

## World 1021

### Chapter 1021: Foreign Overview

The second affair, the inheritance of Lord Edmond, was about a noble in Therowld. He had just passed away recently. Lord Edmond was an Earl, and he left behind quite a fortune.

He had three descendants, two sons and one daughter. The three, of course, wanted a piece of their father's fortune.

However, an unexpected issue arose. Edmond's personal maid came forward and claimed that she was secretly a daughter of Edmond. Born out of an illegal marriage with a village girl. Edmond had taken her in since she was a child and raised her as his personal maid, while secretly knowing that she was his daughter.

To complicate matters further, this so-called secret daughter had a will hand-written by the late Edmond. Saying that all his fortune will be passed down to his personal maid who was also his daughter.

There were also four options for this affair. Three were supporting each of Edmond's legal descendants, and the fourth was supporting the secret daughter. Under those options, Jack was also given the option to write his own decision outside of the four given ones.

"I'll be damned... Do I have to deal with more of this kind of drama when the number of affairs increases?" Jack asked.

"I think because it is this kind of arbitrary drama that the governor, where these cases happen, chose to pass the decision-making to you," John said sarcastically. "These cases are too grey and lacking in information. Making any one decision will just cause the party that is disadvantaged to bear ill will. Those governors want to run from that responsibility. They believe the king can better shoulder those ill wills."

Jack again gave him an irritated glance.

"Well, this one had a shorter time limit, only five days," Jack said. He then turned to Jeanny, who understood his gesture.

"I will manage them," She responded.

"Well, I guess that's it for the Affair Overview. How many more screens are there?" Jack asked Peniel.

It was nighttime already. He wanted to go on, but he didn't want to impose on the others. If there were still many more, he would suggest continuing tomorrow.

"There are two more," Peniel answered.

"Oh, only two more," He looked at the others, who just gazed back silently.

"Let's finish this today," John finally said when the others continued to be silent.

"Okay," Jack said and closed the affairs screen. At the same time, he asked Peniel, "Will one of the remaining two screens contain information about our country's guardian?"

"No. If we still have a country guardian, it will be shown on the main screen, the country overview," Peniel answered.

"Wait... Are you saying, we permanently don't have a country guardian anymore? What about that giant earth dragon that tried to kill me? Won't he come back again after some time?"

"You angered him. He left after Themos died. His connection to this country was through Themos. Only a king of a country could form a bond with a country guardian. Usually, this bond is passed down during the coronation. But given the circumstances and you are also not Themos' descendant, Tiemezzys had no obligation to continue maintaining his bond."

"Doesn't that mean our country is vulnerable then?"

"We are," Isabelle said. "But there is nothing we can do. I hope the other countries didn't see this as a chance to mount another invasion."

"It is such a pity," Thaergood joined in. "It is extremely difficult to get a country guardian. I am not sure if we will be able to get one again..."

"He is underestimating you," John said to Jack while pointing at Thaergood. "He said you are too weak to form a bond with a being suitable to be a country guardian."

"I say no such thing...!!" Thaergood yelled. He truly didn't like this John person. Why did the king have to appoint this guy as the royal advisor? That just meant John was now his superior.

"Please don't take to heart the things that he said," Jack said to Thaergood. "Trust me. I feel like smacking him a lot of times as well, but it is easiest to just ignore him altogether."

"Really?" John asked.

"Okay, let's move on to the next screen. See? I'm ignoring him just now," Jack said to Thaergood.

The next screen was the Foreign Overview. It showed the six other main countries and their standing toward Themisphere.

\*

Verremor Nation = Hostile

Republic of Palgrost = Friendly

Aurebor Dynasty = Neutral

Hydrurond Dominion = Neutral

Liguritutum Realm = Unfriendly

Sangrod Empire = Friendly

\*

"Is this screen only for seeing the relationship with the other countries, or there is something I can do here?" Jack asked.

"You can select one country to see its details and also the diplomatic action you can take," Peniel informed. "Try selecting one of the friendly ones."

Jack chose the Sangrod Empire. A list of information appeared.

\*

Sangrod Empire

Ruling race: Vampire

Sovereign: Marcus Maxius

Total population: ???

Total Settlements: 55

Total troops: ???

Total coins: ???

Total mana: ???

Kingdom Enchantment: Eternal Night

Relationship with other countries: ???

Capital: Vacharest

Trade route established. Generating 50,000 gold coins/month

\*

Several diplomatic actions were listed at the bottom of the screen. Send a gift, establish an embassy, establish a trade route, send a message, propose an alliance treaty, make a demand, declare war.

The trade route option was greyed out. Peniel explained that was because the trade route was already established. If Jack established an embassy, much of the unavailable information on this page would become available. Through the embassy, it would also take less time if they wanted to send a gift or a message.

If they form an alliance treaty, they would become allies. If a country was invaded, the ally was obligated to send troops to help.

"If we are to prepare for Liguritutum's invasion, then we should be focusing on this diplomatic relationship," Jeanny said. "If we can become allies with everyone, they will think twice before they attack."

"It's not easy forming an alliance, you know. Even to a friendly country," Peniel said.

"Even if we can't secure an alliance, making contact with the other countries is also the right move to let the others know that you are in charge now," John said to Jack.

"You are not thinking of allying with Sangrod, aren't you?" Thaergood said. "It is because of them that King Themos was ruined! We should denounce them by sending a message condemning them instead."

## **Chapter 1022: Source of Enmity**

"We can't let emotion dictate our move," John said to Thaergood. "We got a bigger picture to consider here."

"This is not about emotion. This is about our kingdom's pride!" Thaergood returned.

"When I was still in school, my teacher taught me that pride is classified as emotion," John said without any attempt of concealing his mocking tone.

"No. Thaergood is right," Jack said, cutting their debate short before it heated up. "We won't send any gift to Sangrod. We will, however, send a delegation to give them a message, informing them of our new management. It is not the time yet to antagonize them. When the time comes, I promise we will ask for their responsibility for the late King Themos' incident. But before we can do that, we need to prepare two things. Firstly, we need to stabilize our kingdom, both politically and militarily. Secondly, finding out who is the vampire that turned King Themos."

"My spies are already on the case," Isabelle informed. "But since it was almost a year ago, I won't expect any fast result. Also, if the vampire was indeed a high noble from Sangrod. He must be a very aged vampire. Such a vampire possibly has a good disguising skill."

"That's okay. Take your time. We still need time to stabilize our kingdom." Jack said. "Tell your spies to be careful to not get found out during their investigation."

"Try checking also if there are any records of high-profile vampires passing through our borders one year ago," John suggested.

