

World 631

Chapter 631: Composition for the World Tournamen

After a while, all the matches were finally carried out. League of Champions' staff started tallying the points. The results were announced soon.

From the Warrior section, Jack and Domon came to be the champions without surprise. Jack placed first with 28 points due to winning all fourteen matches. While Domon was in second place with 26 points, losing only one match against Jack.

Warpath came third at 23 points, surpassing killmonger by only one point. Stonecleave came next at 20 points. The Man scored 15 points, placing him at eighth place. Goliath placed the last at 0 points since he didn't participate in any other match after his defeat in the first match.

The results of the other sections were also announced. The Knight's section surprisingly had both champions from Everlasting Heavenly Legends, Jeanny and Giant Steve, with 27 and 25 points respectively. Grimclaw came third at 24 points.

At Rogue's section, Kill Order placed first at 27 points as well. Red Death came second at 26 points. In their match, Red Death fought to a standstill with Kill Order. But when Kill Order went up against Balo, he scored a win. Mostly because he had finished early during Red Death and Balo's fight and had watched the two's fight. He studied Balo's fighting style and took advantage of the aged monk's over-reliance on martial arts to steal a win.

In the Archer's section, David from Dogs of War had scored the top scores. Surprisingly with perfect scores of 28 points. He was the only one to get a perfect score aside from Jack. Yellow Death followed closely at 26 points. Fierce Flame, unfortunately, couldn't beat those two.

For Mage's section, the winning and losing were more varied. Probably due to the complexities of casting spells. Sometimes the top combatants lost against less favored participants simply because of a fluke. Selena placed first at 25 points, with Trinity Dawn at 24 points.

Priest's section saw a similar variety as Mage's section. The Priest's matches were done by having each participant aid a team of four mannequin warriors with equal power. Winners were decided by seeing how many of the mannequins in each team survived by the end of the match. Princess Purple came first at 25 points. Jason Wu came second at 23 points.

Many were surprised by Jason's placing second because of how low-level he was. Many spectators were even wondering at first why this guy bothered to participate at all. After seeing him placing second, these spectators couldn't help but think if the guy might have placed first if his level was equal to Princess Purple.

Only ten were to be selected to join the World Tournament. While the first and second champions of all six sections combined supplied twelve participants. Only one from the Priest's section was selected, so that left another one to be removed. Royal Advisor Mason and Gruff decided by removing the one who scored the lowest amongst the remaining eleven, which was Trinity Dawn.

In the end, the ten World Tournament participants were as follows; Jack, Domon, Jeanny, Giant Steve, Red Death, Yellow Death, Princess Purple, Selena, David, and Kill Order.

Both Prince Rhemos and Prince Alonzo won four slots to represent them in the World Tournament, while Prince Therribus only had David and Kill Order. Garland was fuming as he stormed off to bring this disastrous news to the first prince.

The participants who failed to obtain the World Tournament were given complimentary gifts in the form of coins and equipment based on their rankings. The ten who had won were ushered into another room by Gruff and Mason.

Inside this room, Mason first congratulated them before giving a lengthy encouraging speech about fighting for the glory and honor of the kingdom. The ten were noticeably eager for the speech to end.

After the speech, Mason told them that they should gather two weeks from now at the palace entrance. The kingdom representatives would then take them to the World Tournament venue. But for today, they needed to decide the composition of who would fight for the individual matches and who would join the team match. Both Mason and Gruff thought that they should leave the arrangement to these outworlders since outworlders were different from natives. Their understandings of outworlders were limited.

Mason reminded them to decide before leaving this room because he needed to give this information to the Council of Virtus, who oversaw the world tournament.

The ten looked at each other. Mason and Gruff decided to leave them and let them discuss among themselves. The two told the ten that they would return in half an hour. They hope a decision would have been settled by then.

When everyone continued to be silent, Jeanny decided to start talking, "Everyone. I understand that we didn't often see eye to eye. But at this moment, we are all in one boat. So I hope we can all cooperate."

"Why are you talking as if you are the leader? Who put you in charge?" Princess Purple asked, her tone was as haughty as anyone could possibly be.

"Healer's place is already fixed to be in the team, so healer has no voice in this. Everyone can just ignore the healer," Jack said.

Princess Purple stomped her feet. "You heinous man! Are you looking for a fight?" She scolded.

"Heinous? You are part of a guild who called themselves wicked. If anyone is heinous, it should be your guild!" Jack retorted.

Princess Purple's face turned red. Magic staff and companion token appeared in her hands. Selena hurriedly put a hand on her, halting her. But Selena also glared at Jack crossly, she did not appreciate her guild being mocked.

"Storm, stop it!" Jeanny reprimanded.

"Fei, apologize to the lady," Domon said.

"Eh?" Jack turned to his grandfather with a wronged expression.

Domon maintained his steely face.

"Fine! I apologize!" Jack said to Princess Purple, to which she simply turned away with a pout.

Once everyone calmed down, Jeanny said again, "I know it is hard for us to work together, but we have no choice in this matter unless you are planning to renounce your right to participate in the world tournament. Now, if you all can swallow your pride, let us settle this arrangement so we can all get back to our own business."

When she saw no one was giving her a snappy remark, she continued, "Now, let us exclude the ones that are certain already. Princess Purple is certain to be on the team. We only have one mage, so Selena will join the individual battle."

Jack was just about to point out that he could be a mage as well but Jeanny didn't give him the chance to speak.

"As for the Knight role. It is Steve and me here, and we already have a talk, I will compete in the individual match while Steve will be in the team match. His Sentinel class is more suitable in a team fight. For the Warrior section, Jack will be in the team match while Domon handles the individual match. So that only leaves the rogue and archer sections. Which two among the four of you want to join the team match?"

Jeanny was looking at the four. Red Death, Kill Order, Yellow Death, and David.

The four answered almost at the same time.

"Individual."

"I won't join a team."

"I fight alone."

"Fighting in a team will just be a hindrance."

The room turned silent.

Jeanny sighed. "Well, two of you have to join the team...", she said.

"Not me."

"Let her join the team."

"Whatever. I fight alone."

"It's a bad idea for me in a team."

Jeanny was speechless at the four.

"Screw this! Let's just throw a dice and decide for them," Jack uttered.

"You stay out of this!" Jeanny berated.

Jack didn't heed the rebuke, he continued talking. "Well, then how about following the suggestion I gave to the princes? Let the first rankers deal with the individual matches, while the runner-ups join the team match. They have me in the team, so it doesn't matter if the team gets the second-best candidates."

Red Death and Yellow Death glared at Jack since they both took second place in this selection tournament.

Jeanny pondered for a bit before saying, "if the four of you can't decide, then we will just follow this suggestion."

Kill Order and David promptly said, "I agree." "That's a good arrangement."

Red Death and Yellow Death were now glaring at those two.

"Okay, now that we have the arrangement finalized, let us discuss the team. We should organize routine training for the five in the team. It is imperative for you five to make sure that you can fight properly as a team."

"What for? They have me on the team. It doesn't matter if they can't cooperate," Jack said.

"You stay out of this!" Jeanny scolded again.

"No," Red Death uttered. "If everything is decided, then I will take my leave," she said and then just strolled out of the room.

"I don't have time for that shit," Yellow Death said, he also walked out.

"Hmph!" Princess Purple strutted off. Selena walked after her.

Jack and Giant Steve looked at each other. The two of them were the remaining participants that were in the team match.

"I don't have a good expectation for our team match," David said to Kill Order.

"Doesn't matter to me," Kill Order replied.

Jeanny could only shake her head.

Chapter 632: Guild Guardian

When Mason returned, he was rather alarmed to see only so few were left. Jeanny told him that they had come to a decision and the others had matters to deal with so they left first. She then informed the royal advisor of their individual and team composition for the world tournament.

Mason wrote the information down. Before they left, Mason reminded them again to gather in front of the royal palace in the morning two weeks from now.

When Jack left the room with the others, he just remembered that he had planned to talk to Red Death and thanked her for the save. But again, the girl had left before he had the chance. Jack could only put it on hold for later.

"Do you have any plan for these two weeks?" Jeanny asked Jack when they were outside. It was night already outside.

