

World 931

Chapter 931: Going for Bounty Rewards

The two sparred for hours. Sharpening their technique as they went. Being more of an expert in mana manipulation, Jack gave Jeanny pointers, helping her in learning the ability.

John came in at one point. Jack gave him his leveled-up equipment then. As usual, the dude didn't deign to thank him. Jack had gotten used to it. He returned to train with Jeanny after giving the equipment.

When the two were confused about why John came in here, John surprisingly started to cast spells.

'He is also training?' The two thought.

John mostly cast basic spells with fast cooldowns. When Jack saw John's spells, he was rather surprised. The mana bullet that John shot flew at an angle. The energy bolts he cast also seemed to dance around, even when there was no viable target.

"Mana manipulation on spell?!" Jack uttered. He knew because he had also done this kind of practice regularly. But from the way John's spell behaved, John's degree of control on the mana manipulation was seemingly better than his.

"Really?" Jeanny looked at John after Jack's words. She also knew that mana manipulation on skills and spells was more difficult compared to what she was training at the moment.

John was aware of the two's stares. He acted as if he was not, but his face wore a very smug smile.

"Damn it! Don't be so cocky. You are only at the level of manipulating the spells' movements, I also can do that!" Jack said. He equipped his magic staff and cast his ice bullet seemingly aiming at John, but it veered off before it hit its target. "Try empowering your spell with mana if you want to show off."

"Hmph. With this time chamber filled with dense mana, that will not be long," John replied. "Hehe. Don't lump me in with you, common people. Soon, even your grandpa will have to bow to me in terms of mana manipulation. Hahaha..."

"Why will I bow to you?" Domon had just come in with Leavemealone and Jet. John's laughing expression was frozen when the voice was heard.

"It's just a joke, master Domon. Please don't take it seriously," John said with a bow. Jack and Jeanny were giggling seeing his obedience.

"Ho... The mana here is indeed dense. This is a good environment to train," Jet remarked.

"Yeah. I am curious after hearing about the upgrade made to this time chamber. This is good indeed," Domon agreed.

Leavemealone had already gone to a corner and started training silently.

"All right!" Domon clapped his hands. "Since you are all here, let me give you all special training. Jet, be my assistant in this."

'Uh-oh,' Jack thought. Cold sweat rolled down his forehead. He knew when his grandfather was excited like this, his training could sometimes go overboard.

In the end, Domon trained them all for hours. Jeanny tried reminding him that they had another battle coming tomorrow morning so they would need rest. Domon said they could just sleep inside this time chamber. Most members were still taking a rest after the war ended, so most didn't use this Time Chamber to train yet.

They ended up following the suggestion and spending the entire night inside the time chamber. Spending an equal of five days inside before they came out. From those special training, each of their mana manipulation abilities had improved.

"That mana-gathering stone sure was a great find," Jeanny commented.

"You have to thank Paytowin for that," Jack said. "So, we are heading out now?"

"Yes," John said. "Everyone should be gathering outside already. Let's go get us some bounty rewards!"

In a forested landscape in Aurebor Dynasty, a large group of players was advancing stealthily.

"Are all the terrain in this country a forest like this?" Yellow Death asked. He preferred a flat plain. His gunner class was more at an advantage if he could see the enemies from far away. With trees all over, the enemies might be too close already by the time he saw them.

"Do we have to move our headquarters?" Scarface asked.

"We have talked about this situation," White Death replied. "We have been deemed enemies by Themisphere. We can't continue to stay there."

"I don't understand why that happens. Is it true that we try to sabotage the war? One-fifth of our members had already quit when they heard some of our members got apprehended when they entered the cities."

"I've told everyone to avoid going into Themisphere cities. It's their own fault for not listening."

"Many of our remaining members had investments in Themisphere. If we moved to Aurebor, I'm afraid that even more might quit. Many still don't know the purpose of our current attack. They thought we are doing this to get the guild hostage token."

"If they want to quit later, let them. But let them fight for us first to get our new headquarters," White Death said. He then stopped abruptly, turned to face Scarface, and asked, "Are you among those who wish to quit?"

"I... No...," Scarface answered.

"Good. Now stop talking. We should be close to their headquarters already," White Death said. He looked around. "That place should be a good place to summon our guild army commanding platform."

While they went over and set up formation around the place to summon their guild army, a female druid came to White Death. The druid was one of the seven deaths, Green Death.

"Boss, I have received a report from our spy who is inside Thereath that Themisphere kingdom had issued a quest to hunt us down. Bounty rewards are given to any player who successfully kills our members and any guild that successfully defeats our guild headquarters."

After some of their members were apprehended inside the cities, they had some members purposefully quit so they could enter the cities unhindered and feed them information.

"Well, they do say that this will happen...," White Death muttered.

"They, who?" Scarface asked.

"Us!" A group of people came out from the bushes and approached.

"Stop!" Bigarm hurriedly came forward with a few people to block these newcomers.

"Let them pass!" White Death ordered.

Bigarm looked back at White Death before reluctantly letting the group through. This group had about a hundred players and they were a mix of different races, but they were all from the same guild, World Maker.

The leader was an ethereal and a level 58 gunner. They were surprised by his high level. Even for Themisphere players who survived Verremor's invasion without dying, level 58 was considered high. But the most unsettling thing about this ethereal was his mouthless grin. His getup which resembled a cowboy costume made him even more unique compared to the others in the group.

White Death didn't know this cowboy, but he recognized the human player by his side.

"Mister Gridhacker," White Death greeted. "May I know this fine gentleman?"

White Death had always communicated with World Maker via Gridhacker. Now that someone with a higher rank than Gridhacker appeared in front of him, he was not going to forego the chance of making a good impression.

"I dislike formalities, and I despise pretense even more," The cowboy said. "Don't you bring that old-world shit courtesy in front of me. You can find out my name well enough with your Inspect skill."

White Death had indeed used his Inspect. He had known the cowboy's name was Ronald Dreary. He was just as Ronald had said, being courteous.

"The hell?! Who are you to speak to our leader that way? You better apologize now before we beat you up!" Bigarm exclaimed.

"Bigarm, cool it! This is our ally," White Death uttered. He then said to Ronald, "I'm sorry. Please don't mind him. He is on edge because of the coming battle."

Ronald didn't respond to White Death, he instead glanced sideways and said, "You are going to beat me up if I don't apologize?"

"Huh?" Bigarm was befuddled. Ronald's words seemed to be for him, but Ronald didn't exactly look at him. Ronald only turned halfway.

"Sir Ronald, please...", White Death tried to defuse the situation but Gridhacker put up a hand telling him to stop.

"I said, are you going to beat me up if I don't apologize?" Ronald asked again.

Bigarm was seemingly at a loss now. From White Death's gesture, it seemed that they couldn't afford to offend these people.

"I... I am just joking... There is no need to take it seriously," Bigarm said.

"I like good jokes, but I detest bad ones. You just gave me a bad one. I'm going to kill you now."

"Wha...", Bigarm was still processing Ronald's words when multiple gunshot sounds were heard. He then felt his forehead getting whacked several times. Before he realized what had happened, his vision had turned dark.

Everyone from Death Associates pulled their weapons from that sudden development, but White Death put up his hands signaling everyone to stay put.

They were all confounded by what had happened. What exactly happened? They knew from the exchange that it was Ronald who killed Bigarm. But what had he done? He was standing still all the time and Bigarm who was behind him suddenly had his HP depleted.

But after better observing, they found out that one of Ronald's hands was at his other arm's armpit, and that hand was holding a revolver. Without anyone noticing, that hand had somehow pulled a gun and shot Bigarm who was behind.

There were six rapid gunshot sounds, meaning Ronald had used max-level Rapid Shot skill. But what alarmed those who saw the scene was that all the shots had accurately hit Bigarm's forehead and produced critical damage without Ronald truly looking at his target.

Chapter 932: Buy Time

Every Death Associates member who saw the scene was agitated. One of their members had been killed. The perpetrator was right in front of them. Shouldn't they attack?

Yet, White Death had asked them to stand down, both with a hand signal and in a party chat message.

"As expected of the World Maker. Incredible skill," White Death praised. He didn't show any sign of being offended by Ronald's action.

"Heh," Ronald simply responded with a snicker.

"Let us focus on the task at hand," White Death said, trying to defuse the situation and steer it to his intended path. "We are here to defeat the guild headquarters before us. With your group's help, this operation is sure to succeed."

"Hmph. Just get this over with. I have no time for small fries," Ronald said. "Summon your guild troops and mount your attack. We will act accordingly."

"Yes. Let's not delay this any further," White Death agreed. He summoned the guild army control platform.

He looked at the projected map above the platform. He had studied the terrain around the guild headquarters before this planned attack. There is a limit to how close a guild army can be summoned inside a foreign guild territory, so it is not possible to mount an ambush by summoning the guild army right in front of the headquarters' wall gate. Still, the forestry terrain around this place allowed his guild army to stay hidden after being summoned.

White Death proceeded to summon his guild army. Although they lost quite a significant number of soldiers during the civil war, they had since diligently retrained their army. It's a good thing they hadn't used their army during the invasion, so these retrained soldiers were still intact.

13,000 guild soldiers appeared at the spot he chose. Aside from the royal mages which were the upgraded version of mages, many of the other units were also upgraded versions. There was also a special unit, Lizard Spearman. They were like the lizardman monsters that could be found around Thereath, only these lizardmen wore more complete armor and carried long spears.

White Death glanced at Ronald and Gridhacker, trying to see their impression of his guild army. The two didn't show any interest, as if it didn't worth their attention.

Scarface and Yellow Death started to command the players to mix in with the guild soldiers. They would be attacking in conjunction with the guild army. The World Maker group just stayed and waited.

Among these players were Queen Magenta and Princess Purple. After her last attempt at taking matters into her own hands by using the sleeper agents against Everlasting Heavenly Legends, she had been reprimanded by Nova. She was demoted to a regular member. She didn't accept such treatment and threatened to quit the guild. Nova didn't object. Since she had said it, it would be a shame if she didn't carry it through. She quit and left with Princess Purple and a few of her loyalists, which turned out to be fewer than she had hoped for.

