and the one when they tried to destroy the siege weapons. He had 4,159,000 soul points inside his Container of Souls. The highest number he had ever achieved at one time.

He also had 9 free skill points for each of his classes from all the level-up. He continued saving the Beastmaster's 9 free skill points, for use later on level 50 Beastmaster's standard skill. For the Blade Dancer and Archmage's free skill points, he used them all plus 2,000,000 souls to max level his newly gained Asura and Magic Field.

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Asura, level 20/20 (Active skill)

Grow two additional pairs of arms holding copies of the main-hand sword. These swords deal 100% of the original sword's damage stat.

During Asura state, attack speed +100%, damage +20%, critical chance +50%.

Duration: 5 minutes

Cooldown: 1 hour

Stamina: 250

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Magic Field, level 20/20 (Active spell, requires magic weapons)

Create a 10-meter radius field filled with magic energy around the caster. All allies' spells cast within this field are enhanced by 100%. Self-cast spells have the effect doubled.

Offensive and healing spells have a 30% probability of being cast twice with no cost. Self-cast spells have the probability doubled.

All hostile spells that hit inside this field have their effectiveness and damages reduced by 50%.

Duration: 3 minutes

Cooldown: 3 hours

Mana: 300

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Both had their stamina and mana consumption increased. The duration was also increased.

For Asura, it was as Peniel mentioned, he would have two additional pairs of arms instead of one now. The sword copies' damage stat also increased to 100% now. So, in terms of base damage, the sword copies held by his Asura's arms were now the same as his original Storm Breaker.

For Magic Field, the effectiveness of all allies' spells cast within his magic field was now doubled. For his own spells, they would receive a 200% boost.

## **Chapter 802: Battle at Midnight**

For the remaining 2,159,000 souls, Jack used 1,900,000 souls to max-level his Wings of Devastation skill. This skill was not ideal during a chaotic battle since it would hit allies as well, but it was a very effective skill to initiate a battle in a large-scale war. Not only did it deal high damage, but it also hit a very large area and might cause Dizzy, creating an opening for allies to do follow-up attacks.

After being max-leveled, Wings of Devastation dealt 1000% damage. The chance to inflict Dizzy also increased to 50%, meaning half of those that were struck by this skill would be effectively incapacitated for a short duration.

Jack then used 200,000 to level up his Spirit Weapon again to level 18, increasing its duration to nine minutes.

The 27 free attribute points from leveling up he spent them all to his Wisdom stat. Combined with other bonuses, his wisdom was now 709. It was, however, still the lowest stat compared to his other attributes.

Jack waited for his Asura's skill to come off cooldown before practicing again. With six arms, the area available for swinging his swords decreased even more. He needed better coordination between the six arms, otherwise, they were just hindering each other during his martial art execution.

Luckily, the Asura skill didn't have too long a cooldown. He activated the skill every one hour to get used to it. Afterward, he spent a few hours resting before the coming showdown.

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When it was midnight, everyone was ready.

The left-wing of the reinforcement army was now led by Jack. After losing a number during the battle to destroy the siege weapons, the left-wing still had 16,500 troops combination of natives and outworlders. Such a number covered a large area, so not all the exp gained by the natives would be sent his way. So, Jack divided his army into three and assigned an outworlder leader to each to not waste the exp gathering system. He led a legion of 6,500 troops, while John led a regiment of 5,000. The other 5,000 he offered for Leavemealone to lead.

The reason was that Leavemealone would need a large amount of exp to feed his Fire God Blessing once it was upgraded. Jack had given Leavemealone the materials needed to upgrade that divine skill. Leavemealone was level 49. Jack advised him to wait until he received his level 50 standard skill before upgrading the divine skill. With the help of the army, it shouldn't take long.

Leavemealone declined at first. First, he knew nothing of leading an army. Second, he didn't like to owe anyone a favor. Jack informed him that it was only a formality to take advantage of the world system. He didn't truly have to do the leading. Jack had placed Captain Salem by Leavemealone's side to do the actual leading. Leavemealone was still hesitant, but after Domon advised him to accept, he obeyed. He insisted to form a party with Domon though, to share the gained exp with his master.

For John's side, Jack asked him to form a party with the other Everlasting Heavenly Legends' core members, like Bowler, Grace, and Jet. He was complaining at first, but he still did it. Jack was the only one without a party. Considering he had three levels and one divine skill to feed, no one could blame him.

They were making preparation, but on the façade, the reinforcement army still maintained a show as if they were resting during the night.

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On Therribus' army's side, the three siege weapons never stopped operating. Even throughout the night, the trebuchets continued to throw rocks at the Fort's wall. The wall's HP was now around 30% already. It should fall in the morning.

Even though it was night, the sentries maintained close watch of their surroundings. When they saw heavy movements from the reinforcement army, they immediately sounded the alarms. Everyone got into ready positions.

Therribus came out of his tent. Garland and Claudius were already on standby outside.

"They finally can't keep their calm any longer, eh?" Garland sneered.

"It is expected. By tomorrow morning, the fort will fall. They must have bet that they can get a jump on us with a night attack," Claudius said.

"Is everyone ready?" Therribus asked.

"The defensive arrangement around the siege weapons is solid. I guarantee they won't be able to get to the weapons," Claudius said.

Therribus nodded. "If they insist on attacking, we will crush them. I don't like spilling the blood of our people, but if they give me no choice, then they have themselves to blame. As for the outworlders, leave none alive!"

"Yes, Your Highness!" Both Garland and Claudius uttered.

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The reinforcement army started moving forward. All three wings advanced at the same time. Seeing the advance, Therribus understood the reinforcement army intended to have an all-out battle this time.

Therribus was not concerned. The reinforcement army's three wings consisted of a mix between 25,500 natives and 22,000 outworlders. On his side, he kept 50,000 soldiers maintaining Fort Garadhor's encirclement. 10,000 soldiers protecting the siege weapons. 5,000 in reserve, and 40,000 main army ready to receive the reinforcement army's attack.

They didn't worry if the reinforcement army used the same trick to target their encirclement army. Firstly, because the encirclement army had more soldiers this time. Secondly, because the radius of the encirclement had been reduced, thus now there were more troops in an area compared to before. Thirdly, there were 5,000 troops in reserve ready to assist if needed.

Even with only 40,000 troops, Therribus was confident he won't face difficulty against the incoming attack because half of the attacking army consisted of outworlders. Additionally, this time they were the ones in a defensive position, so the enemies couldn't utilize any advantage in terrain. The land Therribus' army was occupying was simple flat land.

Therribus's main army positioned themselves so the siege weapons were behind them. If the reinforcement army wished to get to the machines, they first had to break through the 40,000 troops of the main army. Then they still need to fight through the 10,000 defensive troops protecting the siege weapons. It was a tall order for the reinforcement army.

As the reinforcement army approached, Therribus' army noticed their movements were not as expected. The reinforcement army charged in the direction slightly to the West.

"Where are they going? Aren't they targeting the siege weapons?" Garland asked after seeing the enemy's movement.

"Probably another misdirection," Claudius said.

"It doesn't matter. The majority of their troops are there. Even if they stash hidden troops somewhere, it will be no more than one regiment, they won't be able to create trouble as they did before," Therribus said. "Go! Crush them!"

Both Garland and Claudius heeded the command. They then led the main army and headed towards where the reinforcement army was charging at. Therribus stayed behind with the troops that protected the siege weapons.

The reinforcement army's charge brought them close to part of the encirclement army facing the fort's gate. The encirclement army braced themselves as the reinforcement army was upon them. Even if the encirclement army at that part was outnumbered, they were not worried, because their main army was approaching.

Soon, Therribus' main army crashed into the reinforcement army who was already in battle with the encirclement army.

Everyone fought fiercely.

On the left-wing's side, Jack used Wings of Devastation to initiate the battle. He didn't use Overlimit and Lightning God Barrage right from the start this time. Considering this was an all-out attack, he might be facing a high-level officer later. So, he was saving his trump cards in case that happened.

Jack had Miller and Bailey by his sides. He had these natives clash directly while he supported them by sneaking attacks when possible. He summoned all his aides, Arlcard, Ice Demon Fiend, Therras, and his wolves. He cast Magic Field in the middle of the magic soldiers' rank to enhance them.

Together with Jack's left-wing army, Guilds' armies were mixed inside. They charged together and assisted the reinforcement army, bolstering the number. The five Ice Cannon Tanks led the guild army on land while Penny, the lava dragonet, led the Eagle Rider Hunters in the air.

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While the battle raged on, White Death and his 7,000 outworlders army watched from the side. Therribus had ignored this outworlder force and just give them the liberty to do as they wish. If they wish to gather contribution points, they were free to attack the enemy anytime.

"This is our chance," White Death said.

"Chance for what?" Manager Steelhand asked. "We will get crushed if we join that battle."

"Not there. There!" White Death pointed at the reinforcement army's camp. The whole army had left but the tents were still there. At the center of this camp, several people were there. In front of each of them was the guild mobile platform. John and the other six guild leaders were there, controlling their guild armies.