Isabelle nodded.

"Well then, let's send a gift to the other countries except for Verremor, Sangrod, and Liguritutum," Jack said. He then asked, "Do we have intel on whether Aurebor is in an alliance with Liguritutum?"

He asked because the elven country had previously helped Liguritutum's rebel prince in deposing the ethereal country's legitimate ruler. They didn't have an embassy in Aurebor, so the details on the screen didn't show that country's diplomatic relations with the other countries.

"We don't have a clear idea. But considering the elven queen had sent an army to help the Liguritutum's prince, I think it is safe to assume so," Isabelle answered.

"I see. Ok, let's just assume it to be so. We will exclude Aurebor from gift-sending as well," Jack said.

"What should we do with Verremor?" Thaergood asked. "We should be sending them a demand for war remuneration."

Everyone looked at Jack after Thaergood's words. He was now the king, so he got to make the decision. Jack didn't want to get into another conflict with the orcs' nation in their current situation. But to do nothing would make their country appear weak, even if they had successfully beaten the orcs back. The

officers of this kingdom were sure to pay attention to how he dealt with this matter. If it was not to their satisfaction, their loyalties would most likely go down.

Jack felt an incoming headache. He knew it won't be easy being a king. He preferred being an adventurer, free to do as he liked.

"Can you tell me what exactly is the source of enmity between our kingdom and Verremor?" Jack asked. "I don't think that we are enemies since ancient times, are we?"

"Actually, our two countries used to be allies," Isabelle said. "Our first king, King Theridan, built this kingdom with the help of an orc tribe. King Theridan then returned the favor by supporting the lord chief of this tribe to unite the other orc tribes and became their grand chief, forming the current ruling system in Verremor."

"From this history, our two countries should have a strong relationship," Jack said. "What happened?"

"It was an incident that happened during the reign of the fourth Themisphere King," Isabelle said.

"Verremor used to have a national treasure. A legendary-grade artifact called the Totem Banner. It was a powerful artifact that could share its power with the multiple war banners linked to it. With these war banners, any Verremor's army led by an orc leader carrying one of these banners would receive powerful buffs.

"However, during a friendly visit to Themisphere by the son of the grand chief, this totem banner and the grand chief's son were lost within Themisphere's region. The news was that the king and the grand chief's son were going on an adventure to an unknown ancient ruin. The fourth king wasn't able to share any explanation because he returned with grave wounds. Without being able to explain much, he died soon after. Whatever happened during their adventure was lost with his death.

"Verremor nation didn't buy our kingdom's explanation. They accused us of stealing the Totem Banner. The grand chief himself was in great grief due to his missing son. He demanded that Themisphere Kingdom be opened to his army to conduct appropriate searches.

"Our fifth king, who was the fourth king's brother, was crowned soon after the fourth king's unfortunate demise. He wasn't exactly an orc lover. He denied the grand chief's demand. This led to the first confrontation between our two countries. The war raged for almost ten years. Both sides suffered heavy losses.

"It was only when the Hydrurond Dominion interfered that we and Verremor ended the conflict. During that age, Hydrurond Dominion held the strongest power and considered itself the leader of the seven main countries. That's how it managed to force the two countries to back off from the unending war.

"Verremor had been bitter about our kingdom since then. They closed their border to us and no longer accept any human guests. They would also attack if any opportunity arose, just like their invasion recently."

Jack pondered Isabelle's tale. This enmity had its roots in a time long past. It would be difficult to remedy.

"Those orcs are just unreasonable brutes," Thaergood uttered. "We also lost our fourth king at the time. Can't they see it was just a misfortune that happened during an adventure? They are just trying to lay their frustration on us."

"Let's send them a message," Jack said. "It is not wise to demand war remuneration at this time. They will simply reject it and put us in an awkward position. If we don't retaliate for their refusal, they will think we are just spouting nonsense. But we also couldn't afford any offensive operation at this time. We will instead send them a warning. That Themisphere will remember their invasion. If their army dares to cross our border again, we will return in kind."

### **Chapter 1023: Royal Guards**

In the end, Jack only sent gifts to two countries, the Republic of Palgrost and the Hydrurond Dominion. The gift could be special items or gold coins. For gold coins, Jack was free to input the quantity. After a discussion with the others, Jack chose to send each country 30,000 gold coins as a gift.

He sent delegations bearing messages to all countries except the Liguritutum Realm. Every message contained the news that Jack was now the king of Themisphere.

For Verremor Nation, a warning was included as Jack previously planned.

As for the Republic of Palgrost, since this country's relationship with Themisphere was already friendly, Jack tried to request permission to establish an embassy. Thaergood informed Jack that a reply from Palgrost might take a week. Peniel told Jack to not have his hope up. Normally, it would take several attempts before a request for an embassy was agreed upon. There was also a chance that Palgrost made a counter-request for something.

Jack didn't mind. At least he had taken the first step. Once the request for an embassy was agreed upon, he would propose an alliance treaty. His target was to at least ally with Palgrost and Hydrurond first.

Befriending Hydrurond might take longer since its relationship with Themisphere was still neutral. Once their relationship improved, Jack would try establishing a trade route with that country.

"All right! The last screen, ladies and gentlemen! I'm sorry to have kept you till so late," Jack said as he closed the foreign overview screen and switched to the next one.

"We are at your service, Your Majesty," Isabelle said. The others expressed the same sentiment, which Jack appreciated.

"Royal Guards Overview?" Jack read the title on the screen.

The screen had two panels, Royal Agents and Special Classes.

"Is... Is this...," Jack pointed at the special classes panel.

"I mentioned before that most faction has special classes, right? A kingdom faction is sure to have one as well," Peniel said.

"Do you... Do you mean, I can appoint these special classes to the person of my choosing?" Jack asked.

"You are the king, aren't you?" Peniel returned his question.

"F\*ckin-A! All right! Now, all my classes will be special classes. Let's choose a beastmaster special class for me!" Jack exclaimed as he clicked the special classes panel.

Inside, he saw a series of special classes. They were divided into three categories based on their grades. Normal, second-class, and the highest grade was first-class.

"Not to burst your bubble, but a sovereign may bestow a special class on his subject. He can't give himself one," Peniel said.

"What the...! What kind of stupid system is this?!" Jack spat.

"It is what it is," Peniel shrugged.

John was laughing by the side, which prompted Jack to scold him, "What the f\*ck are you laughing at?"

"I am simply laughing at fate. If I know I can get a special class like this, I wouldn't have offended the merfolk by blackmailing them," John answered. "Mine mostly gives advantages in an aquatic environment. Let's check the ones available here. If they are good, maybe I should just change to the one offered here?"