Without any place to go, she had no choice but to go to Death Associates. She at first thought of joining Corporate United, but that guild seemed to have accepted defeat and was no longer willing to oppose Everlasting Heavenly Legends. Hence, Death Associates became her only choice.

After the players finished integrating into the guild army's formation, White Death gave the command to start advancing. He initially planned to send scouts to study the terrain of this guild further, but the invasion war in Themisphere had ended earlier than he expected. He knew he couldn't delay anymore. With the war over, he knew the kingdom would shift the focus on his guild. Hence, he had to begin this attack without making a thorough preparation.

Even so, he tried planning with what little he knew. In front of their target's guild headquarters was an open field. So, it was impossible to sneak until the wall gate, but there was a portion of the forest that extended closer to the headquarters than the others. He was navigating his guild army towards that part.

The World Maker group had moved away once the guild army started advancing. White Death was wondering, though. What can a hundred players group do to assist them? Although that cowboy player

seemed to have inhuman skills, he was only one man. There was only so much one man could do. But then again, he was reminded of one player that had given many guilds a headache.

White Death didn't think too much about the World Maker group. If they wanted to help, that's good. If not, he didn't put too much hope on them. His members and guild army should be enough for this operation. Offline Beasts was the weakest among the guilds that possessed guild headquarters in Aurebor Dynasty, his army shouldn't have a problem defeating them.

As he monitored his army's progress on the 3D projection, he was suddenly notified of conflicts. Black dots and red dots started appearing around his army that was advancing.

"What?" He was startled by the development. He knew there should be scouts patrolling around the headquarters' perimeter. He was not fooling himself by believing that his large guild army can waltz towards the wall gate undetected. However, even if his guild army was spotted, Offline Beasts needed time to organize a response. These dots' arrangement on the map indicated the enemy had been expecting them.

'They know we are coming...?' White Death thought.

As he was pondering, earmouth came to his side. Earmouth was among the protective detail that stayed with him.

"Boss, there is a situation!" Earmouth uttered anxiously.

"Of course, there is a situation. I can see it myself on this map!" White Death responded with annoyance.

"No, I mean back at Death Hall, our headquarters," Earmouth said.

"What?" White Death turned to him.

"My spy inside Everlasting Heavenly Legends just informed me. He is currently with a large group of that guild's players and they were heading toward our headquarters. He at first thought they were just on some quest. The bounty quest against us was just issued not long ago, so he was not aware of it. They were also just traveling leisurely while killing monsters. But not long ago, they were instructed to mount up and are now riding at full speed in our headquarters' direction."

"Damn it!" White Death slammed his fist on the platform. He did not doubt that Everlasting Heavenly Legends picked up speed after he summoned their guild army here. This meant Everlasting Heavenly Legends had spies inside his guild as well. They might even be the ones who had tipped the Offline Beasts of their assault today.

He couldn't send the army back, it would be a disaster even if they managed to defend their headquarters. They needed to conquer Offline Beasts' headquarters before Everlasting Heavenly Legends conquered theirs!

He sent messages to his lieutenants on the front line. "How is the situation look?" The dots on the map showed that his guild army had clashed already. Their number still outnumbered their opponents, but he did not doubt the rest of Offline Beasts' players and guild soldiers would be coming soon. Offline

Beasts might know they were coming but they didn't know where they were coming from. The ones clashing with his army here were the ones that were coincidentally stationed there.

"We are ambushed, but there are not too many of them. We are pushing them back," Yellow Death replied.

"More will come," White Death informed.

"Their skills are not that good. Our guild army is also better than theirs. With time, we will beat them even if more come."

"Unfortunately, we don't have the time," White Death said and gave him a summary of what he had just learned. "We need to break the guild core inside that guild headquarters as soon as possible. Let the other knows, I will be spreading our force so we can push faster."

White Death controlled the force and broke them into several groups that were now tried charging through from every direction. As expected, more enemy dots appeared on the map. But he didn't focus on fighting those newcomers, he just had everyone charge forward to get to the gate wall. The sooner they breached the headquarters, the sooner they can transfer their headquarters here. He couldn't be conservative about casualties anymore.

Earmouth was still standing beside White Death. White Death had been ignoring him since White Death was communicating silently with the troops at the front line. He couldn't help but get more anxious.

"What should we do? Should we send people back...?" Earmouth asked.

"Keep contact with the ones in headquarters. Tell them to inform us as soon as the enemies arrived. Tell them to try buying us as much time as they can. Once we defeated the guild here, we can immediately abandon the headquarters there."

'Buy time? Against that guild? With second-rate players remaining in the headquarters?' Earmouth thought it was a ludicrous order, but he still conveyed the order to the ones back in the headquarters.

White Death ignored Earmouth after giving his instruction, he sent a message to Gridhacker, "Sir Gridhacker. We have a situation. Our enemy is currently attacking our headquarters in Themisphere. We need to defeat this headquarters fast before they breached ours."

"You are such a hassle. I am wondering now if partnering with you is the right move," Gridhacker replied. "Just make sure your guild army reaches the wall gate. We will take care of the gate."

Chapter 933: Unstoppable Gunner

Death Associates' force split into five regiments. The regiments were led by Scarface and four Deaths; Yellow Death, Blue Death, Green Death, and Violet Death. Violet Death was a level 56 Dragoon. Each of these regiments tried to reach the wall gate from different directions.

Among the split armies, the regiment led by Yellow Death was the closest to the wall gate. The other four encountered heavy resistance. Offline Beasts' members and guild soldiers had now all converged on them.

Yellow Death's force arrived near the wall. He was thinking if they should scale this wall or go along the wall to the gate which was still some distance away.

Suddenly, several figures appeared atop the wall and started throwing range attacks. The defensive soldiers and players came to the front to defend against the attack, while the other range classes counter-attacked. But because the defenders were shooting from higher elevations, Death Associates' ranged attackers were at a disadvantage. Only gunners could effectively hit those defenders above the wall.

Since the wall was defended, Yellow Death commanded his force to move towards the gate. He shot at the enemies on the wall to cover his troops' movement. His long sight allowed him to get a good look at the defenders above the wall.

Many of the players were women. That was strange, although Offline Beasts had plenty of woman players, the information they had collected about the members of this guild had around eighty percent of them as males. Then he saw a familiar face, Selena.

"What the...," He turned to Queen Magenta who was in his regiment.

"Hey, Magenta!" He called. He couldn't bring himself to call the woman by her first name. "Does Wicked Witches have a good relationship with Offline Beasts?"

"No. We never had any contact before. Well, not in the sense of real contact. We did compete somewhat from time to time," Queen Magenta answered. "At least that's when I was still there. Why? Why suddenly bring Wicked Witches up?"

"Because they are up there," Yellow Death pointed.

Queen Magenta didn't have an eye skill that gave her good sight. But after Yellow Death pointed, she could roughly identify some of the players on the wall.

"Why... Why are they here?" She asked in puzzlement.

"Enemies!" They heard a warning. They looked over and saw a group of players and guild soldiers blocking their way toward the wall gate.

"Punch through them...!" Yellow Death exclaimed. He had been informed about the urgency of the situation. He knew they were racing with another enemy who was targeting their headquarters back in Themisphere, so they had no time to waste.

Everyone ignored the ranged attacks coming from the wall and charged into these enemies blocking their way. The enemies were led by a dragoon. Queen Magenta immediately recognized the player.

"Jennifer!" She uttered.

Jennifer received the charging enemies by thrusting her spear. Her spears snaked around from an unexpected angle before stabbing with blinding speed. Her expertise with a spear had increased. She had been training her spear art diligently after losing the duel to her sister, Jeanny. She hoped one day she could challenge her again to reclaim a victory.

She was at level 57, slightly higher than the average players. This was because she had joined the Aurebor army when they issued the war quest to invade Liguritutum. She performed rather well in the war and received plenty of exp points and rewards.

Yellow Death used Snipe and aimed at her. The sneak shot hit her, but her defense allowed her to survive. A healing light from her priest ally healed her. She looked in the direction where the shot came from and saw Yellow Death as well as Queen Magenta and Princess Purple.

"You...! So, this is the guild you have scurried to!" Jennifer said.

Queen Magenta cast her spell. "You and your mother will regret kicking me out!" She exclaimed. A lesser demon appeared beside her. She was now a level 55 Warlock.

Princess Purple, a level 56 Priest, summoned her lesser angel. The two supported Yellow Death as he continued firing at Jennifer. Jennifer tried pushing forward to get to where the three were, but the melee players blocked her way.

Jennifer suddenly heard a commotion from behind, near the wall. A group of players had appeared there and were battling Offline Beasts members.

"How do they get through everyone and make it there?" She asked. But she couldn't help there. She got her hands full here dealing with Yellow Death's group. She hoped the Offline Beasts members could hold the enemies until reinforcements arrived.

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In front of the wall gate, the Offline Beasts members watched their opponents with disbelief. Opponent, to be correct. This opponent came with others but he alone had caused much chaos to them.

This opponent was a gunner who wore a cowboy getup. He just rushed at them as if he was a melee player. The first time they saw this player, they thought he was just a lunatic. Several players went over to put him in his place. But then gunshots were heard. Within a short time, many of their comrades had fallen to the ground.

Every shot this cowboy took with his dual revolvers, they scored a headshot, delivering critical damage. When he used the Rapid Shot skill, it easily killed a player with a single skill. The worst thing was, both the revolvers in his hands were capable of executing the same skill at the same time, effectively killing two players simultaneously. The killing was done so expeditiously that the priests and other healer classes didn't have enough time to heal their wounded comrades.

"Where are the guild soldiers? Send some here! Enemies are enclosing our gate!" The leader of the Offline Beasts, Nomodem, sent a message to his deputy who was controlling the command platform inside. Nomodem was one of the players who guarded the wall gate.

"On the way! There are heavy fights everywhere. We are stretched thin. The enemy has more guild soldiers than us," the deputy inside the guild hall, Nosignal, sent a reply.