"If we destroy their platforms, their guild armies will be unsummoned," White Death explained. "I'm pretty sure that will net us a decent number of war contribution points with minimal effort."

Hearing that, the other leaders following White Death agreed. Their 7,000 armies immediately went towards the reinforcement army's camp.

### **Chapter 803: Attack of White Death's Force**

It was impossible to mask the movement of 7,000 people. The landscape around the reinforcement army's camp was flatland. Hence, White Death didn't bother sneaking. Furthermore, the guild mobile platform that controlled the guild armies could not be relocated once it was activated. Deactivating it would unsummon the guild army and the one-week cooldown began. So, White Death didn't worry. Even if the seven guild leaders inside the camp saw White Death's force approaching, there was nothing they could do.

White Death, Manager Steelhand, The Real Man, and Regim stayed behind with a handful of players. They didn't think they needed to follow the others to kill a mere seven players. They also didn't activate their guild mobile platforms. They had suffered terrible losses on their guild army during the first battle. The army they had left was not enough to make a difference in the current ongoing battle near the fort. It was even less worth it to summon these guild armies for the seven guild leaders inside the camp.

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"They truly come," Silverwing said.

"It is expected. It will be weird if they didn't exploit this chance," John said. "They have been cast aside by Therribus after that first battle. They just hover around like vultures. It is too easy predicting their move."

"You are a good tactician, Saint John," David said. "My boss asks if you are interested in doing consulting work for the Dogs of War? In exchange, we could give you a discount when your guild needs our service."

"I'm too busy," John replied. "By the way, Serpent Boss is here but why are you the one operating that platform?"

"He never likes the commanding role. He prefers fieldwork."

"Then why is he the guild leader?"

"Because we all ask him to. He didn't want the position but no one other than him had the charisma to bring us ex-soldiers together."

John nodded. "He will have his chance on that fieldwork soon."

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It didn't take long for White Death's force to arrive at the edge of the reinforcement army's camp. They soon rushed inside, heading towards the center where the seven were located. As before, there was no sense of coordination. Just a bunch of players trying to compete to get to their prizes.



As they rushed by the thousands of tents scattered around the camp, they didn't notice some of the tents had their doors flapped open. Figures rushed out from these tents.

Before the players realized what happened, they were struck from all sides. They were startled at first, thinking that the comrades next to them had suddenly changed sides. Then they saw that the ones that hit them were not players, but natives.

"They are guild soldiers!" Someone uttered after using Inspect.

White Death heard the commotion inside the camp but didn't see the commotion directly. The landscape was flatland. Additionally, many tents and players were blocking the view. He immediately activated his own guild mobile platform, not to summon his guild army but to have a better look at the situation. As he did, he saw on the 3D map projection above his platform, many red dots pop out all around his army that had charged inside the camp.

The 3D map on the field was different than when it was used for defense inside one's guild territory. On the field, the enemy's dots only showed when a guild member made eye contact with the enemy. Otherwise, they remained hidden. Hence, John was not worried even if White Death and the others activated their guild mobile platforms before having their army charging into the camp, they still won't be aware of the hidden troops inside the tents.

Manager Steelhand turned to the distant army who was fighting near the fort. "Isn't their guild army over there?!" He said.

"They must have kept some behind. Damn those sneaky bastards!" White Death uttered.

With so many troops on the move, it was difficult to notice one section of the armies had 7,000 fewer troops. Additionally, these guild armies were mixed together in Jack's left-wing army, making it less obvious to estimate the exact number. John also purposefully sent their most eye-catching force, the five ice cannon tanks and the lava dragonet to lead the charge, creating the assumption that they had gone all out. Hence, White Death and the others didn't expect there were still some troops hiding in wait for them.

The guild army that John had hidden inside the tents numbered 7,000 troops, equal in size to White Death's force. But because White Death's force was caught in an ambush, they lost the initiative. The main number of the ambushing troops came from Everlasting Heavenly Legends, with other guilds filling up the number. John figured with an equal number, they should still be at an advantage considering their surprise element, native soldier's high HP, and the enemy's lack of formation. They couldn't spare too many, after all, the main battle at the fort required manpower as well.

It was as John had expected, White Death's force was thrown into chaos once the ambush was sprung. The units that shone the most were Everlasting Heavenly Legends' Blood Counts. During the last fight, it was daylight. Now, it was nighttime. These units' vampirical traits received a boost. They were like shadows sneaking through the enemy's rank claiming lives when they were least expected.

The Imperial Knights formed a protective formation that kept the enemies from reaching John and the others. Uruk led the Twilight Champions and the Squires rampaging from inside the enemy's rank. The Bandit Archers deftly climbed the tents and shot from up there. Mages threw their spells without restraint. The natives had higher HP than players, it was not a problem for a few friendly fires.

A bunch of the players were experts. These experts fared better during this chaotic situation. Even though they couldn't turn the tide, they fought hard to get to where John and the others were located. If they could kill those guild leaders and destroy their guild mobile platforms, then these troops would be automatically unsummoned.

One of these groups of experts was led by Goliath and Kruger. Kruger was a member of Jackal Crews. He was a level 48 Assassin. They were leading a ten-player squad as they tried to sneak to where enemy guild leaders were. Eight out of the ten were Jackal Crews' members. For players who were ex-military, they didn't find such a chaotic situation confusing. What frustrated them was why they had to work with such an uncoordinated army. If only the leadership of this army was handed to the Jackal Crews, things might have gone differently. But they were mercenaries. They were used to being told what to do instead of vying for the leadership position.

Lenny, who was killed by Domon during the invasion of Heavenly Citadel, was with this group. He was currently at level 32, the lowest in the bunch, but his expertise allowed him to join this war. There was one time another guild's player mocked him for his level. Lenny pinned the player to the ground using a grappling technique. While incapacitated, Lenny stabbed the player until his HP was critical. Lenny demanded the player beg for mercy. The player did, only for Lenny to still deliver the killing strike. No one in White Death's force dared to make fun of his low level anymore.

Still, although this Lenny was still as ruthless as before, he was not as arrogant. He was now wearing the Amulet of Rebirth. He wasn't cocky as before and thought of himself as being invincible.

The ten of them tried sneaking stealthily while everyone was fighting around them. The problem was Goliath, this guy was too large and too clumsy for a sneaking mission. Kruger sent a signal for his crew members to ditch this fellow once there was a chance.

The chance soon showed itself. Goliath's large frame was spotted by a bandit archer. He was soon bombarded with arrows as a couple of squires rushed over. Goliath didn't back down. He lunged at the two squires, fully expecting his squad to back him up. But as he clashed with the two, he was startled to find that only one player was backing him, the other eight had disappeared without a trace.

"Assholes!" He bellowed.

Kruger and the others were already away, keeping a low position to avoid detection. They were used to stealth operations, they should have no problem completing the mission by themselves. All they needed to do was get to those seven guild leaders at the center of the camp. They were taking a roundabout route because the straight route was blocked by those imperial knights.

Kruger looked back once in a while as they moved. "Hey! Where is Sonny?"

The other six looked back. There were only seven of them.

"Bollocks! How can he lose his way? He should be ready for an Alpha Charlie once we are back to base. Everyone, stay close!" Kruger commanded. They had no time to go look for that missing member. The mission took priority.

After another couple of minutes, Kruger looked back again and found out that they were only six now. "Bollocks! Am I leading a bunch of amateurs? Everyone, pair up. Pay attention to your teammate. Knock them hard if they move in the wrong direction."

They continued again. They were out of the hot zone now. There was less fighting where they were at. Kruger studied the situation and decided to go further and strike from the opposite position from where they first came from. That should catch the guild leaders unaware. They should have enough time to at least destroy the guild mobile platforms even if they couldn't kill those leaders.

As he looked back to give his group the signal to move again, he saw that there were only four of them.

#### **Chapter 804: Activating the Sleeper Agents**

The four looked around, they couldn't see their missing comrades.

"Back to back!" Kruger ordered. The four of them turned in four different directions and stuck their backs together. This arrangement gave them no blind spot.

Missing one person could be considered a misfortune. Missing a second one, they could chalk it up as they brought idiots with them. Missing four, however, it's not something natural. Something or someone was stalking them.

Kruger was full of disbelief. How could veterans like them be victims of stalking? Normally, it was them who stalked others. His eyes darted around the darkness, trying to spot something unusual. He truly missed those night vision goggles that he usually brought during a night operation.

They were all silent as they watched their surroundings. They were veterans. They didn't need Kruger to explain why the alert. They knew something was wrong. All of them readied their weapons.

A few minutes passed. Nothing happened. They looked at where the fighting still raged on. They couldn't stay like this indefinitely. Their force could have been routed while they waited. At that time, the guild army would sweep through the camp looking for enemy strays, then they would be found. It would be harder to complete their mission then.