"Well...," Jack was originally planning to ask Flame to take him to the native who could craft pet equipment, but Flame informed him that she had a personal quest she needed to take care of first. "Do you need help with something?"

"Yes. Actually, it's for the guild. We have just completed building a special structure yesterday," Jeanny answered.

"A special structure? How special? Is it something that is constructed from a blueprint like the Ice Towers?" Jack asked. He hadn't paid attention to the structures on the guild page. Several new structures had gone up, he didn't know which one Jeanny was referring to.

"Better if I show it to you," Jeanny said and took out his Guild Return Scroll. "Let's go back to the Heavenly Citadel."

Jack complied. Everyone used their scrolls and they appeared inside Heavenly Citadel's teleportation chamber. The others went to the lodging quarter to rest, while Jeanny took Jack up to the rooftop where the Hero Altar was located.

"What are we doing here?" Jack asked.

"Do you see anything particular from here?" Jeanny asked.

Jack looked around. He thought the structures still looked the same as yesterday. He couldn't find any structure that he thought was absent the day before.

Peniel was giggling beside him.

"Do you know which structure she was talking about?" Jack asked Peniel.

"Of course. I have already talked about this structure with her and John before we have this headquarters. It is only available for level 3 guild," Peniel answered.

"Oh? Then that meant it is a standard structure. Why do you say that it is a special structure?" Jack asked Jeanny.

"Because it required a specific terrain to build. Not every guild headquarters can build it. They might build a similar one but it will probably be a different type based on the terrain around their headquarters," Jeanny answered.

"Terrain?" After being provided with this particular clue, Jack started to observe further, not just the structures nearby. After a while, his eyes landed on something in a distance.

"Is that... Are you talking about that?" Jack said as he pointed.

"Bingo!" Peniel exclaimed.

"Yes, that is called Sky Garden Peak. You can check it on your guild page," Jeanny said.

The place he mentioned was the series of mountains on the east side of their headquarters. The mountains were considered as part of their territory. Those mountains were where their mines were built. Thanks to the mountains, the mineral that they mined from there were especially rich.

On the highest peak of these mountains, there was now a beautiful landscape that was not there before. There were lightings on this peak, allowing it to be visible at night. Jack's Dragon Eye allowed him to look rather far. This peak now looked like a man-made garden. There was even a large pond with a waterfall.

"That is very beautiful. How do we go there?" Jack asked.

"We don't," Jeanny answered.

"Then what it's for?" Jack asked.

"Didn't she already ask you to check your guild page?" Peniel said.

"Can't you two just tell me?" Jack grumbled as he opened his guild page. He searched for the Sky Garden Peak.

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Sky Garden Peak

Can house one Draconic guild guardian.

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"Guild guardian?" Jack asked after reading the description.

"Yes. A guild can have a guardian. You can see it as a guild's pet," Peniel answered. "While Beastmaster can tame a medium-sized pet. A Guild guardian can be a large-sized pet. The first requirement for a guild to get this guardian is to build a related structure corresponding to the twelve monster types. Different monster types required different terrains."

"I figure a draconic guardian needs a mountain terrain then?" Jack said.

"Not just any mountain. They need to be of sufficient height for a Draconic monster. Luckily, this headquarters had such a tall mountain," Peniel said.

"Not just the mountain, our headquarters have a lot of the special terrain required for different types of guardians. For example, that lake can house a structure for an Aquatic-type guardian. The forest there can have a structure for beast-type guardian," Jeanny added.

"That means we can have lots of guardians?" Jack asked.

"Unfortunately, a level 3 guild can only build one guardian-related structure. Same as your Hero Altar can only hold one hero at current guild level," Peniel explained. "As your guild levels up, you will be allowed to build an additional structure to house a second guardian."

"Amazing!" Jack said. "So you choose Draconic because it is the strongest monster-type?"

"Unfortunately, also the hardest to tame. That's why we need your help," Jeanny said. "I've gathered all our top experts for tomorrow morning. We can depart to hunt and tame our guardian."

"How is the taming process?" Jack asked.

"A bit more complicated than Archer's pet taming. We have to reduce our target's HP to below 30%. Once it did, we use spells or tools to restrain it. While it is restrained, we throw this to where it is standing."

Jeanny was holding a small cube. Jack used inspect on it. It was called Giant Capturing Cage.

Jeanny continued her explanation, "Once thrown, it will form a giant cage. Our target will then be trapped inside this cage. When it is trapped, we will use this to attempt the taming process."

This time, Jeanny took out a magic scroll. Jack checked it and found that it contained Tame Draconic Guardian spell inside.

"This is a special scroll that is only available for our scrollmaking workshop to produce after that Sky Garden Peak was constructed. I have ordered our scrollmakers to focus on producing it since yesterday. We should have six of these scrolls by tomorrow morning. Once the taming process is successful, the monster will be automatically transported to the Sky Garden Peak. It will then live there as our guild guardian, coming to our aids when needed."

"We only have six of that scroll? If it is similar to archer's taming process, there should be a chance of failure when attempting the taming, right? Shouldn't we make more?" Jack asked.

"We don't have enough materials. Aside from the requirement of having that special structure, this scroll's production also needs rare materials. We're not sure how much longer we need to wait if we collect more materials."

"The success chance will increase if the scroll is used by a beastmaster who has maxed out his Tame Pet and Master Tamer skills," Peniel added.

"That's where you come in," Jeanny said.

"I see. Okay. Don't forget my luck stat, I'm sure it will jack the success rate up," Jack said.

"But still, taming a large monster is no easy feat," Peniel said. "Aside from the hassle of reducing its HP to 30%. Every time you use the taming scroll, there is a chance for the beast to become agitated. When it did, it will break the cage and its HP will return to full. Meaning you people has to fight it again to bring it down to 30% before attempting another taming."

"Does it mean we need more of that Giant Capturing Cage as well?" Jack asked.

"We did. Unfortunately, we have even less of this cage. Only four," Jeanny said. "The production of this cage needed special materials and even longer time. Also, only Kirsi who is a basic master blacksmith can produce such a cage at the moment."

"In other words, we only have very limited chances," Jack said. "Well, no worry. With my luck stat, I believe everything will turn out just fine."

"Your optimism is reassuring. Thanks," Jeanny said.

"I was only joking... but sure, you're welcome," Jack said. "How many will join us in this hunt?"

"I don't think too many people is a good idea. It will be difficult to stalk our prey if our number is too many. I have sent out orders for one hundred of our top members to gather for this."

"Okay. I will be there tomorrow morning," Jack said. "By the way, do you already have a target location?"

"The Jagara region, that is the place where it is most easy to find a draconic monster at your current level," Peniel said. "But we will head from another side than the one you go previously."

"Any specific draconic monster in mind?"

"The place I have in mind is home to the flame drakes."

Chapter 633: Monster Hunting Expedition

"Flame Drake? Why didn't we just try a young dragon? Won't it be cool to have a true dragon as our guild guardian?" Jack said.

"Do you think a true dragon will be willing to become a measly guild's guardian? You have to be at least a country for that! Dragon is gargantuan in size, they are not considered large-sized, so your taming scroll won't work on them."

"I see..." Jack said, feeling downcast. He was truly hoping that they could have a dragon as a guardian.

"There is also the flame wyvern next to the territory of flame drakes. You can try to tame them if you prefer, but trying to capture a flying monster will be a lot harder."

"With our limited resources, I think we should just go for the drake," Jeanny said.

Jack didn't object. He thought the decision was logical. If they went for the wyvern, they wouldn't be able to do anything if the wyvern decided to flee before its HP reach 30%.

"Rest early. We will gather at the courtyard tomorrow," Jeanny said to Jack.

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The next morning, one hundred players gathered at the headquarters' courtyard. Most of the core members were there except for non-battle personnel and John. John said he was not joining. The expedition did not need strategies. They were simply going to whack a beast until it almost die and then relied on luck for success. There was no need for him.

Jack asked if it was because there was no exp and no loots since they were not killing their target? John replied there was that as well.

Common members were wondering about the purpose of the congregation. Another thing that piqued everybody's attention was these one hundred all had elite classes. Even though more and more players

succeeded in their elite class trials, elite class players were still not the majority. Also, all these two hundred were at levels 44 and 45, except for Jack.

