

World 591

Chapter 591: Wicked Witches' Challenge

John then led the Saint Edge group away in another direction. Jack watched them go before resuming heading to the teleportation chamber, Jason followed along beside him.

They came out in Thereath's Zone Portal and Jack hailed a carriage to carry him and Jason to Ellie's Restaurant. Jack had received a reply from Ellie about the room number. He had originally asked Jeanny, but Jeanny told him to just let her handle the meeting.

Jack asked her if she was alone. She answered yes. He then asked if her mother came alone as well. She answered that her mother came with some retainers. Jack replied by saying that it would only be fair if he came to accompany her as well then. She didn't object but she didn't tell him where they were meeting as well. Jack could see the girl was becoming indecisive when it came to the issue with her family. John made the right call of calling him back.

Along the way, he used Inspect randomly. The level distribution among the players was more varied now. The mainstream had levels around 42 to 44 as was previously reported to him. But he also saw several that were still around level 30. Some were even around level 10 and they didn't look to be players who focused only on their auxiliary skills.

Jack figured those lower-level ones were those that had died recently. Now that players did more traveling, not everyone focused on just leveling up. They spent more time traveling so their levels fell behind others who were still heavily focused on exp farming. And with travels, there came more risks due to unknown environment, casualties occurred. Hence, this caused the difference in levels to become much more varied compared to before.

Arriving in front of Ellie's restaurant, he marveled at the max-upgraded building. It was eight-story tall now, dwarfing Amy's bakery beside it. Business was also looking good. The first floor was full. He didn't have the time to marvel at the restaurant's changes for too long, though. He headed directly to the VIP room informed by Ellie.

When he was in front of the door to the aforementioned room. He acted politely and knocked. The door was opened by a rough-looking woman. Jack scanned her, she was a level 44 Berserker.

"Who are you?" The berserker woman asked curtly.

"I'm with Jeanny. She is inside, isn't she?" Jack replied politely.

Instead of answering Jack, the woman looked inside for a while before turning back and said to Jack, "There is no such person here. Go away!"

She was just about to close the door when Jack gave the door-leaf a strong kick. The impact sent the berserker woman flying across the room.

"Damn, Jack boy. I don't remember you to be a hooligan," Jason commented from behind.

Jack just chuckled and motioned for him to follow as he stepped into the room. He didn't forget to check on the door he just kicked. No damage. Good, meaning no need for a repair.

There were five other persons in the room aside from the berserker woman who was currently on the floor. One was Jeanny, the other four sat opposite her. Three of those four had stood up when their doorkeeper got sent flying.

"Who are you?!" Uttered one of the women whose countenance looked very much like Jeanny, but not old enough to be her mother. A spear appeared in her hand.

"You...!" Another voice was heard. Now this one Jack recognized. She was Queen Magenta.

"How are you, beautiful hag?" Jack greeted her.

"Who did you call a hag?!" She scolded. She also took out her magic staff.

"I did add beautiful, didn't I?" Jack tried to defend.

"Stop!" Jeanny was standing up now. "This is Storm Wind, he is the co-leader to my guild. I invited him here."

She did not, but with how things were proceeding, a fight might break out if she didn't say something.

"Your ex-guild, don't you mean?" the woman amongst the four who remained seated said. She was the calmest in this situation. She was looking at Jack sharply. Her age looked similar to Queen Magenta. Jack could see Jeanny's features on her face, Jack was sure then that this woman was Jeanny's mother, the main leader of Wicked Witches.

She was also an elf, the same as the other women in this room aside from Jeanny and Queen Magenta.

The berserker woman who fell to the floor had risen. She was holding a battle-axe and was just about to lunge at Jack when Jeanny's mother lifted a hand to stop her.

"Mister Storm Wind, I have heard many things about you," Jeanny's mother, who Jack inspected to have the alias of Nova, said. Jack was slightly glad that this leader didn't use any funny moniker like Empress or something like that. He was worried at first considering there were players like Queen Magenta and Princess Purple in that guild.

"Not all of them bad, I hope," Jack said and sat beside Jeanny without waiting for an invitation.

Jason, who tried to be a gentleman, remained standing by the door. The berserker woman came back to the door, when she used Inspect and found out about Jason's level and class, she said, "move aside, weak man!"

Still trying to be a gentleman, Jason complied and stood a bit further. Next to where Jack was sitting. Jack turned to him and gave him a look that said, 'Why don't you sit down?'

He returned with a look that said, 'I'm fine standing.'

"Why do you come here?" Queen Magenta asked curtly after sitting back down. Her magic staff was still ready in her hand.

"I'm here to make sure you don't poach our leader," Jack said.

"What poach? My sister's place is right here with us. She has no business playing around with a small guild like yours," the woman with the spear who looked like Jeanny said.

"Small guild like ours? My good-looking sister, we are currently number one in the guild chart. If we are small, aren't yours considered tiny then?" Jack replied.

"Who is your sister?! Your guild is just lucky to get the resources that get recognized by this world system. In terms of real prestige, your greenhorn guild is nothing compares to ours."

"I remembered someone called me lucky as well when I placed first in the tutorial rank. I put that person down," Jack said as he glanced at Queen Magenta. "As a matter of fact, your so-called large guilds had made several attempts on us little guild, but we still kicked their asses back. If you think that was because at that time your pretty ass was not here, then you are welcome to try and see how we kick your pretty ass this time."

"You have a real foul mouth," Nova remarked.

Jeanny's sister, who Jack scanned to have the alias of Jennifer, stood up again. Her spear was back in her hand. "I welcome your challenge! A backwater player like you who gets a big head just because you never fought a real expert, I will teach you a lesson."

"Is she for real? She is calling you and the others as fake experts," Jack said to Queen Magenta, who turned away without dignifying Jack with a response.

"Stop, everyone!" Jeanny stood up as well this time. "Mother, I have told you. I'm not interested in becoming a part of the Wicked Witches. I have my own guild now. One that I build with my own hands and my friends. I won't let that go."

"Sister, why are you being so stubborn!" Jennifer uttered.

Nova frowned at her daughter's words, "Are you sure about this, Jeanny? You know we won't let this go."

"As my friend said. You are welcome to try. We are not weaklings who you can push around," Jeanny said. She then said to Jack, "let's go."

"Oh? We are done?" Jack said with a surprise. He just got here. He thought he still needed to quarrel a little bit more.

Jason wanted to open the door for Jeanny, but the berserker woman stopped him. "Madam has not yet excused you, people."

She attempted to shove Jason, who she considered a weak level 36 healer. Jason caught her hand as he used his long staff to lock and pull her forward. Increasing the momentum of the woman's pushing attempt. Jason sent her flipping before falling hard on her back.

"I'm sorry," Jason said. He then opened the door for Jeanny.

Jennifer and the other woman, who was a sentinel, wanted to take action but Nova held them. Nova also asked the fuming berserker woman to stand down.

"I'm sorry again, mother," Jeanny said.

"As do I," Nova replied.

Once they were outside, Jack asked Jeanny, "What's that about your mother said they won't let this go? Are they issuing us a challenge?"

"Yes. In case if I refuse, they want a showdown with our guild. But just the players. We are not to include our guild's trained units. They wanted to point out that in terms of players' quality, theirs are superior. They wanted to show me that it was a waste of time to stay in Everlasting Heavenly Legends."

"Only players?"

"Yes, we select two hundred players. They will do the same. We then fight only with those numbers."

"Two hundred? What a joke. Let me rout them all by myself!" Jack exclaimed.

When Jeanny wanted to tell him not to underestimate Wicked Witches' core members, she heard a voice notification. In fact, not only her. Every member of Everlasting Heavenly Legends received the same notification, including Jack.

"Alert! Your guild core is under attack."

Chapter 592: Treachery

The three of them were stunned by the sudden notification.

"What happened? Why is our guild core under attack?" Jeanny uttered while sending messages to ask those who were in the headquarters.

"No time to ask," Jack said as he pulled out his guild return scroll.

Seeing Jack's action, Jeanny and Jason did the same. Jack materialized inside the teleportation chamber first. He ran out to the corridor without further ado. Once there, he summoned Pandora just as Jeanny and Jason teleported inside the chamber.

Jack climbed onto Pandora and rode at high speed. The corridor was wide enough for him to use his mount, but it was strangely vacant. When Jack came to the teleportation chamber not long ago, he still saw some players coming and going through the corridor.

Despite Pandora's incredible speed, the dreadful news he feared still arrive.

"Your guild core had been broken by Saint Edge, 20% of current guild resources had been taken. And from now on, Saint Edge will possess Everlasting Heavenly Legends' Guild Hostage Token, gaining the rights to 15% guild resources gained."

'Saint Edge?!' Jack thought as he reached the entrance into the Guild Hall.

He jumped down from Pandora and went into the hall just in time to see a silvery portal next to their destroyed guild core. Two people were standing in front of it. Saint Jonathan and the other one was, surprisingly, John.

The two noticed Jack. Saint Jonathan simply gave Jack a nonchalant glance before stepping into the portal. John, on the other hand, grinned at Jack and gave him a salute before he also step into the portal.

"JOOHHNNNN...!!!" Jack shouted as he executed Wind Slash. Two green sharp energies shot out with high speed. But before those sharp energies hit, John had disappeared inside and the portal vanished.

Not long after, he heard another notification, informing him that John had left Everlasting Heavenly Legends. Jack sent him a message since John was still on his friend list, but he received a reply that his message was blocked by the recipient.

The guild core that was destroyed reformed again, but there was a notification that one guild hostage token had been taken. At this time, Jeanny and Jason rushed in. Numerous footsteps were also heard as they saw many members come.

Bowler and The Man were at the front. They asked when they came in, "What happened? How come we are getting attacked?"