"Better not," Jeanny disagreed. "Special classes are hard to come by. I bet the ones here are also limited. We already have special classes, it's better if we give them to our guild's core members who were still without one."

John didn't object. He was just kidding about changing his special class.

Jack was still sour about missing the opportunity to get a Beastmaster special class, but he didn't dwell on it. He checked each of the categories.

For the first-class special classes, there was only one available slot for each elite class. This showed how first-class special classes were rare even for a kingdom faction.

As for the second-class special classes, there were three slots for each elite class. For the normal special classes, five slots were available.

There were 216 slots in total.

Everlasting Heavenly Legends had grown significantly as of late. They had filled up most of their 5,000 member counts, with more applicants waiting for news. They would have to wait until their guild level increased to level 5 before they could take more members in. At their current pace, it shouldn't be long.

As for their core members, it had also grown. They had spent quite some time with each other, through difficulties and struggles. With Jeanny's acute judgment, she could identify the ones who could be trusted. There were almost 500 players who were considered their core members now.

The 216 slots wouldn't be enough for all the core members. But then again, the core members also didn't exactly have their classes evenly distributed between all twenty-four elite classes. More favorite classes like Berserkers, Assassins, Gunners, and Elementalists were more abundant compared to elite classes like Reavers or Bards.

"I will go back and check our core members' data to determine who should get these special classes," Jeanny said.

Jack nodded. "You do that. If possible, gather them here tomorrow so I can bestow these special classes on them. The earlier they got these classes, the better their development."

"Don't worry, I will make it happen tomorrow," Jeanny said. At the same time, she was already sending mass messages to the core members, informing them to stand by tomorrow. This way, they could be available at once after she decided on the selections.

Jack was still staring at the list of first-class special classes. Mainly his attention was on the Beastmaster's special class. That special class was called Royal Beast Lord.

He tried clicking on it. The system asked for a target. The target had to be a player and that player should be within a certain range from Jack. A list of nearby players' names was displayed. He tried clicking on his own. The system responded with a voice that said, "Invalid choice."

Peniel glared at him since she already told him it was impossible.

Jack sighed. It was so close yet unreachable. He guessed it couldn't be helped. It was not his luck yet. He would look for Beastmaster's special class somewhere else.

## **Chapter 1024: Royal Agents**

"Royal Agents," Jack left the special classes panel and went to the other panel on that screen, the royal agents. There were five empty slots inside.

"While the special classes panel is for outworlders, this one is for natives," Peniel answered. "You can choose five natives and place them in these slots as your royal agents."

"What's so great about being a royal agent?" Jack asked.

"They gain the benefit of outworlder's fast-leveling. Just like if they were an outworlder's companion," Peniel answered.

"Oh..."

"These royal agents would be your followers who took direct command from you. You can send them on a specific quest, train, learn a skill or spell, or simply do free adventuring. They are not tied to the kingdom and do not have specific duties to perform. You can see them as free agents. If you choose someone who is an officer of the kingdom, that person will have to let go of his rank and position."

"Free agents..." Jack's attention turned to Duke Alfredo, who seemed to catch his intention.

"Your majesty, I..."

"You value your freedom, but this can be considered as sort of free, right?" Jack said before Alfredo could reject. "How about I promise to just let you do free adventures all the time? This way you can do as you like. At least you will have the ability to level up and keep up with us, outworlders."

Duke Alfredo appeared to be in a difficult place.



"If you truly don't want it, I won't impose. But I don't have many natives whom I truly trust. You can be said to be one at the top of my list," Jack said. "If I am forming a royal agent team here, I hope you can be the team's leader."

Duchess Isabelle placed a hand on her husband's shoulder. Alfredo turned to her.

"Didn't you say you always wish to be strong enough to protect or at least fight by my side? This can be your chance," Isabelle said.

After his wife's encouragement, Duke Alfredo finally agreed. "All right, Your Majesty. I am honored to be your royal agent. And please don't worry about my freedom. Just give me commands as you see fit."

"Perfect!" Jack exclaimed. He immediately interfaced with the first slot, which ask him the name of the natives.

He could select from a nearby native similar to the special classes system, input the native's specific name, or select from a list of available natives. The third options were of course too many to choose from.

He selected Duke Alfredo from the list of nearby natives. Alfredo received a notification from the system, asking if he want to accept the appointment or reject it. Alfredo accepted it. His portrait soon filled the first slot. From there, Jack could check his data, which was his level and grade, attributes, equipment, affinity, talent, spell traits, and spells.

Duke Alfredo was a level 70 rare elite. His level was still the same as when Jack first met him almost a year ago. This showed how difficult a native to increase a level after reaching such a high level.

He had fifteen spells, some of which Jack had witnessed before. These spells were; Myriad Ensnaring Chains, Spears of a Hundred Calamity, Magic wall, Magic Shield, Pyramid Prison, No Fly Zone, Barrier, Earth walls, Mana Beam, Arcane Turbulence, Dispel, Fly, Phantasm Hammer, Phantasm Fist, and the mega spell, Prism Prison.

Once the slot was activated, several command options appeared below Duke Alfredo's portrait. Some of these options were what Peniel had mentioned earlier; Quest, train, learn, adventure, hunt, and escort. There were also two additional buttons marked as Install and Gears that were not part of the command options.

The Quest command was to have the royal agent go on a specific quest. Jack could choose quests that were available in the kingdom. Normally from the list of kingdom faction's quests, quests from the adventuring association, or even help the quest from an affiliated guild such as Everlasting Heavenly Legends.

The Train command was to have the royal agent focused on increasing his or her level.

The Learn command was to have the royal agent focused on learning a specific skill or spell from the list of skills and spells that have been researched by the kingdom.

The Adventure command was basically giving the agent free rein. To go on an adventure of his own accord. Peniel informed that aside from gaining outworlders' fast leveling ability, the royal agent could

also freely use the teleportation function in the cities as outworlders did. This allowed them to navigate the kingdom with ease.

The Hunt command was to either hunt a specific monster or to hunt monsters in a specified region. Sometimes to collect the loots dropped by the hunted monsters. The loots collection was another outworlders' benefit that an agent received aside from the fast-leveling ability and the portal zone usage. Any monster they killed would now drop loots. They would now collect loots as opposed to previously ignoring those loots.

The Escort command was to have the agent follow a specific individual, protecting them. The individual could be another native or even an outworlder.

"I might as well have them escort me," Jack joked. "This meant I will always have five natives as my bodyguards."