The curious members asked their friends. Some even directly asked those one hundred who gathered, but they received no answer.

Jeanny had told everyone to keep their mission and destination a secret. There was no telling how many amongst the common members were spies to the other guilds. They didn't want this hunting expedition to suffer complications due to interference from another guild.

Jeanny checked her bag to make sure that all the required tools were already inside. She then checked the gathered members to make sure that everyone was present. After that, she led them to the teleportation chamber.

Following Peniel's instruction, they teleported to one of the cities in the Sangrod Empire. The last time Jack went to that region, he departed from a city in Themisphere. The area they were going to this time was on the other side of the Jagara Region which was closer if they traveled from Sangrod.

Their large group attracted some attention. But since they didn't wander around, they were already gone when those people tried to look for them again.

Everyone in this team had at least an uncommon steed, so their traveling speed was fast. Of course, Pandora still had to slow down to match her speed with the others.

It was frustrating for him to slow down like that, so after half a day traveling, Jack told Jeanny that he would just wait for everyone at their destination. He rode off in speed, arriving in the region within two days. The others took one week to arrive.

Jack complained to Peniel why last time he didn't come to this place since it took him less time to arrive. Peniel explained that the draconic monsters on the other side were less dangerous for his level at the time. Also, at that time, they had not yet linked with the Sangrod city that was closest to this place.

While waiting, Jack hunted the draconic monsters at the periphery. The flame drake was located further into the region. At the outer mountains, Jack farmed flame drakelings for both exp and draconic essences. These drakelings were special elite monsters around level 40 to 45, similar to the ones he had fought on the other side of the regions but hit harder.

As their name implied, they were young drakes with red scales. They could breathe fire from their mouth. Their strength and defense were high, their speed not so much. Jack, who was already stronger than the last time he came to Jagara Region, had little problem farming them.

None of his class leveled up, it took a whole lot more exp to level up with his current high levels, and he didn't get any exp pills from this farming to boost the increase. However, his Therras increased another level to 40. Jack always summoned Therras now, allowing it to rake in the exp.

He gained another 200 draconic essences during this farming period.

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When Jeanny and the others arrived, they found this mountain to be surprisingly peaceful. Jack had already slain all the flame drakelings in the vicinity, thus the quiet. It took draconic monsters a long time to respawn.

"The flame drake is at the deeper part of this region," Peniel informed as she pointed in a direction.

"All right. Let's head over," Jeanny said.

The mountains that both the flame drakelings and flame drakes inhabited were rather low. They also had more flatlands, making them more hills than mountains.

They only had a few more hours of daylight, so Jeanny divided the group into two teams. One was to search the outer area for a safe place to camp at night. The other team who was mainly formed of elite classes from rogue and archer, went deeper to scout their target.

Life Runner was included in the second team, who went to scout their prey. His Hide skill was especially useful for approaching the flame drake. Otherwise, they would be in trouble if these flame drakes had a higher detection range compared to normal monsters.

The scout team spread out to look for prospective targets. If they found one, they called for Life Runner who would turn invisible using his Hide skill. He would then approach the target and use Inspect.

Life Runner was now a level 44 Assassin. He originally planned to be a Technocraft, as he was not so eager of close combat, but Jack persuaded him otherwise. Jack said that his Hide skill was perfect if combined with Assassin's high burst damage. His Hide skill allowed him to get near someone undetected for as close as three meters, which was very close, before using his Assassin's skills. He would most likely be the king of ambush in this way. That was, of course, under the condition that he was not ambushing someone like Jack who had God's Eye monacle or mana sense ability.

Jack himself formed a third team, against Jeanny's wish, who went and continued exp farming. His team was formed mostly of The Man and his underlings.

The first team found a cave that looked safe. The cave went rather deep, after venturing deep enough and finding no monsters, they decided to make their camp at the mouth of the cave. Of course, they still posted sentries at the deeper part of the cave and outside. In case a monster approached, the main camp won't get caught unaware. The sentries were rotated amongst the players.

At night, all three teams reconvened inside the cave to rest and discuss their target for tomorrow.

From the few hours of scouting, the team had seen three flame drakes. The three had varying levels; level 48, 51, and 54. All of the three were rare elite grades. The level 54 one was slightly special, as its name had an extra word of Grim.

Peniel informed them to forget about the Grim Flame Drake. A monster with this prefix was far tougher than the normal one. She reminded them about the Grim Sand Drake which despite losing to Duke Alfredo, still gave the duke a run for his money.

The scouts informed that the three they had found were all situated afar from each other. There were also no other critters around them. So they could fight freely without the worry of attracting other monsters.

After some discussion, they decided to go for the level 48 Flame Drake. It was not just because its level was the lowest. They should have no problem bringing down level 51 Flame Drake's HP to 30% if Jack called Arlcard. The problem lay with the limitation of their capture tools. They only had six Tame Draconic Guardian scrolls and four Giant Capturing Cages.

The success probability of taming a guardian went up with the user's level of Tame Pet and Master Tamer skills. But it would also go down the further the target's level with the user. Jack was the one to use the scrolls. His level was only 43, he would have a lower chance of taming a level 51 monster compared to a level 48 one. There were other beastmasters with higher levels in the group but their Tame Pet and Master Tamer skills didn't go past level 10, so Jack was still their best chance.

It would be bad if they squandered all their chances because they were greedy. Getting a level 48 guardian at this stage was great already. Peniel informed them there were ways to improve the guardian levels, so the priority at this time was simply to catch one. The level was not a problem.

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In the night while everyone was resting, Jack did his routine of mana sense training before sleep. Since his improvement, his area of perception had increased. When he fully focused his sense, he could send his consciousness to roam further than he normally could, similar to an out-of-body experience.

He sent his consciousness outside the cave. He could see the sentries keeping guard. Sometimes a Flame Drakeling came near, the sentries then band together and defeat it. Watching his guildmates fight the drakeling, he could see Domon's training bore some results. Their movements were more refined, their attacks accurate.

When the drakeling fell, Jack's consciousness returned to the cave. He then decided to wander deeper into the cave. He reached the place where the sentries inside the cave were keeping guard. He tried going further in. He was trying to see how far his mana sense could reach.

He felt like he was moving in a thicker air the further he was from his body. Until at one point he couldn't move forward an inch even when he focused all his effort.

'Guess this is my limit,' Jack thought.

When he was about to return to his body and rest. He sensed something. He aimed his attention at where he felt the sensation and saw two glowing red eyes staring right at him.

Chapter 634: Engaging the Flame Drake

'Not possible,' Jack thought.

He was not here. He was incorporeal. This was only his consciousness, no way anyone or anything could perceive his presence. He turned his attention back. One sentry was standing not far away. Jack turned back to the eyes again. Whatever possessed the eyes were watching the sentry.

All of a sudden, the eyes receded into the darkness.

What was that? A monster? If so, how strong was it?

Jack kept his attention at the deeper part of the cave where the eyes appeared. Nothing happened. If it was a strong monster, it would have attacked the sentry. From the way those eyes watched, it was clear that it was aware of the sentry. If it didn't attack, that meant it shouldn't be a dangerous monster.

Anyway, Jack continued to pay attention a little while longer. When there was still no appearance of the monster, he decided to just leave it alone.

His consciousness returned to his body and he took his rest.

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The next morning, everyone gathered. Jeanny made a tally to make sure that no one was missing. They left soon after.

They went to the area where the scouts found the level 49 flame drakes. Yet, after looking around for some time, they couldn't find that drake.

"Higher grade monsters had distinct habits. You can't expect them to just stay in one place all the time," Peniel said.

They did see this kind of behavior on high-grade monsters before. They simply thought that if only one night, the beast wouldn't have wandered far.

Seeing no sign of the level 49 flame drake, Jeanny had no choice but to send the scouts again while they waited. Reports started trickling in, but the flame drakes they found were all above level 50. Peniel mentioned that level 50 monsters had a higher spike growth compared to the one below. So, the success probability in taming also dropped significantly between level 49 and 50 monsters. Jeanny asked them to continue searching for one that was below level 50.

It took some time because they needed to call Life Runner to inspect every time they found a flame drake. It took so long that Jack decided to go farm the flame drakelings again. He told Jeanny to call him once she located a suitable target. The Man wanted to follow but Jeanny forbid it. Jack could move fast using Pandora so he was an exception. The others had to be on standby once they found their prey.