"I should be the one asking," Jack retorted. "Where the hell are you people? Why is no one guarding outside this hall?"

"But... John asked us all to gather in the courtyard. He said there is an important announcement. We have been waiting for him out there in the courtyard... Why did he leave the guild?"

Jack gritted his teeth. He found it hard to believe and he didn't want to, but it was pretty clear that John had planned this. The detestable fellow had betrayed them!

After the rest were dismissed to do their usual things, Jeanny, Jack, Bowler, and The Man remained inside the Guild Hall, discussing the recent events.

"Wicked Witches is invading tomorrow?" Bowler asked.

"Not invading. It is an arranged group battle," Jeanny replied. "But I still request everyone to return by tonight, just in case."

"What are we going to do about Saint Edge? About John? Damn it! I still can't believe it. I never like that guy but I never peg him for a traitor."

"Same here. I still find it hard to believe... Boss, are you sure you saw John go with those Saint Edge people willingly?" The Man asked.

"Not only willingly. He still had the time to smile at me," Jack replied.

The four were silent. Everyone had a downcast expression. It was bad enough to lose one guild hostage token but to have it done by someone they trust. It was a deep stab to their hearts.

"Do you think he has planned this from the start? Maybe that's why he approached us?" Bowler asked.

"How? We formed this guild on impulse. No way he predicted that. Also, he had no idea about Guild Headquarters until later, the same as us," The Man countered.

"Perhaps he has his reasons," Jeanny said.

"What reasons? This is betrayal through and through!" Bowler exclaimed. "I don't care if he has reasons. I will run my f*cking sword through his traitorous heart when I see him!"

"... Bro, you don't use a sword," The Man said.

"I'm just saying! I will shove my staff up his ass then!" Bowler uttered.

Jeanny sighed. She took a deep breath before saying, "All right. Let's leave the matter of John and Saint Edge for later. We need to deal with the battle with Wicked Witches tomorrow first. Once we are done with them, we will talk further about Saint Edge."

"No," Jack said. "You all handle the Wicked Witches battle. I will head over to Saint Edge's Guild Headquarters."

"Jack, this is no time to be reckless," Jeanny said. "They will be prepared. Even though you are strong, you won't break through their defenses all by yourself."

"Which is why I have to go alone. If I bring others, there will be many casualties. It's better if I face them myself."

"Did you get another disaster item?" Jeanny asked.

"No," Jack answered.

"Then why...? Wait until tomorrow and we will think of a plan after..."

"I'm sorry, I can't wait," Jack said. "Don't worry. I won't force breaking into their headquarters. I don't plan to get into their Guild Hall by force all by myself, but I need to meet with him and hear the words from his mouth."

Jeanny eyed Jack for a while more before sighing. "Okay, we will manage here. Don't worry about us. In exchange, try not to be too reckless."

"Don't worry. I will run if things get too dangerous."

Jeanny nodded. She could see that it was futile to try persuading Jack. She took out something and gave it to him.

"This is... orb of concealment?" Jack asked.

"Yes. If you are really going, try to be as discreet if possible. This orb should shield you from being detected by their guild hall's platform."

Jack accepted and thanked her. He also asked her for Saint Edge's guild headquarters' coordinates. Jeanny told him.

"Rest early, tomorrow will be a long day," Jeanny said to them. "The agreed time with Wicked Witches is late afternoon tomorrow. We will talk about our strategy with the others in the morning."

The four dispersed. Jack open his guild page and checked on the structures of the guild, making sure the one he was looking for was already built. After making sure it was, he proceeded to make his preparation. He went and took the ores stock inside the warehouse.

Although the amount of the equipment was abundant after two months of stock. He was not in the mood to fuse them, so he left the equipment alone. He only wanted to level up his own equipment at the moment.

He started with his main weapon first. He had gotten a super rare sword after killing the rare elite Forest Wyrmling. He was now leveling it up to feed it to his Storm Breaker.

The dropped sword was level 40. Without using the runestone of probability, his Intermediate Expert Blacksmith's success chance was only 45%. He could ask Kirsi to level up the sword but he wanted to do it himself to increase his proficiency. When he was leveling it up from level 49 to 50, it was a 0% chance. Luckily, his runestone of probability provided a 25% boost. With willpower, the boost could go up to around 35%.

Starting level 50, the silver ore required was two instead of one. After many tries. He finally leveled up the sword to level 51, the maximum he could still use. He fed the sword to Storm Breaker. Its physical damage went up to 420.

Doing the same to his Rapid Dazing Staff, its magical damage went up to 377. He also upgraded all his armors to level 51, boosting his overall defense.

He still had many ores left since they were from two months of stock. He fused half of them into the higher grade ores for later use. The other half he would use for the guild later.

Finishing his preparation, he came out of his private room.

"You are not going to rest?" Peniel asked. "Don't tell me you will be heading to Saint Edge's headquarters tonight?"

"No. I will head out tomorrow morning. But since I won't be helping them in the fight against Wicked Witches. I want to give them something that might help, in case the Wicked Witches go back on their words."

"Oh? Give them what?" Peniel asked. Jack didn't answer, but when he saw him walking down the stairs that brought him into the basement below, she knew the answer. The basement was where the Jail was located. The structure that Jack checked when he opened his guild page was Hero Altar.

"Do you want to challenge Uruk to recruit him?"

"Yes," Jack answered.

"Do it at the altar, he won't accept your challenge if you do it in front of his jail cell," Peniel said.

"Oh..." Was the only thing Jack could say.

"That's what you get for trying to act cool and not telling me your plan," Peniel added salt to the wound.

Jack opened his guild page, there was a simplified map of the headquarters there. He checked the position of the Hero Altar before heading that way. On his way, he asked Peniel, "One thing I want to ask. If we can only recruit the captured native after we beat them in combat. Won't they always be around the level of mainstream players when they were recruited? With how fast we outworlders level up, won't these heroes get left behind soon? They won't be that much help if so."

"Once they are recruited, You can assign them inside the training hall like the other soldiers. The speed they increase their levels will not lose to outworlders in this way. But a hero will take up ten of regular soldiers' slots."

Their Training Hall at the moment was level 2. It had the capacity to train Five hundred soldiers at the same time, so it should not be a problem, since not all the soldiers will occupy the hall, some were needed for patrol duty.

"Aside from that, you have the option to use mana cores on the Hero Altar to boost the hero's exp by five levels."

"Only five?" Jack asked.

"Yes, only five levels can be done in this way. You can only rely on Training Hall afterward. Also, better do it once you recruit him. The higher his level, the higher the mana core cost. Another benefit of having a hero, each hero will give a passive boost to all your trained units."

"Each? We can recruit more than one hero?" Jack asked.

"Upgrade your hero altar to level 2 and you can recruit your second hero," Peniel answered.

Chapter 593: Subduing Uruk

The Hero Altar was built on a balcony on the rooftop. It was open-air and the altar had a giant statue of an armored man that looked a lot like the imitation of God of Hope.

Following Peniel's instruction, Jack went to the base of this statue. An interface opened up. There were several options there. One of them was to issue a challenge to an inmate.

"Seeing that there are multiple options, does it mean that there is more than one way to recruit a hero?" Jack asked.

"Yes. You can also offer your companion to be a guild hero. But normally no one does that unless they get a better companion offer. If you have a Hero Token, you can also use it on this altar. It will summon a random hero, the grade will correspond to the rarity of the token."

Jack clicked on the challenge option. An energy wave radiated out and Jack was surprised to find himself in an isolated dimension. It was a space similar to when he did his Blade Dancer trial.

Not long after, a light pillar shot down from the sky. When the light dissipated, Uruk stood where that light hit the ground. He looked around with equal bewilderment as Jack. When his eyes landed on Jack, he uttered with a scowl, "You!"

"I am not yet level 45 but I am ready to teach you a lesson," Jack said. He cast Magic Weapon and two swords were ready in his hands.

Uruk's large club was in his hand when he came out of the light pillar. He swung it around intimidatingly as he uttered a roar. Jack saw crimson tattoos manifest on his skin.

"Going into high gear right from the start? I will accompany you!" Jack uttered and activated Gold Scale Armor.

The two ran to one another. Uruk jumped as he lifted his club high. He brought the heavy club down right on top of Jack's head. The club went past Jack's body. Uruk was flabbergasted, before feeling a strong and burning hit on his back.

Jack had used Flash Step. His three-star Flash Step left a rather convincing afterimage, making Uruk unaware that Jack had shifted to another place. He then used Flame Strike.

Uruk almost tumbled over because of Flame Strike's strong knockback, but he forcefully planted his one foot to resist the force. He then swung back his club that was glowing.

Jack was surprised by the brute tenacity this barbarian exhibited. He narrowly erected Magic Shield when the club arrived. An explosive shockwave resulted from the impact. The strong force tossed his body into the air. Jack's Gold Scale Armor was immune to knockback, but apparently, getting knocked into the air is not.

Before Jack fell back to the ground. Uruk made another swing and created a raging whirlwind. Jack's body was sucked by this whirlwind and was tossed up again.

'Shit! Is this guy juggling me?' He thought while his body spun around helplessly inside the tornado. He felt dizzy from all the spinning. If his Gold Scale Armor was not active, he was pretty sure he would have been afflicted by a dizzy effect.

When the tornado dissipated, Jack tried shooting range attacks from the air. But aiming without a footing proved to be difficult. Most of his shots missed.

Uruk was waiting on the ground where Jack was falling. When Jack arrived, Uruk swung his club like a baseball batter. Jack's body was smacked far away like a home run hit.

Jack received massive damage from the hit. He also receive another damage when he slammed to the ground. His 6025 HP was down more than one quarter. Without Gold Scale Armor, he would have lost more than half his HP. Any regular one-class player would have been killed outright.