"You can call them anytime you want," Peniel said.

"Huh?"

"You can use your king badge and summon them to your sides just like when you summon your companion."

"Wow! Doesn't that mean I practically have six companions then?"

"You are a king, Your Majesty," Duchess Isabelle said. "Certainly, you need to have access to immediate protection if required."

"Awesome!"

"If you choose the strongest native available in this kingdom, you will be invincible then," Jeanny laughed.

"Not everyone will accept this royal agent appointment," Peniel said. "Just as the companion contract, they will lose their freedom even if they receive many benefits. Not to mention they had to let go of all the affiliations they are currently tied to. Stronger natives normally will already be in a higher position within a faction. They won't let go of those positions easily."

"Well, I prefer to have people I can trust to be by my side rather than simply being strong," Jack said. "I already have two other persons in mind. They don't have high ranks, so they should be willing to accept."

Jack chose the second slot and input the name, Lindsey.

## **Chapter 1025: Installing Spells**

Lindsey was the late Commander Quintus' daughter. Jack had been thinking about how he should take care of Lindsey now that she was an orphan.

When Jack last saw her during the funeral, she had just graduated from being a trainee not long ago. She was level 31 now and was a rare elite, taking after his deceased father's grade.

When Jack first saw her, she was just a level 21 basic grade. Peniel informed that some trainees could reveal their latent grades after passing the trainee period and entering level 30. Lindsey must be one such trainee.

She was too weak to be of any use at the moment, but letting her have outworlders' fast-leveling ability was one of the ways Jack could make sure she could become strong enough to protect herself. Luckily, Peniel said that when Jack used his king badge to summon the royal agents, Jack had the choice to do selective summoning. So, Jack could leave Lindsey out of his battles until she was strong enough.

Some might say it was a waste of a slot, but Jack thought it was the right thing to do. That, of course, if Lindsey agreed to it.

It took several seconds before Jack received a reply. Lindsey had accepted the appointment. Her portrait now filled the second slot. As someone who had just graduated from being a trainee, she didn't have many skills. She was one of the rare natives who could learn both skills and spells. A physical and a magic user at the same time. She seemed to have chosen a katana as her weapon, following after his late father.

"You can use the Install function to give her new skills or spells," Peniel said. Indicating the button below the command options.

Jack followed her suggestion and clicked the Install button. There were two empty slots there.

Peniel continued her explanation, "Natives took a long time to learn either skills or spells. The stronger the skills, the more difficult it is to learn and thus, a longer learning time. With this install function, you can instantly give them access to skills or spells that have been researched by the kingdom. They will be able to use those skills as long as they were installed here. You can change the skills at a later time, but there will be a one-week cooldown before you can make changes."

Jack was already browsing the available skills or spells. There was a lot considering it was a library from research conducted since long time ago. Some skills he recognized. Some he had to look at the detailed descriptions to know their functions.

"Hey, telekinesis! This kingdom has learned it?" Jack exclaimed.

"The mystic path of this kingdom's research is indeed more advanced," Peniel also agreed that it was a good spell to have been researched. "But she won't be able to use that spell."

Jack was already trying to install the spell on Lindsey when Peniel spoke. As the fairy said, it failed. A notification told Jack that the user didn't meet the requirement. A magic user of at least level 70 and Manipulate spell trait were needed.

"Spell trait?"

"While outworlders' ability to learn spells was locked to their classes. Natives' ability to learn is locked to their skill trait, spell trait, and affinities. Skill traits are divided into the nine types of melee weapons with the addition of shield, move, and ranged weapons like bow, crossbow, gun, and dart. As for spell traits, there are nine. Arcane, summon, restore, curse, enchant, manipulate, offense, nature, and boundary. Affinities are the seven elements. Depending on the person's aptitude, one can have more than one skill trait, spell trait, or affinity. You can check what she has on her information page."

"Well, her level is too low for the spell anyway... Hey. If it's level 70, that means you can use it," Jack said to Duke Alfredo. "Do you have the manipulate spell trait?"

"My spell traits are arcane, summon, offense, boundary, manipulate, curse, and enchant. As for my affinity, I have light and earth elements." Duke Alfredo answered.

"Wow, you have almost all the spell traits. It shows just how talented you are," Peniel praised.

While Alfredo thanked the fairy for her praise, Jack switched to Alfredo's portrait and installed the Telekinesis spell on him. It was installed without a problem.

"Can you use it now?" Jack asked.

"I try," Alfredo said. He cast a six-runes spell formation which Jack recognized since he had seen this telekinesis spell a few times. Alfredo targeted the spell on a nearby statue. He then moved the statue around.

"Well, experiencing it now, I can't help but envy you outworlders more. Being able to learn a spell in an instant is indeed otherworldly," Alfredo commented.

"Let's look for another spell for you. What sort of spell do you prefer? Offensive, Defensive, support, or a summoning spell?" Jack asked.

After pondering for a while, Alfredo answered, "A summoning spell. I have no summon spell at the moment."

Jack nodded. He then browsed through the list for high-level summoning spells but was still able to be used by a level 70.

"Ho! This looked interesting," Jack said. He installed the spell into Alfredo's slot. He chose the spell because it was a high-level summoning spell. Another reason was that it has a similar name to his Blade Dancer's skill.

The spell was Summon Asura.

Duke Alfredo tested the spell without further ado. A large humanoid creature appeared. This creature had four arms. Each of its arms carried different kinds of weapons. A sword, an axe, a mace, and a spear. It stood almost two meters tall, with a red-skinned body full of muscles. It had three eyes, with the extra one on its forehead. The eyes were surveying its surrounding, looking for hostiles that were not around.

Alfredo unsummoned the Asura. He found it uncomfortable when the Asura started staring back at him because it found no enemies to attack.

"Oh... I was just about to suggest myself spar with it," Jack said.

"You do realize that it's very late already, don't you?" Jeanny admonished.

"Ehem," Jack cleared his throat. Everyone was indeed tired already. Better finish this as soon as possible.

## **Chapter 1026: Recruiting an Old Acquaintance**

After filling up Duke Alfredo's two spell slots, Jack went back to Lindsey. He continued to browse for skills or spells suitable for her. But since she was only level 31, he could only look for weak skills. He also paid attention to her skill and spell traits.

For skill traits, Lindsey had Sword, shield, mace, and move. As for the spell traits, hers were Restore, enchant, and boundary. Her affinity was dark and fire elements.

"Hey, Hundred Shadow Strikes!" Jack exclaimed when he saw the skill's name. It was Commander Quintus' skill which he had also learned.