It was late afternoon already when a scout reported the location of a level 49 flame drake. Jeanny sent a message to Jack of the location as the main group headed there. Jack did the same.

The flame drake was just walking around aimlessly when everyone gathered. They were observing it from afar.

"It looks similar to that Grim Sand Drake from before, only this one has red scales and smaller," Bowler remarked.

"We will still need to be careful. This one is not a Grim, but it is also not in a weakened status like when we fought the Grim Sand Drake," Jack said and then turned to Peniel, "I assume these drakes have breathe-ability?"

"Yes. That is their standard skill. This one should have fire element breathe," Peniel answered.

"Okay, everyone, gather around these elementalists," Jeanny said.

Five elementalists separated themselves, Bitter Rain was one of them. These elementalists had bought and learned fire resist spells. Everyone crowded around them before they cast the spell, increasing their fire resistance. The breath attack covered a long distance and large area, it would be difficult to dodge. Having a high corresponding resistance could boost their survival.

Everyone here except Jack and Domon wore Amulet of Rebirth, but they would prefer to save its usage if possible. Its cost got higher each time they lost one.

After making their preparation, Jack took out his companion token. "Leave the direct fight to Arlcard and me, you people prioritize safety. Be prepared with the restraining tools once its HP falls to 30%," Jack told the others.

Everyone nodded.

He activated the token and Arlcard appeared. Jack inspected his vampire companion and saw his exp bar was at 85% to level 50 already. This vampire was not slacking around.

Arlcard first looked to the sun. The day was late but not yet evening. Jack saw the vampire's slightly uncomfortable expression when staring at the sun, but he didn't say anything about it. Instead, he simply asked, "The target?"

"That flame drake over there," Jack pointed to the distance. "But please take notice to not kill it. We need it alive. We want to capture it. Please stop attacking when its HP drops below 30%."

Arlcard frowned. "So troublesome. I would prefer you don't call me for such a vexing battle," the vampire uttered.

'Can you not say such things in front of everyone?' Jack thought dejectedly.

Arlcard then dashed forward. Jack was not to be left behind, he also ran forward. Domon was next. The Man was about to follow, but Jeanny held him back.

"Damn! They didn't even ask for the battle plan," Bowler said.

They all watched the three running courageously towards the flame drake. But after closer observation, they realized that Arlcard was not running. His two legs were still. He was floating slightly above the ground, gliding.

When everyone was fascinated by the vampire's movement, Jeanny snapped them back to attention, "Everyone! Spread out! Encircle the beast. Those that can do ranged attacks, send as many attacks as possible. Melee with the highest strength, take these."

Jeanny took out ten runic ropes. It was longer and larger than normal. This was crafted by the combined work of their blacksmiths and alchemists to help in restraining the beast. He gave them to selected players, The Man was one of them.

"Remember to prioritize safety. Let's go!" She commanded.

Everyone then moved out, just as Arlcard had his first clash with the flame drake. His rapier shone with black light. Every thrust generated piercing dark energy. Yet, the flame drake's scale was thick, though the dark energies still damaged the drake, its effectiveness was halved.

The drake was enraged. It roared as it lifted its foot and stomped at Arlcard, who deftly glided away before the stomp hit.

When the drake's attention was drawn by Arlcard, Jack shot his range spells while he approached. He and Domon stole some slashes from a flanking position. They didn't dare to strike from the rear because the drake's tail kept on swinging around.

The others circled the drake as planned. Ranged classes started sending their attacks. Melees with more confidence came with a hit and run tactic, The Man and his team were of course among these death-defying players.

The flame drake was enraged with all these ants. It made a small jump, but when its feet landed, a tremor erupted. Everyone tried to keep their balance, except Arlcard whose feet didn't touch the ground. A good number of players ended up falling.

While they were unbalanced, the drake's mouth flared.

"Breathe attack...!" Jack whose attention stayed with the drake hurriedly warned his teammates.

Sentinels and Paladins who were still on their feet immediately activated their defensive skills. Jeanny had arranged so that these defense classes were situated strategically so every member had at least one sentinel and one Paladin nearby.

Sentinels used their Protection Field. Paladin used Heaven's Shield, their level 40 skill. It created an image of a giant shield in front of them. Similar to Arhmag's Magic Wall. It covered less area but was sturdier. Every nearby member hurriedly scurried to the protection of these two classes.

A large stream of fire poured out from the Flame Drake's mouth. This flame breath struck the imaginary giant shield. The shield's image was visibly melting as it was cooked by the intense heat of the flame breath.

The drake didn't just breathe its flame in one direction. Since its attackers were spread out all around it, it started to spin as flame continued to pour forth.

The excess fire that slip through the side of Heaven's Shield hit the players who couldn't squeeze close enough to the paladin, but Sentinel's Protection Field reduced the damage they received. The healer-based class quickly healed those that had suffered damages.

Jack couldn't let it continue spewing its breath like that. He had taken refuge right below the Flame Drake. Since the drake was aiming at targets in the distance, the area right under him became its blind spot.

Jack made his super jump right below the drake's head. He struck upward with Flame Strike, right at the drake's bottom jaw. The attack caused little damage because the drake itself had high fire resistance, but the skill's knockback effect caused the drake's bottom jaw to snap upward, forcefully closing its mouth.

The flame that was still pouring forth cooked the inside of its mouth instead. Its head jerked upward as its mouth opened again. The high-pressure air inside caused by the entrapped heat burst out with an explosion. The drake roared due to the pain. It also suffered damage from its own flame breath.

It looked down furiously at the ant responsible for the pain. Jack was about to cast Magic Wall when Jeanny materialized above the drake's head using her Jump Attack. She stabbed downward at the drake's skull. The distraction allowed Jack to move away to a safe distance.

When the drake wanted to turn its attention at Jeanny who had backstabbed its head, Jack returned the favor by casting Magic Bind on the drake's neck. The restrain lasted only a second but it allowed Jeanny to jump away.

Arlicard, in the meantime, never stopped attacking. His high-speed gliding allowed him to move away from the drake's breath while he continued attacking. He didn't care less if the drake killed the others.

With Arlicard's consistent assaults and the group's careful approach, they managed to wear the flame drake's HP down to 30% without a casualty.

"Now!" Jeanny gave the signal.

Chapter 635: Taming Attempts

The ones who hold the runic ropes, which mostly consisted of Berserkers who typically possessed the highest strength stat, started spinning the ropes as if cowboys spinning their lassoes. They threw the ropes in concert.

When these ropes touched the flame drake's body, the runes on its surface glimmered. The ropes came to life and coiled around the drake's body by itself. The Berserkers planted their feet on the ground. Others came and held their bodies to add their weights.

The drake struggled under the restrain, but the players holding the rope were still getting dragged. This showed how much stronger the drake was. Jack cast Myriad Ensnaring Chains to help. Only then did they stop the drake's movement.

Arlicard, in the meantime, didn't stop stabbing the flame drake.

"Stop! Arlicard, stop!" Jack shouted at him when he saw the drake's HP continued to deplete.

With the expression as if had remembered something, Arlicard stopped.

Jeanny threw the small cube to the ground where the drake was. The cube broke apart into components. The components enlarged exponentially and formed a giant cage with metal bars. The drake was situated inside this cage.

"Okay, release," Jeanny uttered.

The berserkers deactivated the runic ropes. The runes on its surface stopped glowing. The ropes detached from the drake's body and returned to their holders.

The flame drake was banging the cage furiously. There was an HP bar above the cage. Every time the drake banged or bit on the cage, the HP bar decreased.

"Hurry proceed with the taming!" Jeanny called to Jack. She had given him all the six taming scrolls.

Jack immediately went up to the giant cage. When he was close, the drake opened its maw and breathed its fire.

Jack was taken aback. He instinctively used Roll and dodged to the side. But after his roll ended, he saw no flame come to where he was. The drake was still spewing flame, but the flame was halted within the cage. None of its fire escaped the cage. Although the cage's HP bar decreased even faster.

"The monster's attacks won't hit anyone outside the cage. There is no need to worry," Peniel assured him.

