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Chapter 1721 - 1721. Infernal Chaos Domain

With these additional siege weapons, the damage dealt to the wall increased significantly. Even with the defensive skills of Azzarilth and the other units, they still couldn't prevent the rapid decay of the wall.

"Hmph!" Azzarilth spread her wings, which blanketed almost everyone on the battlement above the main gate. She took to the air as the allied force's vanguard troops were approaching.

"Four Winds!" Jack called.

"Let's do this," Four Winds took out his chief badge.

Their badges shone as they were activated. Roars were heard as the clouds suddenly turned dark. Thunder, lightning, and rain followed. Azzarilth, who was about to lunge forward, stopped flapping her wings. She looked up at the roiling clouds.

Her large mouth went up in a snicker. Her sharp teeth were fully exposed. World Maker members who stood nearby moved away from her upon seeing her wicked grin.

A rumbling voice was heard as Broidrireg descended from the dark clouds. Quetzalcoatl was behind him. "When I learned of the eldritch beholder's release, I suspected that your seal would be in danger too. I requested Tiemezzys to check your seal. I guess he was too late."

Broidrireg looked at the northern wall. He saw zombie Zorvis there. He didn't expect Zorvis to still be alive when he saw Azzarilth out in the open, but the scene still hurt his heart.

Broidrireg looked back down, but his eyes were not on Azzarilth. They were on Master.

"You... You have brought calamities to the true dragons. Today, you will die a true death," Broidrireg announced.

A spell formation formed rapidly on his right claw. A huge lance made of wind appeared beside him. That lance shot down with breakneck speed as soon as it appeared. It caused sonic booms as it pierced through the air.

The target was Master. Master's demonic eye had an active effect that slowed down time. He used it the second he noticed Broidrireg was casting. He was also casting a

spell when his perception was accelerated. His teleportation spell was cast. He vanished from the spot as the wind lance arrived.

The wind lance stabbed into the battlement, creating a hole before the lance exploded into a hurricane of sharp winds that cut everyone nearby. Most of the players and low-grade natives that were hit by this spell died. Motherboard and the others were lucky to have moved away from there. Otherwise, they would have also become victims.

Master reappeared somewhere else. He looked at Azzarilth with dissatisfaction. That dragon could have done something to block Broidrireg's attack, but she didn't.

"Azzarilth, your prey has appeared. Why do you not engage?" Master voiced his dissatisfaction.

"Haha. I just want to see if the ruler I made a pact with was a tiger or a cat," Azzarilth laughed.

Broidrireg was already casting again. He cast two spells simultaneously this time. One spell conjured multiple water spears while another summoned a whirlwind that moved about like a serpent. The two spells were again targeting Master.

Master donned the Earth Titan Suit. At the same time, he used Valiant Paladin's Heavenly Shelter to tank Broidrireg's spells.

Azzarilth still didn't act. She didn't even do anything when the allied forces arrived on the wall. The vanguard troops started hitting the wall as some of them climbed the siege ladders. Azzarilth acted like she wasn't aware of what was going on. She just stared at the two dragons high up in the sky.

Master moved away deeper into the capital to escape Broidrireg's wrath. Broidrireg was about to chase him when a mental attack hit him.

"I don't care if you want to kill a target, but do not move away from me," Azzarilth said. Her wings were extended. She flapped them and her huge body floated up from the battlement.

"Do you still not realize your errors?" Broidrireg decided to let Master go for now. He didn't have the luxury of chasing Master if Azzarilth targeted him. "I figure millennia of confinement was enough for you to reflect on your faults."

"Faults? What fault is there to desire descendants?" Azzarilth asked as she flew up to where Broidrireg and Quetzalcoatl were waiting. Quetzalcoatl didn't leave Broidrireg to face Azzarilth alone. He knew Azzarilth's supremacy.

"It is a fault when you harmed the innocent and your kin. You murdered your own brother in your madness!" Broidrireg exclaimed.

"He shouldn't have gotten in my way," Azzarilth returned. There was no remorse in her voice. "Are you going to get in my way?"

"If you are helping that villain down there, then yes," Broidrireg answered.

"Hm... What a pity. I lost a brother before I was sealed. It seems like I will lose another one so soon after I am free."

Once Azzarilth finished speaking, an energy sphere spread out of her. Everything that was passed by this sphere turned bleaker. The sphere expanded until it covered an extremely large area. Both Broidrireg and Quetzalcoatl were within this sphere.

"Infernal Chaos domain...", Broidrireg muttered.

A thin layer of dark veil seemed to cover his and Quetzalcoatl's body. These layers made the two feel extremely uncomfortable. They felt as if something was gnawing at their skins, trying to get inside their bodies and causing them to decompose. As seconds passed, small damage numbers started appearing above their heads.

Quetzalcoatl grunted and a thin layer of electricity covered his body. In Broidrireg's case, strong winds blew all around his body. The dark veils covering them were dispelled. The damage over time was stopped, but the discomfort of being inside Azzarilth's infernal chaos domain remained. This domain reduced their stats aside from causing damage.

"So... You are still unwilling to repent?" Broidrireg asked. He already knew that a battle was unavoidable, but he was still extremely sad that he had to fight his sister again.

"Hahaha! You are still as soft as you were," Azzarilth mocked. "And here I thought you have grown a pair. I guess you have to see more true dragons fall then."

Azzarilth lunged at Broidrireg. At the same time, a spectral projection shot out of her. This spectral projection came at Quetzalcoatl. The spectral copy lifted her claw imbued with chaotic energies.

"Hello, nephew," The spectral copy greeted Quetzalcoatl with a chilling voice. "Are you ready to die?"

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Chapter 1722 - 1722. Ice and Darkness

As the three dragons were tussling up there in the air, the allied forces crashed into the wall. The mobile fortress also advanced with the vanguard troops. The siege weapons on the fortress added to the damage of the wall while its rune tree's effect helped the vanguard troops stay alive.

While that happened, the fleet led by John also advanced. Before, the ships stayed at the periphery of the siege weapons range to avoid heavy damage to the ships. Now, they went for the full offense.

All ships advanced until their cannons could hit the wall and they fired. They had to suffer the defenders' retaliation but that was now of little concern. The crews used defensive skills and spells to protect the ships as the shells from the siege weapons rained on them.

A chilling breath hit the water and turned it into ice. Ships that happened to be around this frozen water lost their mobility and became sitting ducks for the siege weapons.

The breath came from zombie Zorvis. She took flight once the fleet advanced. Her breath only froze a tiny portion of the lake. A majority of the ships were still free. She was now casting a spell to freeze even more water.

A pitch-black beam struck her then. The beam interrupted her casting and caused her to stumble. The damage she suffered was little, though. Even after becoming a zombie, her defense was still insanely high. She turned to the one who had sent the black beam to her. It was a dragon as black as night.

The black dragon was Jygorth, Sangrod's country guardian. When Jack and Four Winds summoned their country guardians, Horatio did the same. Except he sent Jygorth to fight Zorvis, giving the allied fleet the chance to wreck the northern wall.

"Zorvis... Never expected to see you like this...", Jygorth uttered.