'Damn! The dude uses all his skills from the get-go,' Jack thought. He had seen all these skills when they raided Uruk's Bandit Outpost. Jack surmised those were all the skills this barbarian possessed, no sense for him to hold back during the raid.

Knowing this, Jack ran forward again. The two rammed against each other. Jack lost the brute force contest, but his Gold Scale Armor allowed him to stay in balance. Using his martial footwork, he stepped to the side just as Uruk's club came smashing again, slashing at Uruk's side in the process.

Jack continued dancing around the barbarian, slashing using his sword art while Uruk tried to smash him unsuccessfully. Blade Orbs continued to accumulate on Jack's hands with every successful slash. When all twenty blade orbs appeared, Jack unleashed his forty-eight burst slashes. With his current attributes, he no longer felt extreme fatigue after unleashing this martial art, but he still could not do it too often.

Uruk received tremendous damage from the combo multiplier. Yet, he didn't back down. When Jack unleashed his burst attack, his footwork stopped for an instant. Uruk struck back at that time, causing damage to Jack as well.

Uruk made another swing and Jack used Flash Step again, appearing beside Uruk. Jack then used Devouring Cross. The X-shaped energy that followed the attack was now black in color. The darkness devoured Uruk's HP while replenishing Jack's at the same time.

Although Jack appeared to be at an advantage due to his martial prowess, Uruk still managed to hit him from time to time. One hit of Uruk took out a large chunk of Jack's life. Peniel had to use Heal and Group Fast Heal on two separate occasions when Jack's HP fell below half. From this, Jack could see that it was still too risky fighting a rare elite enemy by himself.

Uruk had a massive 440,000 HP. It would take a long time for Jack to wear him down if he fought conventionally. If he made a mistake, Uruk might deal consecutive fatal blows that took his life before he realized his blunder. Hence, Jack decided to stop testing his limit.

He cast Myriad Ensnaing Chains to stop Uruk's movement, but it only took Uruk a second to break half of the twelve chains. Before Uruk broke free, Jack hurriedly activated Life Burning Art, Adrenaline Rush, Overlimit, and Lightning God Barrage. The combination damage resulted in whooping damage of over 110,000.

This damage, however, was also due to Uruk's berserk mode being still active. The berserk mode reduced Uruk's defense. With the damage that Uruk had suffered prior, the barbarian's HP was now close to half.

Uruk was paralyzed from the lightning ball assaults. Jack didn't let the chance go. He used Penta Slash on the immobilized Uruk. The final fifth slash he combined with Slash of Determination, scoring a critical hit. With Overlimit still active, it took out a total of 24,000 HP. Uruk also suffered Bleeding effect after the assault ended.

Jack then summoned Therras. Although Therras was ten levels below Uruk, his boosted HP gave him a high survivability rate. Not to mention all of Therras' five skills outclassed Uruk's. With the rare elite pet holding down Uruk, Jack had easier time landing attacks on the barbarian.

With the cooperation between the pet and its master, Uruk finally succumbed. When Uruk's HP fell to zero. He didn't fall down as normal. He knelt instead. Suddenly, Uruk's HP zoomed back to full. Jack was astounded. Was this some sort of a last-ditch effort of the barbarian?

Uruk stood back up. Jack readied himself to attack again.

"Stop!" Peniel said. "It's over."

Jack looked again and saw Uruk's gaze no longer carried the previous hostility.

The space around them broke apart. Jack found himself back on the balcony, next to the Hero Altar's statue. Uruk was there with him. The barbarian gave Jack a bow. "Sir, awaiting command!" He exclaimed.

"Success!" Jack celebrated. He then asked Peniel, "Peniel, how do I increase his exp using mana cores?"

"Via the Hero Altar," Peniel replied. "Open the interface again. Now that you have recruited Uruk, his data should appear inside. Aside from using mana core to increase his exp, you can also give him equipment."

Jack activated the hero altar again. It was indeed as Peniel mentioned. A holographic image of Uruk appeared in the interface. Jack selected the option to donate mana core. After two months of grinding, he had 1,920 mana cores inside his bag. Although not every draconic monster drop mana cores, the frequency and quantity were still better compared to normal monsters. Hence the high numbers he possessed.

He originally wanted to give them to Jeanny to use the Book of Creation's copying ability, but he figured strengthening Uruk was more urgent at the moment. The number of mana cores required to level-up Uruk increased with each level. In the end, he spent 1460 mana cores to bring Uruk up to level 50. Uruk's HP increased to 550,000.

Jack checked Uruk's equipment. The barbarian only had two equipment, the large club and leather pants. Not surprising actually, the big guy was mostly naked after all. Those two equipment were also only uncommon grades. This caused Jack to be impressed with Uruk. The barbarian might only have a limited set of skills, but with such poor equipment, he still gave Jack trouble.. Jack wondered if he could still win against Uruk if the barbarian wore proper equipment.

Chapter 594: A Challenge To A Duel

Jack hadn't taken the guild's stock of equipment, but he got plenty himself in his bag. He took out a set of rare medium equipment and one rare-grade two-handed club. He then used his mobile blacksmith tool and increased them to at least level 40. He couldn't afford to spend too many ores.

The interface requested the equipment to be put via Uruk's holographic image. When Jack did, the real Uruk who stood beside him magically donned the equipment.

"That's convenient. Almost forgot this was originally a game," Jack remarked.

While he was paying attention to Uruk's details in the interface, he noticed that it also contained a list of his skills. Jack was surprised to find out Uruk had four skills instead of the three he exhibited in the fight. The fourth one was called Mighty Roar. It boosted his and all allies' attributes within a certain radius.

There were also the passive skills Peniel mentioned. Simply by being registered as Heavenly Citadel's hero, Uruk gave all soldiers a 10% boost in strength and physical damage. On the battlefield, any friendly soldiers within a twenty-meter radius from him received double that boost.

Seeing that nothing more he could do to this hero, Jack sent Uruk to the Training Hall. He was to spend his time training there until he was deployed.

Jack informed Jeanny about Uruk and told her to utilize him if necessary tomorrow. Jeanny thanked Jack for having successfully recruited the barbarian.

The next morning, when Jeanny was having a meeting with the rest of the core members, Jack left. During the last two months, their members had done lots of travels both around Themisphere and Sangrod. Many of the main cities already had their zone portals linked with Heavenly Citadel, including

Sangrod's capital, Vacharest. This was also the region where Saints Seat, Saint Edge's Guild Headquarters, was located.

Jack could travel to this capital and save time in getting to Saints Seat, but he chose to teleport to another city in a neighboring region. It would take him a longer traveling time, but with Pandora's speed, he should still arrive by afternoon today.

The reason he didn't teleport to Vacharest was that he didn't want Saint Edge to know he was coming. The report said that Saint Edge was the overlord player group in that capital. He was sure to be noticed if he appeared in that capital. After what happened yesterday, their guild would most likely be on high alert against any players from Everlasting Heavenly Legends.

If Jeanny hadn't given him the orb of concealment, he might have just strode over Saints Seat like nobody's business, because the guild hall's platform would detect him anyway once he was inside their territory. But since he got the orb, he would try to sneak in if possible.

After teleporting to the city. Jack headed out before summoning Pandora and had her galloped at high speed to where Saints Seat was located.

In the afternoon, at the large courtyard outside of Heavenly Citadel, almost all the members of Everlasting Heavenly Legends were gathered outside their headquarters. Their trained soldiers were also ready in formation. Pointy Tip was to take over John's role in giving orders to the trained soldiers via the control platform inside Guild Hall.

Pointy Tip and Weird Trap were two of John's earliest friends, but they were also genuinely shocked when they learned of John's treachery. They talked with Jeanny and told her if she doubted them due to this incident. It was okay for her to demote them.

Jeanny saw the sincerity in the two and said that she trusted them. She even allowed Pit to handle the control platform, just as Tip always did when John was absent. Tip thanked her for her trust and promised to not disappoint her.

Jeanny went around making sure that everyone was ready, especially the two hundred players that would be doing the battle. Almost all core members who were battle-capable were included in these two hundred players, except for Domon. The old man said he was not interested in this battle.

Everyone thought it was because Domon saw this as not a defensive battle, but Bowler knew the truth. After all this time, Domon had grown to enjoy unrestrained combat in this game world. The night before, during his chat with Bowler, Domon had actually expressed anticipation on today's battle. But when Bowler informed him that all their opponents were women. His interest died down.

Not that he underestimated women. He had trained many girls that became as powerful as any of his male students. It was because he always saw himself as a gentleman and to not lay hands on women unless he had no choice. Even then, it would never be a lethal move. He had always instilled that kind of gentleman attitude in all his male students during his teachings. Jason was one such proof of that teaching.

Domon was still stuck with this thinking from the previous world. He was not like his grandson who was used to a game system where there were practically no differences between genders other than

outward appearances. The idea of complete gender equality was still not prevalent in Domon's old-fashioned mind. While Jack had no problem slicing any enemy women he encountered, Domon was more reserved.

Jeanny received a message, she then said to the others, "They have arrived. Let's move out!"

The area where they did their battle was at a plain in the periphery of Heavenly Citadel's territory. This was to ensure Everlasting Heavenly Legends did not cheat and use their trained soldiers. Yet, Jeanny preferred it to be nearby the territory. So, that if Wicked Witches decided to go against their words, they could easily retreat to where their soldiers were on standby.

Despite being a mother and daughter, when it came to the confrontation between two guilds, both Jeanny and Nova didn't give one another complete trust. The fate of many of their members depended on their decisions, after all. One wrong decision might cause irreparable harm to their guild. Hence, the choice of the battle location.