"Boss, we can't stop him! He is approaching!" His co-leader next to him, Nowifi, warned.

Nomodern looked at the approaching cowboy. He was a beastmaster. He called out his pet, a large grizzly bear, and sent the pet to the cowboy. His pet had high enough HP and defense so it won't get

killed easily. With the healers around, they should be able to stop this cowboy. He also summoned his wolf pack and used Ultimate Beast, further buffing up his bear.

Nowifi, a druid, cast Healing Spirit. The glowing wisp followed the bear, healing it every second.

The cowboy, who was Ronald Dreary, wasn't flustered when he saw the large bear charging at him. He was still grinning as he shot at the incoming bear. His revolvers never stopped firing. Every shot accurately hit the bear's weak spots, scoring critical damage most of the time.

The bear made a long jump as it came into range. Its two large paws with long claws were aiming to maul Ronald. Ronald used Roll and escaped the danger zone.

When the bear landed, the ground underneath glowed and blue chains burst out to entangle it. The blue chains were Gridhacker's spell. Ronald might be rushing ahead but he was not alone. The rest of the World Maker members came up from behind and dealt with the bear while Ronald shot at the incoming wolves.

Ronald summoned his pet, the boom hound. It used its sonic roar to disrupt the wolves. Together with his pet and other World Maker members, they quickly made short work of the wolves.

Nowifi cast Wild Stampede, summoning a horde of rampaging wildebeests at Ronald. A World Maker Sentinel came forward after seeing the spell and used Impenetrable Wall. A large illusory wall appeared in front of him and resisted the wildebeests that came ramming into the wall. The wall was a sturdier version compared to the normal Sentinel's Impenetrable Wall, no doubt that it had been evolved using a seed.

"Damn it! Who are those people?" Nomodem uttered.

But thankfully, a squad of their guild's footsoldiers arrived then. Nomodem used Beast Form and Activated The Strength of the Wild. He transformed into a werebear and charged forward with the guild soldiers. Nomodem made Ronald their primary target. Being surrounded by melee units, he was sure a gunner won't be able to survive.

When they were almost upon Ronald, they were confused to see the ethereal gunner was still showing his eery grin. Ronald then turned into a wisp of shadow. The shadow went past their encirclement as if air. The shadow transformed back into Ronald behind them and Ronald didn't waste time sending a few shots to the back of their heads.

Luckily, the footsoldiers had higher HP than players. Despite receiving critical damage, they were still alive. Nomodem himself was also very durable in his bear form. They turned back and were going to pounce on Ronald again. But just as they were about to land the hit, Ronald again turned into a shadow and zoomed away.

Chapter 934: Go in with Brute Force

The skill that Ronald used was called Wraith Phase. It was similar to Jack's Shooting Dash. It was a movement skill. Different was Ronald's Wraith Phase could pass through obstacles. But it had a shorter range compared to Shooting Dash, only covering six meters distance even at max level.

Wraith Phase gave its user the ability to move three times, the same as Shooting Dash. But when the Shooting Dash user only had the time to deliver one fast attack in between the dashes, Wraith Phase gave its user a time gap of ten seconds maximum before the user changed into a shadow and moved again.

This ten-second gap gave Ronald more tactical advantages, as he could shoot at his opponents after dodging using Wraith Phase. When his opponents came again before the ten seconds expired, he could again turn into a shadow and moved away. This made him appear as if he was executing the same movement skill three times in succession with seemingly no cooldown time.

Nomodern and Offline Beasts' footsoldiers were confused by Ronald constantly zooming around them. All the time they were barraged by gunshots. Ronald's gun damage was very high and almost every hit was a critical hit. Nowifi had to cast healing wind and healing rain to keep them alive.

Even though they were confused, they had no choice but to continue chasing after Ronald. They didn't believe he could continue this way of dodging without end. Some Offline Beasts players were also approaching to assist in confining Ronald's movement.

While everyone was focused on catching him, Ronald aimed outside his encirclement after the third movement of his Wraith Phase. When he fired, it was not a normal bullet. The bullet shot out in the form of a tiny shooting star the size of a baseball. This was a modified Snipe skill using an evolve seed, Power Snipe.

The shooting star traveled at high speed and struck Nowifi's head, dealing a critical hit. The increased damage from the power-up snipe, added by critical damage, killed her in a single hit. Her ongoing spell, Healing Rain, abruptly stopped following her demise.

Ronald then jumped up and used the level 50 gunner's skill, Bulletstorm. His Bulletstorm had also been max-leveled. Each level-up increased the number of bullets. Common players would not be able to control the direction of their aims during the activation of this skill. But Ronald was the same as Mils, he had trained to master this skill, allowing him to make a conscious aim on each firing.

He also activated his perception skill, Focus Sight, which slow down time for him. With a perspective that perceived everything in slow-motion, he controlled his every shot during Bulletstorm and had all his bullets scored headshots.

Without the healing rain from Nowifi, all the players that were trying to surround him were killed by the skill, including Nomodem. While the footsoldiers received large damage. The other World Maker members came then and fought with these footsoldiers.

With most of the barricades gone, the World Maker group advanced to the wall gate. The players from up the wall fired their ranged attacks at them. Ronald threw his evolved Smoke Grenade skill on the ground before him. The resulting smoke covered his body, obscuring him from the enemies. However, his own sight was not obscured. This Smoke Grenade was similar to the dark fog from Arlcard's Sonata of the Night, it blocked enemies' sight but not allies.

Ronald got into Shooting Stance. With the smoke, he was not afraid of getting hit despite staying still. The shooting stance increased his range, allowing him to hit those players up on the wall. He started picking off those players to let his comrades approach the wall gate.

Gridhacker arrived at the gate protected by a couple of sentinels. He took out an item and used it. A battering ram appeared, but it was no normal battering ram. It was several times larger and its ram's log was capped with a metallic end in the shape of a dragon head.

This dragon-head battering ram retracted its ram's log before it abruptly shot forward and rammed into the gate. The force was so strong that the impact sound was heard from miles away. The gate was shattered in a single hit.

Behind the destroyed gate was a group of Offline Beasts' players. They were wide eyes because they would never expect their gate to not be able to withstand even one hit.

While they were dazed, the dragon's head of the battering ram opened its metallic mouth. Before they could react, a stream of fire poured out of the dragon's mouth and washed over them. They received continuous fire damage and burn status. Many died. The rest who were critical soon met their ends when Ronald came through the destroyed gate and finished them off.

"Where the hell are your guild members? The gate is opened!" Gridhacker sent White Death a message. It was pointless if they were the ones destroying the guild core, it had to be Death Associates members doing it to allow them to transfer their headquarters.

"Scarface's team will arrive soon!" White Death replied. Yellow Death's regiment which was originally closer was being held by Jeanny's group. Scarface had his regiment create a gap through the barricade and he advanced through with a small group.

Above the wall, Selena came to where the broken gate was and tried to use her spells to hinder the enemies below, but these World Maker players were not easy opponents. She sent a message to Jeanny informing her of the situation.

Outside the defensive wall of Death Associates' headquarters, Death Hall, Jack and the others stood a healthy distance away. They had just arrived after making their rush. They saw on top of the wall several players on the ready.

"As expected, they know we are coming," John said. "But this lot should only be the weakest bunch who are left behind as reserves. Okay, everyone, gather! Here is my plan. We should be able to finish this battle with minimal loss."

John was squatting and started drawing on the soft ground when Jeanny received the message from Selena.

"Oh, no!" She uttered.

"What?" both John and Jack looked at her.

She was silent, not responding to the two. The two didn't disturb her. After a while, she said, "We need to hurry!"

"Why is that? Don't tell me that Offline Beasts are so incompetent they almost lost by now?" John asked. "Aren't Wicked Witches helping them?"

"They did almost lose, but not because they are incompetent. Death Associates also have help," Jeanny replied.

"Help? Who? My spies don't indicate the other guilds usually associating with them to have sent manpower," John said.

"World Maker," Jeanny told them.

"World Maker?" Jack blurted. "Damn it! So they are in league with those people?"

John was massaging his chin. "Hm... Actually, if it is them, the stunts Death Associates had been pulling in this country make much more sense now."

"How is their progress there?" Jack asked Jeanny.

"The World Maker has breached the wall gate. They were now escorting a Death Associates group on their way to the guild hall. Offline Beasts and Wicked Witches players tried to stop them but it seemed that it is just going to be a matter of time before they breach the guild hall," Jeanny said. "Oh, one more thing. One of the world tournament champions from world maker is there."

"Wong or Ronald?" Jack asked.

"Ronald. The reason why Offline Beasts lose their ground so fast is because of him as well," Jeanny answered.

"Ah, screw it!" John said and wiped the half-drawn drawing on the ground. "No time for finesse anymore. We are going in with brute force! For that, we will utilize our ultimate weapon. Jack! Use your dragon form, fly through the wall, charge into their guild hall, and destroy the guild core with haste!"

"The f*ck?! Isn't that asking me to do all the work?" Jack protested.

"Don't worry, we will follow behind closely. They are also in predicament there, they will try to break the guild core at Offline Beasts' headquarters as fast as possible so they won't be able to send many reinforcements back. We will keep the ones on the wall busy. If they try to chase you, they will have to abandon the wall. If they do, then we will be able to destroy the gate fast and follow you in."

"They have that Hex of Power Restraint, you know? What if they have prepared it? I won't be able to use my skills and spells then."

"That artifact needs time to activate, right?" John asked.

"Yes, one hour," Peniel confirmed.

"Although the time that I estimate they found out about us coming is about one hour also, I doubt they leave that high-grade artifact to the small fries here. It should be in the hand of the higher-ups that are currently battling in Aurebor. Even if they use that artifact, you are already proficient with mana manipulation. With your stats, you should be able to deal high damage even without game skills. Don't tell me you are just afraid to rush in alone?"

"Damn it! Since when did I ever be afraid of fighting alone?"

"Then stop dilly-dallying! Hurry up and transform and fly over there!" John exclaimed.

"Shit! f*ck it!" Jack cursed and used his supreme dragon form. He then flew at high speed towards Death Hall.