"Time to hat up. We do a single-file line. Lenny, you are at the back. Watch our back! Everyone has one hand on the person in front of you," Kruger gave his instruction.

They then resumed again, walking in a row, with the person behind having one hand on the shoulder of the person in front. This way, they would know immediately if one person went off course. Lenny's eyes were on their back, relying only on his grip on the person in front of him to guide him where to go.

When they passed by a sizable tent, the third person in the row suddenly felt Lenny let go of his shoulder. He looked back. Lenny was not there.

"Hold!" He called.

"What is it, Ash?" Kruger asked, annoyed that they had to stop again.

"Lenny's gone....," Ash informed.

"Gone? How can he be gone? Isn't he holding onto you?" Kruger asked.

"He suddenly let go," Ash said. He ran back and looked around. Didn't see anyone.

Kruger looked at the tent beside them. "When you felt him letting go. Did he stand right beside this tent's door?" He asked Ash.

The three looked at each other. After brief eye contact, they took positions facing the tent's door. Kruger took point. He was an assassin. He had his dagger at the ready. The two behind him were gunners, they readied their guns to support Kruger.

Kruger gave them a countdown sign from three. Once he retracted his last finger, they all charged into the tent. Kruger faced forward while the other two checked their left and right, covering all angles.

Lenny was on the floor. His HP was zero. The three were alarmed. There was indeed an enemy. Or enemies? Even though Lenny was only level 32, it should not be that easy to finish him in such a short time. Lenny was a veteran soldier, after all. Not to mention this was done without causing a sound. This was not the past world where one lethal hit could silence someone in a heartbeat. In this world, unless your damage value was truly high and had powerful skills, then only was it possible for a one-hit kill.

They looked around. There was no one. The tent was not that large. There was also no big furniture to hide behind.

"Look!" Ash pointed to the side of the tent. There was a cut. Large enough for one person to slip through.

"The bastard is outside! Let's catch him!" Kruger uttered and turned back to the tent's door. As he flapped the cloth door open, he saw a round object in the air right in front of him.

"Grenade!!" He yelled, just as the grenade exploded.

The three of them received damage. But that was not the troublesome part. All three of them lost vision. They were afflicted with Blind and Dizzy statuses. The grenade that hit them was a variant of the Throw Grenade skill that was modified using a seed. Instead of a normal grenade, the skill produced a flashbang.

"Bollocks!! Back! Back!" Kruger uttered. He tried moving back, but because he was also afflicted with Dizzy, he was not sure if he moved back in a straight line.

He heard screams, as well as the sounds of gunshots and struggles. It didn't last long.

When his vision finally returned. He saw Ash was already lying on the ground. His last comrade was standing beside their mystery attacker, who had a dagger on his comrade's throat and a handgun pointed at his comrade's head. He saw a flare from the handgun's muzzle, but no gunshot sound. That silent shot took out his last comrade's HP which was already low.

Kruger didn't have time to think. He activated Combat Clone, used Phase Strike, and then Unblockable Stab consecutively. The mystery attacker slid to the side, skillfully dodging the phantom dagger from the Unblockable Stab.

Kruger had also stabbed forward when his phantom dagger attacked. But instead of scoring a hit, he felt his arm getting grabbed. His arm was twisted. He lost balance at the same time he saw a dagger plunging into his neck. The dagger did rapid stabs with uncanny speed. At the same time that his neck was stabbed, his attacker's handgun was aimed at his face. He saw flashes. Six rapid flashes right in front of his eyes.

But even as he saw the flashes, he didn't hear any gunshot sounds. Little did he know that it was due to the ability of his attacker's handgun. It was a super-rare-grade weapon with a passive ability called Silencer. All the shots produced by this handgun would cause no sound.

His HP zeroed. All the shots to the head and the stabs to the neck were critical hits. They were more than enough to take out his HP. his combat clone vanished before it even had the chance to do anything.

Before Kruger lost all his motor function due to his HP hitting zero, he had a good look at their mystery attacker. It was a middle-aged man with narrow eyes. He had a mustache and a thin beard. His hair and facial hair were greys. It took him a beat but just before his vision turned dark, a realization hit him. He recognized this person. He never met this person in real life but he had seen his photos.

The one who killed him was a battlefield legend. Someone that was given the codename Serpent Boss.

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John had instructed the Dogs of War to stay behind inside the camp. He knew that although the guild army was enough to crush the enemy players, some expert players might be able to break through and come to them. That's why he needed expert players of his own to prevent that from happening.

Dogs of War spread out his members to stalk and hunt down these experts in the chaos. They traveled in groups. Only Serpent Boss traveled alone. All the members of Dogs of War knew of his style. He was a lone wolf on the battlefield. Even so, he was more than enough to take care of a team of experts despite being alone.

Outside the camp that was still engulfed with battle, White Death and the others watched the situation through the 3D map on White Death's guild mobile platform. It didn't look good.

"Should we send summon our guild army?" The Real Man asked.

"You are welcome to do it if you are willing," White Death said. "We have lost a large number in the previous battle. If we lose more, we won't have enough to defend our headquarters. We will be in trouble if someone attacks our headquarters after this war is over, and from the look of it, it is about to end, one way or another."

White Death mentioned the possible attack when this war was over, not during this current time. This was because when all guilds with headquarters joined the war summon quest, they had been notified that their guilds would go under protected status. In this way, guilds that didn't join the war quest would not be able to take advantage to attack the headquarters during the war. This was the world system's method to ensure that the war quest got priority over the players' scuffles for territory.

However, the three founding guilds of the now-dissolved coalition had placed a way to circumvent this protection status.

"Is it time to do it?" Manager Steelhand asked.

"Yes, our people said the imperial guards had vacated their headquarters. It should be the right time to proceed," White Death said.

"What are you two talking about?" The Real Man asked. He was clueless about what the two were talking about.

The two ignored him. Manager Steelhand said, "Too bad the Wicked Witches had joined the other side. Otherwise, we will have more people. I'm disappointed with that Queen Magenta."

"Who are you being disappointed with?" A woman's voice was heard. They turned and saw a group of women approaching.

"Aren't your guild over there fighting with Everlasting Heavenly Legends?" Manager Steelhand asked.

"Against my will. I hear you want to activate the sleeper agents? Let's do it," Queen Magenta said.

"Won't that give you a problem with your guild?" Manager Steelhand asked.

"Will they listen to you?" White Death asked a different question.

"The sleeper agents are my loyalists," Queen Magenta answered White Death's question. "As for my guild, as long as we are successful, I can argue about my action. But since I'm taking the most risk, I demand the guild hostage token be mine. If my guild loses this war but I secured the guild hostage token, I can show our members that I have been right all along. I might even replace that soft Nova as the main leader of Wicked Witches."

White Death nodded. "All right. Let's us activate our sleeper agents."

## **Chapter 805: Member of the Harmony Keepers**

Ever since Heavenly Citadel was built, many guilds had sent in spies. Everlasting Heavenly Legends being the first guild to have headquarters, this was an expected response. Both John and Jeanny knew they surely had spies in their members. There was no way to prevent this. What they could do was simply keep these spies from entering the core member circles where more valuable information was circulated.

Many guilds had given up trying to have their spies enter the core members. John and Jeanny kept a tight leash on the selection process. So, they just left one or two spies to keep tabs on Everlasting Heavenly Legends' general affairs.

Except for the three founding guilds of the ex-coalition. They had been continuously planting spies at an interval to avoid suspicion. Even their spies didn't know about each other. They didn't mind these spies providing labors to Everlasting Heavenly Legends. All they requested from these spies were simply for them to just lay low. They didn't even ask these spies to look for information, because these spies were meant to be sleeper agents.

When the war summon quest happened. They knew it would be time to use these sleeper agents. The protective barrier that protected guild headquarters only kept non-guild members from entering, but if hostiles were already inside the headquarters, there was nothing this protective barrier could do.

Death Associates, Corporate United, and Wicked Witches had asked these sleeper agents to not join the war and just stayed inside the headquarters. Although John did demand higher weekly contributions to members who didn't join the war, Everlasting Heavenly Legends didn't impose that every member had to join. So, these sleeper agents remained inside the headquarters.

The three guilds combined had thirty-two sleeper agents. It was not a high number, but at this time, most combatants were out fighting in the war. The rests that were still inside headquarters were mostly players who focused on their auxiliary skills, they generally had low levels.

During the first battle on the first day, the three guilds didn't activate these sleeper agents because there were imperial guards who Jack had hired using his merit points as an Earl, but these guards lasted only one week. Jack did the hiring when he was back to prolong the training boost. He didn't go back again after the army arrived near Fort Garadhor, hence the imperial guards didn't return.

When White Death, Manager Steelhand, and Wicked Witches sent the command. These thirty-two players immediately gathered outside the Guild Hall. They had no permission to enter the hall, so they had to break the barriers protecting the hall.

At the same time, they quit the guild. Only non-guild could deliver damage to the barrier. Guild members who tried to strike the barrier would just cause 0 damage. No longer a member of Everlasting Heavenly Legends, they struck the barrier that protected the Guild Hall's entrance.