The group marched together. With around one thousand and five hundred players, accompanied by around six hundred trained natives. These trained natives were comprised of 200 squires, 150 bandit archers, 100 knights, 50 cavalries, 50 mages, and 50 healers. All had been trained to the current average players' levels around level 44.

Their presence combined with a large number of players would intimidate any guild. Yet, when they arrived, they saw the mass awaiting them was not fewer than them. In fact, the opponent might have even more numbers.

Everyone was alarmed. Did Wicked Witches bring all their members here? The enemy could only bring players outside their territory, no trained natives. Did that mean Wicked Witches had fully maxed out their two thousand member slots? But their numbers seemed to be more than two thousand.

When they came closer to where their opponents were waiting, they saw that the mass was not all women. They were in fact formed of multiple groups. The center group was Wicked Witches. The other groups by the sides were some of the other guilds from the coalition.

Jeanny had the troops stopped at the periphery of their territory, where the native soldiers couldn't pass through. She then came out of her troops, accompanied by Bowler and The Man. Nova, Jennifer, and Queen Magenta did the same. The six met in between their two forces. "What is this? Do you plan to gang on us?" Jeanny asked her mother.

"They are only here as spectators. Everyone loves a good show, I'm sure you won't object," Queen Magenta answered for Nova.

Jeanny could see it must be Queen Magenta that had invited the coalition. She was basically one of the leaders of the coalition, after all.

"As long as all they do is spectating," Jeanny replied.

"Don't worry, little girl. We are not backstabbers, unlike your friend," Queen Magenta added.

Jeanny frowned. So the news of John's treachery had reached outside. For all they knew, Saint Edge could be cooperating with Wicked Witches for that. The invitation for yesterday's meeting was coincidentally the same time when Saint Edge enacted their plan.

"Let's just get this over with!" Jeanny exclaimed. She was a patient woman, but she was already in a bad mood after what John did. She didn't care if this battle was against her past guild or her own family. She was eager to just vent her frustration.

"Hold!" A voice called out.

Jeanny had turned around and was walking away. She recognized the voice was her sister's, Jennifer. Jennifer walked forward and uttered loudly, "Before we start the group battle. I challenge you to a duel!"

Jeanny didn't turn around. Bowler and The Man did. The two looked at Jennifer who had her spear at the ready. The Man, who never turned down a challenge, brandished his large two-handed axe and said, "You have the nerve to challenge our leader. If you wish to do so, you should at least go through me first. Let me be the one to..."

"I accept!" Jeanny turned around, her spear was also at the ready.

Bowler immediately advised against it, "Jeanny, this might be a trick. They might be trying to affect our morale."

"Our morale won't be affected as long as I don't lose," Jeanny replied.

The Man also tried to dissuade her, "There is still the risk, let me be the one to..."

"Go back to the troops," Jeanny ordered.. She then took a combat stance.

Chapter 595: Duels Between Sisters

Bowler and The Man, seeing Jeanny's determined expression, had no choice but to walk back to the troops. Nova and Queen Magenta did the same. Leaving only Jeanny and Jennifer in between the two large forces.

"This is unexpected," Jennifer uttered with a smile. "You know you never win against me in the past. I thought you are going to reject my challenge."

"So you can throw an insult to demoralize us? I'm not going to let you do that," Jeanny said.

"It will be more demoralizing to have the leader losing in front of them."

"That won't happen."

"You have changed. I always peg you as soft. Perhaps the experience of leading a guild has hardened you. If so, perhaps there are some good out of your temporary time in that upstart guild."

"Are we going to duel or do you want to chat?" Jeanny asked.

Jennifer chuckled. She also took a ready stance, but then she said, "that's not the stance of our family spear art. What are you doing?"

"I've learned new spear arts from a martial art teacher," Jeanny replied.

"Hmph! Our family spear art is the best spear art there is! How can a spear art from an unknown teacher be compared to our family's legacy? You have truly gone off the rails."

"... my teacher did praise our spear art as exceptional, but I find the new spear arts he taught me to suit me more."

Bowler and The Man had returned to the frontline. Jeanny and Jennifer were not too far away and the two spoke rather loudly so everyone in the front line could hear their words. Bowler stood beside Domon who uttered, "I never said that."

Bowler turned to the old man and asked, "Then what do you say about her family spear art?"

"A pitiful waste of a spear art," Domon answered.

Bowler was silent for a bit before saying, "I can understand why Jeanny didn't tell the truth."

Jennifer twirled her spears around, then said, "no game skills! Just our spear art. What say you?"

"Agreed!" Jeanny exclaimed, she then thrust forward.

Jennifer inwardly sneered. 'She thrusts too early,' she thought. But just as the thought occurred, Jeanny's spear seemed to lengthen. In her consternation, Jennifer almost had his face stabbed. Her upper body twisted as she narrowly dodged the spear's blade. Her own spear swung up and smack Jeanny's aside as she jumped backward.

After jumping back a safe distance, she looked at her sister with a surprised expression.

"Do not treat me as the sister who used to spar with you," Jeanny said. "I'm serious now."

Jennifer felt insulted by Jeanny's words. "Are you saying that you are not serious when we sparred? Hah! Try to act tough all you want! I will put you down!"

Jennifer lunged forward and twirled her spear around. Her spear twisted at a fast speed. This was their family spear art, Serpentine Swift Spear. It relied on fast movement that created a flow of both real and fake spear attacks. When the opponent was transfixed by this deceptive assault, the spear swerved out as if a serpent for an unexpected thrust.

The degree of ambush by this art was very high. Not few had fallen victim to this sudden strike. Domon did not insult this spear art because it was bad martial art. He simply disliked it because it wasted too much energy to lull the opponent into opening up for an attack. Too much flair, as he would have said.

When he taught Jeanny, he told her that a spear was the king of weapons. There was no need for a king to be deceptive. When a spear thrust, it was meant to penetrate its opponent without a doubt. If it was swung, it was to be done with the smallest movement at one end of the spear to generate large movements on the other ends without wasting too much energy.

After spending much time inside the Time Chamber, Jeanny's mana-sensing ability had improved rapidly. He could roughly sense when the real attack was incoming. Thus the threat from her family's deceptive spear art was significantly diminished.

Jeanny jumped back just as the snaking assault came. Jennifer's thrust missed its target. Her spear instead came into contact with Jeanny's. It was just a simple touch, at first.

As the two spears touch, Jeanny's one started to move in a circular motion. The circular motion was as if a whirlpool that sucked in Jennifer's thrust. Jennifer lost control of her spear and was pulled forward by the force. This was a defensive art Domon taught, Engulfing Vortex. This art not only allowed Jeanny to defend against incoming attack but also gave her control over the opponent's weapon.

When the energy of Jennifer's spear had been completely drained, Jeanny's Engulfing Vortex made a counter twist, resulting in Jennifer's spear getting thrown aside. While Jennifer lost her balance, Jeanny thrust out with her Seven Spears Assaulting Heaven.

Jeanny's spear thrust four times rapidly. Despite her imbalance, Jennifer managed to return her spear and blocked the first two thrusts. The third thrust stabbed Jennifer's hand that was gripping the shaft. Jennifer suffered damage and the pain made her lose her grip. The fourth thrust went to her neck.

When the tip was only an inch from Jennifer's throat, it stopped. The two women stayed in a still position. Jennifer looked at Jeanny with a stare full of disbelief.

"I am no longer the sister that used to spar with you," Jeanny said. She then turned around and walked back to her friends.

The players from Everlasting Heavenly Legends erupted into cheer when Jeanny walked back to them. Domon nodded to her when she arrived. "You put too much force when you used the Engulfing Vortex, you should loosen your grip a bit. It is too stiff. A real expert would have been able to break away from your control."

Jeanny smiled wryly hearing that. Bowler said, "Master Domon, can't you let her enjoy the glory a bit?"

"What is the use of enjoying glory if it gets you killed the next time?" Domon retorted. "You should pay attention as well. I taught you the same move to be utilized using a long staff, but you still can't do it even in practice."

Bowler was downcast, 'why am I getting scolded as well?'

Nova felt conflicted. She felt depressed that Jennifer had lost and their opponent won, but she also felt a sense of pride seeing her other daughter becoming such an expert.

Jennifer walked back to her mother with her head hung low. Nova put a hand on her. "No need to be somber. She knew all your moves while you are unaware of hers. Trained harder and you can win back your dignity."

Jennifer looked up. She was grateful for her mother's supportive words.

Nova lifted her hand as a sign. "Move out!"

Jennifer collected herself and turned back. With the other Wicked Witches members, including Selena and Princess Purple, a total of two hundred players marched out. The others moved back to give these people more space. Nova and Queen Magenta moved back as well, they were not joining the two hundred.

From Everlasting Heavenly Legends' side. Jeanny and the other core members marched out, accompanied by trusted veteran members to fill up the two hundred slots. Domon stood and the rest moved back further to the edge of their territory, joining the trained soldiers who were on standby there.

The two troops stood opposite one another.

Jennifer who led the Wicked Witches' group, no longer had the mood to speak. She simply gave the order to begin, "Attack!"

Both groups were already marching in formations. Their melee units were at the front while their ranged and casters were at the back. So no one was flustered.

"Attack!" Jeanny also gave the same command.

Both Jeanny and Jennifer were heavy armor class, so they were right at the frontline with the other melees. After just finishing their fight not long ago, they now met again. This time though, they had support from their friends.

Giant Steve used Share Damage on Jeanny. A female knight from Wicked Witches did the same to Jennifer. Additionally, Jennifer's spear was coated with fire. It was a spell cast by Selena, Fire Enchantment. As if in agreement, Trinity Dawn cast a similar spell but with the opposite element, Ice Enchantment. Jeanny's spear was wrapped with cold energy.