Chapter 935: A Race between Two Headquarters

The Death Associates players who were manning the walls were anxious looking at the sea of players appearing near their headquarters. They were just backup players. Their levels were only around level 50 to 54. Most of the higher-level players had gone to join the operation in Aurebor Dynasty.

Now, they were told to defend against an attack? From the number one guild in this country? At first, they thought it was a joke. But when they saw the mass of players appearing, they knew this was real.

They were commanded to stop the enemies at any cost, even by sacrificing their lives. And many of them didn't have Amulet of Rebirth anymore. The reason was that the amulet had become too expensive for them by now. They were players who had died several times. This was also the reason their levels were lower than the average players.

As they watched the enemies who were gathering in the distance, something flew up from the sea of players. At first, they thought it was a summoned monster, sent at them as an opening strike. But then they saw it was a small humanoid dragon.

"Shit!" All of them involuntarily exclaimed. They all recognized this humanoid dragon.

The humanoid dragon, however, didn't bother with them. It just flew passed above them and headed straight to the main building in their headquarters. The players looked back in silence.

One player finally asked, "Should we go chase him? We were asked to defend this headquarters, right?"

"I prefer facing those enemies in front rather than chasing that guy," his friend answered. "Defending this place still counts as defending the headquarters, right? Well, you are welcome to go chase him if you want."

After several brief seconds, the first player who spoke turned back facing the front, and said, "Let's stop those bastards from breaching this wall."

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Jack looked at the wall down there as he passed. There were plenty of enemy players guarding that wall. But the force they brought was more, there should be no problem for Jeanny and John to defeat these players. The question was just how long it took. With them keeping these enemy players busy, he should have little resistance getting into the guild hall.

Paytowin at first wanted to follow after him. He could fly, after all, either by riding pegasus or by piggybacking atop Brave King. However, Jack told him not to. Even though he had Brave King and Mihos to defend him, he himself was not exactly a durable class. If a mistake happened and he was isolated, Jack might need to come to his help. Jack said it would be more flexible if he charged in alone.

Paytowin was not offended by Jack's words. During the battle in Slaughterer Plains, he experienced such a scenario happening. Even with his Brave Techno Suit, he was still at high risk of dying if he was surrounded by enemies.

So, Paytowin stayed behind with Jeanny and John. He promised they would make short work of breaching the gate so they could all come to assist Jack as soon as possible.

After a short flight, Jack landed in front of the entrance to the main building. It was closed and locked, as expected. Two guild knights were guarding the entrance. Although Death Associates summoned their guild soldiers, some soldiers stationed as guards at key positions had the option to not be summoned. White Death had set so that these guards didn't follow when the rest of the guild army was summoned.

The guild knights here were also not the standard kind. They wore thick plate armor. They were Heavy Knights, a variation evolved using an insignia.

The two heavy knights immediately advanced on Jack since Jack was considered hostile the second he entered this place without permission.

Jack wasn't flustered by the two knights. His two claws spun with Whirlwind Slash, knocking the knights' heavy swords away and damaging them. He then cast Ice Bolt at the knight on his left and Flame Strike at the knight on his right. The left knight was frozen while the right knight was pushed away.

He then used Devouring Cross on the entrance door. The doors were smacked open with one hit. The door didn't have a barrier, after all. Structures with proper barriers inside headquarters were the walls, its gate, and the entrance into the guild hall. Hence, this door didn't give much resistance against Jack's overwhelming power.

Jack saw several players guarding behind the door. They seemed surprised at how fast Jack had broken the door open.

"Oh, hi!" Jack greeted. He then used Wings of Devastation. The lobby behind the entrance door was not that large. So, his Wings of Devastation which covered a large area practically hit everything inside that lobby. There was nowhere to run.

These players were similarly low-level ones. Even lower than the ones on the wall. It was because most of them were players who focused on their auxiliary skills. They were all dead once Jack's Wings of Devastation washed over them.

"Oh, I didn't have the chance to say bye..." Jack said.

The two heavy knights came again at him. Jack summoned Terras and then used Mirage Beast. A second Terras appeared. This second Terras, however, didn't wear pet armor. Peniel had also informed Jack that a mirage beast couldn't use skills as the original pet did. It was simply an expendable copy used for a meat shield and brute force fights.

Jack instructed the mirage beast to keep the two heavy knights busy. He and Terras ran into the building. Jack also summoned his wolf pack. The ten fast wolves with Terras ran ahead and dealt with any enemy so Jack could continue to advance without hindrance.

Most guild headquarters had the same layout. Making changes from the standard layout needed extra resources. Most guilds didn't want to waste their limited resources on such cosmetics at this stage. So, Jack didn't have a problem finding his way to the guild hall.

Inside the headquarters of Offline Beasts, a group of people was walking along a corridor.

Members of the Offline Beasts tried to block this group but they were assaulted by a stream of raging flame. The flame burst came from Ronald's flame-thrower drone. Inside the narrow corridor, the flame burst covered all space. There was nowhere to hide.

While the flame assaulted and blinded them, they were also harassed by Ronald's bullets and his Boom Hound's sonic bullets. Ranged players from both Death Associates and World Maker also sent their ranged attacks to quicken the demise of these players who blocked them.

"We have to hurry!" Scarface uttered. Among the guild members he brought were Stonecleave and Grimclaw.

"Go and run ahead then," Gridhacker said.

"Our enemies had entered the main building in our headquarters as well. We have to destroy the guild core here before them!"

"You people are truly useless," Gridhacker mocked. He then commanded all players to quicken the pace. Ronald, however, continued to walk at a normal pace.

With Therras and his wolves running interference, Jack's advance was mostly unhindered. With his fast movement speed, he quickly got to the antechamber before the guild hall. In that room, a squad was waiting for him. All of them had high levels. This squad seemed to be led by four players. One of the four was one he was familiar with.

"Are you going to lose your third Amulet of Rebirth to me again?" Jack asked Yellow Death with a grin. Jack used Inspect and found that the other three leaders were Blue Death, Green Death, and Violet Death.

Once World Maker players broke Offline Beasts' wall gate open and Scarface's team joined them, White Death instructed the four Deaths to remove themselves from the battle, bringing a small elite squad and return to Death Hall to buy them time.

"F*ck you...!" Yellow Death cursed. He was extremely pissed at being reminded of the fact that he had been killed twice by Jack.

"You, fiend! We have finally met," Blue Death exclaimed. "You are the one who had corrupted Red. Now, you are going to feel my wrath!"

"Huh?" Jack was confused by the words. But he had no time to entertain them, he was short on time. He used Ultimate Beast, turning Therras into its bipedal sovereign mode form. He then unleashed Lightning God Barrage, Soul Breath, and had Therras fire its earth core bomb.

Lightning God Barrage alone should be enough to massacre the Death Associates players here. There was not much space to run in this enclosed antechamber. But Jack didn't just aim to wipe out this squad before him, he also wanted to destroy the barrier to the guild hall in one go!

Standard guild hall's barrier was rather sturdy. Not as strong as a guild's wall gate, but should be strong enough to withstand the full power of Lightning God Barrage. Hence, Jack used his combination assault.

But just as the three attacks were carried out, Jack noticed Green Death who stood slightly behind the others unfurled a magic scroll. A circle of light appeared under the squad, they then vanished before the lightning balls hit.

"Mass teleportation?" Jack said, recognizing the spell.

The three attacks hit where the enemies were standing a second ago, creating a large explosion. After it subsided, Jack saw the barrier to the guild hall was no more. Jack went through the entrance and as expected, he saw the squad from before inside this guild hall.

The barrier protecting the guild hall prevented enemies from teleporting inside. Hence, Jack couldn't use his teleportation spell to bypass the barrier. But if the ones teleporting were allies, they were not blocked.

"Hmph! We know we couldn't prevent you from entering here. But now that your unreasonable lightning skill is on cooldown, don't expect an easy time destroying our guild core!" Yellow Death declared.

"My unreasonable skill is not only that lightning attack, you know," Jack said with a grin.

"Spread out! All we need to do is delay him!" Yellow Death bellowed to the others. He knew that there was no way they could win against this man with their current force. He just hoped that the other side could hurry the f*ck up!

Chapter 936: A Race to Destroy the Guild Cores

Jennifer and the other Offline Beasts players tried to chase after Scarface and the others who had entered the main structure where the guild hall was located, but the enemies were keeping them busy outside. Death Associates' players and their guild soldiers had now changed roles, from trying to charge into the headquarters to now hindering the defenders from sending assistance.

Selena, who was on the wall, was the closest. She and a squad went down the wall to give chase. They encountered a blockade by World Maker's players at the entrance to the headquarters' main structure. The guild soldiers that were with them created a gap through the blockade for them to pass through, but those guild soldiers had to stay behind to keep the World Maker's players busy.

The ones with Selena were just around twenty players. All of them were Offline Beasts members except for Selena. The one leading them was another higher-up in the guild, Norouter.

"What are the defenses inside this building?" Selena asked while running as fast as possible for an Elementalist.

"Not many," Norouter answered. "Just some low-level players and a few guild soldiers stationed as guards. We never expect them to breach inside here so fast even when most of our force is still alive out there."

They heard a commotion not far ahead. Their location was close to the guild hall already. The enemies might already be inside the guild hall!

When they arrived at the antechamber before the guild hall, they saw the enemies fighting with the players and guild guards stationed there. They also saw the barrier into the guild hall break and three enemies entered. They were Ronald, Scarface, and Grimclaw.

"Oh, no! they had entered the guild hall!" Norouter exclaimed.

World Maker and Death Associates members saw their approach and blocked their way. Gridhacker cast his Gravity Weight Hammer. The hammer appeared above them. It exerted weight on them and slowed their movements

Norouter was a berserker. He used Cry of Rage to eliminate the movement restriction effect and rushed forward with his people. The hammer from Gridhacker's spell was still falling, though. A sentinel in the group took it upon him to receive the hammer, allowing everyone else to continue unharmed.