Zorvis didn't respond. She roared while casting a spell. Ten icy spiked balls were formed. These balls were flung in Jygorth's direction while she advanced. Her diamond skin glistened as the ice covering it thickened. These ice armor expanded and formed long and sharp spikes. She was as if wearing a suit full of ice spikes.

"Hmph! Let me release you from your suffering," Jygorth said. A sphere of darkness covered her body. He then shot forward.

This dark sphere was the opposite of Arther's Sphere of Aegis. It's called the Sphere of Svalinn. This dark sphere gave Jygorth excellent defense. It also boosted his strength and speed. Everyone touched by the sphere received dark-element damage.

Whips made of dark energy materialized in both his claws. His body twirled while he shot forward. All the icy spiked balls were smashed aside as they collided with his dark whips and dark sphere.

The two dragons, one black and one white, slammed into one another. The two's defenses held but several spikes on Zorvis' ice suit were broken. Under normal

circumstances, Zorvis should have won if they were contesting on pure defense but Jygorth's dark sphere was empowered by mana manipulation.

The two dark whips on Jygorth's claws danced. They lashed at Zorvis' body as he moved circling her. Zorvis didn't receive any damage but each slash left a black mark on Zorvis' ice suit. These black marks had a decaying property. The steel-like ice on Zorvis slowly melted as more and more of the black marks appeared on her body.

Zorvis couldn't contend against Jygorth's speed. She cast a spell instead. Her spell conjured an ice sphere that spread outward from her. When Jygorth was hit by this ice sphere, his dark sphere was instantly frozen.

Jygorth was fine. His Sphere of Svalinn wasn't a second-rate skill. It was only the outer shell of the sphere that was frozen. He couldn't move, though. The frozen effect completely locked him in place.

While Jygorth's movement was stopped, Zorvis fired her divine ice breath. The powerful breath attack struck the frozen ball and pushed it into the lake below. Jygorth was shoved deep into the lake while the water where the breath passed through was frozen solid.

Several ships were in the area where the divine ice breath hit. They suffered massive damage and lost mobility when the water turned to ice.

"Bloody hell...! Hey, Jonathan! Ask your emperor to tell his country guardian to pull that zombie dragon away from here. Don't fight near our ships...!" John sent his father a message.

"Is that how you address your dad?!" Jonathan sent a complaining reply.

John sent instructions to all the ships to steer away from the dragons while still maintaining an attacking distance with the wall. With those dragons, the fleet couldn't concentrate on taking down the wall.

The ships that were stuck near Zorvis aimed their cannons up and fired at the ice dragon. The explosions chipped a few bits of Zorvis' ice suit but otherwise did very little damage. Zorvis cast a spell and thousands of ice spears fell from the sky, impaling the ships. Some of the smaller ships were destroyed by this attack.

When she was about to cast another spell, the ice directly below her cracked. A gigantic black drill shot through that crack and impaled Zorvis. Her hardened ice suit resisted the drill but she was pushed up into the air from the force. Many cracks appeared on her ice suit as the drill continued to spin.

She forcefully smacked the black drill from the side and managed to tear herself away from the drill. Half of her ice suit was torn as a result.

Following the black drill was a black ball shooting out of the water. When Zorvis freed herself from the drill, this black ball slammed into her, throwing her further up into the air. This black ball was Jygorth. His Sphere of Svalinn was still protecting him.

After successfully sending Zorvis away, Jygorth continued his assault up there, keeping Zorvis from coming back to the lake.

"Good! Now, let us return our focus on destroying that wall," John ordered.

"Boss, there is a strange fog behind us," John received a message from Will Corner.

John looked back. He was on the flagship's bridge but the radial screens on the bridge covered a three-hundred-and-sixty-degree view around the ship. He saw the fog Will mentioned.

This fog wasn't there before the battle began. It didn't look natural. He observed the fog while searching for something within Hope's knowledge that could explain the fog's existence.

His brow suddenly creased.

"Aw, crap...", he cursed. He immediately sent commands to the fleet, telling them to get into a formation to prepare for an assault from their rear.

Chapter 1723 - 1723. A Pirate Fleet

Everyone was confused upon hearing John's command. Weren't they supposed to hurry up and destroy the wall?

"Boss, you know what that fog is?" Will asked via message.

"I have a guess," John replied. "That fog spells trouble. Prepare for battle!"

John left half of the fleet to continue bombardment on the wall while the others sailed back and took positions with their cannons facing the mysterious fog.

When the fog entered their cannon range, John sent the command to fire. Many were confused as to why they were shooting at the fog but they obeyed the command. All the ships facing the fog opened fire at almost the same time.

"Ready your defensive spells...!" John shouted. He then sent a message to Water Lily, "Get ready to summon your guild navy!"

While the crews were puzzled about what they were supposed to defend against. They heard explosion sounds from inside the fog. Their cannon shells hit something. As soon

as that happened, they heard a series of different explosions from inside the fog. They were the sounds of cannon fires.

They only had a brief time to see shells rushing out of the fog and hitting their ships. Some, who were alert enough due to John's warnings, managed to use their defensive skills in time. The ships with such crews suffered less damage.

"Continue firing! Don't stop!!" John ordered.

Now that they were sure there were enemies within the fog, they acted faster. Their cannons fired again.

The back-and-forth of cannon firing continued a few times between them and their concealed enemies, but the enemies didn't conceal themselves for long. Between the exchange of cannon fires, the allied navies saw shadows from within the fog. They were getting larger. Something was coming out of the fog, and they were doing it at high speed.

"Brace for impact! Soldiers, prepare to be boarded...!" John sent another warning.

The shadows from the fog showed themselves. They were weird-looking ships. Their shapes were more oval than standard ships, close to a circular shape. Their hulls were also filled with sharp horns. Even their naval rams had horns. Their sizes were smaller than most ships in the Allied navies, but they were faster.

The allied ships fired at these incoming ships. Most of the shells hit but these ships shook the assault off. The mysterious ships were sturdier than they looked.

Those ships rammed into the allied ships at the outermost positions. As they did, the crews from the mysterious ships jumped onto the Allied ships. The allied crews had a good look at their mysterious assailant then. They weren't ethereal. They were unlike any major races they had encountered. The enemies that boarded them had a large head of a toad and webbed limbs. Most of them wore light armor and carried spears or scabbards for weapons.

Those who used Inspect on these enemies found that they were Frogman Soldiers.

John gritted his teeth. His guess had been correct. Master had somehow secured cooperation with a minor race that lived in the northwestern archipelagos of the Liguritidum Realm. These frogmen were normally pirates. They attacked anyone who entered their territory and sometimes went to pillage nearby Liguritidum's coastal settlements. How Master turned them into an ally, he wasn't sure.

"Lily! Call your guild navy!" John informed. "There are more enemies inside the fog. It is their flagship that produces the fog. We have to destroy it to have a clear view of the enemies."

After sending his instruction, John used his companion badge and summoned Nogg. He told his guild members on the fleet who had merfolk companions to do the same.

Nogg appeared and his attention was immediately drawn to the frogman soldiers fighting on the boarded ships.

"You have a run-in with those stinking creatures?" Nogg said with disgust.