The two then clashed again. The spears struck one another for dominance. Suddenly Jennifer was engulfed with white light. Her strength and speed increased. It was another supportive spell, Bless. It was cast by Princess Purple this time. The spell was one gained by Priest upon completing their trial on the first try. It boosted the target's attributes and damage.

Jennifer was pushed back due to the sudden spike of Jennifer's attributes. Seeing the opportunity, Jennifer used Hundred Spears. Giant Steve materialized in front of her using Cover. The barrage of spears struck his large shield.

While the two leaders fought at the center. The Man led his rough warriors to storm the right-wing. Their fighting style was as rough as ever.. But ever since going under Domon's tutelage, their aggressive assaults were much more refined, making them even more fearsome combatants.

Chapter 596: Martial Art Formation

On the left-wing, Bowler was accompanied by Fierce Flame and three of Domon's past students as they led the others. Jason might be a gentleman but he was not as extreme as Domon. Since this was a battle, he threw away his reluctance against the opposite-sex and initiated attacks on their opponents without reserve.

Jason was an Inquisitor now, in a set of medium armors instead of healer robe. He had gone back to Thereath yesterday to take the trial as he originally intended. He passed the trial this time. He then used his contribution points to exchange for uncommon medium armors and a long mace. He just joined not long ago, so his contribution points were not that many to get rare equipment.

He failed the Priest trial a few times, but he passed the Inquisitor trial on the first try, so he still got Inquisitor's exclusive skill. It was called Empowering Prayer. It increased defense and added constant small HP recovery to all allies within a ten-meter radius for three minutes. He cast the spell just before their team clashed with their opponents.

His level was still low, and he just changed to elite class, so his attributes were still the weak healer version. Yet, his staff techniques gave him more than enough edge to deal with whoever came his way, providing he was not careless.

His partner, Balo, the orc Battle Monk, could afford to be reckless instead. That class, added with the physical superiority of the orc race, allowed him to fully exhibit his martial prowess. His flurry of punches and kicks repelled anyone who tried to come near.

The third of Domon's ex-student was a vampire woman named Michelle. She was a level 44 Blade Dancer wielding two sabers. She was using a different dual sword art from the one Domon taught Jack, the art was called Twin Blossoming Swords. Her two sabers twirled at high speed whenever she swung them, like having two mini rotating blades on her hands. When she danced around the enemies, the two rotating swords swiped around her, both repelling enemies' assaults as well as wounding them.

In the middle of their formation, behind Jeanny's center wing, was Viral Cora who was playing her flute. The bard's song effect covered a large range. The class was a must-have for any large-sized group. The two newly recruited members, Olddemon and Sturdy Serpent stood guard beside her.

The two were ranged classes, so they had no problem at the backline while still providing support to the frontline. Especially Sturdy Serpent, he had the longest range as a gunner. He crouched to activate his shooting stance and shot at any visible opponents. He was not the best sniper, but his experience in the military gave him good accuracy in shootings.

Olddemon cast Hell Gate. Because his spell was below level 10, it only summoned two hellhounds. The hellhounds pounced on any opponent who tried to get to the backline. When an opponent still managed to slip through, he cast Hell Whip to hold that person down while his allies delivered the punishment.

When Olddemon saw a reprieve, he used the chance to cast Hellish Explosion, Warlock's level 40 spell. It was the same spell that Scarface had cast during the battle of Crestfall Plains using a magic scroll. Yet, that fearsome spell that decimated all the players except Jack at the time, was no longer a guaranteed one-hit kill. This spell caused damage over 1000HP for players in a large area, but the current players mostly had HP over 2000, even the magic users.

Additionally, the opponent's group also had Sentinel. This class used Protection Field, a level 35 Sentinel's skill. It created a field that reduced damage to all allies within a certain radius. Thus, reducing the Hellish Explosion's damage even further.

Wicked Witches' warlocks did the same, to which Everlasting Heavenly Legends' Sentinels countered. Both sides fought to a standstill.

Nova, who was observing the battle from a distance, said, "They have some pretty good players."

Queen Magenta, who was standing beside her, replied, "Maybe, but their overall players were still below ours. They couldn't win just by relying on a few experts."

It was as Queen Magenta said, a few of Everlasting Heavenly Legends players might appear in advantage, but the majority of its members were lacking if compared to Wicked Witches members. Wicked Witches members were above average for every two hundred combatants they sent.

Jeanny had arranged so that not only the core members received Domon's tutelage, but also a portion of the trusted veteran members. But they had only started training less than four months ago, they couldn't possibly be compared to Wicked Witches veteran members who had received professional training for a much longer time.

Even though the core members had started using time chambers, the amount of time they could spare was not that much. Additionally, only the core members were allowed to use the chamber since there was a limit to how many people could fit inside. So the advantage was not yet too apparent.

"You are right. In time, our force will overwhelm theirs," Nova said, agreeing with Queen Magenta's assessment.

Time continued to pass on the battlefield. Nova and Queen Magenta's confident expressions slowly turned to a scowl.

"What's wrong? Why can't we beat them? Our players obviously had a higher standard than a large portion of them," Queen Magenta uttered.

"... You are not wrong," Nova replied.

"Then why can't we finish them yet?"

"... Not only that, we are slowly getting pushed back."

"What?!" Queen Magenta observed the situation more closely. It was indeed as Nova said. It seemed that it was their force that was struggling. "How?" She asked.

"Do we not know the martial art teacher that Jeanny mentioned? The one who she said to have taught her the spear art?" Nova asked instead.

"From the report, it is just an unknown old man. His description doesn't fit anyone famous in the gaming community," Queen Magenta answered.

"Find out his name. That old man might be a martial art grandmaster."

"A... a grandmaster? Why do you suspect that?"

"Look closely at their formation," Nova pointed at the battling forces. "See how our enemies clustered in a pattern?"

The battlefield was chaotic, it is difficult to see any pattern in them. But the two were standing on a small hill by the plains. They were watching the battle from a slightly elevated position, so they could see the whole situation better. After a longer observation, Queen Magenta saw it as well.

Everlasting Heavenly members were spread out with small clusters. Each of these clusters had nine players situated in a particular pattern. Each player within this cluster covered and assisted each other almost perfectly.

When observed from a full perspective, the whole force followed the same formations as well. Nine clusters formed a larger but similar positioning. With each cluster able to assist the other clusters on occasion. There were two of these nine-cluster formations side by side. The excess members formed isolated clusters. If anyone from the main clusters fell, the ones from these isolated clusters would hurry to move in and replace the fallen person.

"It is a martial art formation," Nova said.

"What? I thought that only existed in old stories?" Queen Magenta said.

"No one used this technique anymore since firearms were invented. But in this game world where people didn't die from a single gunshot, it was surprisingly effective... Anyway, one who knows such formation technique can only be those old-fashioned martial art grandmasters."

It was as Nova suspected. It was Domon who taught them this formation technique. It was called Nine Stars Formation. Jeanny realized that Domon's martial teaching would take some time before they saw some results, so when he heard Domon mentioning this formation during their talk, she asked Domon to teach the core members and most of the trusted veteran members.

The players on the battlefield slowly realized the pressure as well since the casualties they suffered were getting increasingly more than their opponents. Selena received a message from Nova, telling her about their opponents' formation technique. But even if she knew, there was nothing she could do against it.

Seeing there was no other way, Selena decided to use their secret weapon.

"Cover me!" She shouted to others. She then took position a little bit to the back and started casting.

When the spell formation was formed, it formed very slowly. The first rune also appeared very large. Jeanny who saw that understand what it was.

"A mega spell!" She shouted, she then looked back and uttered "Trinity!"

Trinity, who was behind her, nodded. She moved back as well. "Everyone, to me!" She yelled.

Four magic-based elite classes came to her side. While several other melees came to protect them under Jeanny's order.

"Ready?" Trinity asked the four.. The four nodded, the five then started casting spells at the same time.

Chapter 597: A Ruse To Attack

When Trinity started casting her spell, it was a similarly large but slow rune-forming like the one currently cast by Selena. The difference was the four magic classes by her side did the same. Five large runes were formed together at a similar pace.

Nova, who noticed from afar, jolted to attention. "It... It can't be!"

Queen Magenta also noticed it. "They also acquired a Mega Spell technique book?"

"That's not the problem! There are five of them casting the same spell!" Nova uttered.

"Not possible! How can they possibly get five same mega spell technique books?!" Queen Magenta was similarly alarmed after realizing it.

After Selena gained the mega spell from an S difficulty quest, Wicked Witches had scoured the library searching for info regarding this type of spell. They finally learned that this spell type had a very large range and power compared to normal spells. Its weakness was its requirement for a long casting time. This weakness, however, can be reduced if more casters cast the same spell next to each other. Yet, such a method was highly unlikely considering how rare a mega spell technique book was. Not to mention getting the exact same spell.

Yet, they couldn't deny the reality in front of their eyes.

They wouldn't be able to imagine that Jeanny owned the divine treasure, the Book of Creation. Jeanny had stocked up on mana cores from members' donations to make five copies of the mega spell book. Five he had given to Trinity and another four magic-class players, while the original one was kept inside their warehouse. Ready to be copied again if they had more mana cores to spare.

Although Selena's casting speed was faster. She needed to cast the rune one by one. Trinity Dawn's casting speed didn't lose to Selena, but she adjusted her speed to be in sync with her other four co-casters, hence her rune forming was slower. They could afford to be slower, with the five runes getting formed at the same time, they would surely complete the spell before Selena.

Nova had been sending instructions for her force to barge in and disturb Trinity's casting with whatever means necessary.

Wicked Witches force was doing their best to reach Trinity, but Jeanny had also readjusted their formation to closely protect Trinity. The Nine Stars Formation could be shifted to go all defense if necessary. Their defense is impenetrable under this situation.

The Wicked Witches people watched helplessly as the five runes were completed.