Stonecleave and several Death Associates players stood in Norouter's way, blocking their advance. "You shall not pass!" He said.

"F*cking G*ndalf-wannabee, dieee...!!" Norouter shouted and charged at him.

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Inside Offline Beasts guild hall, there was only one player, Nosignal. He was standing behind the command platform. Their last resistance was set in the antechamber outside. Once the enemies entered here, there was virtually little they could do.

Ronald used his Rapid Shot, killing Nosignal in an instant with consecutive headshots.

Scarface ordered Grimclaw to immediately attack the guild core. He himself cast mana bullet and energy bolts at the guild core. Grimclaw rushed forward and arrived soon before the guild core. His halberd immediately hacked the guild core frantically.

The guild core's HP went down rapidly. When it was down to half, Scarface celebrated, 'Yes! We will make it first, we will—'

His thought was cut short as he and all other Death Associates' members received a warning notification. Their guild core was currently being attacked. Every member was told to immediately go and protect it.

"Shit! Hurry up! He had also reached our guild core!" Scarface exclaimed.

Before Scarface and the others started hitting Offline Beasts' guild core, Jack had just entered the guild hall and was face-to-face against the elite force led by the four Deaths.

All other Death Associates members spread out as instructed. Green Death cast Wild Stampede. Blue Death activated Spectral Projection and rushed toward Jack together with Violet Death who activated Radiant Javelins. Yellow Death squatted and used Shooting Stance.

Jack cast Time Domain. At its current max level, this spell covered a radius of fifty meters. The guild hall was large, but the large AOE of the time domain still covered the entire hall. There was nowhere within the hall that was free of the spell's effect.

Everyone inside the hall except for Jack and Therras immediately had their speed slowed by half. Jack and Therras himself became faster than normal. Jack had no desire to entertain the players here. He cast Teleportation. He wanted to arrive at the guild core with a single spell.

However, the players brought here by Yellow Death were indeed top experts, they had taken action the moment Jack started casting his Time Domain. When Jack started casting his Teleportation spell, multiple ranged attacks sent by those experts had arrived. Even with the time warp, there were just too many attacks. Jack tried to dodge and parry while continuing to cast his spell, but one bullet managed to hit him. It was Yellow Death's Disrupting Shot. It canceled Jack's spell before it was cast.

"So, you want to play this the hard way, eh?" Jack used Shooting Dash, he zoomed toward the guild core.

Despite Jack's increased speed and Death Associates players' decreased speed, Yellow Death was ready in case Jack decided to focus on the guild core. In his shooting stance pose, he swiveled and took a shot.

Yellow Death adjusted his aim to the front of Jack's travel path, taking into calculation the increase in Jack's speed caused by the Time Domain. His skill as an expert marksman was highlighted with this shot.

Bullet traveled extremely fast. But because of the time domain, Jack's mana sense had enough time to warn him about the incoming shot. Jack canceled his shooting dash and stopped just as Yellow Death's bullet passed in front of him. He could just tank this bullet but he decided not to. This bullet could be another special bullet like the Disrupting shot which hit him just now. And he was right, the bullet shot by Yellow Death was Lock Shot. If Jack was hit by this bullet, he would be immobilized.

Before Jack could resume, several rings of light locked his body. It was Magic Binds cast by multiple players whose advanced class used to be Mage. The magic bind had appeared with such perfect timing that Jack failed to dodge even when he sensed it.

Those magic players had cast the spell under Yellow Death's instruction in conjunction with his shot just now. He knew even with his expertise, the chance of hitting Jack was very low. After losing to Jack numerous times, Yellow finally accepted the fact that he couldn't win against Jack just with expertise. This made him more dangerous as he now learned to work with others to achieve his goal.

A single magic bind was useless against Jack's overwhelming strength, even more so when Jack was in his supreme dragon form. That's why they used multiple magic binds to hold Jack down. Even though their plan was sound, Jack still had his human race skill, Willpower. Once Willpower was used, all the rings of light locking his body were broken simultaneously.

However, most of those Death Associates players were also human. They did not forget about this skill. The magic binds were simply to hold Jack for a fraction of a second. The real attack hit soon as the area around Jack was covered by a grey field.

This was a spell cast by Blue Death, Spectral Prison. It was the level 50 spell of a Mage Knight. The spell trapped a target in a field with a radius of three meters. Those trapped could still move inside the field but cannot move out of the affected area. While inside the prison, Jack's attributes were reduced to 70% while all damage received was increased by 50%. It was similar to Duke Alfredo's Pyramid Prison spell. The duration of this spell was two minutes

"Yes, got you!" Blue Death exclaimed excitedly.

"Don't get careless!" Yellow Death warned. "All melees, deal with that pet of his. All ranged attackers, finish him!"

Under the effect of the time domain, the sovereign mode Therras was wreaking havoc among the players. When it saw Jack getting imprisoned, it tried to barge through to help. But Jack sent it a mental order to not bother with him. He was smiling as Death Associates' ranged players sent their attacks. He used Gold Scale Armor and spell formation started forming on his left claw.

Yellow had a bad premonition seeing that Jack could still smile. What spell was Jack casting? Even teleportation spells could not escape Mage Knight's Spectral Prison. If one used such a spell, one would find themselves still reappearing inside the spectral prison. Even if Jack could still use his Human race's skill, Willpower, it would also be useless. Jack's movement wasn't restricted, it was just confined to a small space.

Unfortunately, Yellow Death's Disrupting Shot was still on cooldown. He could only use all his other offensive skills in the hope of disturbing Jack's concentration. Jack simply received those assaults without batting an eye, the gold scale armor protected him. His casting wasn't disrupted. Violet Death used Heaven's Spear. The large spear appeared above the imprisoned Jack and fell toward him.

But before the large spear impaled Jack, his spell was completed first. Jack turned incorporeal. With the Ghost Form spell active, he phased through the walls of the spectral prison.

"What...?" Yellow Death stared in disbelief.

During ghost form, Jack's speed was halved. However, the Time Domain was still active, so all the enemies' speed was also halved. In this case, he was still faster than the others. No one could catch him because of the head start he gained from using Shooting Dash earlier. All Death Associates' players could do was just sent their ranged attacks, but those attacks just passed through Jack without affecting him.

Jack arrived before the guild core and canceled his ghost form. He then cast Myriad Venomous Vipers with him and the guild core as its center. Fifteen large green snakes came out of the ground and acted as his bodyguards. Jack also summoned his spirit weapon and called out Arlcard.

"Deal with them, will you?" Jack said to his vampire companion.

Arlcard just replied with a grunt. He had been expectant that Jack summoned him to another war when he received Jack's call. But seeing all these weak players, he felt that he had been called unnecessarily. He folded his arms while standing still and cast Perpetual Sword of Death. Jack's spirit weapon used its ranged mode.

Jack noticed some differences in his spirit weapon. It was now larger and shaped even more like an automaton than a sword. The black blades that flew out of its body to assault the enemies now numbered fourteen instead of eight. The blades' flying speed was also faster. The beam's interval had also reduced from one minute to forty-five seconds. Jack figured this was because his Storm Breaker had upgraded to a unique grade.

Between the time domain's slow, Myriad Venomous vipers' poisonous spits, Arlcard's black swords spell, and the spirit weapon's flying darts, none of Death Associates' players were able to approach Jack. They could only look as Jack started hitting their guild core.

Jack used most of his skills and spells. The guild core's HP went down at an amazingly fast rate. When the guild core was less than thirty percent, Jack accumulated mana in his two claws.

"Now, let's test the improved control of my sword art's third phase!" Jack exclaimed as his two claws exploded into uncountable slashes that battered the guild core.

Chapter 937: Death Associates' Vaults' Contents

"Hurry up! We have to destroy the guild core first!" Scarface exclaimed anxiously. He continued shooting ranged attacks while Grimclaw hacked at the guild core frantically.

"Troublesome fools," Ronald uttered and fired his two revolvers consecutively.

His bullets struck the guild core multiple times, adding the speed by which the guild core's HP was drained. Scarface wanted to call him to stop. If the guild core was destroyed by his bullet instead of Death Associates' members, then this would all be for naught.

But before Scarface opened his mouth, he saw Ronald's revolvers were already back in their holsters.

He turned back and saw the guild core with just a sliver of HP. Ronald had absolute control of the damage he produced, even if it somehow triggered a critical hit. He left just enough HP for Grimclaw or Scarface to deal with.

Grimclaw smacked the low-HP guild core and it was shattered to pieces.

"Yes, I did it!" He exclaimed triumphantly. Since he had not yet heard any notification about their guild core being destroyed, this meant he had done it before Jack did back in Death Hall.

"Don't stop! You have to select the option to transfer our headquarters!" Scarface shouted.

"Option?" Grimclaw looked at the shattered core. There was indeed an interface window there, asking him if he wished to take this guild's guild hostage token, destroy this headquarters, or transfer their guild headquarters here.

When Grimclaw was just about to press the option to transfer their guild headquarters, he and every Death Associates member heard a system notification, "Your guild core had been broken by Everlasting Heavenly Legends, vault's contents and 20% of current guild resources had been taken. From now on, Everlasting Heavenly Legends will possess Death Associates' Guild Hostage Token, gaining the rights to 15% of guild resources gained."

Grimclaw's finger hung in the air just an inch from the hologram button.

"NOOO...!!!" Scarface yelled.

Outside, still controlling the guild army, White Death was staring at the empty air ahead with a pale face. "Vault... Vault's contents...?"

"F*ck! F*ck! F*ck!" Yellow Death had been swearing non-stop when he watched his guild's guild core destroyed without being able to do anything. He nor his comrades could approach Jack with the green vipers, spirit weapon, and Arlcard blocking their way. Almost half of them had even met their ends from the three, especially from Arlcard's perpetual sword of death.

He had been praying to hear the system notification of their headquarters getting transferred while Jack was hacking their guild core, but the notification never came.

"Retreat! Retreat!" Green Death called. They had failed. Staying further would just add casualties.

"Hehe, now we have three guild hostage tokens. From those three, I can say our resource income is around one and a half top guilds' total income," Jack muttered after hearing the notification. He then turned back and said with a grin, "Now, I have the time to entertain you, people."