Merfolk was the natural enemy of the frogmen. In the ancient era, they used to live near one another. Their differences grew to a constant warfare and both decided to move their homes to opposite sides of the continent. They had fewer encounters now that they were far away, but their hatred of one another was already ingrained in their blood.

John saw Cipher Flight's guild navy appear and head toward the fog.

"Nogg, take your fellow merfolk and guide that navy through the fog. Target the frogmen's flagship!" John instructed. He then sent a message to Will, "Will, follow my companion!"

Nogg preferred to jump onto the boarded ships and take a more personal approach to those frogmen while Will preferred to remain on Grey Jewel. Though they were reluctant, they both obeyed John's command. The two jumped into the water. Will used the water propeller magic scroll. Nogg's two legs turned back into a fishtail as soon as he touched the water. They swam at high speed to where Cipher Flight's guild navy was. The other merfolk companions did the same and followed Nogg.

John sent a message to Water Lily to have their guild navy follow the merfolk.

In the meantime, the allied ships continued to fire into the fog while the boarded ships struggled to repel the frogmen. These frogmen had crazy jumping abilities. When they were finished with one ship, they didn't go back to their ship. They simply jumped onto a nearby enemy ship. John instructed smaller ships to stay away from the boarded ships. He only sent ships with enough soldiers to reinforce the boarded ships.

John called all his summons, including the sea bastion. The Dire Alligator, Seaspawn, and Water Serpent jumped into the water to fight the frogmen's ships. His other land-based summons jumped onto the sea bastion's back. The sea bastion carried these summons as reinforcement for the boarded ships. The sea bastion then bravely went into the fog to fight the enemies who were still hiding inside.

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Inside the fog, there were indeed many frogman ships. However, their number was fewer than the Allied fleet. They were pirates, after all. Not a real navy of an established country. They relied on the fog to cause the enemies difficulty in hitting them.

They themselves were not inhibited by this fog. They could see clearly through the fog. This fog was created by the magical device on their flagship. This fog had also been the reason for their superiority during their piracy act.

On this frogmen's flagship, Linda stood beside a frogman larger than the other frogmen around. He wore a pirate vest and hat. His left hand was a huge pincer instead of a webbed hand like the other frogmen. This frogman was the chief of frogmen, Vodyan.

"You didn't tell me the enemies have merfolk with them," Vodyan said to Linda.

"Is that a problem?" Linda asked.

"It bloody hell is," Vodyan uttered. This fog didn't cover the water underneath. The merfolk had no problem finding their way underwater."

"Then I suggest you send your warriors to stop them," Linda returned.

Vodyan grunted. He croaked commands to his crews and many frogmen jumped into the lake.

Chapter 1724 - 1724. Contract Stone

While the battle in the sky and the lake was raging, the allied armies didn't stay idle. They continued their effort to break the wall. Due to the massive number of armies that stormed the wall, the defenders were unable to block every spot. In some parts, the allied soldiers successfully climbed the wall, but these soldiers were immediately met with heavy resistance from the Liguritutum's special units.

These soldiers were ganged up on and were either quickly killed or thrown off from the wall. Even so, their sacrifice caused the defenders to spare less attention in defending the wall. Without the defensive skills to block the attack from the siege weapons, the gate and the wall's HP deteriorated even faster.

This didn't stop the Allied forces. They were in high morale. The assault was finally carried out for real after several days of waiting. Furthermore, the Liguritutum troops received multiple debuffs due to the effect of coordinated strike techs. Except for Aurebor, Themisphere had researched the coordinated strikes with the other four countries.

When it was Themisphere soldiers who climbed up the wall, they were able to last longer atop the wall and help more of their comrades to climb up. This was due to their martial expertise. Jack had also spent 20 ruling powers to use War Rally before the vanguard troops advanced, boosting his army's attributes.

When it was a brave champion who arrived on the battlement, the difference was even more obvious. This special unit had a passive skill that strengthened themselves when

they were alone or were fighting a disadvantageous battle. The more impossible the battle was, the stronger the buff the brave champion received. Hence, this special unit was able to last the longest compared to others.

Of course, the commanders of the armies didn't just stay back and wait for the wall to crumble. Arther, Emris, and Meryl advanced with their troops. Makubwa, Helga, Vanessa, Dytess, Ashira, and the other powerful combatants from the six armies all advanced. The pressure felt by the defending army increased as time passed. More and more of the Allied soldiers climbed up the wall.

As if to hammer in the defender's despair, a double explosion of lightning colored the air above the main gate's wall. This lightning spread and hit almost all the Liguritutum force on the battlement without touching the Allied soldiers.

The lightning came from Jack's mana manipulation-empowered Perpetual Lightning Judgement, which was already max-leveled and max-starred. The spell was also double cast under the effect of Remote Magic Field. When the lightning subsided, the battlement above the main gate was mostly cleared. Only some soldiers with high levels survived, but even they were paralyzed on the floor unable to move.

Jack had also double-cast Double Clone before advancing. His four clones were helping at the other parts of the wall.

When Jack was about to continue his assault, a giant wave filled with different elemental energies suddenly materialized out of thin air. Jack cast Magic Wall before this wave hit. His magic wall didn't last long despite him using mana manipulation to increase its endurance. It was destroyed. Jack cast Barrier before the wave washed over him. The force from the elemental wave was overwhelming. Unable to resist the force, Jack was swept out of the battlement along with all the Allied soldiers who had managed to climb up the wall above the main gate. The swept soldiers fell to the ground while Jack spread his gold dragon wings and stayed in the air after the wave lost its momentum.

The powerful wave was the Sea of the Elementals cast by Master

"Heh, I thought you had gone into hiding after being scared by my country guardian," Jack mocked.

Master was floating above the main gate using his demon wings. His act of sweeping the enemies from the battlement gave the defenders a boost in morale. Following behind him were the large number of summoned creatures he had summoned along his way back. These summoned creatures spread out to help the defending soldiers on the battlement.

"Soon, it will be you who will be terrified by my country guardian," Master returned.

Jack glanced at the giant dark sphere in the sky upon hearing Master's words. That was Azzarilth's infernal chaos domain. He couldn't see the situation inside that sphere.

"I have confidence in Broidrireg. I'm sure he will claim victory over the battle," Jack declared. "You, on the other hand, won't be witnessing the end of their battle because I will send you back to the rebirth chamber."

"Hahaha," Master laughed. "Out of all our encounters, you have never won even once. Which delusional nonsense do you base your confidence on?"

"Based on I having more eternal-grade helpers on my side!" Jack announced.

He summoned Arlcard, Therras, and Spark. He activated Elevate Beast, turning Therras into an eternal grade. Elayne, who was supporting the soldiers below also flew up after Jack sent her a mental command. After the battle in Aurebor, she was now level 70. Being the lowest in level, she stayed at the back.

Jack then fed 50,000 mana cores to his Amulet of Summoning. He originally didn't have enough mana cores yet but Four Winds and the other guilds donated mana cores to him so he could summon the archdemon lord for this battle.