Jack ran again to the cage. He needed to have direct contact with the cage for the taming scroll to activate.

Arlcard was standing right next to the cage. When Jack arrived, the vampire said to him, "Can I leave now?"

'Brother? Do you have lots of urgent matters?' Jack thought inside. Outside, he said, "Please stay! There is a chance this beast will break free if the taming process fails."

Arlcard sighed. "All right. One more time. After this, I really have to leave," he said.

'Ugh,' Jack started to wonder if it was truly a boon to get this vampire as his companion.

Jack activated the Tame Draconic Guardian scroll in his hands. The scroll disintegrated, replaced by burning runes that encapsulated the entire cage. The drake seemed to be enraged by these runes. It increased the pace of its attacks. The cage shook from all the batterings, its HP continued to reduce.

Suddenly, Jack saw a wheel appear above him. The wheel was mostly yellow, with a small portion that was blue, and a very tiny portion that was red. A white needle was rotating swiftly around this wheel.

"What the...," Jack was baffled by the sight.

"You need to hit the blue or red area when the needle was inside them!" Peniel explained. "If you managed to hit the red area, the taming process will be successful. If you hit the blue area, you have to do it five times for the taming to be successful. If you hit the yellow area, the wheel will break, and the taming fails."

"What the f*ck! A mini-game?!" Jack uttered in consternation.

"Hurry! If the cage's HP is depleted, the taming process will also fail and the drake will break out of the cage with full health," Peniel said.

'Bloody heck! Why didn't you explain about this mini-game before we attempt this taming process then?' Jack cursed in his mind.

"How do I hit it?" Jack asked.

"With your mind!" Peniel answered.

"Of course," Jack grumbled. He looked at the rotating needle. It was so fast. Ideally, hitting the red area would be best since he only needed to hit it once. But the area was so tiny. Any faster or slower, he would hit the yellow area instead. The blue area was not that big as well but was more accommodating compared to the red.

Jack decided to play it safe. He focused his mind. When the needle was almost over the blue area, he sent his thought. The needle vibrated with a ping sound. The needle continued spinning, the wheel was still intact. Jack breathed a relieved sigh. Now, only needed four more times.

"Not enough time, go for the red one!" Peniel uttered.

"What?" Jack then noticed the cage's HP as well. It was almost depleted.

"F*ck!" He cursed. They had wasted quite a lot of precious time learning this taming process.

"Use your runestone of probability! You will be able to widen the area on the wheel."

'Lady, again! Why didn't you explain all this before we start?' Jack lamented.

The runestone appeared beside him. He injected his willpower inside, the runestone flared brightly. He saw the red and blue area widen... a tiny bit.

"F*ck! It barely helps!" Jack cursed.

But he had a cheat skill for this mini-game. Jack smiled and activated Dragon's Eye. His smile froze when he saw everything else become slow-motion, yet the spinning wheel continued to spin at the same rate.

"F*ck! This skill didn't affect the taming wheel," he cursed again.

The cage HP bar was almost empty. No time to dally anymore, Jack focused all his attention on the needle. When it almost hit the aggravatingly tiny red area, Jack hit the needle. The needle vibrated, but the ping sound was different. The wheel broke! The needle had gone past the red zone and hit the yellow area.

The fiery runes dissolved. The cage's HP drained soon after. The cage broke apart, the flame drake came out roaring. Its HP had fully recovered.

"We fail! Everyone, go back to position!" Jeanny hurriedly gave the command.

Jack was also backstepping to put some distances. "Where is Arlcard?" He asked. 'Don't tell me that companion has truly bolted without permission?'

"Move aside!" Jack heard Arlcard's words. He turned to the voice behind him and saw the vampire was being enveloped by multiple runes.

"Rune technique?" Jack thought when he recognized the move. Apparently, Arlcard had been gathering the energy when Jack was still doing the taming attempt.

"Damn! He has so little confidence in me succeeding the taming process?" Jack grumbled and jumped to the side.

Arlcard turned into a sword shadow and rushed past Jack. The shadow stabbed into the drake's giant body. Jack saw a repeated scene of what had happened to Aubelard. Countless smaller sword shadows pierced out from the drake's body before turning back and stabbing in again. The drake roared in pain as it stomped around haphazardly.

The others were captivated by the sight. Some were snapped back into action after they saw Jack shooting range spells and attacks. Soon, everyone resumed their offense, further increasing the pace by which the drake's HP went down.

The flame drake's HP hit the 30% mark much sooner than previously. Everyone repeated the process, The Man led the others as they threw the restraining runic ropes. Jack's Myriad Ensnaring Chains had not gone off cooldown, but Arlcard helped by using his Shadow Lock spell.

Jeanny threw the second cube. The flame drake was again caught inside the cage.

Jack didn't dawdle this time. He hurriedly went to the side of the cage.

"I'm off," Arlcard said and vanished.

'F*ck! The fellow didn't even ask for permission this time,' Jack cursed inside, but he didn't let it distract him. He touched the cage and activated the Tame Draconic Guardian scroll.

The fiery runes again wrapped around the cage. The taming wheel appeared. Jack summoned his runestone of probability to increase the area of the blue and red zones by a little. Any increase helped. His Hundred Synchronous Thoughts allowed him to focus one thought on forcing his willpower for his runestone while another thought on the spinning needle on the wheel.

He decided to take the prudent way. He was gunning for hitting the blue zone five times.

Everyone watched on with hopeful eyes. They couldn't see the taming wheel, but they could see from Jack's expression that he was concentrating hard on something.

Unfortunately, his concentration wavered on the fourth hit. The noise of the drake banging on the cage was not helping. The needle missed by a tiny margin and hit the yellow area. The wheel broke.

"F*ck!" Jack cursed. He couldn't remember anymore how many times he had cursed since the first taming attempt started.

Everyone watched with disappointment as the fiery runes dissolved.

Jack took out the third taming scroll. He looked at the cage's HP. It was less than half already. If he tried to do the taming again, he won't have enough time to hit the blue zone five times. He had to gamble with the red zone.

He didn't waste much time thinking, he didn't have the luxury of time. He activated the third scroll, repeating the taming process. The flame drake was getting even more agitated seeing the fiery runes appear again. It spewed its flame breath all around the cage in rage.

Jack ignored the drake's tantrum and had all his concentration focused on the spinning needle. Jack let it spin a few times to grasp the rhythm. The cage's HP continued to go down. Peniel was staring at the cage's HP bar with worry, but she didn't dare to utter a sound, worried that it might distract Jack.

When the cage HP bar was almost depleted, Jack hit the needle.

Chapter 636: Watcher from the Depth

The taming wheel broke. The attempt failed again.

The cage broke. The flame drake was again freed with full HP.

Everyone started attacking again, but with less vigor now. There was also no Arlcard anymore. The drake's HP went down at a snail pace.

Jack was just about to feed his amulet a hundred mana cores when Jeanny shouted her order, "Retreat! Retreat! That's it for today. Let's try again tomorrow."

No one objected. Although their game bodies were not tired, their minds were. Each of the drake's attacks was deadly, one wrong move would cause casualties. Being on edge all the time caused them to feel fatigued. Experiencing failure twice added the exhaustion.

Seeing the situation, Jack also didn't try to motivate them to continue, he stored his mana cores back. Jack offered himself to hold the flame drake while the others retreated. Domon and The Man wanted to help, but Jack told them to retreat. They were not fast-type. They would have a problem escaping the drake if it insisted on chasing them.

Jack instead summoned Therras. He had been planning to summon it as well to help him wear the drake down the third time, but since Jeanny had called for a retreat, he used it to help him hold the drake instead.

"Wait! Does any rogue or archer-based class here have a tracking skill?" Peniel called on those that were retreating.

When no one answered, she said, "Never mind then."

The others continued retreating. Jack continued sparring with the drake while he checked everyone's progress on his radar. He also activated Gold Scale Armor to help him survive.

When he saw everyone had gone out from his radar's radius. He had Therras use its Imperious Pressure. The drake was bogged down by the increased gravity. It could still resist the pressure and moved slowly. Jack then clung onto Therras and had it used Tyrannical Charge in the direction away from the drake. The speeding skill brought him far away from the drake.