They felt like they had been marked by the God of Death after hearing Jack's words. Those who were still ignoring Green Death's call to retreat were now running towards the exit.

When Jack was about to chase, suddenly the environment changed. The guild hall around him disappeared and he found himself outdoors with the others on an open field. He could see his guildmates with a group of enemies in the distance. The entire complex of Death Hall had disappeared.

"They had transferred their headquarters," Peniel informed. "A bandit outpost should appear somewhere within this region to replace the missing headquarters here. Now, a guild without headquarters had the chance to get a new headquarters by conquering that outpost."

Death Associates members that were in the same room with Jack were also taken aback by their headquarters vanishing. But they had heard the notification, so they understood first and reacted sooner than Jack. They immediately ran in all directions to flee.

"Should we chase?" Arlcard asked.

"Calculating options. Recommending pursuit of enemies at eleven or three o'clock directions. Targets are more grouped in those two directions. Waiting for confirmation to carry out pursuit."

Jack looked at his spirit weapon. "Wow, your talking ability has also improved," Jack commented. Before, even though the spirit weapon could talk, the talks were very simple exchanges. Now, after Storm Breaker upgraded to a unique grade, it was as if the AI within had also upgraded.

"If you don't want me to chase, I will take my leave," Arlcard said. He was not interested in killing these outworlders, it didn't provide exp.

Jack looked at the fleeing enemies. He was thinking about chasing after Yellow Death and killing him for the third time, but then decided against it. He figured they had suffered enough after losing their guild hostage token. He was not a cold-hearted bastard who relished in people's sufferings.

He unsummoned Arlcard, Therras, and his spirit weapon. He then headed to where the rest of his guildmates were. After Death Hall vanished, Death Associates members were no longer protected by the wall. They immediately fled once the wall was gone.

"Bravo, expert. Bravo!" John clapped his hands when Jack regrouped with them.

"I know we can count on you," Jeanny said, giving Jack a thumbs-up.

"Yeah. We are getting quite a reaping from this raid. Have you two checked the content of the leader sections of our guild warehouse?" John asked.

Jack and Jeanny shook their heads.

"Take a look. It seemed that Death Associates people weren't aware of the rule that their vault's content will get taken if their guild core is destroyed. All those contents were transferred into our warehouse in our private section."

The two immediately checked their guild page interface after John's words.

"Wow," Jack uttered.

The number of items was more than what their private section could hold. There was a temporary space provided by the system to hold the overspilled items. This temporary space only lasted for twenty-four hours. If none of the leaders bothered with the goods inside this temporary space after twenty-hour passed, the goods would be automatically transferred to the general section of the guild warehouse. Every guild member could then access these items and exchanged for them using their guild contribution points. If the space in the warehouse's general section was still not enough to hold the items, then all the overspilled goods would be thrown out by the system and disappeared forever.

"I agree, they definitely don't know about the vault content rule," Jeanny said.

The loots from Death Associates' vaults contained a variety of items. Equipment, materials, ingredients, consumables, also lots of coins and mana cores. Since Death Associates were invading another guild, the probability of dying was high. So, almost every member stored their belongings inside the guild vaults. Especially those who found Amulet of Rebirth to be too expensive already. Even if they died, their coins, mana cores, and other belongings would still be safe, or so they thought.

Jeanny transferred all the coins and donated them to their guild coffer. As for the mana cores, she took them all. She could copy a lot of things with these mana cores.

"I bet they will return to using the city's banks again after this," Jack said with a laugh, but then he stopped when he saw one item among the goods they had pillaged from Death Associates' vaults.

"This... Shit! It really is! They even left this thing in the vaults!"

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Hex of Power Restraint (Unique Artifact)

Affected a 500-meter radius area. Everyone (allies, enemies, NPCs, Monsters) within the area cannot use any active skill or spell, tools, nor send or receive messages.

Need 1 hour to power up before being activated, can't move during preparation and activation.

Duration: 3 hours

Cooldown: 3 days

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"This is the artifact they used on me when I tried to infiltrate their headquarters!" Jack exclaimed.

"Hehe, they even put this unique artifact inside their vaults instead of bringing them in their personal inventories. They must be pulling their hair in frustration right now," John chuckled.

"Okay. Let's return, everyone," Jeanny said.

Everyone used their guild return scrolls and disappeared from the place.

For success in raiding Death Associates headquarters, Everlasting Heavenly Legends received rewards from the bounty quest issued by the kingdom. The guild received a small number of reputation points for each Death Associates member they killed and a large number for successfully destroying Death Associates' guild core. Their guild title, Themisphere's National Guild, increased the number of reputation points they received even more.

Combined with the reputations they got from the invasion war, they were more than halfway toward guild level 5 already.

Aside from the bounty quest for guilds, there was also a bounty quest issued for individuals. The individual bounty quest rewarded coins for every Death Associates member killed. Unfortunately, Everlasting Heavenly Legends members didn't take the individual bounty quest before going on the raid. The bounty quest only appeared this morning, and John's plan required them to already strike the guild by then. Otherwise, they would have been able to cash in all those kills they made this morning as well. Only kills done after taking the quest would be admitted, all kills that were done before were not considered valid.

Still, this bounty quest remained in effect. So, many of the Everlasting Heavenly Members returned to the city to take this individual bounty quest. Other guilds and independent players after learning about the bounty quest, also took the quest. Everyone was now on the hunt for Death Associates members. There was nowhere safe for Death Associates to roam within Themisphere kingdom from now on.

Chapter 938: Visitors

Since there were so much equipment and materials gained from Death Associates' vaults, Jack took all the equipment and materials and fused them using his Transformation Prism.

Before departing to raid Death Associates' headquarters, he had already fused a large number of equipment. With this new batch, he could now provide every core member of the guild with super rare grade equipment. With even some to spare. He put these spare ones in the warehouse's general section for regular members to exchange using their guild contribution points.

With the available ores, he level-up those armors to at least level 50. They had to level up the equipment by themselves if they want a higher level. He couldn't take care of everyone in the guild. As for those who are closer to him, like Domon, Bowler, and The Man, he used the available materials and level up their equipment to at least level 60. He had to wait until the guild amassed more ores before he could help them further. He also needed to leave a portion for his own need.

Jack spent the remaining of the day working on the equipment. The next day he would have to attend the rehearsal for Prince Alonzo's crowning ceremony. Thinking about it caused him to get depressed again. He never liked such customary matters.

While Jack worked on the equipment, John borrowed Peniel to ask for some information. When they returned later, Jack asked what it was about.

"He asked me about a monster and some details about the merfolk," Peniel answered.

"Merfolk...? Are you going to capture the second guild guardian?" Jack asked, remembering their talk when they were on the way to intercept Verremor's supply route.

"Yeah," John confirmed.

"Wait until Prince Alonzo's coronation is over," Jack said. He wanted to join as well.

"Can't. We have already wasted enough time in the war. The window given by the fortune teller is closing soon. By another week, it is not guaranteed that the monster we are targeting will remain there."

Jack sighed. "What monster is it, anyway?" He asked.

"A dragon turtle," John answered.

"It's a giant turtle that possessed a lineage of dragon blood, but it's not considered a draconic creature," Peniel explained. "The tale said that it was a byproduct of an experiment conducted by a powerful wizard who tried to fuse the dragon bloodline with himself. From the experiments he conducted on many animals, one showed great promise, a giant sea turtle. Unfortunately for the wizard, the success of the fusion turned the docile turtle into an aggressive creature. Before he could reap the fruit of his experiment, he was instead consumed by the raging dragon turtle."

"Interesting tale," Jack remarked. "How strong is this dragon turtle?"

"Normally they are between rare elite and mythical. If you capture the baby, you should be able to nurture it into the mythical grade."

"Like Penny," Jack said.

"Like Penny," Peniel agreed.

"The dragon turtle is inside the gulf, right? And merfolk rule that place, aren't they? Why did they let such a strong monster live in their territory?" Jack asked.

"Because the dragon turtle has a skill that can virtually turn the merfolk powerless against it," Peniel answered.

"What kind of skill?"

"That's nothing for your concern! You are not joining, anyway," John uttered.

"Uh... I want to join."

"Don't try anything funny," Jeanny, who was also there, warned. "You have promised Prince Alonzo and royal advisor Mason to join the coronation and its rehearsal.

Jack sighed again.

"Well, since you can't join, I have to take our next best beastmaster," John said. "We need the success chance provided by that class."

"Who will you take?"

"Jet."

"Oh, okay. He was a hunter in real life. He is a good choice for this task. Ask him to find me before you depart. I will tell him about the taming mini-game. Otherwise, he will be at a loss if he only found out about it when he started the taming process. Like I do," Jack's tone turned a pitch when he ended his sentence. He was looking at Peniel at the same time.

"Are you trying to say something?" Peniel asked. Her arms akimbo.

"No, ma'am. Nothing at all," Jack replied.

"Okay, we will depart tomorrow morning before the time you need to go for your rehearsal. I will have him come to find you before then."

"Are you joining them?" Jack asked Jeanny.

"No. I will stay and make sure you attend the rehearsal and the coronation," Jeanny replied, which depressed Jack again.

*

The next morning, Jack met with Jet as planned. Jack informed him about the mini-game that would appear once he used the scroll with the taming spell. Jack told him about the two methods to succeed in the taming process. Jet listened intently. He might not be familiar with gaming mechanics, but he was also not as clueless as most others from his generation when it came to gaming.

While they were talking, Trap came and said that Jeanny and John requested Jack to go to the guest meeting room. The guest meeting room was one of the common rooms inside the guild's main building. They had several rooms like this which they just left for multi-purpose use. Members sometimes used them to hang out or did close meetings among themselves inside these rooms.

"Oh? Isn't John at the courtyard preparing to leave?" Jack asked.

"Some people came, they are now meeting inside the guest meeting room," Trap answered.

"What people?"

"Wicked Witches."