The level 85 eternal-grade archdemon lord burst out from a dimensional tear next to Jack. Jack had a feeling this one was slightly bigger than the ones he had summoned previously. The magical robe the archdemon lord wore also had more trinkets that glittered with an ominous light.

Master watched the archdemon lord with a flat expression.

"Hahaha!" Jack laughed. "This time, it is you who are on the back foot. How about you just lay down, release the hostages, and save us all from wasting our time?"

"Hmph, fool," Master harrumphed. He then took out a small black disc.

"That... That is a contract stone," Peniel uttered.

"Contract stone? What's its use?" Jack asked.

"It is a consumable item. It is used to bind a part of a native's essence, so the user can summon a clone of that native for a one-day duration."

"... What native do you use it on?" Jack asked Master.

Master simply smiled. The black disc shone before it broke. A gigantic round creature with a huge eye and tentacles around its body appeared beside Master.

"The... The Eldritch Beholder...?!" Jack exclaimed in surprise.

Chapter 1725 - 1725. The Return of the Beholder's Brood

Master used the contract stone on the eldritch beholder when he visited Mistress in Aurebor. This allowed him to gain an additional eternal-grade combatant for a day. The contract stone had different grades. To create a clone of an eternal-grade native, a legendary grade was needed. That was what Master possessed.

A contract stone couldn't be used if the native it was contracted to was nearby. Master prepared this in case the eldritch beholder was killed or decided not to come to Liguritudum after Aurebor lost. He needed the eldritch beholder to utilize her brood.

When the clone of the eldritch beholder appeared, the woods on the Western side of Dritzuut came to life. Within these woods was a cave. Inside this cave were the thousand eggs the eldritch beholder laid during her short visit to Liguritudum. Several mature beholders were tending these eggs.

The real eldritch beholder might be gone, but when the clone appeared, it connected mentally with the beholders inside this cave. The beholders sensed the link. The clone was calling for them. The young beholders broke out from their eggs. With the mature beholders, they rushed out of the cave.

They formed a small cloud as they emerged from the woods. They were like a flock of wingless fat birds.

Jack saw this flock approaching.

"I see you still have a trick up your sleeve..." Jack remarked. The eldritch beholder was already a difficult foe. With her brood, it would be more difficult. But then again, the force currently on his side was much mightier than the one during the battle in Aurebor.

"Arlcard, use your Orchestra of the Night," Jack said.

Once Arlcard started casting, Master did the same. The eldritch beholder fired her green rays at Arlcard in an attempt to disrupt him. The green rays were blocked by a sturdy hell gate summoned by the archdemon lord. This hell gate opened after stopping the rays. A score of winged demons flew out of the opened gate. They were all level 85 rare elites. They followed Therras and Spark who charged toward the eldritch beholder.

Once Arlcard started casting, Master did the same. The eldritch beholder fired her green rays at Arlcard in an attempt to disrupt him. The green rays were blocked by a sturdy hell gate summoned by the archdemon lord. This hell gate opened after stopping the rays. A score of winged demons flew out of the opened gate. They were all level 85 rare elites. They followed Therras and Spark who charged toward the eldritch beholder.

Jack used Wind Dash and arrived before Master could complete his spell. Master erected a magic shield while his other hand continued casting. Jack executed One-word Slash combined with Brave Slash powered by mana manipulation.

Master's magic shield was cut in half and Jack's slash hit him square in the chest. He had ice armor on but he still lost a significant amount of HP. He was also sent reeling back. His spell-casting was disrupted.

After forcefully stopping the backward momentum, Master stared at Jack with eyes that showed half disbelief and half anger.

"Hehe, our gap is shortening, don't you say?" Jack said.

Arlcard's Orchestra of the Night was cast. A thick mist covered a large portion of the eastern wall. The defenders had problems seeing while the Allied forces didn't lose their vision. This gave them much breathing room in landing damage on the wall as well as scaling it.

At the same time, the bright daylight sky suddenly turned dark as if nighttime.

"Huh?" Both Jack and Master didn't expect this turn of events.

"It's Horatio," Peniel explained. "He must have cast a spell from the Book of the Damned. It turns the day into night."

"Book of the Damned...?" Master muttered. He knew about the book. He just didn't expect someone here to have that legendary artifact.

With the day turning into night, Sangrod's vampire soldiers became even more deadly.

"Haha. I heard you use a trick like this during the convention. This is the real one. You are nothing special," Jack ridiculed.

"Quit your yapping," Master retorted. His body exploded into an energy creature made of wind.

"Now, we are talking!" Jack also used Lightning God Incarnation.

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The flock of beholders arrived. While the defenders on the wall had trouble seeing due to Arlcard's Orchestra of the Night, the beholders had no such problem. They had very high magic resistance and their multi-eyes could see through illusions. Arlcard's spell was meaningless to them. They aided the defenders and made up for the defender's blind condition.

Their mind control ability was also troublesome. It's a good thing the young beholders were not high-level, hence they couldn't mind-control powerful targets. The mature ones were more troubling. These mature beholders had higher levels ranging from level 60 to 75 rare elites. Two out of those mature beholders were even mythical grades.

The most troubling one was, of course, the eldritch beholder. Her many eyes were also unaffected by Arlcard's Orchestra of the Night. They shone green lights which pierced through the magical mist and located their targets. Worse, she flew downward to where the Allied forces were and used her ability to mind control a large number of high-level targets. Therras and Spark were not strong enough to force her away. The last time, it was Broidrireg who did the job.

The archdemon lord and Arlcard were not that effective at fighting the eldritch beholder, her anti-magic planar wall nullified their spells. The archdemon lord turned its attention to the defenders on the wall, while Arlcard resorted to joining Therras and Spark in engaging the eldritch beholder at melee range using his rapier.

Luckily, Tip also had experience battling the beholders in Aurebor. He knew the rune tree could cleanse the mind control effect. He sent the command to the player who was piloting the mobile fortress and had the fortress moved to where the eldritch beholder was.

The controlled allies were freed from the eldritch beholder's hold once the mobile fortress came near. The rune tree had grown even more since the battle in Aurebor, hence the radius of its AOE had increased.

The eldritch beholder knew it was the mobile fortress that undid her mind control. It shot green rays and cast spells at the mobile fortress. Rune diagrams on the mobile fortress flared as it resisted the assault, but the fortress still received damage.

The mobile fortress didn't just stay put. It retaliated with the siege weapons on it. The mana cannon was useless on the eldritch beholder because it delivered magical damage. Still, the conventional siege engines like ballistae, catapults, and trebuchets caused physical damage, so the soldiers on the fortress used these conventional siege weapons to attack the eldritch beholder. These weapon's aims were bad, though. Many missed. Thankfully, the eldritch beholder was a large enough target so some attacks still landed on her.

The mobile fortress advanced to the eldritch beholder. It used the pincers on its four mechanical arms and grabbed the eldritch beholder. The energy gun upgrade on the pincers delivered physical damage. These guns fired non-stop as the pincers kept the eldritch beholder from moving away.

Past Themisphere Kings aboard the mobile fortress, who excelled at physical battles and could fly, came out from the fortress and joined the fight against the eldritch beholder. The rest aimed their spells at nearby enemies.