Every member of Everlasting Heavenly Legends received a notification regarding the attack.

"What the hell happened?" Jeanny asked in the guild core member's channel.

Tip, the only high-level core member still inside the headquarters, answered, "There are multiple hostiles outside the Guild Hall. They are trying to get inside here."

"How do they get into our headquarters? Didn't we get protected status during this war?"

"I saw thirty-two people quitting our guild just now," John said. "I'm betting that was the number of hostiles outside our Guild Hall. Damn, I must admit I don't see this coming. Those enemy guilds must have prepared this for quite some time."

"It's impressive that you can still compliment our enemies. Now, what should we do about this?" Jeanny asked.

"I don't see any other way than sending people back to the headquarters, Tip won't be able to hold them all by himself," John said.

"That is true, please do not lump me as a freak like Jack," Tip agreed.

"No one says you are," John replied without mercy. "There are not enough high-level members inside the headquarters at the moment. I suggest we send fifty people back, we don't know how good these hostiles are. Luckily, we have reinforced our guild core and the entrance barrier using the Protective

Framework rune diagram. It should take them some time to get into our Guild Hall. It should be enough time to send people back."

"Wait!" Someone suddenly joined the chat. They looked at the name and found it to be Grace. "Tip, is Captain Whitebeard inside the Guild Hall with you?" Grace asked.

"That cute rat? Yeah, he is right beside me," Tip said, then added, "Uh, I must have said that out loud. He just thanked me for calling him cute."

"Then there should not be a problem. No need to send people back. I've asked Whitebeard to protect the guild core. Our guild is not the Village of Peace, he should have no problem taking action."

Tip sent a reply, "Um... I just used my Inspect. This small rat is a level 18 basic animal. I can stomp him with one foot, what can he do against thirty-two high-level players?"

"Trust me. Our guild core will be fine. He is a member of the Harmony Keepers, a divine faction," Grace assured.

The chat was silent for a while.

"I trust her," Jack finally gave his opinion.

"I trust Jack," Jeanny added not long after.

"And I trust you, we can go one circle with this," John mocked. He then asked, "Grace, are you sure about this?"

"I do," Grace replied.

"Fine. It's not my habit to do things just based on trust. But I guess not seeing this covert attack is my blunder. This war is already hard enough as it is. Sending back fifty capable combatants will just make it harder. Let's hope you are right."

"Don't worry. Whitebeard will chew through them."

\*

"What the hell is taking them so long?" Queen Magenta complained. She had been sending messages.

"They said there is some kind of weird writings all around the entrance. That seems to make the barrier stronger," Manager Steelhand said.

"If it takes too long, they will be able to send people back. This attack will fail again! Remember, I take the most risk here!" Queen Magenta uttered.

'You are the one offering it,' Manager Steelhand wanted to retort.

"There is nothing we can do about what's going on inside Heavenly Citadel," White Death said. "We can't stay here. Our force is losing. They might send their army on us as well. Let's sound the retreat."

Manager Steelhand looked at the battle at the camp and then at the statuses of his guild members. Many had died.



They could no longer hope for a lucky team to get to their enemies' guild mobile platforms. It seemed more unlikely with each passing minute. They all sent the retreat commands to the surviving members and pulled away.

\*

Outside Heavenly Citadel's Guild Hall, the thirty-two players were hard at work to break the barrier. Some members despite being low-level had come once they heard the notification about the attack, but they couldn't do much against these intruders.

The barrier's light finally dimmed before dispersing altogether. Twenty-five players rushed in to destroy the guild core while seven stayed at the entrance to block Everlasting Heavenly Legends' weak players from interfering.

The twenty-five that rushed in paused for a beat to take in the situation inside.

Only one person was manning the guild platform, a level 47 Archmage. This should be a piece of cake, all of them had the same thought. Their eyes were already ignoring this archmage and locked onto the guild core at the end of this hall. There were some runic writings around this guild core, similar to the ones that were around the entrance they just broke through. They figured those writings must have the same effect of making the core difficult to destroy. This meant they had to act fast before any more reinforcement came.

When they were about to advance, a voice stopped them. "Halt!"

They looked around. The archmage behind the guild platform hadn't opened his mouth. Was there another person inside this hall? One of the players at the front received a tap from his friend. He looked over and saw his friend pointed down at the floor. He looked down and saw a little rat with a weird costume. It was standing upright with one palm extended forward. This rat then spoke.

"I warn you, people. Do not proceed any further. My friend gives me a task to protect this hall and I intend to keep it. Though I detest violence, I will have no choice if you insist. I strongly suggest you go back."

"F\*ck! The rat talks!" Someone uttered.

"We should catch it. It might be usable for something. Probably alchemy or perhaps it might trigger a quest?"

"Mission first! We destroy the core then only we catch the rat."

"Catch me...?" Captain Whitebeard uttered softly. "I remember there were others who tried to do that. My friend suffered because I hold myself back at the time. She still suffers now for being exiled. I won't do the same mistake again."

"The f\*ck is this rodent on about? Ignore it! Let's go take down the core!"

The twenty-five advanced at the same time. But after taking one step, they suddenly stopped. The reason was that they suddenly felt as if the air become heavier. They heard a sound that sounded like a squeak at first but gradually turned into a thundering growl. The wide space of the hall in front of them

was suddenly blocked, by an enormous body. They looked up and came face to face with a giant rat-like creature with shark-like teeth and a pair of menacing red eyes.

"I will be damned...," Tip uttered from behind the guild platform.

## **Chapter 806: Strong Opponents**

The twenty-five just stood there, not moving a muscle. The transformed Whitebeard did the same. He just stared at the twenty.

One of the twenty-five finally spoke, "There is nothing to worry about! I used Inspect before, the rat is just a level 18 basic animal!"

"But... It can't be inspected now... Doesn't it mean its level is higher than us now?" Another said.

"It's still only a basic grade. How many levels can that rat increase after transforming? We can take it down together!" The first person who spoke uttered again. He was trying to give others the motivation. He was from Corporate United. He was even a corporate manager in real life. He was used to giving this kind of motivating speech.

"But... It looks rather menacing now," The others were not convinced.

"It is just for show. Look! It is not even taking any action. It just stands there doing nothing. It probably hopes its new appearance will scare us into a retreat. But we will not be tricked by such a cheap trick. Our guilds depend on us. This is the time we shine. We will return to our guilds as heroes who have managed to take the guild hostage token of our sworn enemy! Now, who is with me?!"

The others looked at one another. They did feel fired up after that speech. That's right. The rat just stood there doing nothing. It must be a trick!

"I'm with you!" One person uttered.

"Me too!" Another said.

Everyone soon bellowed an enthusiastic cry.

"Now, follow me!" The lead Corporate United member shouted and started charging forward. "We will take down the core. We will—"

His latest speech didn't get the chance to be finished, because Whitebeard's one paw came and stomped the guy. He lost half of his life. Whitebeard grabbed the guy's body and threw him up. His large shark-like mouth opened and chomped, shredding the body into pieces as the poor guy's HP zeroed.

Whitebeard then looked at the others before him who had frozen again. He said, "I've warned you, people. But since you people didn't heed my warning, then so be it. This is not my village. I won't hold anything back!"

Whitebeard then pounced at the players.

Pointy Tip who was watching the scene, sent a message in the chat, "Um, Grace... How strong is Whitebeard after he transformed?" Tip also couldn't inspect Whitebeard's level.

"Transformed?" Jeanny asked in the chat.

Grace answered Tip's question, "When he is in his true form, he is a level 68 rare elite."

Level 68 rare elite?! Tip was astonished. No wonder those players were helpless. They might not even win against a rare elite of the same level. What's more, one that was twenty levels above them.

"True form?" Jack asked in the chat.

"All the villagers in the Village of Peace are members of the divine faction, Harmony Keepers," Grace answered. "They just take up peaceful forms most of the time. But if needed, they can assume their true forms to defend the village."

"Oh... I see. Now, that makes more sense," Jack commented.

\*

"Say what!?" Queen Magenta yelled after receiving the message. "What do you mean there is a giant rat monster protecting the Guild Hall?!"

White Death sighed. They were currently moving away from the reinforcement army's camp. Their forces had also dispersed and ran away to all corners to make it harder for the enemies to pursue.

"I truly didn't expect they still have such a defense in place. That guild continued to give us a surprise. There is nothing else we can do. Our part in this war is over."

"What do you mean over?!" Queen Magenta shouted. "I will be in trouble if I don't bring back Everlasting Heavenly Legends' guild hostage token!"

No one responded to her. Manager Steelhand shot her a sympathetic look, while White Death was completely indifferent. Seeing the situation, Queen Magenta's face went pale.

Tip had seen members of Wicked Witches amongst the ones that rushed into the Guild Hall. He had sent a report to Jeanny, who sent a message to Selena, asking her what her guild meant by this. Why were they fighting together in this war but some of her members were attacking their guild headquarters?