A Mega Spell's weakness of long casting time was balanced by its long-range. Even though Trinity was standing at the back of the formation, the resulting spell took place at the heart of Wicked Witches troops. An offensive mega spell functioned much like an artillery weapon.

When the mega spell came into effect, the temperature around Wicked Witches people dropped to a terrifying degree. All of them within the area of effect shivered from the sudden cold.

Before they could move away, the entire air around them was frozen solid. The area of effect was so large that it covered around a quarter portion of the entire Wicked Witches force. Those that were looking from afar, saw the frozen air shaped into the form of a multi-layered flower, a lotus.

The entire battlefield was still and silent. It was as if they were frozen as well despite not being within the area of the spell.

The Absolute Zero Lotus then broke apart into tiny pieces. Massive damages appeared above those that were caught by the spell.

All the Sentinels in the Wicked Witches team had activated Protection Field when Trinity completed their spell formation, and almost everyone that possessed defensive skills or spells activated them. But even then, almost everyone died. Only those that possessed life-saving tools such as a sacrificial dummy or high-HP and high-defense classes such as Sentinel and Paladin, survived.

These survived ones had their HP at critical and were in frozen status, completely helpless. Jeanny didn't let go of this opportunity, she commanded the range players to focus fire on these players who were at death's door. At the same time, she gave the order for the other magic class to use their second trump card. Jeanny wanted to press on while they were in advantage, pushing for a complete victory.

Selena, who had stopped her casting after seeing she had no chance to catch up with Trinity's casting. Had activated a magic scroll containing the Teleport spell. She teleported further back, thus escaping the mega spell onslaught. When she wanted to return to the front to give support to her comrades, she saw their opponents' magic classes appearing in pairs.

'What are they doing pairing up?' She thought.

Then she saw them casting spells. Astonishingly though, their spell formations combined in mid-casting.

Nova and Queen Magenta also saw that and were equally surprised. Nova had been sending messages to the team to charge at those magic classes, but the team was in shamble due to the Absolute Zero Lotus, they were late in responding to Nova's command.

Many spells were cast, but the spells were either completely different or became a stronger version of the spells they knew.

Mage Knight's Spectral Blade combined with Elementalist's Fireball, created Flaming Edge. Thick sword-like fire energy stabbed out at high speed and cut everything on its path. Ice Field and Mana Beam created Icy Pillars, where several pillars of ice energy erupted from the ground, freezing and damaging anyone caught by the spell. Hellish Explosion and Arcane Turbulence resulted in Chaotic Explosion. Instead of one very powerful blast, the spell created multiple smaller-scale explosions that covered a larger area.

Wicked Witches players who were already in chaos were thrown further into turmoil. Everyone was trying their best to escape from the combined spells, eliminating any semblance of order they still had after the mega spell.

Jeanny then had their melees rushed in to rout their disorganized opponents. Nova and Queen Magenta watched on with pale expressions. They knew then that they had lost.

The other spectators who watched had the same thought.

"What the hell were those spells? How do they combine their spells like that?" Assistant Manager Ironhand uttered.

"Don't know, we will research and experiment on them later," Manager Steelhand replied. "But how can those Wicked Witches women allow themselves to get beaten? Damn! If it is like this, we won't be able to have the chance to execute our plan."

Ironhand received a message at this time, he hurriedly reported to Steelhand. "He has appeared at Saint Edge's Headquarters!"

Steelhand turned to him. Finally, he thought. He then looked at the battle between Everlasting Heavenly Legends and Wicked Witches. Although it was only a matter of time before Wicked Witches lost, it would still be some time. He made a quick thought and finally decided.

"We will proceed!" Steelhand exclaimed. He then sent messages to the other members of the coalition who were present. Ironhand gave a verbal command to their own force. Soon, the mass around them started to move, towards Heavenly Citadel's territory.

This movement didn't escape Jeanny. It was obvious what those supposed spectators were doing. She looked angrily over to where Nova and Queen Magenta were standing.

"You are going back on your words...!!" Jeanny yelled.

Nova was actually taken by surprise as well by the coalition's action. Queen Magenta, on the other hand, was not. She had known all along about the coalition's plan.

"Let's send all our forces in!" Queen Magenta said to Nova. "This is our chance! We can rout the players here while the others take on the main force."

Nova turned to her in disbelief. "You know they are going to attack while we are competing?"

"What's the point of this competition, what we need to do now is destroy them! Cull their power! We cannot let them continue growing unhindered."

"If we do that, Jeanny will never agree to come back to us," Nova uttered.

"What's the point of having that little girl coming back? Let her be wherever she likes. When her guild is gone, she will have no choice but to come back anyway."

"You..."

"Leader, please do not let your emotion cloud our chance. That guild has always been our enemy. We need to crush them while we have the chance."

Nova was frowning deeply as she stared at Queen Magenta. Nova knew that this b*tch had always thought that the leader position should be hers, but she never acted on it. Maybe her socializing in the coalition had made her think that she could challenge Nova's position. Anyway, Nova thought now was not the time to deal with her.

She gave the order, "everyone, attack!"

Jeanny was still hoping to believe that probably her mother knew nothing of the coalition's intention, but when she saw the remaining Wicked Witches players started advancing, she doused that hopeful sentiment.

"Everyone, retreat!" She gave the order. They couldn't afford to continue dealing with these Wicked Witches players while the rest of the coalition tried to charge into their guild headquarters.

Fortunately, she didn't just randomly place the soldiers they had brought. She had messaged Tip to position the soldiers at chokepoints. The terrains surrounding Heavenly Citadel were not that easy to traverse by a large force. Many chokepoints had to be passed through, they had also placed traps on these chokepoints. The problem now was that their force was too far out. They needed to fight while retreating to utilize these chokepoints.

Jeanny looked around as the mass of enemy players started entering their territory and clashed with their players and soldiers.

Chapter 598: A Challenge From A Past Friend

In a rocky terrain under Sangrod's eternal night, Jack was climbing and traversing around the rocky hills to reach Saint Edge's headquarters, Saints Seat, undetected. He had unsummoned Pandora a while ago, activated the orb of concealment, and approached on foot.

The areas around Saints Seat were mainly grasslands with only one side blocked by irregular rocky hills. Heavenly Citadel was more beneficial in terms of landscape compared to this headquarters. Jack had chosen these irregular rocky hills as the place to approach because these hills were difficult to be traveled by large forces. Hence, it should have fewer guards. A few ones that came near could easily be avoided using his radar.

After some journey, Saints Seat finally came into view. The size and numbers of structures around the main building didn't lose to Heavenly Citadel. They also had walls built around their headquarters. He saw from a distance a few patrols around the grasslands.

"So few patrols," Jack mumbled. "I would have thought they are increasing their defenses in preparation for our retaliation."

"Maybe they know Jeanny has to deal with Wicked Witches' challenge today so they know we can't spare forces to attack them," Peniel offered her thought.

"Hm... maybe. Or maybe they are underestimating us. In any case, this should give me an easier time trying to sneak in."

After observing the situation, Jack continued forward. When he was close to the edge of the rocky hill, a lone black dot entered his radar. Saint Edge had been registered as an enemy guild after taking their guild hostage token. Until this setting was manually changed, any Saint Edge's members would appear as black.

Why was this patrol all alone? Jack wondered.

Jack stayed still and watched this dot on his radar. It was not moving.

Perhaps it was just a random member coming out to hunt monsters but was now taking a rest, Jack thought. After a while, he decided to ignore this lone dot. He was just about to continue moving again when suddenly a lot of black dots accompanied by red dots appeared on his radar. They were coming from all directions, converging on him, even from his back. He could even hear the rumbling of their march now.

"They found out my position?" Jack was dumbfounded. He looked at his Orb of Concealment. It was still active. Yet, the incoming dots were clearly gunning at him.

After thinking for a while if he should force his way through, he decided to just wait for them. He moved to a place with more open grounds but still have nearby rocky hills where he could play hide and seek if situations called for it. He stood on one of the large rocks as he waited.

Soon, he saw uncountable players enter his vision. Some of them were native soldiers. These forces stopped some distance from him, they didn't attack on the spot. They didn't say anything to him as well. They just stood there and watched. Jack recognized some familiar faces, William of Wellington, Radiant Phoebe, Happy Felix.

"As expected, you come," Jack heard a familiar voice. He turned to that voice and saw a formerly trusted friend.

"How do you know I am here?" Jack asked.

"If you mean how I know despite you are using the Orb of Concealment which I'm sure Jeanny gave to you. It is because I have its counter," John said and showed him a blue color orb.

"It's the Orb of Detection," Peniel informed.

"Are you that single player who I saw on my radar?" Jack asked.

"Yes. Once my orb negated your orb, you also appear on my radar," John said as he tapped the God-eye monocle Jack had given him.

"Are you waiting for me?"

"It is apparent, isn't it? I have Saint Edge's force hidden someplace away. Once you appeared, I give them the signal to move."

"What's the point? You should know that large force makes no difference to me. I can easily punch through to escape if needed."

"Such bold words!" One amongst the crowd uttered. "I've heard about your exploits. How about we cross some swords. I'm very eager to find out if you are every bit as the legends as you are said to be."

Jack didn't know the person. Jack used Inspect on him and found out his name was Silas Woodhacker, a level 45 Weapon Master. Should be one of Saint Edge's top experts, but Jack was not interested in a random scuffle at the moment.

"Stand down, Silas. Do not interrupt me again," John said.

"Yes, young master. Forgive my blunder," Silas uttered with a slight bow.

"Young master...? You truly have fooled us," Jack said.

"Didn't I tell you I am the heir to Saint Edge?" John said.

"Didn't you also say that you don't like the way the old man does things? So you left?"

John shrugged. "Now I've returned."