'Oh? Why do they come? Is it to ask for compensation for their help yesterday?' Jack thought. He thanked Trap and wished Jet luck in the hunt. He then went toward the guest meeting room.

The guest meeting room was one of the biggest common rooms in the building and Jeanny had decorated it enough to make it look grand enough to receive guests. When Jack went in, he saw Jeanny and John there, with four women from the Wicked Witches, three of whom he recognized as Nova, Selena, and Jennifer.

"Ho...! The leader of the Wicked Witches grants us an audience. This is cool," Jack uttered as he took a seat beside Jeanny and John.

"Greetings, foul-mouthed leader," Nova greeted back.

"Ouch, I see you still take offense on our meeting last time when you tried to poach your daughter," Jack returned.

Nova gave him a look that asked, 'how can one poach one's daughter?'

"So, what brings the leader of the great Wicked Witches here?" Jack asked.

"I have told Jeanny just now. We need your guild's help, in return for our help yesterday," Nova said.

"Help?" Jack turned to Jeanny.

"They received intel that Death Associates are going to come for them in probably the next few days," Jeanny said.

"Death Associates? Is this a retaliation for yesterday? Aren't they still recuperating? They should have lost some forces in yesterday's battle, right?"

"Death Associates will only act as support. The main attacker will be the current number one guild in Aurebor Dynasty, World Ruler."

"Holy...! Such an overbearing name," Jack uttered.

"They are indeed overbearing. They have been attacking several guilds with headquarters in Aurebor these past few months. Guess they have decided that it is now our turn."

"Well, I did receive a report of the World Ruler visiting Death Associates after they finished transferring their headquarters yesterday," John said.

"There is one more thing that you should know," Nova said. "After Jeanny informed me about the World Maker and the nature of our world..."

Jack turned to Jeanny. 'You did?' His expression asked, to which Jeanny just shrugged.

"... I've been monitoring that guild's activity in Aurebor Dynasty. Since Liguritutum is Aurebor's direct neighbor, that guild has more presence there compared to here in Themisphere. And they had lots of interaction with this World Ruler guild."

"World Maker, World Ruler, hm... Maybe this one in Aurebor is a branch of World Maker," Jack remarked.

"Probably. Considering the leader's name."

"Oh? What's his name?"

"It's her, and her name is Mistress."

"F*ck me! She is obviously in league with Master. They are obviously together! Don't worry, we will help you whoop their asses!"

"We will, but you won't," Jeanny said.

"Huh? Why not? Which sensible force leaves their most powerful combatant behind?" Jack asked.

"The coronation and its rehearsals, remember?! You are only allowed to be in this headquarters or Thereath until the coronation is over!"

"Oh, man. Come on...," Jack was depressed again.

"Unfortunately, I will not be available as well," John said.

"I understand. I will take care of this," Jeanny said. The second guild guardian was also important to them. If the info from the fortune teller was right, they couldn't stall the matter of capturing it any longer.

"I originally plan to bring our best players for the hunt," John said. "But after this news. I will only bring the necessary ones and left most for you to use in the battle."

"Yeah, if that World Ruler is truly World Maker's branch, you bet they will be joining as well. A heavenly enforcer might even be present."

"Yes. One of them was there yesterday when Death Associates attacked Offline Beasts," Selena informed. He had heard from Jeanny there was more than one heavenly enforcer. "Those three guilds are most certainly working together. Even one heavenly enforcer is a headache already, it will be a problem if more appear."

"I doubt Master will bother to send many of his top officers for an assault on a single guild," Jack said.

When they were speaking, Trap came in. He came to the side where Jack, John, and Jeanny were sitting and whispered, "There are other visitors who've just arrived."

"Oh? Ask them to wait until we are finished here then. They can only blame themselves for not informing us first about their visit," John said.

"They are not looking for you three. They are looking for Domon and Leavemealone," Trap said.

"Then why do you tell us? Just have them meet in the other room."

"They already have. I come here to tell you because these visitors aren't normal."

"Aren't normal? You mean they are nobles or important natives?" John asked.

"Probably. But what I meant by they aren't normal is because they are cat folks," Trap answered.

Chapter 939: Everybody is Going on Exciting Adventures

"Cat folks?!" Jack blurted out loud.

"Cat folks?" Nova and the others who heard Jack also become interested.

"I've got to see them! It's not every day you meet this world's exotic race," Jack said.

"Didn't you see Mohmed before?" John asked. Mohmed was Domon's cat-folk companion.

"I still have to see what the others look like. Additionally, my gramps never let me talk with Mohmed," Jack replied. "And since I'm not involved in this battle against World Ruler, I guess I am not needed here."

Jack stood up and said to the Wicked Witches members, "It is always a pleasure talking to you, beautiful women, but I'm afraid I will have to excuse myself now."

Jack ran out of the room. But not long after, his head popped back from beside the entrance. "Um, Trap. Which room do Domon and Leavemealone use?"

"Uh... Room four," Trap answered.

Jack's head disappeared afterward. The ones left in the room needed a few seconds before they returned to their discussion.

Room four was just a few rooms away, so Jack arrived soon. He opened the door and inside he saw Domon, Leavemealone, and two humanoid cat creatures that looked similar to Mohmed. One of them looked old, the other was young. The young one was a woman if judging from her body.

"Greetings! Let me intro..."

"Have I ever taught you to enter without knocking?! Go back out there and knock...!" Domon's stern scolding cut Jack's words.

Jack jolted back and the door was closed. Not long after, knockings were heard.

"Enter!" Domon called.

The door opened again and Jack popped back in. He looked at Domon and saw that the old man was no longer angry. So, he went in and gave the two cat folks his brightest smile. "Greetings! Visitors from faraway places. Let me introduce myself. I am Storm Wind, the leader of this guild."

The two cat folks looked back and forth between Jack and Domon. Their faces as if asking, 'Leader? Really?'

Domon introduced the two to Jack, "This is Wehi, the head warrior of the Popoki Village. This is Ihhi, the daughter of the current headman of Popoki Village."

"Village?" Jack asked.

It was Peniel who answered him, "They might call it a village, but the size of Popoki Village was actually not any smaller than the seven main race's capital city."

"So, to what do we owe this pleasant visit from the two of you?" Jack asked.

"This has nothing to do with you, why do you come here?" Leavemealone uttered

"Dude, foreign dignitaries came here. As one of the leaders of this place, I of course have to be present."

"You are just curious about the cat folks, aren't you?" Domon said.

"There is that as well."

Domon said to the two cat folks, "You can ignore him. Continue what you are saying."

"Yes, yes, ignore me. Please continue," Jack said.

Wehi and Ihhi again looked back and forth between the three of them. 'Leader? Really?' They thought again.

"Very well," Wehi finally said. When he spoke, there was a slight purring following his voice. "As I was saying. Since the two of you left Popoki Village, Mount Tigma had been acting unusually."

"Mount Tigma?" Jack asked.

"Popoki Village is located at the foot of Mount Tigma," Peniel informed.

"I got my White Tiger Emperor form from that mountain," Leavemealone added.

"Are you going to ask every time they mentioned something new?" Domon asked Jack.

Jack made a silent motion of zipping his mouth. Domon gestured for Wehi to continue.

Wehi nodded. "As we have mentioned before, Mount Tigma had long been a dormant mountain. But after you carry out the white tiger ritual and gain the white tiger emperor form, we have heard occasional rumblings from the mountain. And it got more frequent as time passed. Our head shaman had performed rituals to communicate with the mountain spirits. She said the spirits told her that an ancient spirit below the mountain is becoming restless and is waking up. If it does, Mount Tigma would erupt and the ensuing eruption could wipe out Popoki Village. We need to appease this ancient spirit and put it back to slumber."

"And what does this have to do with us?" Domon asked.

"We need the white tiger emperor spirit to aid us in carrying out the ritual to put it back to slumber," Wehi replied.

"This is all your fault!" Ihhi uttered while pointing to Leavemealone. "The white tiger emperor has always been the cat folks' revered spirit. It should always stay with the cat folks. This problem only happens after you take the spirit away. You are the one who has caused this ancient spirit below Mount Tigma to become restless."

"Ihhi, stop!" Wehi chided. "The Tiger God has his judgment. If He gave Leavemealone the white tiger emperor spirit, then it is not our right to say otherwise."

'Tiger God?' Jack asked Peniel in his mind. He knew he would be criticized again if he asked openly, so he turned to his psychic companion. 'I thought there are only six good Gods and three bad Gods in this world? What is this Tiger God classified as?'

'The Tiger God is not considered a real God per se, but his power is not lower than one,' Peniel answered. 'He is more like a lingering spirit that is tied to a place. So, unlike the other Gods, he can't move around as he wishes. But he holds extreme control over his dominion. Even if one of those nine Gods comes to the Tiger God's dominion, they won't be able to do as they like.'

'There are other such beings in this world?'

'Yes. Every minor race had a spirit god who watched over them. That's how they can continue to exist without being conquered by the seven larger main countries.'

While Jack was conversing with Peniel, the others continued to discuss their matters.

"But...," Ihhi was unconvinced by Wehi's statement about Leavemealone.

"Don't worry, I don't believe the Tiger God would have chosen someone who will ignore our race's plea when we need help. I believe you will come and help, won't you?" Wehi asked Leavemealone.

"I will. let's go," Leavemealone said.

"Are you not going to ask first what the ritual is?" Jack asked Leavemealone. "What if it is dangerous?"

"Of course, it will be dangerous. Will it?" Leavemealone asked Wehi.

"I ain't going to lie to you. Yes. Will you still come?"

"Absolutely," Leavemealone replied. Jack gave him a thumbs-up.

Leavemealone added, "You, cat folks, had helped me greatly when I was there. If there is anything I can do to repay the favor, I will."

"I know the Tiger God won't select an ungrateful coward," Wehi clapped Leavemealone's shoulder.

"Let's leave now. The sooner we finish this matter, the better. I'm worried that Mount Tigma is getting worse as we are away."

"I have to ask. Your village is protected by the Tiger God, right? Why didn't he do anything to protect it against this ancient spirit below the mountain?" Jack asked.