Selena said that she had no idea about this. She promised she would get to the bottom of this once the war was over. While in fact, she had an inkling as to who had carried out that covert attack. She sent a message to her leader, Nova, who in turn sent a message to Queen Magenta asking about her involvement in all this.

Queen Magenta was now staring at the message, unsure of how to reply.

\*

When White Death's player army started charging at the camp, the battle near the fort was already fierce. After exhausting the Enhance Defensive Ability magic scrolls during the first-day battle, John had requested their scroll makers to produce another batch. He had given each wing some of these scrolls, to help them defend against the initial clash.

While Jack's left-wing was clashing with a part of the encircling army, Armstrong and Ahab's army had clashed with Therribus' 40,000 main army. Jack's left-wing was the furthest away so he didn't receive

the full brunt of the attack. Still, they were not that far off, the fighting slowly trickled to where his troops were.

Arlicard cast his Sonata of the Night and Perpetual Sword of Death, bringing massive advantage to Jack's troops. Both spells covered a very large area and didn't inflict friendly fire.

The best advantage of Jack's left-wing came from their air superiority. With a hundred and fifty Eagle Rider Hunter led by the Lava Dragonet, they dominated the sky above. Even within all the armies in this battle, both sides combined, there were no more than one hundred natives that possessed flying spells or flying tools.

But unfortunately, having more units in the air didn't mean that they were unbeatable. At this moment, A massive amount of lightning forks filled the sky and struck many Eagle Rider Hunters in the air. The struck eagles lost lots of HP. They even fell to the ground, losing their flight capability due to the paralyzation effect. Once they hit the ground, they were sitting ducks for the enemies.

Jack turned to where the lightning attack had come from and saw an obese man covered by lightning walking in the air.

"It's Garland!" Jack uttered. A strong opponent finally showed up.

"I will face him!" Duke Alfredo who was fighting not far away declared. He floated up and met Garland in the air.

Jack looked at the two. If it was the old duke, he might not be Garland's opponent. However, the duke had increased in level after receiving the Council of Virtus' blessings and training. In terms of grade and level, the two were now equal.

Following Garland's appearance, several enemy officers with flying spells and tools came into the sky. They fought against the remaining eagle rider hunters and the lava dragonet.

Jack continued fighting below. The occasional sounds of explosion and thunder filled the air as Garland and the duke fought above.

But even when Garland was up there fighting the duke, he still caused trouble down here. Three lightning orbs fell from the sky, which then turned into three large lightning golems. Jack had seen one of these golems before when it fought against the Crypt Ogre during Heavenly Citadel's undead invasion. He knew these golems were no joke.

Jack used his Inspect and found that these Lightning Golems were level 60 rare elite. The golems went in different directions, creating havoc on the reinforcement army.

Miller clashed with one of the golems. Although his level was higher, he was one grade lower. Additionally, the lightning golem had a constant electrical field around its body. This electrical field caused damage with a slight chance of causing paralyzing status. The lightning golem was superior against melee foes.

Miller, who was one such combatant, was having difficulty facing the golem. He used a spear and his attacks were mostly of the wind element, similar to Bailey. Jack sent his Ice Demon Fiend to help Miller.

He also went over to provide support. With his high lightning resistance, it was still safe for him to go against these beings.

Jack used his spells to deal damage from ranged. Although the lightning golem had an electrical field, his Ice Demon Fiend had an icy aura. So, the scale was somewhat balanced. Miller and the Ice Demon Fiend received brief paralyzation from time to time, but the lightning golem was also slowed. Since the golem was already slow in the first place, it became sluggish due to the icy aura. Miller and the Ice Demon Fiend could still dodge the golem's attack most of the time.

The lightning golem mostly used physical attacks. Its fortes were its electrical field, its great strength, and high HP. Otherwise, it was not much to write about. With patience and persistence, the three wore the lightning golem's HP down.

The battle lasted for quite a while. They were still dealing with the lightning golem when Jack was having chat messages with the others regarding the sleeper agent incident in their headquarters.

On the other side, Arlcard was still supporting the troops. Although his Perpetual Sword of Death seemed unending, it still had a limit. Once his MP fell to half, the spell stopped. When it did, Jack sent him a mental call to come help. With the vampire's aid, they should be able to finish this lightning golem faster. Then they could go and take care of the other two that were still rampaging around.

As Arlcard was coming over, Jack heard Bailey's scream from the side. He turned and saw the lieutenant getting impaled by a spear. Her HP was critical. Jack recognized her opponent. The owner of the spear impaling Bailey was Claudius, another of Therribus' Lord Commanders.

## **Chapter 807: Losing Lieutenants**

"Bailey!" Jack yelled.

Jack used Shooting Dash toward Bailey, but he was too late. Claudius delivered another assault. Scores of spear energies tore through Bailey's body, zeroing the lieutenant's life.

"No...!" Jack shouted. He sent Wind Slash. Three Wind Energies rushed at Claudius.

Claudius saw the attack. His spear turned into three images and destroyed the three incoming wind energies.

"NO!!" Jack heard a voice and a shadow rushed past him. It was Miller.

Miller's spear clashed with Claudius. From his expression, Jack could see that Miller was in a rage. It seemed that his relationship with Bailey was not simple. However, Claudius was higher in level as well as grade. Despite his rage, Miller's attacks were easily repelled by Claudius.

Jack looked around. All the high-level soldiers on his side were occupied with another high-level opponent. Even the common soldiers had someone they were fighting against. There was no one to spare. Only he was available to help Miller.

"John! Is it not time yet?" Jack sent a message.

"We haven't routed the players here. I can't move the guild soldiers here with the enemies still hanging around," John sent a reply. "A little bit more. They are mostly finished here."

'F\*ck! Why do these lord commanders have to come here? Aren't Armstrong or Ahab's forces closer to them?' Jack cursed in his mind as he turned back and saw that only his Ice Demon Fiend was fighting the lightning golem now.

The lightning golem almost died, but it was still stronger than the Ice Demon Fiend. Arlcard almost arrived, but Jack sent a mental message for him to come over. He instead instructed Therras who was fighting the regular troops to come and help the Ice Demon Fiend. Despite having much lower levels, the two creatures should be able to finish the near-death lightning golem.

Arlcard changed direction and headed towards Jack. He transformed into a swarm of bats. The swarm rushed past Jack and attacked Claudius who was pushing Miller back with his lightning-fast spear attacks.

Claudius was evidently annoyed by the swarm of bats. They were too small for him to hit while the flying rodents kept on biting him. Small damages kept on coming up above the Lord Commander.

"Bothersome nuisance, begone!" Claudius yelled. His spear stabbed in all directions. The spearlight it created made it resemble a blooming lotus. A large portion of the bats was struck. The surviving one gathered and turned back to Arlcard. A damage number appeared once he appeared. The damage received by the bats was transferred to him.

Jack had been casting a spell when Claudius was busy with the bats. The ground underneath Claudius shone and fifteen green vipers shot out. Claudius made a circular swing with his spear. Knocking the vipers that came to grab him. But one sneaked from under and coiled around one of Claudius' legs.

Turning this spell alive indeed made its targeting mechanism more complex. If it was the old Myriad Ensnaring Chains, it wouldn't have been able to look for an opportunity like this. His current Myriad Venomous Vipers was indeed more advanced.

However, Claudius was still too strong. His spear stabbed down and the viper that was coiling and biting his leg was cut. He then jumped just as the other vipers came back. His jump took him out of the area of Jack's Myriad Venomous Vipers. Jack cast Arcane Turbulence where he was landing. But before he landed on the area affected by the spell, a translucent wing sprouted and carried him away.

'Shit! He also has a wings tool,' Jack thought.

Claudius didn't keep using the wings, though. He landed elsewhere and his wings disappeared. It seemed he preferred a fight on the land.

Miller came at Claudius again. His rage was still evident. It made his attacks reckless, Claudius easily countered his assaults. But he was not alone. Since he took Claudius' attention, Jack stole attack from ranged, while Arlcard came closer and attacked with his rapier when he saw an opportunity. Jack's fifteen vipers that were out of melee range also helped by spitting poison bullets.

Despite being much stronger, facing attacks from so many sources still nicked Claudius' HP little by little. Yet, Miller who was in direct contact with Claudius, had his HP going down at a fast rate. Peniel cast Fast Heal, Group Fast Heal, and Healing Field to keep Miller alive. Jack even gave Miller a Grace of Tranquility

potion during a reprieve when the lieutenant was smacked away by Claudius, healing as well as buffing the native.

Arlcard tried to use his runic technique, but this move required a large amount of uninterrupted time. Miller was not strong enough to keep Claudius' attention on him, even after the help of Jack's potion. Claudius always noticed Arlcard's attempt and sent long-ranged energy spears at Arlcard every time Arlcard started manifesting the runic symbols. The attack disrupted the runic technique. Arlcard had no choice but to attack normally.