The two stared at one another in silence for a while, before Jack spoke again, "tell me. Have you been planning to betray us from the start? Since we started forming the guild? I find it hard to believe this is all planned."

"Well, I must admit I do enjoy hanging out with you people, but it was never meant to be permanent. I was just having fun. That's what you always say, right? Fun."

"Is that really why?" Jack asked with a scowl.

"I'm sorry. Did you come all this way just to ask that? I'm sorry to disappoint you. You want to know why I did what I did? Let's just say I always know one day I will return to Saint Edge. What better gift to bring for my return than a Guild Hostage Token from the former guild I helped build? Why don't you people just take it as my pension?"

"That pension is too overpriced. How about this? You give our Guild Hostage Token back and let me kill you one time, and we call it even?"

"Hehe, I like it when you make a joke. Even when it isn't remotely funny," John said. "Come, let me challenge you to a duel."

"Oh? Are you also learning to make jokes now? But I'm afraid I have to tell you that your effort flops with flying color."

John took out his staff and said to everyone, "Move back! Give us some room." Everyone did so.

"What? You are being serious?" Jack asked with astonishment.

"Of course I am," John said.

"... What trick are you cooking?" Jack asked.

"It's a duel. What trick can I use?" John asked back.

"Cut the crap! Ask them to attack already. We both know you are just good at strategizing. I'm going to mow you down in no time if you face me directly."

John looked back to the others and said, "None of you are allowed to aid me! No matter what! This is a fair duel. The two of us will fight uninterrupted until one of us perishes. Do you get me?!"

Some of the crowd looked at each other first, but eventually, everyone nodded.

Seeing the crowd's reaction, Jack didn't think this was planned beforehand, which made him even more puzzled. But he didn't bother to contemplate too much about it. He only needed to attack John, then whatever plan the guy had up his sleeve would be revealed.

Jack's sword and staff appeared in his hands. He was just about to lunge when John yelled, "Hold!"

"What? Didn't you want a duel?" Jack asked.

"Yes, but give me a bit of time to prepare please," John said and started casting.

Jack did wait.

The spectators didn't know what to make of the scene. Why would someone ask for a wait when he had been the one that had so passionately thrown a challenge? And why did the opponent so willingly wait for his challenger to cast his spells?

John finished his casting and a humanoid figure with no facial feature appeared. It was garbed in medium armors and held two longswords. Jack recognized the spell. It was the Avatar Incarnation like the one cast by Master. Peniel had explained after the Liguritutum incident that the spell was the exclusive spell a summoner received after passing the trial on the first try.

"The equipment that thing wears, are they the ones I put into guild's warehouse?" Jack asked.

"Yes. I should thank you for all this rare-grade equipment," John answered. The Avatar Incarnation spell was a special one as the summoner could strengthen the avatar by giving it players' equipment.

Jack scowled. He was about to attack when John again yelled for him to hold.

"What now? Are you not done yet?" Jack asked.

"Not yet! Be patient please, a couple more spells," John answered and cast another spell. The spectators didn't even bother asking why anymore.

Another spell was completed and a giant lizard appeared. Peniel informed him that it was a similar spell to Master's Flame Salamander. Master's version was a modified one using a fire seed.

John continued casting another spell. Jack folded his arms and waited. In his opinion, it didn't matter how many minions John summoned. He would still finish the fight in a short time.

Seven child-sized humanoid creatures made of dirt came out of the ground. John was a level 44 Summoner, Jack had asked Peniel about his standard spells when John was still casting. These small humanoid creatures were Dirt Golems, Summoner's level 35 spell. The standard level 1 of the spell should summon only five golems. John being able to summon seven meant he had upgraded the spell to at least level 8, because every four levels added another golem to the spell.

For a Summoner's level 40 spell, it was Summon Fae. When it was cast, a small creature with wings slightly larger than Peniel appeared. Its appearance was grotesque and it didn't look as friendly as Peniel. This Fae was capable of range attacks.

Done with his available summons, John said to Jack, "It's time for you to taste my might."

Chapter 599: A Duel Between Past Friends

"Are you done? It's time for you to pay for your betrayal then," Jack said and cast Magic Weapon, his hands now held two swords.

John's avatar came forward. Jack didn't plan to entertain John for long. He used Flame Strike, planning to smash the avatar away and head over to John to finish this at once. But as Jack's sword was about to hit, the avatar's sword twirled and guided Jack's sword in a circular motion. Jack's felt as if his assault sank into the depth of the ocean.

Jack recognized this move, it was one of his grandfather's defensive arts, Engulfing Vortex.

When Jack was still in astonishment. The Flame Strike was deflected away without fulfilling its intention, the avatar was still next to him and was slashing him with its other sword. Although he was surprised, Jack's reflex and speed was uncanny, he utilized the Eight Diagram Illusory Steps and dodged the slash narrowly.

Jack then slashed back, but his slash missed. He didn't stop, his Formless Flowing Sword style and Eight Diagram Illusory Steps operated hand in hand to perform complex assaults and evasions at the same time.

Surprisingly though, the avatar responded in kind.

After several slashes, Jack could tell for sure that the avatar was indeed using the same two arts that he was currently using, with equal expertise. Disturbed by how this avatar could perform such martial arts so well, he was distracted. His feet got snatched by the giant lizard's long tongue. The avatar landed its slash. Jack cut the tongue to free himself before jumping back.

When he landed, a Dirt Golem had been waiting there. He quickly spun around as he blocked a punch. When he wanted to counterattack, another came from his blind spot. His mana sense allowed him to notice the incoming attack though, his Flash Step brought him out of danger. Yet, as soon as he appeared, another attack was coming.

Jack continued dodging and blocking attacks from multiple directions that seemed unending.

"This... It's Nine Stars Formation!" Jack exclaimed. Although he didn't learn all his grandfather's martial arts, he had spent enough time in Domon's school to recognize most of his grandfather's arts.

"Hahaha! Surprised?" Jack heard John's taunting laugh. "I have to tell you, although I dislike those physical training from your grandfather, doesn't mean I didn't pay attention. All Domon had taught, are recorded inside my brain. Even if I can't perform those arts using my body, it's a piece of cake to do it using my mind. Now, do you finally realize the greatness of this young master before you? Hahaha...!!"

"I must say, you are already annoying when you are a friend. It is doubly now that you are an enemy, especially that laugh of yours!" Jack uttered. He started casting a spell.

"Ice Ring? Retreat!" John commanded. All his summons reacted swiftly, clearing the area before the spell hit.

Jack was astonished. John identified his spell when the rune had just started casting, it was not even one-quarter of the rune yet. John's speed in identifying a spell was even more swift than Assistant Manager Ironhand.

Jack was hoping to hit John's minions with the freezing or slowing effect of his spell. If he only wanted damage, it was better to use Whirlwind Slash which needed no casting time. But these summons' HP was very high, similar to the natives and wilderness monsters. Jack didn't plan to waste his time dealing with this summons.

Jack executed Shooting Dash. John had retreated some distances away when his summons started clashing with Jack, but Jack's shooting dash could dash three times now, covering a great distance. Jack aimed his dashes in between John's Dirt Golems which were seemingly spread around. On his third dash, when Jack thought he was about to reach John, the avatar suddenly stood in his way.

Jack's body crashed with the avatar. The avatar was very sturdy. The two stumbled back.

"Do you think I placed my summons randomly? I left a clear path for you to take. I already know from where you will be coming at me!" John uttered.

Jack recovered his balance, but he sensed an attack coming. He somersaulted back as several projectiles shot by. It was the Fae. It was a summon that dealt range attacks. John joined in by casting Mana Bullet and Energy Bolts. While Jack was dodging the range attacks. The dirt Golems had returned and surrounded Jack again with Nine Stars Formation.

John cast Arcane Turbulence while Jack was trapped inside the formation.

"Dream on if you think you can entrap me!" Jack exclaimed and used Blitz Slash, His body zoomed past the encirclement, dealing slashing damages to the summons, and came out the other side where John was at. Jack was about to attack when he was startled to find five Johns in front of him.

'Mirror Image? But the mana amongst the five is similar,' Jack thought in confusion. The Mirror Image should only have one true body. When Master cast this spell, he could easily identify the real one, but why it's different this time?

Yet, he did sense some dissimilarities between the five images, some were more obscure. Jack surmised he should be able to tell the real body if he focused more attention, but at that time, John's avatar had arrived behind him. Jack rolled to the side as the avatar's twin-blade came slashing.

Feeling vexed by constant disruptions from the summons, Jack was not patient enough to focus his mana sense. He used Wind Slash. Two wind energies crisscrossed amongst all five images of John. Whichever the real one was, it would still get hit.

All five Johns cast Magic Shield. Their magic shields were a larger version than normal, shaped like a kite shield. Jack had informed his guild's core members about equipment imprinting, allowing them to do the same.

Despite protection from the magic shield, John still received damage from the wind slash. Jack knew now which was the real one since the real one showed damage numbers above the head. Jack sent Sword of Light as a follow-up. His attack smashed John's magic shield to pieces and again dealt damage.

"Hey! What are you guys doing? Cast Heal on me!" John shouted at the spectators. The spectators were baffled. Wasn't it you who say no aiding no matter what?

One of them snapped from the daze and cast heal on him.

John's Fae continued shooting its range attacks to try hindering Jack. Its attacks had a chance to cause Poison and Confused. Jack had been inflicted by its Poison, but luckily, no confused yet. He would have to use his headband's cleansing ability if he did. He ignored the poison effect as his HP recovery was enough to counteract the effect.

The Dirt Golems and Giant lizard had come again to encircle him.

"I must admit I'm impressed. I thought I can kill you with only my main class. Now even after using my two classes, I still have trouble. Taste my third class then, wolf pack comes out!" Jack uttered as ten wolves came out. The lead alpha was the large black wolf from his Beastmaster trial.