"What do you know? It is because the Tiger God is still holding the ancient spirit back that it still not completely waking up from its slumber!" Ihhi replied.

"The ancient spirit below the mountain is very powerful, the Tiger God can't fully put it back to slumber without the ritual," Wehi explained.

Leavemealone turned to Domon. "Master, this is my problem. I can't ask you to come."

"What are you saying? These cat folks are also my friends. Mohamed lives there as well, remember? I can't just close my eyes when one of my disciples is in trouble."

"We are very grateful, Master Domon. If you join, the ritual will have more chances of success. Leavemealone is allowed to bring one outworlder helper in this ritual."

"Oh, I hear that news lady's voice again," Domon said.

"The system notification?" Jack asked. The news lady was what Domon called for the system notification.

"Yeah, it says I got this quest, Appease Mount Tigua's Ancient Spirit."

"I got the same notification earlier," Leavemealone said.

"Do you need to prepare? Or can we leave now?" Wehi asked.

"We can leave now," Leavemealone said.

"Do you want to come too?" Domon asked Jack.

Jack very much wanted to answer yes, but he knew he couldn't. Domon and Leavemealone left soon. Jack sent Jeanny a message informing her of the situation. She lost another two top combatants for the coming battle against World Ruler. Jeanny understood the situation. It couldn't be helped. Those cat folks seemed to be in dire need of Leavemealone's help.

She said this might be a good opportunity to build a good relationship with one of the minor races of this world. She had requested the Popoki Village's coordinates from Domon. If their quest over there went smoothly, their guild could be considered friends with the cat folks, their members should be able to go there freely to look for opportunities. Peniel had mentioned that minor races were unlike the main race, they were not normally friendly and open to outsiders. Leavemealone and Domon had been lucky to be able to make friends with them.

The discussion between Jeanny and Wicked Witches also ended not long after. They didn't know yet exactly when World Ruler would carry out their assault, but Jeanny would organize and prepare their members to gather in Aurebor near Wicked Witches' headquarters tomorrow. That way, they could be ready to mobilize at a moment's notice.

John left later that day after reorganizing the members to provide Jeanny with sufficient battle power. They were going to the sole coastal city in Themisphere, the one he had mentioned to Jack when they were on the way to raid Verremor's supply route.

In the end, everyone went away on their exciting adventures, leaving Jack alone to attend a boring ceremony. He never felt so miserable since arriving in this game world.

Chapter 940: The Rehearsal

The next morning when most everyone had left, Jack went to the palace. The guards had been notified about his coming and they took him to where many people gathered. He waited with the other people there for almost an hour before royal advisor Mason showed up.

Everyone came to attention and Mason started to describe the rite of the coronation ceremony. The ceremony would take place in the throne room. Everyone would gather first before prince Alonzo made his entrance. A head priest from the Church of Creation would then utter prayers to bless this future king. Afterward, Royal Advisor Mason would read the vows of kingship, which Alonzo would swear to uphold. Mason would then present Alonzo with the royal regalia. Alonzo would then sit on the throne before Mason put the crown on his head and affirmed Alonzo's status as the new king of Themisphere.

Each of the subjects presented in the throne room would then take turns to swear their allegiance to the newly-crowned King Alonzo, including Jack. They were all told to say exactly the same thing so all Jack had to do was memorize a few lines.

After the lengthy process, a feast would then be held to celebrate the ascent of the new king. A separate feast would also be held outside the palace for the commoners. During this feast, Alonzo would show himself to the public from the royal balcony and deliver a speech to mark his first act of addressing the people he ruled.

After explaining the process, Mason started informing everyone there about their positions in the throne room during the ceremony. Everyone had a fixed position. He couldn't have them stand as they pleased as if this was a commoner's gathering.

Of course, many were not present at that moment but would be during the ceremony, such as Emris, Meryl, Duchess Isabelle, Duke Alfredo, and the rest. They were still on their way back from the battlefield. But their places were also marked. They were expected to arrive one day before the ceremony so they could at least join one rehearsal.

Jack asked if the armies who fought the orc invasion were also returning to the capital. Mason answered that most of the armies had been dismissed and returned to their respective posts. Only the important officers came here to attend prince Alonzo's coronation.

After all the instructions were laid out and everyone rehearsed the rite of swearing allegiance to King Alonzo, everyone was told by Mason to stay in their positions. The rehearsal would soon take place. Mason called Jack over.

"Yes, royal advisor?" Jack asked.

"You still need to memorize and rehearse more things for the ceremony. Come," Mason said.

"Huh? I have more things to do than stand in the throne room and swear my allegiance?"

"Yes, you have a special role so there are other things you need to do."

'What...?' Jack's face asked, but Mason either didn't seem to notice or purposefully ignored it. Jack could only follow with a depressed mood.

On the way, Mason explained to him, "Everyone will gather first in the throne room before prince Alonzo made his appearance. The prince would walk through the path from his chamber to the throne room, marked with the royal carpet. Memorize this path."

Jack saw the floor they were walking on. It was covered by a gorgeous red carpet with golden stitching at its edges. He realized that he had walked through this corridor on his past visit but this carpet was not here then. It must have been placed now for the rehearsals and the coronation.

"Why should I memorize this path?" Jack asked.

"Because the prince will be walking down this path with his escorts. You will be one of these escorts, along with Emris and Meryl. Being the three great generals who had repelled Verremor's invasion, this is the honor bestowed for your success. As the companions to our new king."

'I would prefer additional rewards than this honor, thank you,' Jack said in his mind.

He didn't voice his complaint, and he did pay attention to Mason's words and memorized the path. He disliked such official matters, but he was not a moron who would intentionally mess up just because an undesired task was forced upon him.

They arrived before the prince's chamber. Two guards were watching the door as usual. The two opened the door and let Mason and Jack in. Jack saw the red carpet extend into the room.

After the two went into the foyer before the prince's bed chamber, Mason told him that he was to wait there. The prince was preparing inside his bed chamber. He had to wait until the prince was ready. Jack asked how long he had to wait. Mason answered as long as it took for the prince to prepare, but it should be no longer than one hour.

Jack was lamenting about the prospect of waiting for one hour without anything to do. But luckily, after around ten minutes of waiting in that foyer, the door to the prince's bedroom opened. Jack saw Prince Alonzo wearing a lavish robe which was not his usual fashion. Jack imagined that should be the royal robe for Themisphere King.

"Mister Storm Wind, I'm very glad that you can make it," Prince Alonzo said.

"My pleasure, Your Highness," Jack replied.

"Ahem!" Mason coughed. "Your Majesty, this is a rehearsal, please treat it as a real ceremony. Please refrain from doing casual remarks. Do not engage in unnecessary conversation during the ceremony. And Mister Storm Wind, please get used to calling him Your Majesty from now on instead of Your Highness."

"Oh, sorry. Duly noted," Jack apologized.

"I'm sorry, royal advisor. Please proceed," Prince Alonzo also said.

Mason then explained to them what should be done once Alonzo opened the door of his bed chamber and revealed himself. Jack was to walk at Alonzo's left while Emris would take the lead and Meryl on the prince's right. Jack was then to shout a command for the guards outside to open the door to this foyer.

Afterward, they would walk in the same formation with the prince following from behind, flanked by the same two guards who watched over the prince's bed-chamber. They would walk along the path marked by the red carpet until arriving at the throne room. Mason had left ahead because his position was to wait with the others in the throne room.

Once the prince showed himself, Mason announced the prince's arrival from beside the throne. The prince then walked towards the throne escorted by Jack and the others. Once the prince arrived before the throne, he would then kneel before the head priest who stood in between him and the throne, which in this rehearsal was represented by another person. The head priest was apparently a big shot from the church of Creation and would only present himself during the actual ceremony.

After escorting the prince to the throne, Jack and the others then moved to the side and took the positions which had been mentioned before. There, they would wait until their turn to swear allegiance.

The rehearsal went on as how Mason had explained. The head priest uttered a prayer and afterward, his position was taken over by Mason who read the still kneeling prince his kingly vows. Mason then gave the regalia in form of a sword and a scepter. Alonzo accepted them.

He stood up and slung the sword to his waist and held the scepter. Mason moved to the side to clear the path to the throne. Alonzo then walked forward and took his seat on the throne. Mason then took the crown which had been prepared beside the throne and put it on Alonzo's head, completing the crowning process.

The subjects in the room would then start to swear their allegiance while Alonzo sat listening from his throne. Jack didn't have a problem memorizing his lines due to his high intelligence stat. He uttered them fluently when it was his turn.

After a long process, Mason announced the start of the feast. Of course, there was no feast since this was just a rehearsal. Alonzo walked to the side of the throne room which brought him to the royal balcony. Jack was instructed to follow as his escort the same way he had escorted the prince from his chamber.

There, the prince would show himself to the crowd with Jack, Emris, and Meryl standing at the side. After it was finished, the prince would then be escorted to his new chamber, the king's chamber. Jack wondered if he would finally see the current Themisphere's King, King Themis. He was expecting to see the ailing king on the royal bed when he entered the king's chamber with Alonzo. But apparently, Mason informed them that the rehearsal stopped after they arrived in front of the king's chamber.

Mason and Alonzo thanked everyone that had participated. Mason also pointed out what went wrong and what needed to be improved from the rehearsal. In Jack's case, Mason told him that his pace of walking during the escort was a little inconsistent. That he should keep the same speed, not too fast and not too slow. Mason also pointed out to Jack that his voice was not loud enough when he swore his allegiance.

Mason said he didn't immediately point out the mistake during rehearsal as today was just an introduction. Starting tomorrow, he would address the mistake on the spot and have Jack repeat the process until it was done right. So, he expected Jack to continue showing up for tomorrow and the following days until the coronation was over. He was especially demanding of Jack's presence during the rehearsals and even threatened Jack with penalties if he missed even one day.

'Dude, is that necessary?' Jack uttered in his mind. But perhaps outworlders were indeed unreliable when it came to such routine formality. Jack himself had thought of ditching all these many times during today's rehearsal. But he assured both Mason and Alonzo that he promised to show up every day.