All the while, Arlcard and the others delivered sneak attacks whenever possible with Elayne using her music to boost everyone's stats.

Chapter 1726 - 1726 . Old Adversaries

While each of the eternal grade combatants found their opponents, many on the battlefield also somehow encountered old faces.

Four Winds, who followed the black shields to scale the wall was engaged by Abasi again. The Raretooth clan had been assigned to cover this side of the wall.

"Give it up, Abasi!" Four Winds yelled. "The country you take refuge in will soon be defeated. If you still care about your clan, surrender! You will receive punishment but I promise your clan will be pardoned."

"Never!!" Abasi yelled back. "Win or lose hasn't been decided yet, and I still haven't fulfilled my vengeance. I will not stop until then!"

Abasi knew Jeanny, his father's killer, was in Master's hand. Abasi didn't understand why Master was keeping Jeanny alive, but Master promised Abasi that he would be given the right to kill Jeanny once this war was over. Hence, he couldn't stop now when his vengeance was so close.

On the other side, True Death Associates engaged Death Associates. Both sides were yelling traitors while they fought. In terms of members and experts, Death Associates had the advantage. True Death Associates could be said as a relatively new guild, they hadn't had much time to grow. But in this battle, they were not alone. They had many allies due to being in the allied forces. Black Cloak and Wicked Witches' members were with them. Together, they fought Death Associates to secure the area on the battlement.

On another side, Wilted's gang aimed the battlement the World Ruler's members were guarding. Handsome Joe and Anotherday were the first two to arrive atop the battlement following the native soldiers. Working together with those native soldiers, they secured a foothold for others to climb up.

Both Handsome Joe and Anotherday had special classes. Handsome Joe was an Arcane Knight, a second-class special class. This class had the passive ability to reduce the resistance of hit enemies, making those enemies more susceptible to magic.

The first skill this special class provided was giving the user the ability to conjure a second spectral projection and extend both projections' duration by an additional ten minutes. Two spectral projections of Handsome Joe fought at melee while he stayed back and used Spectral Discharge.

The second skill of this special class allowed Handsome Joe to switch places with one of his spectral projections. The cooldown of this skill was one minute, so he could switch places every minute if needed.

"Hey sister," Joe switched places with one of his projections who fought near Mistress. "How do you feel when the situation is reversed? No longer sit at the back and haughtily watch the battle from afar?"

Mistress didn't respond to the taunt. She simply cast Soul Bomb. The soul orb above her flared intensely before shooting at Joe.

"Hey, there is no need to be like that even if you are angry!" Joe quickly retreated when the soul bomb approached.

His switch ability was still on cooldown so he cast Mana Shield and used a non-standard mage knight's skill, Spectral Shield. The two defensive skills reduced much of the damage from the soul bomb. But since soul damage had no resistance, all unreduced damage hit Joe in full.

One of World Ruler's top experts, Axelmax, came lunging with his pet, the armored silver-fur gorilla. They intended to finish Joe whose HP was already critical.

A series of knives came flying at Axelmax and his gorilla. The two had no choice but to parry the knives, saving Joe from doom.

The knives were from Anotherday, whose class had upgraded to Silent Killer, a second-class special class. This class gave Anotherday several passive abilities. Two of which were muffling the sound caused by his projectiles and gave him the double throw ability. Double Throw ability made it so that the projectiles thrown from each of his hands used different cooldown timers. This effectively doubled all his skill counts. It would be as if he possessed two classes of hidden weapon specialists.

"Stop teasing your sister. Fight seriously!" Anotherday chided Joe.

Anotherday was fighting another World Ruler expert named Serviceman. Serviceman was a battle monk. He tried approaching Anotherday but two chakrams which revolved around Anotherday prevented him from getting near.

These two chakrams were produced by one of the skills from Anotherday's special class. Once thrown, the chakram revolved around the thrower until it completed its duration. Any melee combatant trying to approach would be cut by this chakram.

Joe didn't take Anotherday's warning lightly. He retreated as his two spectral projections advanced and fought Axelmax and his gorilla. A reaver's soul orb came from behind him. This soul orb turned into a healing light that brought his HP back to safety.

"Thanks!" Joe exclaimed.

The soul orb was from Wilted Tree. She had also climbed the battlement. She had another soul orb above her even when she had just used a soul orb to heal Joe. This was the passive ability of her Soul Reaper. The ability enabled her to form another soul orb after the first one was filled. The maximum number of soul orbs she could have was three soul orbs.

She now used this second soul orb to activate one of her special class skills, Revitalizing Blast.

The second soul orb exploded into a blinding flash. The flash healed all allies in the vicinity as well as purging them from negative afflictions. Enemies who were inside the blast radius didn't receive damage but they received Blind status.

She threw a metal ball and this metal ball enlarged into Mazin. Mazin's appearance had changed since Jack last saw it. It was bulkier and its black casing had a shiny metallic look. Behind it was a backpack with two red metal wings.

Wilted's technocraft had also upgraded to a first-class special class, Mech Master. She used the first skill of this class, Limiter Off. Some plates on Mazin's casing appeared to break off upon the activation of this skill. Streams of hot steam were released from those parts. The visual effect was similar to when Paytowin used Overdrive on his Brave Techno Suit.

The Limiter Off skill improved Mazin's stats by a great deal. The winged backpack behind him produced a jet propulsion. Its heavy body shot forward in Mistress' direction.

Chapter 1727 - 1727. Settle Things for Real

When Mazin was about to crash into Mistress, someone came in between. Mazin and this person collided. This person bounced from the impact force, but Mazin's charge was also stopped.

The one who stopped Mazin was Lancel Sunpiercer, Mistress' mythical-grade companion. After the war in Aurebor, Lancel had increased one level to level 81.

Despite losing the contest in strength, Lancel didn't lose balance. His feet deftly regained footing as he thrust his spear. Dragoon's Piercing Spear shot out. This energy spear slammed into Mazin and caused it to take one step back.

Joe, who had been saved from danger, went back to offense again.

"Sorry, sister. Take this!" He shouted as the air around Mistress and Lancel was filled with flames.

This was the Elementalist's firestorm. Joe could use this spell because of the third skill from Arcane Knight, Access Arcane Spell. This skill let Joe choose any elite spell from the elite classes branched from the Mage class. Cooldown and duration followed the original spells. During combat, Joe could only access one spell. If he wished to access different spells, he had to be out of combat status before making a different selection.

Mistress didn't panic. She cast a spell. She had half-filled another soul orb since using the last one. Her Death's Shade and Soul Hounds were fighting the native soldiers, gathering energy to fill her soul orb.

Similar to Wilted's Revitalizing Blast, Mistress' soul orb also exploded. But instead of creating a blinding flash, Mistress' one formed a glowing dome. This glowing dome covered a large area. Joe's firestorm damaged Mistress, Lancel, and the other natives within the area of effect. But at the same time, those within Mistress' glowing dome received continuous heals.

This glowing Dome was Envoy of Death's level 80 spell, Field of Death. The spell damaged all the enemies in an area while granting continuous healing to allies. The more damage was caused to enemies, the more healing was granted to allies. The spell also reduces all damage suffered by allies inside the dome. The effectiveness of this spell was multiplied if a soul orb was used. Mistress' half-filled soul orb improved this spell's power by 50%.