"Ah... Too bad. This skill needs the user to be at least level 40," Jack said after reading the description. The skill also needed the sword and move skill traits, but those traits were no problem for Lindsey.

"Try opening Lindsey's details, I think I see something just now," Peniel said.

Jack complied. After entering Lindsey's information list, Peniel uttered, "There! She has sword proficiency talent."

Lindsey had two talents; Fast Growth and Sword Proficiency. Jack hovered over the talents to see what they did.

Fast Growth added a 20% boost to all exp points received.

As for Sword Proficiency, the description said that one who possessed this talent increased their sword damage by 10%, had a better chance of learning sword skills, and could learn sword skills with the requirement of twenty levels above the talent's owner.

"This means Lindsey can use the Hundred Shadow Strikes!" Jack exclaimed. He proceeded to install the skill into her slots. The skill was installed successfully.

Jack hoped the girl was happy that she was given her old man's signature skill.

For Lindsey's second slot, Jack chose a spell. Since she had spell traits, she could also use magic spells.

She already had three spells in her arsenal, but they were all low-level spells. These spells were Heal, Cure, and Barrier. Since her level was low, Jack couldn't pick the high-level ones. Jack figured she was more suited to learn support and defensive spells. She could focus her offense using her weapon. So, Jack chose Mass Heal for her empty skill slot.

After finishing with Lindsey, Jack went to the third agent's slot. He inputted the name Jonathan on that slot.

"Who is that?" Jeanny asked.

"It's someone I met on my travel," Jack replied.

Jonathan was a knight stationed in Thesylvania. He had accompanied Jack when Jack first met Arlcard. He fought together with Jack in the battle against Arlcard's vampire father, Aubelard, whom they successfully slew after many difficulties. Jonathan even lost his partner in that battle, a sergeant named Harker.

"Is he strong?" John asked.

"I trust him," Jack answered.

A message could be added with the request. Jack typed his message explaining his desire to Jonathan. Jonathan originally wanted to leave the small town but after the incident with Aubelard, he chose to remain in Thesylvania for penance of being unable to protect the town's children.

Jack's message to that old knight was that he could serve the kingdom better by being the king's royal agent. Jack mentioned that he had built a patrol office in that town just now. So, there would be soldiers replacing him to secure Thesylvania.

Jack had built the patrol office in Thesylvania because he had seen how lax and unsecured the place was. This building increased the town's security value.

It took longer for Jonathan to reply compared to Lindsey. Jack was just about to go to the fourth agent slot when he finally received the reply.

Jonathan agreed. He lost his Knight status, though. His portrait soon appeared in the third agent slot.

He was a level 51 special elite, one level higher than the last time Jack saw him. His skill traits were Polearm, Sword, Hammer, and Spear. His affinity was the Earth element.

"He is not too special," John remarked.

"Didn't I already tell you that I choose him based on trust?" Jack said to John. He then turned to Jeanny and asked, "I believe you have a copy of that thing, right?"

Jeanny nodded and replied via message, "I have made a copy. I only have one copy, though. It needs a lot of mana cores to duplicate. You want to use it on him?"

"Yes," Jack answered.

The thing that they were talking about was the Pill of Growth. A consumable item that could increase a native's grade up to rare elite. Their guild members had discovered this item during a quest. Since they didn't have any companions or native friends to use it on, they donated it to the guild for contribution points. Jeanny kept the original and one copy in the leader's warehouse.

"I will go pick it up and bring it here tomorrow morning," Jeanny said.

"Thanks," Jack replied.

He then installed two mid-level skills on Jonathan. Both skills were ones he had seen in action. Spinning Jump Attack and Hurricane Punishing Cyclone. They were ones used by the late Samuel, who sacrificed himself to save Prince Alonzo during the civil war.

Samuel used twin axes then, but these skills could also be executed using Jonathan's preferred weapon, a halberd.

After finishing installing the skills. Jack went to the fourth agent slot.

Since he no longer had a preference, he opened the available list that he could choose from.

"Can I filter the selection?" Jack asked. It was a hassle for him to browse through every native on the list. It was practically every native who had joined the kingdom.

"Yes, you can choose the level range, or choose to display from the highest level, highest grade, or other special conditions," Peniel showed him how the screen worked.

"What about if I want to choose from only the newly drafted recruits?" Jack asked. "I want the best grade for my two remaining agent slots."

Since most natives were unwilling to leave their positions, Jack figured he would just choose new recruits for the remaining two royal agents. The levels would be low, but he thought it should be okay as long as he chose the ones with the highest grade. It would just take some longer time before he could call them for combat.

Peniel showed him how to use the filter so the list only showed the newly drafted recruits. When he was about to ask about filtering so that the list showed the highest grade, his eyes caught a name.

"Is... Is that..."

He clicked on the name and the information of the person appeared, complete with a portrait.

"It is her! She got drafted?" Jack exclaimed.

"Hey, isn't that the girl who let you stay in her house?" John asked.

The portrait in front of them was the portrait of Amy, the bakery girl.

## **Chapter 1027: Potential Recruits**

"How do you know? I never invited you there," Jack said to John.

"I heard you lived there, so I went to check it out. Tasty bread they make," John replied. "Anyway. She is not bad, but not special, either."

Amy was a level 30 special elite. Since she was level 30, it meant that she had been drafted via the Call to Arms instead of the normal draft.

Jack was wondering if Samantha got drafted as well. It would be a problem then. Who would be looking after his bakery then?

Peniel understood his worry when she saw him type Samantha's name in the search option. She said, "She is not drafted. Whether it's the Call to Arms or the normal draft, the system will only pick one person from a household. Unless, of course, the city's population was too few already, then there is no choice. But with Themisphere's current population, no way that happens."

Hearing that, Jack eased off a bit. He still felt uneasy about Amy in the soldier, though. That girl had not seen conflict before. If war happened and she got sent as one of the foot soldiers, there was a chance of her being a casualty.

Jack knew that this was a reality of war. Soldiers would have to be sent out and they would have a decent chance of dying. He couldn't prevent that. Now that he was a king, he would even be the one who sent those soldiers to die.

However, he couldn't stay idle and just let Amy suffer that fate. Not if he could do anything about it.

So, he sent her a request for the royal agent's fourth slot. She accepted almost instantly.

"I thought you want the best grade for the two remaining slots?" John teased.

"Shut up," Jack returned.

"Oh, her traits are not bad. She even has a talent," Peniel remarked after Jack opened up her information.