As the fight went on, Claudius was getting annoyed by all the little bites. He sent a powerful thrust at Miller, causing him to stumble back. He then swung his spear in another direction. Three rows of earth spears thrust out from the ground. One heading towards Jack while two went to Arlcard. Arlcard turned into a shadow and moved away from the spears while Jack used Flash Step.

Arlcard shadow dodge brought him far away from the two rows of earth spears. Jack's Flash Step also allowed him to escape the area where the earth spears struck. However, he was not far enough. When Jack thought he was safe, the earth spears exploded, turning into shrapnel that came at him. Luckily, Jack had cast Barrier beforehand.

The shrapnel struck and depleted his barrier before hitting and taking out a quarter of his life. He was glad for the protective spell. He wasn't careless despite keeping a distance from Claudius.

The earth spears that had been evaded continued forward and struck the group of soldiers fighting behind.

While all his opponents were momentarily disabled, Claudius got into a stance. As he did, the dust around him swirled, as if turbulence was building up. Before long, this turbulence took shape. An image of a long eastern dragon flew around circling him.

Jack was already alarmed since the lord commander took a stance. Any move that required him to do this kind of preparation was certainly not something simple. When the image of the dragon appeared, he was genuinely frightened. The creator of this world had put dragons as a creature of the highest degree. A creature that was only below the Gods and Goddesses that were the apex beings of this world. He should know since he had met two of them. Now, the opponent was using a skill that summoned the image of a dragon, how could he take it lightly?

Jack watched Claudius' eyes. Usually, someone kept his eyes on the target when executing an attack. Since Claudius began his stance, his eyes had always been on Miller. This informed Jack that the skill Claudius was about to unleash should have Miller as his main target.

Jack used Charge in Miller's direction while casting a spell at the same time. Jack arrived before Miller just as Claudius thrust his spear out. The imaginary dragon roared and rushed forward, heading to where Jack and Miller were.

Jack completed the spell and Magic Wall was formed. The imaginary dragon arrived and slammed its one claw into the magic wall. It shattered. The dragon moved forward again.

'Shit! This is not a skill that disappeared after hitting something!' Jack cursed within. He put himself right in front of Miller and shouted, "Peniel, invulnerability!"

Peniel cast the spell just as the imaginary dragon slammed onto Jack. Jack didn't lose HP but he felt the full brunt of the pain. He felt as if he had been hit by a bullet train, he was sent flying a long-distance away. While he did, he saw in dismay that the imaginary dragon still didn't vanish.

The imaginary dragon flew back after hitting Jack but then returned to Miller. Miller thrust his spear with what should be his strongest attack. His spear turned into a shooting star headed towards the incoming dragon. But the spear hit nothing, the dragon swerved to the side dodging the spear before coiling its body on Miller's spear. The spear was snapped into two. The dragon then slammed itself into Miller's body.

Miller screamed as numerous light spears pierced out of his body. His HP went down rapidly. He was not in a good shape to start with and Peniel had exhausted her healing spells. Miller's body exploded when his HP reached zero.

Jack was still on the ground watching the scene with a sinking heart. He lost both the lieutenants Gruff had sent to aid him. How could he face that old warrior when this was over?

When he was still struggling to get up, he saw a huge lightning pillar strike the ground nearby. The explosive impact caused him to stumble to the ground again. When the lightning subsided, he saw Duke Alfredo on the ground. The duke was not in a good shape.

## **Chapter 808: The Fleeing Prince**

While Jack was stunned by the sight of Duke Alfredo in tattered clothes struggling to stand. A large object fell hard to the ground not far away, creating a heavy impact that caused a dust cloud at the point of impact.

As the dust cloud subsided, he saw the large object that fell was a pyramid made of light. Inside this pyramid was Garland, who was blasting his lightning at the pyramid walls that were imprisoning him.

"It's the Pyramid Prison spell!" Peniel explained. "It was similar to the Prism Prison spell that the duke used on the Grim Sand Drake, but much weaker. This spell similarly trapped a target within and allowed attacks from outside to hit the trapped target, but it didn't weaken the target though, and it can only trap a human-sized enemy."

Considering the Prism Prison was a mega spell, Jack didn't find it strange that the duke used a weaker spell against Garland. Garland won't allow the time needed for the duke to complete his mega spell.

However, though Garland was trapped, the duke was not in a good condition. He was having trouble even standing up. Jack hurriedly went over and gave him a Grace of Tranquility potion as well. After drinking the potion, the duke looked at Jack with a pleasant surprise. His wounds had all healed and he even received a boost. At this time, Garland had destroyed the duke's Pyramid Prison.

Garland was evidently stronger considering he was still largely fine while the duke was wounded a moment ago. But with the Grace of Tranquility potion's boost, the duke flew towards Garland again and delivered fierce attacks. Garland was startled by his opponent's sudden increase in power.

Jack didn't feel safe yet though, he turned to Arlcard who was now fighting alone against Claudius. Arlcard could only dodge, he was outclassed by his opponent who was ten levels higher.



Jack looked into his bag. Should he use this Ancient Blood Awakening Potion?

When he was hesitant, he received a message from John. "It's time!"

Everyone heard a horn sounding from the fort. The fort's gate soon started opening. Therribus' army watched with confusion as the heavy gates opened. Once it opened completely, a large number of troops rushed out.

'All right! We just have to endure a bit longer,' Jack thought. He decided to just use the Ancient Blood Awakening Potion. The potion was saved for an emergency. This was an emergency.

When he was about to head to where Arlcard was, he suddenly sensed danger. He quickly moved back when a lightning snake crashed on the ground where he was. The lightning snake exploded and the shockwave hit him and threw him away.

He fell a distance away with a paralyzed status. Jack had no doubt the lightning was from Garland. What he wondered was whether it was a stray attack or a deliberate one?

The paralyze was soon over since Jack had a high lightning resistance. But then, another two lightning attacks came again. Jack used Shooting Dash to dodge. He knew then that Garland was targeting him even when the lord commander was busy fighting the duke.

"He has a grudge against me or something?" Jack complained. Then he realized that he might have offended the guy a few times in the past. Now that Garland had seen Jack nearby, he probably couldn't help but throw Jack an attack when he had the chance.

Jack looked at Arlcard, the vampire was not in a good situation. But suddenly, a healing light fell on Arlcard. Laurent had appeared nearby. Jack was glad that the vampire in this world was not hurt by a holy healing spell, unlike in some other games systems.

With the army from the fort coming to provide support, Laurent must have been freed to come to help. With Laurent nearby, Arlcard should be able to last. Jack decided to just focus on Garland who had been targeting him. However, Peniel flew away to where Laurent was.

'Hey! Where are you going?' Jack asked Peniel.

'I think Laurent should have that spell. I will return soon,' Peniel replied.

Jack didn't have the chance to ask for more explanation because Garland's lightning had come again. Jack continued to dodge. Even with his acute mana sense, it was still very difficult to dodge these lightning attacks that practically came almost instantly. Jack could only jump around, fully focused on evasion.

While doing it, he suddenly heard a notification. His Beastmaster had reached level 50.

\*

Therribus looked in bafflement as the force inside Fort Garadhor rushed out from the fort. The wall could still last one night, why did they come out? Had they given up because the reinforcement army was losing?

It didn't matter. Since the enemies had come out from their protective shell, it was time to strike. Therribus ordered a signal. Once it was relayed, the encirclement army started shrinking towards the fort, with a large portion headed to where the open gate was. It's time to end all this.

As they did, Duchess Isabelle suddenly took action. With a high-level AOE spell, she blasted a large portion of the encirclement army that was coming from the western side of the fort.

As soon as she did, Arther sprout his wings and dashed at her.

When the two clashed, everyone caught sight of a few soldiers with winged tools flying out from the western wall of the fort. They were carrying one person. A person that wore Prince Alonzo's royal armor.

"They are trying to get Prince Alonzo to escape!" Shouted one soldier who saw the scene.

Soon, Therribus caught wind of the news.

"Did anyone take a good look at that fleeing Prince Alonzo?" Therribus asked.

"No, your highness. We only saw someone wearing prince Alonzo's armor from a distance."

"It could be a ruse," An aide beside prince Therribus said.

"It might be real, we should focus on chasing him!" Another aide said.

Therribus pondered briefly, he then said, "Send a command to the encirclement army on the Western side to give chase!"

A command signal was soon relayed. Half of the encirclement army that was situated on the western side immediately gave chase to the flying figures using their steeds. Duchess Isabelle was still busy fighting Arther in the sky. All she could do was prevent Arther from giving chase, she couldn't do anything about the others.

"Fool! Without high-rarity winged tools, even an uncommon steed is faster," Therribus said. The army would catch up and then the officers with flying tools or spells would fly up and intercept the fleeing prince. It was just a matter of time. His little brother would have had a better chance if he had landed after escaping the encircling army and then used a steed.