While they were fighting, a large spaceship suddenly materialized above them. This spaceship unleashed a barrage of missiles that devastated a large area. Both Wilted and Mistress knew this was the Mothership Bombardment. This skill was evolved from Technocraft's Bombardment using a legendary-grade Advanced Seed.

The user revealed himself then. It was Paytowin. He flew in with Brave King and Mihos. The three landed on the side opposite from where Wilted was. That side had many of Themisphere's Brave Champions who were trying to secure a foothold. Mihos' arrival sent the Brave Champions into a frenzy. Having a legitimate member of the Council of Virtus fighting among them, the Brave Champions' morale went through the roof.

Mihos stayed with those Brave Champions while Paytowin and Brave King came to Wilted's aid.

Paytowin was already level 82. When he reached level 80, he received a new skill called Brave Interceptors. This skill summoned fast-moving drones that shot laser beams. They were much faster and sturdier than Gunner's drones. The damage they inflicted was also higher.

Three interceptors appeared as Paytowin shot Mistress using his Brave Rifle. Paytowin could summon three interceptors because the skill was level 10. If it was max-leveled to level 20, he could produce five interceptors.

Several World Ruler's members came forward to protect Mistress from the Interceptors. Brave King barreled through these players. Brave King had also undergone many upgrades. Its casing was a brilliant golden shine. Its lion head was as if alive. It didn't look less intimidating than Wilted's Mazin.

While Brave King came storming from the left, Mazin returned with a charge from the right. Lancel used a skill that sent powerful repeating stabs in all directions. Both Brave King and Mazin tanked through the damage. With sheer force, they forced themselves into Lancel's spear storm.

As if planned, the two sent their fists at Lancel at the same time. The two powerful blows slammed into the elven spear-wielder and sent him crashing into the parapet on the opposite side.

Mistress hurriedly cast Teleportation and moved away from there before the two techno golems turned their attention to her. She reappeared near Lancel who was getting up. She cast a healing spell and added a few buffs to strengthen him.

She looked at where Master was. Was this how far they had fallen? When she last talked with Master several days ago, he still seemed confident. None of what was going on now inspired confidence. They were seriously outnumbered.

*

While almost everyone was rushing ahead to the wall and did battle, Domon stayed behind.

By now, he was already accustomed to a real death-and-life large-scale battle. He still disliked it but he would join the battle when he was needed. He didn't think he was needed now. From the look of it, the enemy was at a serious disadvantage. If he joined, he would feel like a bully. He wasn't, so he stayed back.

He asked his disciples to aid the battle, though. He knew they would just follow his example if he didn't ask them to. He summoned Mohamed and had him help with the battle. When the wall fell, then only would he advance. Not to fight, but to make his way to where Leavemealone was and save that disciple of his.

Since Domon didn't join the battle, Wong also stayed back. The two grandmasters just watched the battle from the sidelines.

Domon glanced at Wong. He could see that the orc was itchy to join the action. Wong was simply prideful. Domon had told him to go ahead but he refused. Domon was now trying a different approach.

"You truly don't want to join the battle?" Domon asked Wong. "Your adopted son must surely be there."

"He isn't my son!" Wong exclaimed.

Domon shook his head. This orc was truly stubborn.

"Since we have nothing to do, how about a spar?" Wong asked Domon.

Domon sighed and said, "We have been sparring almost every day. Didn't you get tired of it? I've told you already. If you want to go and join the battle. Just go. I simply don't feel like fighting at the moment."

Domon didn't say the true reason. If Domon said he didn't want to fight because he didn't want to bully what seemed to be a weaker opponent, Wong would surely not fight as well.

Wong looked ahead and was silent for a few seconds. He seemed to be struggling with a decision. He finally said, "No."

Domon shook his head again.

"Okay, if you truly..."

Domon didn't finish his sentence. Both he and Wong jumped to the side as something fast came slamming from the sky.

The falling thing caused a dust cloud. When the dust settled, they saw it was Long in his enhanced dragon form.

"Master, how about we settle things for real this time?" Long said with a grin.

Chapter 1728 Chapter 1728. The Young Replaces the Old

"Long...", Wong returned the greeting with a growl.

"Why aren't you helping your struggling comrades over there?" Domon asked while pointing at the wall.

"I don't have comrades," Long said. "They are more like... work-mates."

"I'm pretty certain those could be classified as the same," Domon returned.

"Hehe, cut the small talk. You two know why I am here. It's time for the young to replace the old."

"I don't disagree, but the way you are doing it is wrong."

"Right or wrong is decided by the winner."

"You want a fight?! I will give you one...!!" Wong didn't waste more time conversing. He rushed ahead while using muscle tendon transformation. His body muscles bulged unnaturally as he punched forward.

Long flapped his dragon wings and dashed to the side, evading Wong's fist.

"I show up using my beast form, so let me warn you before our fight," Long said. "If you are going to continue being stubborn and refuse to use this world's game skills, you will lose miserably."

"Don't be so cocky, you punk!" Wong scolded.

"Hehe... Well, even if you do, you will still lose miserably," Long said and lunged at Wong.

Wong planted his feet as he prepared to receive Long's assault, but Long veered away when the flash of a glaive came slashing.

"Domon...", Wong uttered.

"Don't get carried by pride," Domon said. "We are not his opponent if we fight him one-on-one. He has two classes and he is more accustomed to this world's system."

"Hehe, Master Domon, I see that you are much wiser than this stone-headed master of mine," Long said with a chuckle.

"You, disrespectful punk...!" Wong gritted his teeth.

Domon placed a hand on Wong's shoulder. "Calm yourself, Wong."

"Listen to your new friend, my master," Long ridiculed.

Wong took a deep breath. He did understand Long was intentionally riling his feelings. He never could stay cool-headed whenever Long was involved, but Domon's presence somehow helped him calm down.

"It's time I put you in your place, you punkster," Wong said. His voice was more composed now.

"Now, that's more like it," Long uttered.

Domon twirled his glaive. "I hope you don't mind fighting us both," he said.

"It's only natural. As you said, I have two classes," Long replied. "I also don't mind you calling your friends over. The more the merrier. Let's make it a bet as to whether I can kill you two before they arrive."

"There is no need," Domon said and slashed his glaive at the same time. A ki wave shot out.

Domon's mana manipulation on game skills was already advanced enough that it not only increased the skill's power but also the skill's speed. The ki wave moved at a considerably faster speed than a normal ki wave. The speed was fast enough that Long failed to dodge. Long used one hand to block the skill.

A damage number appeared above him. He had used Iron technique but the damage from Domon's mana-infused Ki Wave was still able to penetrate his defense.

"Not bad, Master Domon," Long praised. He was not perturbed at all.

"We will teach you the consequence of your cockiness!" Wong made a super jump and performed an axe kick. At the same time, he used One Thousand Pounds Mountain when in the air.