Amy had six spell traits. Nature, restore, Enchant, Manipulate, Offense, and Boundary. Only one trait lesser than Duke Alfredo. She had three affinities. Wind, ice, and light. She also had one talent, Invigorator. This talent boosted all healing spells to heal 100% more HP, it also improved Amy's success chance when learning healing spells.

Jack chose two spells that she could use and installed them on her. The first spell was Healing Wind, a druid's restorative spell. The second was Ice Fall, the same spell possessed by Water Lily from Cipher Flight.

After he was done with Amy, he returned to filter the list from the newly drafted recruits. He set it so the highest grade was at the top of the list. He hoped the World Peace Garden which he had completed using his ruling power gave at least a few rare elites to choose from.

"Holy!" He uttered after seeing the top of the list.

"Wow, it is lucky that you have completed that World Peace Garden first before drafting," John commented.

"This is unexpected," Isabelle said.

"This is the first time such a thing happened since I entered this kingdom's court," Thaergood also joined in.

At the top of the list, there were two mythical-grade recruits. As for rare elite grades, there were more than twenty recruits with such a grade.

"I say it is not just the World Peace Garden's effect. Your luck stat certainly had something to do with it," Peniel said.

"You don't say! With a few more drafts and training, our army will be invincible! Hahaha!" Jack laughed.

"Stop it! You sound like an evil ruler bent on world conquest," Jeanny reprimanded.

"Ah, I'm sorry. I'm getting carried away," Jack chuckled.

"What's wrong with being a world-conquering evil ruler?" John asked.



Jack ignored him and studied the two mythical-grade recruits. "Which one should I choose?" He muttered.

"Hey, how about you ditch one out of those four useless agents so you can add them both?" John said. But he quickly amended after catching Duke Alfredo's stare, "I mean, one out of the three useless agents. Our powerful duke is still the best."

"No," Jack said without bothering to give a reason. Though it would be great to have both the mythical grade as his royal agents, he was not the type of person to discard someone after just appointing them a few minutes ago.

"Don't worry, you can ask the other mythical grade later," Peniel said. "The number of your royal agents will increase when your sovereign level increases."

"What? Are you serious?" Both Jack, John, and Jeanny asked at the same time.

"Yeah. Actually, you only have four royal agents when your sovereign was level 1. You have an additional one because you leveled up your sovereign level to level 3. You will get another one when you reached sovereign level 6."

"Sweet f\*ckin-A. Isn't this system a bit too OP?" Jack said.

"Well, you are a king. I guess it is supposed to be OP," Jeanny laughed.

"Do you know what's the maximum number of royal agents he can have?" John asked Peniel.

"Twelve," Peniel answered.

The three nodded. They didn't even want to act impressed anymore.

"All right. So, which one to choose?" Jack opened the information of the two level 30 mythical-grade recruits.

Of the two mythical-grade, one was named Howard, and the other was Nerd Bungie.

"There is no contest. We should choose Nerd Bungie," John said.

"Why?" Jack asked.

"I like his name," John answered.

"..."

"Howard has better talents," Peniel, who had been reading their data, said.

Howard had the skill traits of bow, crossbow, gun, dart, dagger, fist, and move. As for talents, he had three.

His first talent was Ranged Proficiency. This talent was similar to Lindsey's sword proficiency except that it applied to all ranged weapons. His ranged damage was increased by 10%. He had an improved chance of learning ranged skills, and he could learn ranged skills that had a requirement of twenty levels above his current level.

His second talent was Distant Shot, which added 30% distance to his ranged weapon's reach.

The third talent was Hooked arrows. All targets struck by his bow or crossbow would have their movement speed slowed by 20%.

### **Chapter 1028: Agents' Commands**

As for Nerd, he was a magic user with the spell traits of Arcane, Summon, Curse, Enchant, Manipulate, and Offense. His affinities were the two opposite elements of light and dark.

He had only one talent, Raging Mana. This talent increased all offensive spells to deal 20% more damage. It also improved his chance of learning offensive spells.

"I still like Nerd more even if he only has one talent," John said. "His offense-oriented magic will be able to decimate many enemies in a war compared to a bow user."

"Does everything have to be for war purposes with you?" Jack asked.

"Yes," John replied.

"Well, I will still go with Howard. Nerd might be better in dealing with a high number of enemies, but I think Howard will be more useful when going against a Boss enemy," Jack said. "We can just recruit Nerd later when my sovereign level increases."

John didn't try persuading Jack otherwise.

Jack sent an invitation message to Howard. Not long after, he received a reply that Howard had accepted.

Jack proceeded to install two skills on him. The first was Mark, which was also Elite Marksman's exclusive skill. Target marked by this skill would receive increased damage. The second was Disrupting Shot, which Jack thought was a must-have skill to anticipate going against an enemy spellcaster.

Now, all five royal agent slots had been filled. He then checked the Gear options under the Install command. It showed all their equipped gears.

Duke Alfredo's gears were already top-notch. His robe equipment was set equipment of super rare grade. His weapons were a set of casting gloves of unique grade.

Jonathan's equipment was decent but nothing to speak of. He wore a combination of rare and uncommon grades. There was an option to spend the kingdom's coins to upgrade his equipment. But upgrading using this option could only be done till the super rare grade. The agents needed to manually find or craft unique or legendary equipment if they wanted to equip one.

Jack spent around 2,000 gold coins to upgrade Jonathan's equipment to super rare grades.

The other three agents were all recruit-level. So, their equipment was the most lacking. Jack spent almost 15,000 gold coins to upgrade all their equipment to super rare grades.

Now that their equipment was upgraded, their survival chance should be better. He could now send each of them a command. There were six commands. Quest, train, learn, adventure, Hunt, and Escort.

Even though Duke Alfredo told Jack to freely give him commands as Jack saw fit, Jack decided to choose the adventure command for the Duke. This gave him free rein.

Jack was still learning the ropes of ruling this kingdom. He figured the duke would want to help Duchess Isabelle in assisting him for at least the first week. Normal command lasted one week, but he could always change the command any time if he wanted.

For Jonathan, Jack gave him a quest. The kingdom had a list of quests that needed attending. Normally, outworlders or native adventurers were enough to take care of them, but after the invasion war, the number of quests had increased due to manpower shortage.

Jack chose one quest which was to raid a hideout near Therural. Therural was another of Themisphere's small towns. A gang hideout had appeared nearby and caused unrest in the town. This caused a reduction in the town's security and happiness stats. If the hideout was destroyed, the town's stats should improve and so did its economy and production.

The hideout's level was within Jonathan's range. He should be able to take care of it without a problem. If Jonathan completed the quest, he would not only receive exp points but a bunch of other rewards as well.