When the wolves appeared, William and everyone else except John had a shocked expression. They knew this was a Beastmaster's skill, which meant Jack now had another class aside from Blade Dancer and Archmage.

Each of the wolves immediately pounced at the giant lizard and seven dirt golems, while the remaining two tried to lunge at the avatar. The avatar used Formless Flowing Sword Style to smack the two away before executing the burst slashes of the art towards Jack. Jack responded in kind. Uncountable sparks filled the air as their swords collided.

Jack's strength and damage modifier were far higher. Every time their swords clashed, the avatar lost a bit of HP. But its HP pool was very high that such small overspill damages were meaningless.

One of the two wolves that tried to attack the avatar was the alpha. It quickly recovered its balance and deftly jumped to the avatar's back, biting its neck. Jack used the interference to make a superhuman jump, somersaulting over the avatar's back. He then used Charge to get close to John.

The fae continued shooting but its damages were too low for Jack's defense and Jack was still not affected by the Confuse state. The chance was low and Jack's resistance was high.

John had no choice but to rely on himself. He cast Barrier before casting magic bind. Jack sensed the magic bind taking effect on the path he was rushing on. Jack canceled his charge and jumped to the side when a ring of light appeared. Jack cast the same spell in retaliation.

John also deftly evaded the spell. Jack had heard from his regular chat messages with his grandfather, that amongst all guild members, John was the most advance in the improvement of mana sense. The guy might be terrible during physical training, but Domon praised John's mental training, so Jack was not surprised when he saw his spell being dodged easily.

Unfortunately for John, even if he successfully dodged Jack's spell. Jack was close enough. Jack fired a mana beam. The beam punctured the Fae while headed at John's head. John made a panic dive to evade the spell.

While he was diving, Jack's speed had brought him before John. Jack executed Devouring Cross.

John's Barrier was completely devoured by the dark energy. Although the barrier absorbed enough damage to allow him to survive, his HP was only a hairbreadth remaining.

"Time out!" John exclaimed.

"Time out your sister! This is for betraying us!" Jack said and sent a quick follow-up slash which took out John's remaining HP.

John didn't set a party with any of the Saint Edge's people around there. So when he fell, the combat was considered ended and his body disintegrated.

Jack looked to the silent spectators.

"I've not yet felt satisfied beating him.. You people will have to bear my fury," Jack said to them.

Chapter 600: Deadly Ambushers

In the territory outside Heavenly Citadel, Manager Steelhand stood as he watched the coalition forces clash with Everlasting Heavenly Legends' forces at various spots. The terrains were difficult for them to group everyone together, there were many chokepoints, so it became a group fight at many different locations.

To make matter worse, they found out these chokepoints were filled with traps. Many of their players received damage and were immobilized when stepping onto these traps, becoming sitting ducks for enemies' attacks.

Additionally, Everlasting Heavenly Legends had a large number of native soldiers. Their numbers were not less compared to theirs who were top veteran guilds. The coalition players had trouble trying to punch through the defense, despite their sudden assault and superior number.

Manager Steelhand held a small crystal in his hand. Scarface and the other coalition leaders stood beside him. There was a middle-aged man who was a level 45 Gunner stood with them as well, he was not part of the coalition. His name was Regim and his guild was called Jackal Crews.

"All right. Our researches tell us only the native soldiers of one guild can be summoned. Corporate United will be the one to volunteer the force," Manager Steelhand said to the coalition leaders. "But I need your words that any of you who managed to get into their Guild Hall will prioritize destroying our Guild Hostage Token."

"You have my words," Scarface replied. The other leaders followed suit.

Manager Steelhand then turned to Regim and said, "It's time for you to show your worth."

"Don't worry. We are not gamers like you people, we are professionals," Regim said.

The others felt offended hearing his comment. It was true that many gamers still played games for fun and entertainment like in the olden days. But most of the top guilds here were also professionals, who made a living out of the games they played.

Yet, no one rebuked this man, because this man used to be a soldier before the world changed. Everyone in his guild was either a soldier, ex-soldier, or mercenary. They dabbled in the profession of life and death. Their guild was a newly formed guild that was formed when these spread out soldiers found each other after some time. They were not gamers but their adaptability made them fast learners.

After coming together and forming a guild, they approached the top guilds to sell their expertise, becoming a mercenary guild. Corporate United who had vast connections immediately found out about them and called for their service in this invasion.

After getting confirmation from all the leaders here, Manager Steelhand activated the crystal in his hand. It was a Guild Army Summoning Crystal. This was the tool to summon a guild's native soldier into the enemy guild's territory.

Shortly, the space around the coalition leaders was filled to the brim with native soldiers. Corporate United had been diligent in increasing their native forces. Despite a reduction in their resources due to paying a portion to Everlasting Heavenly Legends, they still managed to build a force that was slightly larger than Everlasting Heavenly Legends.

The native soldiers that were summoned here were around eight hundred in number. Comprised of Archers, Knights, Cavalries, Mages, Healers, and Housecarls. Housecarls were a variant of footsoldier that were produced from a rare soldier token. Housecarls carried axes and large shields, they were highly resistant against range attacks.

After the native army was summoned. The crystal in Steelhand's hand turned into a miniature platform that was rooted at the place it was activated. This became the base for the invading force. If this platform was destroyed, all the invading native soldiers would be returned to their headquarters.

The platform showed a map of Heavenly Citadel's territory. Most of the map was covered by grey fog. The eight hundred units were shown inside this map interface. Manager Steelhand could give his native army orders from this platform.

"All right, let's move out!" Manager Steelhand said and started sending instructions to the native soldiers.

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Corporate United's trained units spread out and assisted the coalition players who were still having a problem breaking through the choke points. With the sudden boost in their enemy's manpower, Everlasting Heavenly Legends had trouble keeping their defensive line. They continued getting pushed.

Utilizing the time when their armies were holding the line, Jeanny and the core members had regrouped with the others. She re-organized the members to mount an effective defensive effort. But after the emergence of Corporate United's native army, the situation looked grim.

While Jeanny was still trying to distribute the manpower to hold the line, troubling reports started coming in. The reports mentioned that a small number of opponents had managed to sneak in through the supposedly untraversable terrain and ambushed their defense from behind. Each of these opponents was very skillful and they had lost many casualties.

Seeing that the defense line started to crumble. Jeanny issued a tactical withdrawal. They were to regroup at the wall gate. They would make a final stand there similar during the last battle.

Jeanny sent the core member experts to help with the withdrawal. These opponents mentioned in the report sounded troublesome. She didn't want them to lose too much manpower or they wouldn't be able to make a stand at the wall gate.

Jeanny also tried sending a message to Jack about their current situation, but she received a reply that her message was blocked. Jack had probably gone into an area that jam the transfer of messages. This caused Jeanny to worry even more.

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At one of the choke points where a squad of Everlasting Heavenly Legends members was retreating, the native soldiers were doing their best to block the enemy's advance while slowly retreating with the players. The players were at the back, but they were currently being harassed by some enemy players.

These players were fewer in number than them yet it was the Everlasting Heavenly Legends players who were having difficulty trying to survive.

These small number of opponents were all from the guild Jackal Crews, and almost all of them were using the Assassin or Gunner class. The reason was that almost every soldier when they were offered their class' choices at the start, chose the dagger weapon. A longsword was impractical while a staff wasn't deadly enough. A dagger was what they were familiar with.

Afterward, when the choice came to Archer and Rogue, it was mostly fifty-fifty for them. The one that chose Archer was because it allowed them to fight in range, something they were good at despite the weapon being a primitive one. While those that chose rogues because they still find themselves more familiar with a dagger compared to a bow or crossbow.

When the elite class choice arrived, it was a more easy choice. Gunner would be every soldier's preferred choice. While for the ones that had picked rogue class, they stuck with the dagger specialist type which was the Assassin class. Hence why this guild had so little variety in classes between its members.

Even so, it didn't make them less deadly. All they needed was their killer instincts. The game skills and attributes were only accessories in their opinion.

"Hahaha... These kids were sheep!" One of the Jackal Crews assassins named Lenny exclaimed. Most of the Everlasting Heavenly Legends were players who used to play games just for fun. That's why the majority were young people. Lenny easily weaved through the arrows shot by a teenager who was still an archer class. When he arrived before the teenager, he stabbed his dagger onto the teenager's throat without hesitation, resulting in a critical hit.

"Damn! I'm still not used to seeing people being alive after getting stabbed on the throat," Lenny said and delivered a few more hits to finish the teenager archer off.

"Stay sharp! Don't get careless," the leader of their team here, who was Regim, warned.

"Don't worry, boss. With me here, this mission is as good as complete. Let's head over to aid the other teams once we are done here," Lenny said, clearly not heeding Regim's warning.

"Hey! They send reinforcements," his teammate said. They turned and saw two people approaching. They were the experts Jeanny sent to assist with the withdrawal.

"What reinforcements? Only two people. You guys finish up here. I will deal with these so-called reinforcements," Lenny said and headed off.

Regim watched Lenny go. He wanted to say something but decided against it. This guy liked to brag but his skill was indeed genuine. Let him do what he did best, Regim thought. Even though their opponents here were inexperienced youths, these youths still outnumbered them. They only dealt with the players, they avoided the native soldiers as those natives' HP was very high. It would take too long a time to deal with those natives. All they needed to do was create enough disturbance to allow their client's force to break through.

Lenny, in the meantime, was getting closer to the two reinforcements.

"Eh? Not a youth this time?" He uttered when he had a clear look at his opponents. One was indeed a youth in a white robe. Lenny did Inspect and found this youth to be a level 43 Priest.. The other was an armored old man, a level 44 Weapon Master.