Therribus sneered at his little brother's attempt. In the end, this brother of his was also someone who sacrificed his followers for his own safety. In that case, Therribus decided to just crush the rebels here to show them their mistake of supporting this nobody prince. He ordered the remainder of the encirclement army to help his main army destroy the reinforcement army. Perhaps once they saw that they had no chance to win then they would surrender.

When the troops from inside the fort came out led by commander Quintus, they and the reinforcement army managed to give Therribus' army some pressure. But not long after that, the encirclement army came. With prince Alonzo and the troops gone from the fort, there was no longer any need to keep the fort in lockdown. Half went to chase after Prince Alonzo while the rest come to finish off the reinforcement army. Facing a force much larger than theirs, the reinforcement army was starting to lose ground.

While the fighting continued to grow, the soldiers at the eastern-most side noticed something from the fort. Several people floated down the wall of the fort. These soldiers immediately called scouts with Zoom Vision ability.

"It's... It's Prince Alonzo!" A scout uttered.

"Prince Alonzo? Didn't he already escape to the west of here?" A soldier asked. However, all the scouts confirmed the same thing. These scouts quickly came to report to Therribus.

"Another prince Alonzo? So, the one before is truly a ruse?" Therribus' aide uttered.

At this time, another soldier came bearing different news, "Report, Your Highness. We just received a transmission from the troops that chased after Prince Alonzo to the west."

"What's in the transmission?" Therribus' aide asked.

"It... It says that the fleeing Prince Alonzo is a fake."

"What...?!" The aide yelled. He then turned to Prince Therribus, "Your Highness, what should we do."

Instead of answering his aide, Therribus turned to the scouts. "Are you sure this other one is Prince Alonzo?"

"We saw his face, Your Highness. We are sure."

Therribus looked to the East. This other group used steeds to flee. They only used their flying spell to get down from the fortress' wall. A small squad from Therribus' army had taken the initiative to chase after them. They were going towards a forest far in the distance.

"The one that is running to the West must have been a distraction, this one running to the East is the real Prince Alonzo," Therribus said. He summoned his steed. "Let's go! We must give chase!"

"Your Highness. What about the enemy's reinforcement army?"

"Leave a portion just so that they can't bother us. Also, send a battalion into the fort to search around, just in case this is another distraction. The rest come with me!"

Leading almost half of his entire army, Therribus raced to the East chasing Prince Alonzo.

## **Chapter 809: Leveling up the Divine Skill**

When Jack received the notification of his Beastmaster reaching level 50, he paused for a bit, which almost caused him to get fried by Garland's lightning. He jumped away at the last instant.

When he was worried Garland's lightning would come again, he heard the man's voice, "So, this is your people's trick?"

Garland was looking at the sky. Arther and Duchess Isabelle were in battle some distances away while a few people flew to the West carrying someone that wore Prince Alonzo's royal armor.

"Don't expect that your prince can escape!" Garland uttered as his body started floating.

However, an incredibly powerful force dragged him down.

"You stay here!" Duke Alfredo uttered. He cast a spell that caused Garland to lose his flying ability.

"Traitor to the crown! Are you so eager to die?" Garland shouted, angry for being interrupted from chasing after the third prince. Uncountable lightning came out of his body.

Duke Alfredo cast Magic Wall just when uncountable lightning snakes came at him. He was dual-casting another spell while maintaining his magic wall which was being bombarded by the lightning snakes. However, several lightning snakes shot from above the magic wall before changing direction and coming at the duke. The duke saw them. He expertly changed his mid-casting spell. A barrier surrounded his body and protected him from the lightning.

In his anger, Garland seemed to have forgotten about Jack, allowing Jack a reprieve. But when he thought he could rest, two nearby enemy soldiers came at him. Luckily, they were only level 49 elite soldiers. He had no problem dealing with the two. As he fought the two, he also used the chance to open his status window. He went to his inherent skill page and activated the upgrade option of his Lightning God Blessing.

The one divine gem and ten magic crystals floated out from his inventory before re-entering him. They were not re-entering his inventory, though. These materials entered and dissolved into his body. As they did, he heard the notification that his Lightning God Blessing had upgraded to level 2.

\*

Lightning God Blessing, Level 2/3

- Lightning resistance +100 (passive skill)

- Every attack +20% lightning damage and 2% chance to cause Paralyze for 3 seconds (passive skill)

- Lightning God Barrage (Active skill 1), Shoot 20 balls of lightning that explode dealing 500% lightning damage each in a 5-meter diameter area, 30% causing Paralyze for 10 seconds. Range: 50 meters. Cooldown: 5 hours

- Lightning God Suit (Active skill 2), Don a suit made of lightning. Immunity to lightning. Immune to all movement restrictions. Reduce all received damage by 70%. All hostiles within a radius of 3 meters received 30% lightning damage each second. Duration: 3 minutes. Cooldown: 6 hours

Upgrade to the next level require: 1 Divine Crystal, 3 Divine Gem, 20 Magic Crystal, exp: 0/30,000,000

\*

Jack was speechless after reading the description. Peniel had informed him that he would get another active skill once this divine skill leveled up, but he never thought that the existing skill would receive an upgrade as well. The lightning god barrage was already heaven-defying as it was, but now both its damage and range had increased. The two passive skills were also doubled from the previous.

For the new active skill, it was a defensive skill that not only gave a better damage reduction compared to Gold Scale Armor but also dealt constant damage to all nearby enemies. It even gave him a complete immunity to lightning.

What dismayed him was the exp needed to feed this divine skill again. It was ten times previous. Although the monsters he could kill now gave more exp points. This number still required a lot of time. Unless this war was prolonged, of course. But tonight would be the end of the current war, no matter the outcome.

The materials required to upgrade also increased. There was one new material, a divine crystal. He knew this material was of the legendary grade because he had seen one before. He wondered if this material was still where he last saw it.

He wanted to ask Peniel if he knew any other sure place to get this divine crystal, but he realized the fairy was not around. As he was about to send a thought to her, she suddenly materialized beside him. She fell to his shoulder and clung to him.

"What's wrong with you?" Jack asked.

"I can't fly!" Peniel uttered. "Some moron had cast a spell that caused everyone to lose their flying ability in a large area."

'I hope the duke didn't hear that,' Jack thought and looked at the duke, who was still in a fierce battle with Garland.

"What do you want with Laurent, by the way?" Jack looked at where Laurent was. He was still supporting Arlcard who was battling Claudius. Surprisingly, another person was aiding Arlcard. Someone who was supposed to have died already.

"Bailey?" Jack uttered.

"Laurent has the Resurrection spell," Peniel explained.

"So, that's why you go to find him," Jack said. "Hey! Ask him to resurrect Miller as well."

"Cannot," Peniel answered flatly.

"Why?"

"Two reasons. First, The Resurrection spell has a three-hour cooldown. A native can only be resurrected if he or she dies within an hour of the spell being cast. Longer, then the spell will fail because the soul will be too far gone already. Second, the spell needs a body for the resurrection. Miller's body was completely destroyed. He is gone for good."

"Oh...," Jack was dejected. He had been hopeful after hearing about the resurrection spell. At least Bailey was saved. Jack hoped she didn't bite the dust again. But with Laurent providing support, she and Arlcard should be safe.

The two elite soldiers that were fighting Jack were frustrated. The guy was fighting them but he could chat and looked around as if the two of them meant nothing. The worst thing was, they could hardly hit him while they kept on getting slashed by the dude.

For Jack's Hundred Synchronous Thoughts, it was not a difficult thing for him to fight weaker opponents while doing other things.

"Alright, let's finish these two weaklings and then we go take care of that fat lightning fellow," Jack said. The two soldiers who heard were getting even more provoked. They redoubled the ferocity of their assaults, but they still could hardly hit Jack. Jack had been using only Formless Flowing Sword style and Eight Diagram Illusory Steps against these two soldiers.

"Do you have a death wish?" Peniel asked. She knew Jack was talking about Garland who was fighting with the duke not far away.

"Don't worry, I have Lightning God Suit," Jack said.

"Lightning God... You have upgraded your Lightning God Blessing... Your Beastmaster is level 50!" Peniel uttered.

"Yeah."

"Use the Ultimate Beast skill," Peniel said.

The Ultimate Beast was the level 50 standard skill that Jack received when he became level 50 Beastmaster.

\*

Ultimate Beast, level 1/20 (Active skill, requires pet)

Release the secret power of the pet. +300% to pet's attributes, +20% to pet's damage, damage received by the pet is reduced by 30%. Certain pets might display unique abilities during the skill.

Duration: 3 minutes

Cooldown: 6 hours

\*

"For most beasts, this skill only gives the pet a boost as stated in the skill description," Peniel explained. "Therras Beast, however, had a unique ability that will be triggered once its owner activated this skill. I told you before the founder of the Themisphere kingdom was a beastmaster that had a Therras Beast as a pet, right? He was famous for uniting the kingdom with the power of his Therras Beast, which was triggered by this Ultimate Beast skill."