The drake was furious of these ants coming to hurt it and then just ran away. It made a final attempt by throwing its flame breath. Jack had seen it coming. He cast Magic Wall at his back to stop the incoming flame. He then summon Pandora and ran away.

With Pandora's speed, Jack caught up with the others in a short time. The others were also galloping using their steeds. They were heading to the cave in the flame drakeling's area where they had spent their previous night.

When Jack came to her side, Jeanny asked Peniel, "What's a tracking skill?"

"It's a skill that can be learned by any class that comes from either rogue or archer," Peniel informed. "There are two tracking skills, one of which you should be able to easily buy from a respected rogue or archer's factions. It is called Track Monster. This is an advanced skill. It allows you to mark a monster. After marking, you will be able to know its position for the next twenty-four hours. You can only mark one monster though. If you mark another one, the previous one will disappear."

"I see, if we have that skill, we won't need to waste too much time looking for flame drake below level 50. We can just mark that flame drake we fought just now and go for it again tomorrow," Jeanny said.

"Yes," Peniel said.

"Unfortunately, we don't have it. I will ask our rogue and archer-based core members to look for this skill and purchase it in their factions when we return. They probably didn't buy it yet because they save their points for battle-related skills."

"You mentioned two tracking skills, what's the other one?" Jack asked Peniel.

"The other one is an elite skill. This one is more difficult to procure. It's called Track Person. As its name implied, the skill functions the same as Track Monster, but instead of a monster, you can mark a native or an outworlder. Hence knowing their positions for the next twenty-four hours. The factions that offer this skill should be Assassins Guild and Hunter's Lodge. Other than these two, I doubt the other factions provided it. Even then, the points and ranks required are not low."

Hearing it, Jack thought about joining the Hunter's Lodge but decided against it soon. He didn't want to spend time collecting points just for some tracking skills.

"By the way, that spinning wheel that appeared when I attempted the taming. The attempt will be successful as long as I hit the pin inside the red or blue zone, right? So how do my max-level Tame Pet and Master Tamer skill contribute to increasing the success rate?" Jack asked Peniel.

"What spinning wheel?" Jeanny asked.

Only Jack saw the wheel when the taming process started, so Jack explained it to Jeanny.

After Jack was done with his explaining, Peniel answered his question, "Your Tame Pet skill increased the width of the blue zone, while your Master Tamer skill increased the area of the red zone. If those two skills are low-level, those zones will be even smaller."

"Heavens! They are already so small to me, they will be even smaller for others? Those that not yet max-level those two skills can forget about taming a guardian pet!" Jack exclaimed.

"It is small because you people choose a draconic rare elite much higher than your level. If you choose a lower-grade monster with a level around yours, the red and blue zone will not be that small. If its level is lower than you, those zones will become even bigger, so you will have an easier time taming it."

Jack turned to Jeanny, "Should we go to other places to find lower-level and lower-grade monsters?"

"These drakes are already the lowest-level and lower-grade large-sized draconic monsters I know of. Others have higher levels. Unless you are lucky enough to find their young offspring, you can only try those drakes," Peniel said.

"The Flame Drakelings in the outer areas are not those Flame Drake's offsprings?" Jack asked.

"No, they are different monsters," Peniel answered.

"Then we should try searching for their offspring then."

"Draconic monsters had a very low fertility rate, so it will be very rare for you to find their offspring. Not to mention, their offspring will stay inside the nest till they mature. There will also be more than one mature drake inside the nest. Draconic is a solitary monster, but on rare occasions when they have offspring, some will gather to protect that offspring. Do you think you can capture and tame their offspring while facing more than one drake?"

"Fine... Let's just try the adult flame drake again tomorrow."

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When they arrived at the cave, night had arrived. Jeanny organized the patrol sentries while asking everyone else to rest.

Jack was not tired yet, so he rode Pandora out to farm exp and draconic essences for a few more hours. He came back again when it was close to midnight.

He did his regular mana sense training. Sending his consciousness to monitor the surroundings. He was curious about what he saw yesterday, so he sent his perception to the depth of the cave, to where the sentries were keeping watch.

He looked into the depth of the cave. Nothing. Perhaps it was just an illusion yesterday? A reflection of light?

After watching for a while and seeing nothing, Jack was about to conclude his mana sense training when those two glowing red eyes appeared again.

'Not illusion?' Jack watched those two tiny glows. The eyes seemed to be observing the sentries again.

Jack couldn't push his consciousness further because his body was too far, so he decided to wake up and walked over to where the sentries were.

The sentries were surprised to find him approached. They saluted him and asked if he needed anything. Jack told them to continue as they were, he simply wanted to look at the deeper part of the cave.

The sentries expected Jack to go deeper after hearing his words. They would go with him if so. But instead, Jack sat crosslegged next to them. Despite being confused, they didn't disturb him.

Jack looked at the depth where he had sensed the eyes. It was very far, his Dragon Eye allowed him to look far but these sentries had no such ability. They couldn't see the glowing eyes that were watching them, which meant those red eyes had superior visibility range similar to his Dragon Eye.

Jack's Dragon Eye didn't see anything in the depth, his radar also did not detect anything. He got into the meditative state and sent his consciousness away. Deeper this time.

The cave had opened up to a huge cavern after going deeper. The scouts who first searched this cave had also come upon this large cavern. The cavern looked empty. They didn't proceed further as there were too many places to check. They did not need to waste time in scouring this entire cavern, they only need this place to spend the night. So Jeanny simply placed sentries to make sure nothing came from this cavern.

The cavern was indeed huge, Jack's consciousness couldn't sense the whole place. He needed to have his physical body moved deeper into the cave if he wanted to check further. But he had a feeling whatever thing that possessed those two eyes had already long gone.

So, Jack decided to end his mana sense training and rest.

Chapter 637: Second Day of Taming Attempts

The next morning, they left at the first sign of sunlight. The scouts spread out again to look for a Flame Drake below level 50. Jack again went to farm the flame drakelings while waiting for news.

This time, the scouts didn't waste too much time. It was not yet noon when the scouts reported their findings. They found not one, but two suitable flame drakes. One was level 49 while the other level 48.

They decided to head to level 48 one. The lower the level, the higher their taming success probability. One thing though, the level 54 Grim Flame Drake was not far away from where this level 48 was. But it was also not close enough for them to worry, they just need to make sure that the fight didn't get dragged in the direction of that Grim Flame Drake.

After Jack arrived at the coordinates given by Jeanny, everyone started to get into position.

Jack again summoned Arlcard.

When the vampire appeared and saw the flame drake, he said to Jack, "You failed yesterday?"

"Yes... Same arrangement. Please don't kill the drake. Just bring its HP down to 30%," Jack said.

"There is no exp if it is not killed. You are wasting my time with such a fight," Arlcard said.

Though the vampire complained, he still glided towards the flame drake. Jack followed with Domon. The others spread out to encircle the beast.

They pretty much repeated yesterday's process. Once the flame drake's HP dropped to 30%, The Man and the other berserkers threw the restraining ropes. Mage-based classes helped by using their Magic Binds.

Once the flame drake was caged, Jack immediately activated the Tame Draconic Guardian scroll. The taming wheel came out.

When Jack was concentrating his attention on the spinning pin, something distracted him. He saw on his radar a dark and large red dot coming at high speed.

"Oh, shit! Is that..."

"I think it is. Watch out! The Grim Flame Drake is coming!" Peniel shouted to Jeanny.

"What? How? We didn't come into his area of perception!" Jeanny said. They had instead steered the currently caged flame drake away from the Grim Flame Drake.

"Monster with a Grim prefix is unpredictable. Remember how that Grim Sand Drake insisted on following us after being beaten back by the duke. We can't expect this type of monster to behave normally."

"The fact is it is coming!" Jack said. He then turned to Arlcard, "Can you please help to hold it down?"

"All right," Arlcard could sense this new one on the way here was not like the drake they had been fighting.

He glided over in the direction of the incoming Grim Flame Drake, which was coming into view already. It was coming at a high speed. The others spread and determined to assist Arlcard in holding it down while Jack worked on taming the caged drake.

Jack focused himself on the taming wheel. He couldn't afford to be distracted. He had chosen the safe method of hitting the blue area. He took his time, not allowing himself to be hasty. If this taming failed, they were down to just one cage and two taming scrolls.