During their daily spar, Wong and Domon ended up exchanging a lot of their martial arts. Domon was used to tutoring people, so he had no reservations about teaching Wong his martial arts even when Wong didn't ask. Since it was so, Wong also shared his martial arts so that he was not seen as petty. Despite the two's differences and rivalries, they ended up learning from one another. The One Thousand Pounds Mountain was one of the martial arts Wong learned from Domon.

That martial art amplified Wong's body weight. His body fell from high up at high speed. The speed amplified the power of his axe kick.

Long wanted to dodge in the last instant so he could counterattack before Wong could react, but Wong's abnormal falling speed took him by surprise. He ended up having to use his hand again to block the attack.

Long activated Golden Body before the axe kick hit. Wong's assault failed to cause him any damage, but the powerful downward force caused the ground underneath him to crack. His legs plunged deep into the ground until almost to his knees.

Domon used Charge and arrived then. Long wouldn't be able to move with his legs planted deep in the ground. He swung his glaive which was shining with Ki Weapon.

"Not bad at all!!" Long exclaimed. He used Muscle Tendon Transformation followed by Ki Outburst. A powerful blast erupted from his body. The force stopped Domon's advance and shattered the cracked ground that held his legs.

His body then shot up into the air. From above, he punched down while using Infinite Comet Fists. His mana manipulation let him control the aim of this skill. He condensed the discharged comets into a fan shape in Domon and Wong's direction

Domon spun his glaive using the Reversing Heaven and Earth technique. The incoming comets were all redirected and they smashed into the ground around him.

Wong used Hundred Lightning Hands. His hands turned uncountable, forming a wall above him. Each hand slapped one comet. None of the comets was able to hit his body.

While Domon and Wong were busy deflecting his comets, Long whizzed to the ground between the two. His two palms, which were infused with dark elements, went to opposite sides. One to Domon and the other to Wong. The image of eastern dragons followed his two palms.

"Taste my twin dragon palms!" Long exclaimed.

Domon had the time to twirl his glaive and parry the palm strike using his glaive's shaft. Wong reacted late, but he used the Iron Shirt to block Long's Palm.

Wong's iron shirt managed to stop Long's palm from touching his body, but the energy shockwave still hit him. He was sent skidding back with a damage number.

Long's palm that hit Domon's glaive also produced a powerful shockwave. Domon used the Steel Shirt. He was forced back several steps but he didn't receive damage.

"Your time is up, old timers," Long uttered with a mocking tone.

Chapter 1729 Chapter 1729. The More the Merrier

Wong again used the One Thousand Pounds Mountain. The weight increase helped him stop his skidding. He stomped his feet, crushing the ground, and produced an explosive force that shot him back toward Long.

Domon used a more graceful approach. He planted one foot onto the ground and used mana manipulation to tether that foot. His body then spun with that foot as an axis. He turned the momentum that pushed him back into a force that propelled him back to where he came from.

Long suddenly found the two grandmasters were upon him again. He wasn't flustered. He was even grinning at the two's approach. His hands clasped in front of his chest before he extended his two palms in opposite directions again. His palms seemed to multiply as he did that. Roars of dragons and the image of multiple eastern dragons were conjured.

Nine dragons formed of mana manipulation rushed at Domon, and another nine headed to Wong.

Domon swung his glaive that was enhanced by the mana-empowered Ki Weapon. The powerful slash was followed by a blast of energy that was the signature of Ki Strike.

This blast engulfed the nine dragons. The impact between the two energies canceled each other out.

Wong dealt with the dragons on his side by using Infinite Lightning Punches. He still disliked using game skills but during their daily bouts, Domon showed Wong how Domon was not averse to incorporating game skills into martial arts executions. Hence, he started to get used to using them as well.

The blurry fists of his Infinite Lightning Punches were empowered by mana manipulation. Each image of the dragons was pummeled until the energy that sustained them was exhausted.

When the last image of the dragons was dispersed, Wong's hands transformed into claws that glowed with eerie light.

Wong's white bone claws attempted to grab Long. At the same time, Domon's glaive came thrusting from the opposite direction using One-word Thrust.

Both their assaults hit only an afterimage. Long's body swayed mystifyingly. Long didn't seem to move overly fast but neither Domon nor Wong was able to pinpoint his true position.

Wong knew Long's Imaginary Bamboo Sways, so he knew its weakness. As in the swaying of the real bamboo grass, its bottom part which was planted into the ground remained stationary. Wong went low and targeted Long's legs.

Long sensed the low assault. He backflipped before his legs were hit. While backflipping, he used Lord's Fist. A giant energy fist came in between him and the two grandmasters.

Wong put his hand together before pushing it forward, discharging a powerful Ki Blast.

The blast collided with the fist. Although Wong's Ki Blast was empowered by mana manipulation, so too was Long's Lord's Fist. The Lord's Fist was also supported by the power of two classes and was a skill from a special class. Hence, Wong's Ki Blast was doomed to lose.

Luckily, Wong wasn't alone. Domon swung his glaive when Wong's Ki Blast hit the giant fist. An image of a giant tiger's head appeared following his swing. This was Tiger Ki Strike, Tiger Arms Guardian's level 70 skill.

The tiger's head opened its maw and bit the giant fist. The resulting impact caused an energy explosion.

The three martial artists didn't advance after the explosion receded. They just stood and stared at one another. The exchange just now let them gauge each other's capabilities.

All three hadn't used their true power yet but Domon and Wong knew from the clash that they were the ones on the back foot.

Long knew it as well. That's why he was giving the two grandmasters a taunting smile. This pissed Wong greatly.

"You, cocky piss of shit! I will teach you..."

"Don't let him rile you up," Domon put a hand on Wong's shoulder before Wong rushed ahead.

"Hehe. Listen to your better, master. You should know your place," Long ridiculed.

When he expected Wong to become angry at his words, Wong instead showed a calm-down expression. This astonished Long. The Wong he knew would have been furious when someone claimed that he was second-best.

The astonishment almost caused him to be late in reacting to an assault coming from his blind spot.

Long turned to where he sensed the assault was coming from. He was greeted by an energy drill that made him feel cold even when the energy was still a distance away. Out of reflex, he put his two palms together where they burst into flames. He swung his hands which formed a flaming blade.

The scorching blade collided with the cold drill. The resulting impact threw his unknown assailant away. He was also forced several steps back.

While fighting the pushback force, Long found that he was surrounded by red flower petals. He sensed that these petals were formed of mana. They were not physical things but he didn't doubt these petals could harm him. As he had expected, these petals started rushing at him randomly.

Long used his iron hand technique to parry the petals, but they were too many. Those he couldn't parry he endured with his body protected by the Golden Body skill. The damage from the petals was so small that they were negligible since Long's golden body was enhanced by mana manipulation, but the assault still irritated him.

"Trivial tricks, face my palms!" Long exclaimed.

He again unleashed eighteen subduing dragon palms. The dragons struck all sides and destroyed all the petals. A girl's scream was heard as a figure was sent flying away.

"Muilan...!" Murong called with worry. She was the one who tried ambushing Long earlier using the Nine Yin Abyssal Finger.

Domon jumped to where Muilan was flung. He caught the girl and they flipped in the air to negate the knockback force before landing safely.

Muilan lost one-third of her HP. She was still unsure what was happening when Domon put her feet back onto the ground.