Quest command lasted until the quest was completed, but Jack could also cancel it and have Jonathan perform another task if he wished to.

For the remaining three recruits, Jack gave them all the same command, Train. What they needed the most at this moment was increasing their levels. Train command was the most reliable command to level up without any risks. Commands like quest and hunt also gave exp points, but if the difficulties were too high, the agents faced the risk of dying. Adventure and Escort yielded exp points too but the rewards were too random.

After giving the commands to the royal agents, Jack finally completed learning the monarch system's features.

Jack exhaled a relieved breath. "We are finally finished," he said.

"But our kingdom coffer is already down to 2,201,800 gold coins," Isabelle said after seeing the country overview on the main screen. "We used up more than two million gold coins in this session, while our kingdom's net income is just a bit over seven hundred gold coins. We won't be able to spend as much as we want by next month."

"The highest expenditure is from constructing the buildings for every settlement," John said. "The duchess is right. With our current economy, next month we might need to be selective in choosing which buildings to build on which settlements."

"If you run out of coins, you can just have the settlements perform special actions instead of constructing buildings," Peniel said.

"Special action?" Jack asked.

"Go back into the city overview, please," Peniel said.

Jack gave the other an apologetic expression. Here he thought that they were done already.

After opening the city overview and randomly selecting one settlement, Peniel asked Jack to scroll down the list of buildings to build. Many different types of buildings could be built, so they didn't exactly review every single one.

Four buildings without any cost were near the bottom of the standard building list. No gold coins, no mana cores, or the days required for building. That's because they were not building. They were special actions instead.

These special actions were trading, which had the settlements focused on the settlement's economy. Synergy, which focused on productivity. Patrol, which focused on security. And Entertain, which focused on happiness.

"If you didn't have enough coins to build anything, you can use trading for your building slots," Peniel explained. "This way, your settlement will produce more coins than they normally would."

### **Chapter 1029: Royal Advisor's Privilege**

"Good to know," Jack said.

He then announced, "Okay. Everyone can go back to rest now. Thank you for the time you've spent helping me."

"It's our pleasure, Your Majesty," Isabelle said. "We will take our leave, then."

Alfredo and Thaergood also said goodbye. After they left, Jack heaved a long sigh.

"You are probably the only king that sulks about his position," John said after seeing Jack's expression.

"Man, what fun is there in being one? Don't you see what we did today? We just sat here all day working with these screens," Jack said.

"In the past when there is no VR, hardcore gamers play games by sitting the whole day staring at computer screens," John said.

"But we are not exactly in a game now, are we? If I just sit here all the time, how can I get stronger?"

"That monarch system doesn't exactly require you to sit here all day. Officers Overview only needs attending if you want to promote or demote someone, otherwise, you can just leave them. Agents' commands are weekly. The drafting and training are monthly. The ones that don't have a fixed time are research, affairs, and buildings, but they all at least take a few days. So, you have a few days of free time in between to do other things."

"Right. If you are worried about your level, you can always use our guilds' training caves and dungeons," Jeanny added.

"I heard the training cave facility in this kingdom is better. As a king, you should be able to use them freely, shouldn't you?" John said.

"I don't know, man. It's still different...," Jack muttered.

"You just want to go on an adventure like you usually do, right?" John said. "If you find it so hard to bear, just give me the crown."

"So, you can be an evil king? No way. You will just force me to come and dethrone you after a while."

"Hah! Like you can do it. If I am king, I will crush everyone under my feet!"

Jeanny shook her head. It's late already. This two still have the energy to joke around.

"Actually, only the officers, city, military, research, and foreign overviews require you to sit on this throne to operate them," Peniel said. "Affair and Royal Guards overviews can be accessed anywhere from your status window."

"Really?" Jack jumped out of the throne and then opened his status window.

"Oh! There are truly two new pages here in my status window. The Affair and Royal Guard Overviews," Jack uttered.

"Additionally, the royal advisor has access to city, military, and research overview," Peniel added. "Only officer and foreign overviews are the ones that are privy only to the king and can only be operated by sitting on the throne."

"Really?" It was John who said the word now. He went to the throne and tried sitting on it. Only to have a sudden shockwave throw him across the room.

Despite the force, he managed to control his balance and performed a roll when he hit the floor. Even if he wasn't fond of Domon's martial art training, he still followed the program. His movement didn't lose to a decent martial artist.

"The heck was that?" He asked after standing back up.

"Only the king is allowed to sit on the throne," Peniel said.

"Haha!" Jack laughed.

"So, how do I operate the city, military, and research overviews if I am not allowed to sit on the throne?" John asked.

"Stand beside the throne without Jack sitting on it. You will receive a prompt whether you want to activate the monarch system," Peniel said.

John immediately went into position. Jack stayed away to see if it worked.

Soon, John indeed received the prompt. He interfaced with it and the monarch system's screens appeared again. Jack could see it as well. Only Jeanny was still oblivious to the screens.

"Oh, it is truly working," John said. He switched around the screens. Only the three overviews mentioned by Peniel were available for him.

"That's great!" Jack exclaimed. "There is not much to do for the officer and foreign overviews. I can deal with them monthly. As for the Affair and royal guard, I can operate them while on the move. The rest I can leave to you. This means I only need to return here once a month. Yes!"

"Now, aren't you glad you appoint me as your royal advisor?" John chuckled.

"Just don't overspend our coffer," Jack said.

"Who do you think you are talking to? I said before that this country sim is my favorite game. I can do a much better job than you in managing this country. Just leave it to me. You will see a more prosperous and stronger country every time you return."

"So, you will be going away again?" Jeanny asked.

"I will stay for a few more days and see how things go first. I don't think it's good to immediately bolt right after the coronation," Jack said. "Plus, we still have to deal with the special classes and that affairs thingy."

"Right. I still have many things to prepare in Heavenly Citadel tonight," Jeanny said. He turned to John and said, "You come with me. I will need help."

"Oh? Do I have to? I still want to check out some things on these screens," John said.

"You can play with it tomorrow. Help me first tonight!"

"Ugh. Yes, boss."

John followed Jeanny out of the throne room. After they left, Jack was alone in the throne room with Peniel.

"So, what do you think?" Peniel asked.

"Unbelievable," Jack answered. "I still can't believe this kingdom belongs to me now... But with ownership also comes responsibility. I hope I don't let everyone down."

"You won't," Peniel encouraged.

"Thank you for your support, Peniel," Jack said.

Peniel felt weird getting such sincere thanks from Jack. She didn't show her usual pride when Jack praised her. Instead, she tried changing the subject, "So, what's your plan? Since John can cover for you, you said you want to go out. Where to?"