He let the needle spin. Only when he was sure then he hit the needle. The cage's HP bar kept on dropping, but there should still be enough time. He heard the others had started clashing with the Grim Flame Drake. He didn't let the sound distract him. He was fully focused.

The needle hit. Success! It's the fourth hit now. One more to go. Jack didn't allow himself to slack when he was so close to victory. His eyes were following the needle closely. Catching the rhythm when it passed the blue zone. He felt the tempo now. There should be no miss.

When he was about to hit, a voice called out, "Watch out!"

He was too focused. He couldn't let himself be distracted. But his mana sense blared intensively. So strong he couldn't ignore it. He instinctively activated Gold Scale Armor, used Flash Step before rolling away.

Even then, he felt a strong impact that caused his body to get lifted into the air before being tossed away.

He fell rolling on the ground. When he stopped, he saw his HP was less than half already. If he didn't activate Gold Scale Armor, he was probably a goner already.

He watched the flame drake inside the cage broke out. The taming attempt had failed again.

"What happened?" Jack asked. Bowler had come and cast Heal on him.

"The Grim Flame Drake!" Bowler uttered. "We are holding it down but it suddenly cast a spell. A large number of fireballs were hurled around at random. We couldn't block all the fireballs, those fireballs also did not fly straight. They seemed to be able to track enemies, similar to our Energy Bolts, and a good portion of them headed your way."

"That's Flame Wrath spell," Peniel said.

"That drake can cast a spell?" Jack asked with consternation.

"I tell you already Grim monster is unpredictable. With its draconic lineage, it allows it to learn one or two spells. Anyway, its target seemed to be freeing that trapped drake, and it had succeeded."

"Retreat! Retreat!" They heard Jeanny's command. Fighting two drakes, with one being a high-level Grim Flame Drake was a tall order.

Jack thought again to summon the Ice Demon Fiend to continue the taming attempt but cancel his intention. Even with Arlcard, the Grim Flame Drake would still cause some casualties, it was better to not push it.

"I will hold them, you all flee first!" Jack uttered.

Jack summoned Therras and clashed with the normal flame drake while Arlcard kept the Grim Flame Drake busy. The Grim Flame Drake might be powerful, but Arlcard could still fight it to a stalemate.

When the others were far away. Jack used Myriad Ensnaring Chains and Therras Imperios Pressure to lock down the Flame Drake. He then unsummoned Therras and summoned Pandora. He went over to Arlcard who had used his Shadow Lock to hinder the Grim Flame Drake. Arlcard jumped to Jack's back and they rode away at blinding speed.

When they regrouped, Jeanny said, "That was so unfortunate just now. We lost six people going up against that Grim Flame Drake. Let's try the level 49 one. It is far from here, we shouldn't be attracting the Grim Flame Drake there."

"Yes, it probably heard our battle from afar and came to check," Peniel said.

"We only have one last cage and two taming scrolls, we can't afford to fail again," Jack uttered.

"Do you mean you can't afford to fail again?" Swellgoing remarked.

Jack gave him a hard stare, he forgot again that this guy was still with them. He was a level 44 summoner now. He wondered if summoner class was the preferred choice of annoying people.

"Anyway, this will be our last chance. We will be packing home whether we succeed or not," Jeanny said.

"We will!" Jack announced.

"Not if you make a blunder again," Swellgoing said.

"Jeanny, can we just take it that we lost seven people from the assault just now?" Jack asked as he took out his Storm Breaker. Swellgoing ran to hide behind Jeanny.

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Luckily, the level 49 Flame Drake was still lingering around the place where the scout last saw it. Everyone made their preparation. Arlcard was still beside Jack. Despite his grumbling about wasted time, he did not just leave like yesterday.

"Okay, everyone, let's move..."

"Hold!" Jack cut Jeanny's words.

Jeanny looked at Jack who seemed to be focusing on something in the air.

"F*ck!" Jack cursed.

"What's wrong?" Jeanny asked.

"That Grim Flame Drake. It is coming again."

"What? Why it comes here. We are so far from where it was."

"I don't know, but my radar shows a large and dark red dot coming this way. I'm pretty sure it is the same Grim Flame Drake from just now."

"It has probably taken offense. This Grim-type monster is..."

"Unpredictable. Yes, yes, we heard you," Jack cut Peniel's words, which earned him a glare from the fairy. "This Grim monster is probably those that Wilted mentioned with better codings than the normal monsters, so they behave more realistically. Not as realistic as the natives but still realistic enough. If this Grim Flame Drake is like that Grim Sand Drake, it will continue to gun for us. We cannot attempt a taming with it hot on our tails."

After reviewing the situation, Jeanny made the decision. "Retreat! We can't waste our last cage on such a risky attempt."

Everyone summoned their steed and left the area. Jack stayed at the back with Arlcard in case the Grim Flame Drake picked up in speed. He saw on his radar the Grim Flame Drake turned and followed them. It was clear now they were its target.

'Shit! This taming mission is doomed,' Jack thought.

When they entered the Flame Drakeling area, Jack saw the dark red dot stop. It didn't continue its pursuit.

"Hold!" Jack called out.

Jeanny issued the order to stop their march, she then came to Jack. "What is it?" She asked.

"It stops pursuing us," Jack said.

"Meaning we didn't offend it enough," Peniel said. "It probably only takes offense if we come into its territory. That's why it doesn't continue chasing us here."

Jeanny gave the matter some thought. She then said, "Let us stay away for today then. We will try going in again tomorrow. See if it is still chasing us after a day passes."

Chapter 638: The Identity of the Secret Watcher

Everyone ended up going exp farming on the flame drakelings for the remaining of the day. They separated into several smaller teams. Arlcard left since his service was no longer required. Bowler, The Man, and a few of his roughnecks followed Jack. Jack didn't mind people tagging along.

With more people, the pace by which he collected the draconic essences would increase. Because no one in his party had a draconic bloodline, so the essence of the draconic monsters they killed would go to him. His exp gain would decrease, but he thought that was okay.

They farmed until late at night. Jack's team was the last one to return to the cave. Most were resting already. Jack looked at the time. It was almost that time, he thought.

He walked towards where the sentry was guarding the depth of the cave. He was curious about that mysterious watcher.

The sentries were different from yesterday. Jeanny rotated the sentries not only hourly, but also daily. They had enough people for that, so some had the luxury for a full night's rest. These sentries also saluted Jack when he arrived.

Jack told them not to mind him. He then sat next to where they were standing. These sentries were also confused by Jack's action but they didn't question him.

Jack closed his eyes and allowed his senses to go free. He focused his attention on where the glowing red eyes appeared. Two days those eyes appeared around this time of the night, he hoped tonight was no different. Otherwise, this curiosity would eat at him.

After waiting for some time, the two red orbs finally appeared. Jack immediately had his senses glided over to that place. When he arrived, he finally had a good look at the mysterious watcher. It gave him quite a surprise.

'This...' He observed the creature in detail, making sure he didn't recognize it wrong.

The creature was watching the sentries intently, not aware that someone else was watching it the entire time. After some time, it moved away. Jack followed after him.

It went to the huge cavern before disappearing into one of the hidden caves at the far side of the cavern. Jack couldn't follow after him too far unless he had his body going over there.

Jack opened his eyes. He turned to Peniel who was lazying around. She was always bored when Jack was doing his training.

"Peniel! I think I just saw a dragon," Jack said.

"What?" She flew over when Jack called. "Are you saying you have a dream and you saw a dragon?"

Jack rolled his eyes. "No, I'm serious. I use my mana sense and saw a dragon watching us not far away, from over there," Jack said as he pointed his finger to the depth of the cave.

"Then something must be wrong with your mana sense. If a dragon came so close, we would have felt its aura already. Do you forget already the feeling when you are near Syndrillis? Not to mention, a dragon won't do such a trivial thing like watching us. It would have come over and chomped us to smithereens for appearing near its territory."

"I think it is because it is still a youngling. It is very small for a dragon. It is barely the size of a grown horse."

"A grown horse. Even a baby dragon is bigger than that size," Peniel ridiculed.

"Are you calling me a liar? I know what I saw," Jack felt offended.

Peniel saw Jack's serious expression. She said, "described what you saw to me."