"Are you sure it will be safe? I don't want my Therras to die. It doesn't have lightning immunity," Jack said. He was still worried, the damage reduction stated in the skill was only 30%. Garland's lightning was so destructive that 70% damage was still a lot!

"It will be hard to kill a Therras Beast under the influence of Ultimate Beast skill," Peniel said.

"Additionally, your Therras has an armor. It should survive."

"Should?" Jack asked. That didn't sound like a certainty.

Peniel shrugged.

Jack rolled his eyes at her. However, there was indeed never a certainty in a battle. His Therras indeed had very high HP. With that unique armor it wore, it won't be so easy to get killed even if the opponent

was very strong. If something went wrong, he could always forcefully unsummon the pet before things got too dangerous.

Jack looked at Therras. It and the Ice Demon Fiend had finished the lightning golem. They were currently fighting common soldiers in that area.

Jack used the burst attack of Formless Flowing Sword style, dealing combo damages to the two soldiers. The two were shocked. Only now did they realize this outworlder was taking it easy with them. Their health was low already, so they turned around and tried to escape. Jack used Shredding Fang. The fangs pierced their bodies and devoured their remaining HP.

After finishing the two soldiers, Jack sent a mental command for Therras and Ice Demon Fiend to come to Garland. He did the same.

### **Chapter 810: Against the Lightning**

Laurent cast his wide AOE spell, Area Bless. Every ally in the vicinity received a boost, including Duke Alfredo.

Garland was annoyed by it. His opponent had suddenly healed completely and was stronger than before, now there was another meddlesome priest that added another boost. He pointed at Laurent in the distance. A thick lightning arrow was fired at Laurent.

Laurent saw the incoming spell. He quickly erected an illusory magic shield. The lightning arrow hit the shield and shattered it. Lightning sparks resulting from the impact still hit Laurent and caused him damage.

"Garland!" Claudius, who was fighting Arlcard and Bailey shouted.

Garland seemed to understand Claudius' call. He threw a lightning snake at Claudius, who then accepted the lightning using his spear. Instead of causing damage, Claudius' spear was coated with lightning energy.

Claudius swung his spear. Countless spear images shrouded with lightning shot out all around him. Hitting everyone in the vicinity as well as paralyzing them.

As he was about to follow up his attack, Claudius found the ground below him lighted up. Thick and powerful crimson chains emerged from the ground. It was duke Alfredo's Myriad Ensnaring Chains. Claudius couldn't use his flying tool to escape because of the duke's no-fly-zone spell. Claudius' spear turned into blurring images as it struck all the chains that were coming at him. This had spared Arlcard and Bailey who were still paralyzed.

The duke instead suffered from Garland. Garland had summoned a lightning orb and threw it at duke Alfredo. The lightning orb released a constant discharge of lightning strikes, hitting all hostiles in its surrounding.

As the duke suffered continuous damage, golden plates appeared and attached themselves to the duke, protecting him from the lightning.

"You again!" Garland shouted. His arm clawed to the sky. A thick lightning pillar came down from the sky and struck the place where Laurent was standing.

Laurent had cast a Barrier spell for protection, but it still broke after one hit. He hurriedly cast Heal and Regeneration on himself.

"Let's see how you people deal with continuous lightning strikes!" Garland's two arms were in the air. Two lightning strikes soon came down, one striking the duke while the other was again hitting Laurent.

Jack was amazed. Despite being at the same level and grade, Garland still proved to be more powerful than the duke even after the duke received a boost from the Grace of Tranquility potion. Garland was indeed a special native. It wasn't so surprising considering that Garland was among the few natives who could manipulate mana, even though his skill in this regard was not as advanced as the mythical grade natives.

However, Garland was not without wounds. After a long scuffle with the duke, his HP was almost half.

Garland threw a few more lightning orbs at the duke and Laurent.

While Garland was assaulting the two, he sensed something creeping up behind him. He also felt his body become slow. There was a strong cold aura enveloping him.

Garland made a gripping motion to his back just as Jack's Ice Demon Fiend was about to strike. Numerous lightning strands gripped the demon's different body parts. The demon was now held in the air. The lightning strands continued to bombard the Ice Demon Fiend. The demon's inner part started to shine a bright glow.

Jack recognized the spell as the one Garland had used to finish off the High Lich in the past. Jack felt bad for the Ice Demon Fiend, but since it didn't matter if it died, it was a perfect candidate for distracting Garland.

Therras came using Tyrannical Charge. Even when Garland had his attention on the Ice Demon Fiend, he was not careless. With one hand still aiming at the Ice Demon Fiend, his other hand shot at the charging Therras. An electric bubble formed on Therras' charging path. When Therras hit this electric bubble, its charging speed was stopped almost instantly. It was as if Therras had hit an immovable wall. Therras was held on the spot while receiving continuous lightning damage.

Jack used the Ultimate Beast skill at this time.

Garland felt Therras' aura suddenly rise, but it was not enough to overcome his electric bubble lock. Yet, Therras' aura continued to escalate. The beast even underwent a transformation right before his eyes.

Therras' frame grew. Not only that, but its posture also changed. From a quadruped beast into a bipedal one. Layers of stone-like plates grew over its skin that was not covered by armor. Additional horns grew on its head, creating the illusion of a horned crown. More horns also grew on its back and its arms. A pair of especially long horns grew on each of its arms, making it look as if it was holding long blades on its arms.



Jack was amazed by the transformation, but he was even more amazed that Therras' armor magically adjusted itself with the transformation. The armor even provided holes for the extra horns that grew from its owner's body. He guessed this was the magic of gaming rules at work.

With an enlarged frame and now standing on two legs, Therras was way taller than Garland. The hulking beast now stared down at Garland. The electric bubble had been forcefully broken when Therras transformed.

Therras used its Autocratic Roar, which produced an even louder roar than before. The mighty roar traveled a longer distance than its normal version, damaging all enemies that heard it and inflicting multiple negative statuses.

Garland was not spared. Even though he had very high resistance, he was still afflicted by some of the negative statuses caused by the roar, Disoriented and Dizzy.

Jack used this chance to begin his assault. He used his Supreme Dragon transformation and Gold Scale Armor. He couldn't fly, so he used his dragon form's inherent Wind Jet to shoot himself close to Garland. He then summoned his Spirit Weapon and activated Asura. Four extra arms sprouted from his body, two above his original arms, and another pair below.

With six arms, he activated Phantom Blade and executed Penta Slash. Only his two main arms were using the Penta Slash, but his other extra arms were not idle. He had continuously trained earlier today to get used to these six arms. His other arms continued to slash using Formless Flowing Sword style without disrupting the main arms.

On the other side, his spirit weapon was also slashing with the same martial arts using its two blades. Therras didn't stay still. It used the large horn on its arm and stab Garland. Its attack was slower than both Jack and his spirit weapon but carried stronger force.

When Garland was freed of the Dizzy effect, he had been slashed and stabbed multiple times, suffering from high damage.

"You ants!!" He screamed. A powerful discharge of electrical energy blasted everyone. Jack's spirit weapon was blown away. Jack stayed his ground because of his Gold Scale Armor, but he lost one-third of his HP. Therras also resisted the knockback.

"Since you have come, then stay!" Garland uttered. He made a motion and a lightning fence encircled their surroundings.

This was the same lightning prison spell that Garland had used when he fought against the High Lich to save Heavenly Citadel in the past. However, the circumference of this lightning prison was much smaller than the one he cast at that time. Garland had intentionally imprisoned a smaller area to trap only Jack and his minions. The duke and the others were outside this lightning prison.

The duke had just destroyed the lightning orbs assailing him. He was just about to come to Jack's aid when the lightning prison appeared. He cast his spell to destroy the lightning fence, but the fence resisted his assaults.

Therras was fighting Garland with brute force but with each hit, it was counterattacked by very strong lightning.

Garland clenched his fist. lightning converged around this fist and formed a larger fist made of electricity. He then punched forward. This electric fist connected with Therras lower body. It resulted in an explosive impact that threw Therras' huge body away. Therras hit the fence and was electrocuted, before falling to the ground.

Jack never stopped his assaults. Suddenly he found his body as if inside a gel. It was very difficult to move. He then realized there was electrical energy around him, holding him down. He was inside the electric bubble that had locked Therras before.

"You have always been a nuisance. Let me send you off properly!" Garland uttered. Spell formation of seven runes was formed.

Garland's hand made a grabbing motion at the Ice Demon Fiend who had its body fully covered in lightning now. The demon uttered a death cry before it disintegrated into particles of lightning. The lightning particles gathered before Garland's hand and formed a lightning core. Multiple lightning strikes also came down from the sky and were absorbed into this core.

Jack recognized this spell. It was the Perpetual Lightning Judgement. 'Does he intend to use this AOE spell solely on me?' Jack thought. That thought was both flattering and frightening.

The last time Garland used this spell, it also absorbed the lightning fence. Jack looked at the fence. It distorted a little but otherwise remained standing. Garland had controlled the spell to leave the fence alone, so no one could interfere with him in carrying out Jack's execution.