"I'm not certain yet. I think the most important thing now is to settle this problem we have with Verremor. I think I might need to visit that country."

"How? They will chase any human away if they see one in their country. Not to mention you are Themisphere's king. If they spotted you, they would be coming at you with pitchforks."

"That's why I have my third disguise using the orc race, remember?" Jack said. "Anyway, I still don't know what I can do there, though. Let me think about it for a few more days first."

## **Chapter 1030: Handing Out the Special Classes**

The next day before noon, Jeanny brought 216 out of their 500 core members to the palace. She already selected these players so that they had the corresponding classes for the available special classes.

The throne room was big enough to accommodate them all, but they chose to do it in the palace courtyard. They didn't think it was appropriate to bring so many outworlders into the throne room only a few days after Jack's coronation. The natives might have an unfavorable idea about this event.

Since the Royal Guards Overview could be accessed from Jack's status window, it was not a problem to handle the handout in the courtyard.

The guild members lined up nicely and were separated into twenty-four lines. Each line was occupied by the same class of players, representing the twenty-four elite classes. The players who stood first in the lines were the ones Jeanny had picked to receive the kingdom's first-class special classes.

It's a good thing that although these were special classes from the human kingdom, players from other races could receive them as long as they had joined the kingdom faction. Otherwise, Jeanny would need to look for players from the regular members to accommodate all the available special classes.

Those who were originally not part of the kingdom faction had registered early in the morning. Their guild was Themisphere's National Guild. Additionally, one of the guild leaders was the king of the kingdom. So, they faced no trouble from the officials when they registered. They didn't even have to go through an initiation quest to be accepted.

John, Jeanny, Paytowin, The Man, Domon, and Leavemealone weren't included since they already had first-class special classes.

Jack went to the first line, which was lined up by players possessing the Sentinel class. The one who stood frontmost was Giant Steve.

Jack nodded to him and he walked forward.

Jack opened his status window and went to the Royal Guards page. He then accessed the kingdom's first-class special class for Sentinel. The system checked for eligible players nearby. A series of names appeared.

Once Jack input Giant Steve's name, Steve heard a notification that he had received a special class, Royal King's Guard.

"Thank you, Your Majesty," Steve bowed.

Jack nodded. It was one thing with the natives, but to be bowed at by a player, Jack felt weird about it.

Jack clapped his shoulder and said, "The kingdom will depend on you."

"I will do my best," Steve replied.

Jack then went to the next line. He would hand out all the first-class special classes first.

The next one was the paladin's line. The first in line was Longstick. Longstick was a dwarf who was also Jet's friend who fought together with Jet in the world Tournament.

Jack did the same with the system. Longstick soon heard the notification that he was now a Royal Holy Knight.

The next line was avenger class. First Mate stood at the front. He was The Man's lieutenant. He received the special class of Royal Executioner.

The Dragoon class' special class was Royal Dragon Hunter. It was received by Hemale, another of The Man's trusted followers.

A different The Man's subordinates stood at the front of the Berserker's line. The player's name was Fast Forward. He received the special class, Royal Barbarian.

Michelle, Domon's past student and a Blade Dancer, received the special class of Royal Blade Master.

One of Jeanny's friends from the Wicked Witches, Sweet Talk, stood at the front of the Weapon Master's line. She received the special class, Royal Arms Custodian.

Assured, one of Grace's fans, became Royal Arcanist Warrior. He was in the Mage Knight's line.

Life Runner, the first orc that Jack met, was originally conflicted when Jeanny offered him the special class. This meant he had to join the human kingdom faction, which in turn made him unable to travel freely within Verremor.

After considering it for one night, he chose to take up the offer. There were plenty of other countries to travel to now that the guild had access to all of the seven main countries. The special class was simply too tempting to turn down.

He was an assassin. The first-class special class he received was Royal Shadow Master.

Balo, another of Domon's past students and an expert martial art trainer in the guild, stood in front of the battle monk's line. He received the special class, Royal Grappler.

Viral Cora, a bard and a long-time friend of Jeanny, became Royal Minstrel.

Another of Grace's fans, Wonderman, who had the technocraft elite class, became Royal Machinist.

Fierce Flame that stood at the front of Elite Marksman's line, became Royal Arcane Archer.

Sturdy Serpent, a past veteran soldier and also a Gunner, became Royal Firearm Specialist.

Another of Jeanny's long-time friends, Salty Trade, who was a hidden weapon specialist, was appointed as the Royal Bounty Hunter.

Jet, the beastmaster martial art expert, was offered the special class that Jack had been wishing for but could not get, the Royal Beast Lord.

The dwarf was aware that Jack was unable to get this special class. John had told him about it. Jet was grinning widely with a smug face as Jack presented him with the special class, which annoyed Jack greatly.

"Why are you not bowing?" Jack scolded.

"The f\*ck, boy? Some of them didn't bow also," Jet said. Some whom Jack had bestowed with special classes didn't bow, especially Grace's fans. Balo and the others also simply gave a small nod instead of a bow.



"I don't mind them, but I want you to bow."

"The heck, boy. Have you forgotten I'm your elder?"

"And I'm your king. Do you not believe I take back that special class and have you thrown out of here?" Jack threatened.

Jet had no choice but to comply. He was grumbling when he did so, though.

"Bully!" Jet grumbled as he bowed.

"Don't annoy me then," Jack returned.

Jack continued to the next line, filled with archmage players. Tip stood at the front, Jack presented him with the special class, Royal Court Wizard.

Trinity Dawn was next in the Elementalist's line. She became Royal Elemental Master.

Swellgoing, who was Jeanny's fan and who used to annoy Jack as well, stood in the next line of Summoner players. He had seen what happened to Jet so he behaved obediently. Jack was prepared to teach him a lesson as well if he behaved as he usually did. But since the guy was playing nice, Jack let him go.

Swellgoing received the special class, Royal High Summoner.

Olddemon, a past veteran gamer, was upgraded from Warlock to Royal Demonologist.

Bowler, Jack's first friend since coming into this game world, became Royal High Priest.

Outdoor, another of Jet's friends, turned from a druid into a Royal Archdruid.

Bad Omen, another of Grace's fans and a Reaver class, was given the special class, Royal Reaper. He bowed to Jack obediently since he didn't want to risk the shame of getting ordered to do so after seeing what happened to Jet.

The last line which was filled with the Inquisitor players was headed by Jason, another of Domon's past students. Jack gave him the special class, Royal Mage Hunter.

With that, all the kingdom's first-class special classes were handed out.