Murong heaved a sigh of relief after seeing her disciple was fine. She turned to Long with a hostile glare. She had heard about this person. She thought what she heard was an exaggeration. Now, she knew that was not the case.

"Another old-timer who didn't know that her time was up?" Long chuckled in disdain. "That's fine. As I said, the more, the merrier. All three of you will die by my hands today."

Muilan's face turned red. Long completely disregarded her. But from the exchange just now, she knew that Long had the qualification to back his arrogance.

"I thought you said there was no need to call anyone, Master Domon?" Long chuckled.

"I didn't call them," Domon answered.

Domon was telling the truth. Murong was nearby but she was unwilling to go near Domon. She saw Domon and Wong didn't join the battle so she also stayed back. Muilan stayed with her. When Long came and attacked the two, she saw the incident. Hence, she came.

"Doesn't matter to me. As I've said, the more the merrier, but this will still not be enough to save you, people."

With those words, Long lunged at them.

Chapter 1730 Chapter 1730. The Terrifying Azzarilth

From within the giant dark sphere in the sky, different colors were occasionally seen. These colors came from the explosion caused by the lightning, wind, and water elements.

"Quetzalcoatl! Try restricting her for a few seconds so I can cast bigger spells!" Broidrireg yelled. He was casting two spells at once.

"It's easier said than done...!!" Quetzalcoatl returned. Several lightning spears appeared around his body as he fought Azzarilth's spectral projection. These spears zoomed forward, attempting to stab Azzarilth's true body.

A large oval portal appeared between Azzarilth and the lightning spears. These lightning spears entered the portal before the portal vanished without a trace. Another oval portal

appeared near where Broidrireg was. Quetzalcoatl's lightning spears flew out of this second portal. The lightning spears were slightly different than when they entered the first portal. They had some sort of dark fog attached to them.

The oval portal was Mage Knight's Displace skill, but the one Azzarilth cast was a variant powered by the chaos element. Any attack that went through the portal was enhanced to add chaos damage on top of the original damage.

Broidrireg canceled his spells and erected four magic shields to block the lightning spears.

He wasn't doing this because he was afraid of losing HP from the chaos-enhanced lightning spears. He blocked the lightning spears because of Azzarilth's innate talent, Chaotic Disruption. Any successful direct attack from Azzarilth had a 20% chance of canceling spellcasting. Aside from that, her every successful attack also drained a bit of the targets' stamina or mana, and caused them to lose natural self-recovery for a few seconds.

With that many lightning spears, Broidrireg was very likely to lose his spellcasting if he let the spears hit. If that happened, he would fail his casting and lose his HP, stamina, mana, and natural self-recovery. That's why he chose to stop his spellcasting and blocked the attack instead.

Luckily, this talent didn't apply to passive DOT inflicted by the infernal chaos domain. Otherwise, they would be in serious trouble. Only direct attacks or spells were affected by the Chaotic Disruption.

Azzarilth's ability against a spellcaster might not be as overwhelming as the eldritch beholder, but it was potent enough. Furthermore, the stamina-draining and natural recovery negation also proved troublesome to non-spellcasting enemies. To top it off, this was a passive ability, so it required no effort from Azzarilth.

Azzarilth followed up her attack by casting chaos bombs. Twenty magic balls containing the chaos elements spread and bombarded the space. With such a large AOE, Broidrireg and Quetzalcoatl had trouble dodging the blast. Both of them failed to cast any spells. The infernal chaos domain also boosted all attacks containing chaos elements.

Broidrireg and Quetzalcoatl were helpless. It's not like they wanted to remain within the domain. The problem was that Azzarilth's infernal chaos domain was a mobile one. It followed Azzarilth and always placed her at its center. Unless they chose to stop fighting Azzarilth and flee, they would have to stay within the domain. They could only endure the effect until this domain ran out of duration.

Out of frustration, Quetzalcoatl forced himself to advance. The thin lightning suit still protected his body. He flapped his wings as he advanced, producing sharp lightning blades that sliced at Azzarilth.

Azzarilth cast Chaos Magic Wall to block those lightning blades. While doing so, her spectral projection came from above to intercept Quetzalcoatl's advance.

Broidrireg might have a problem casting big spells, but the speed of casting spells with six runes or below was almost instant to him. He aimed these spells at Azzarilth's spectral projection, hindering it enough to give Quetzalcoatl free passage.

When he was close, Quetzalcoatl folded his wings and spun at high speed. He turned into a gigantic drill charged with electricity. This giant drill slammed into Azzarilth's chaos magic wall. The magic wall shattered after resisting for one second. The lightning drill proceeded forward and aimed at Azzarilth.

Azzarilth was not just a capable spellcaster, she was also a powerful melee combatant. Before the lightning drill hit, she shifted position. This was Shadow Flash skill. It was similar to Jack's Flash Step but could be performed in the air.

Her new position was beside the lightning drill. She swung her claw down at the drill. The air where the claw passed through was torn as if paper. Out of the torn space, a void was created.

Quetzalcoatl knew the danger of Azzarilth's Void-tearing Claw. He stopped his drilling form and dodged the claw. While he successfully dodged the deadly claw, he was not fast enough to dodge Azzarilth's follow-up attack, a tail slap.

Quetzalcoatl was too close. Azzarilth's tail was very fast. When he sensed her tail slap, it already arrived at the side of his head. The impact sent him reeling and tumbling through the air.

Broidrireg didn't have the time to worry about Quetzalcoatl. He wished that Quetzalcoatl could buy him time to complete powerful spells, but he only managed to cast two seven-run offensive spells, Infinite Water Spears and Whirlwind Serpent.

Azzarilth was not at all flustered by Broidrireg's spells. She had her spectral projection tanked Broidrireg's spells while she rushed to Quetzalcoatl.

Quetzalcoatl wasn't going to just lay down and let her do as she wished. He gathered his energy and unleashed her divine lightning breath.

The lightning breath hit Azzarilth square in her chest.

"Take that, b*tch...!!" Quetzalcoatl exclaimed triumphantly.

"Quetzalcoatl, be careful! Prepare to evade...!" Broidrireg shouted with urgency.

Quetzalcoatl was still puzzled by Broidrireg's warning when he noticed Azzarilth was grinning. Then he noticed Azzarilth didn't receive any damage from his breath attack and her body was glowing with soft light.

What Azzarilth used was Absorb Energy. While Spring Crown activated this skill using his weapon, Azzarilth could use her body to execute the skill. With the boosted energy gained from Quetzalcoatl's divine lightning breath, she opened her jaws and released a terrifying torrent of energy.

Quetzalcoatl was engulfed by the divine chaos breath. He screamed in pain as the powerful blast washed over him. His HP was also reduced by a great deal.

"Quetzalcoatl...!!!" Broidrireg yelled with worry. He wanted to go help but Azzarilth's spectral projection barred his way.

Quetzalcoatl was sent a large distance away before the divine chaos breath ended. Many scars caused by the breath attack were seen on his body. He also lost his lightning suit. The DOT from the infernal chaos domain affected him again.

Azzarilth snickered. "You two are pathetic," she said with disdain.