"What for? It's the classic depiction of a dragon. It had a long neck, a horned head with a long maw, four large limbs from a large body, a long thick tail, and a pair of large bat-like wings. It is generally similar to Syndrillis except much smaller and its body was covered by dark red scales instead of gold ones."

Peniel thought about Jack's words. She asked, "Are you sure its size is only the size of an adult horse."

"I might not look at it directly with my eyes, but with the degree of my mana sense now, I'm pretty sure I'm not wrong when gauging its size."

"Then it is not a dragon. It is a dragonet," Peniel said.

"A Dragonet?"

"Yes. It is basically a smaller imitation of a dragon."

"So... A young dragon?"

"No! It's not a dragon, it's a dragonet!" Peniel yelled. The sentries were looking over. What were they quarrelling about? Their expressions said.

"It's a different species!" Peniel continued. "A dragonet is not a true dragon, but they are the closest to one. The one you see should be a very young dragonet. The adult had a size almost as big as an adult drake. Yet, they are more powerful than a drake."

"I thought you said Draconic younglings always stayed inside their nest? What is this one roaming around here?"

"Several possibilities, but I think most likely is that its nest is nearby and this young dragonet is an adventurer-sort that likes to wander around when its parents are not watching."

"Oh? There can be such a naughty baby monster?" Jack remarked amusingly.

"You said its scales are dark red?"

Jack nodded.

Peniel then said, "Then it is probably a young lava dragonet. Fire dragonet didn't live underground. Their scales are also of a brighter red."

Jack thought for a bit and said, "Then we should capture that dragonet instead. You mentioned a dragonet is more powerful than a drake, right? Also, taming a young monster is easier, isn't it? We only have one chance left. I say we use this last chance on that young dragonet."

"You do remember I say its nest might be close, right? A draconic offspring had a mental link with its parents. If the parents sensed their young one in danger, they will come with full force. You need to be ready for that."

"Let's discuss this with Jeanny," Jack said. He walked back to their camp.

Unfortunately, Jeanny was already asleep. Jack then postponed sharing his finding to tomorrow morning.

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The next morning, Jack looked for Jeanny once he woke up. She had been awake even earlier, she was organizing today's plan with the others. Bowler, Domon, and The Man were also there with her. Jack came over and informed them about the dragonet.

Peniel joined in the explanation, telling them about the danger of enraging a group of dragonets. There is surely more than one adult dragonet inside a nest with a youngling.

"I think it is too risky," Bowler said after hearing it.

"Chicken!" The Man mocked.

"Screw you!" Bowler retorted. "Not everyone enjoys extreme situations like you lunatic!"

Jack reminded that a lava dragonet is stronger than the flame drake they were currently targeting. It would be in their best interest to get the best guardian pet for their guild. Not to mention they only had one cage left. Between gambling it on a young dragonet against an adult flame drake, the young one provided a better success chance. Going for the flame drake also had the risk of having the Grim Flame Drake targeting them, it might still watch out for them after yesterday's event.

From what she heard, Jeanny surmised Jack was more inclined toward trying the dragonet. Jeanny asked Peniel if they captured a young dragonet, how long would it need to mature before the dragonet could be called to assist in their wars?

Peniel answered that it depended on the food and the home they provided. The Sky Garden Peak could be considered a top-notch environment for the pet, so that point was covered. For the food, they could have their guild cooks craft them. The food had different grades, the highest grade required better ingredients and better-skilled cooks. This highest-grade food would provide the pet with the fastest development speed.

With Dylan's vast supply connections, they should have no problem getting the ingredients. For the cooks' part, Jack could call Ellie or Bill to help if needed. Their cooking skill was at Advanced Expert already.

Peniel said if they could provide the highest grade food, this young dragonet would require around one month to mature, two months at most.

"Two months is a short time. We are preparing this for the future country war, ain't we? Then we should be aiming for the best possible!" Jack said. "A dragonet is the closest to a true dragon. Since a true dragon is not available, then I said we should go for this dragonet. Fortunately, we find a young one here."

"I seconded that. This is obviously a heaven-sent!" The Man uttered.

"I also think that we shouldn't go for the second-best just because it is safer," Domon chimed in.

"Isn't old people usually told their youngs to put safety as the priority?" Bowler said to Domon.

"Do you see me as a usual old person?" Domon asked back.

Bowler decided to not answer.

Chapter 639: Ambushing the Young Dragone

Since the young lava dragonet only came at night, they have free time till then. Jeanny suggested they explored deeper into the cave so that they knew the terrain better before tonight's capture mission, but Peniel advised against it.

The huge cavern hall where Jack last saw the young dragonet might be close enough to the dragonet's nest already. If they went there and allowed their presence to be found out by the adult dragonets, then they could kiss this capture attempt goodbye. Those dragonets would become alert and pay attention to them. The fact that none of them had yet to come means that this young dragonet did not inform its parents of its finding.

Everyone separated into small teams like yesterday and farmed the flame drakelings. Jeanny reminded everyone to come back before sunset. They needed to rest and be fully ready for the capture mission.

Everyone followed the order, even Jack stopped his grinding once the sun was close to the horizon. He went back to the cave with everybody.

Inside the cave, while everyone else was resting, the leaders had one last meeting to discuss their plan. Peniel estimated the young dragonet should have a lower level than the flame drake, so they should have no problem reducing its HP to 30% swiftly even without Arlcard.

Jeanny said then the problem lay in the probability of the adult dragonets coming to the rescue.

Peniel corrected her that it was not a probability, but a certainty that the adult dragonets would come once they sensed the young one was in danger. The question was how many would come. Ideally would be two, but on rare occasions, it could be as many as four.

Everyone gulped. If they had to fight four monsters that were as strong as or might be even stronger than the flame drakes...

Jeanny divided them into two teams, one would attempt the taming while the others held the adult dragonets at bay until the taming was completed. The key was to complete the taming process as fast as possible. Once they were done, they just needed to flee from those adult dragonets.

Jeanny gave the last Giant Capturing Cage to Jack. Jack would of course be the center of the capture team, together with The Man and his berserkers who held the runic ropes.

Jeanny and a large portion of the remaining players would be in charge of holding the adult dragonets. Jack would summon Arlcard and had him join Jeanny's team.

They decided they would hold the adult dragonets at the entrance of the huge cavern hall. It allowed them more space to maneuver. If the dragonets entered the narrow cave and used some sort of large and long-ranged skill like the Grim Flame Drake's Flame Wrath. The attack might reach Jack's location and caused him to fail the taming attempt again.

After going over the plan and making sure everyone was on board. Everyone ate stat-increasing food that the guild cooks had prepared before leaving Heavenly Citadel. After that, all they could do is wait until the young dragonet appeared.

They made sure to wait further away from where the sentries used to stand guard so that they were out of sight and not scared the young dragonet when it came. Except for Jack and Life Runner who took positions at a different waiting place from the others.

*

When it was almost midnight, Jack was meditating as he waited. He was not meditating at first, but he found that his mind tended to wander pointlessly about useless stuff when he was idle. Like what if the young dragonet decided to not come tonight, what if it had lost interest in the players here so it now went to play somewhere else.

So, he got into a meditative state and trained his mana sense while waiting. He sent his sense to the depth of the cavern hall. He should be able to feel the young dragonet approaching in this way.

He also took a better look at the cavern hall while he was at it. The terrain was irregular with many hills, valleys, protruded rocks, and natural pillars. It should give many cover spots for his guildmates when they went up against the adult dragonets, providing that they knew how to utilize the terrains.

While he was observing the place, he sensed some movements. He immediately went over to check. The movement was small, but it could not avoid Jack's detection.

It was indeed the young dragonet. It was moving in a very low position, sort of like crawling, with its large bat-like wing covering its body and making it as if flat with the ground.

Jack was amused. This young dragonet was daring enough to leave its parents' protection and adventured outside, but was also mindful enough to be careful. Jack liked this youngling. He had to tame it!

The young dragonet moved even slower after entering the cave. Jack could see its dragon eyes continued to monitor the distance, making sure the sentries weren't positioned closer than the night before.

Jeanny had instructed the sentries within the cave to stay guard as normal, to not raise the young dragonet's suspicion.

The young dragonet finally arrived at the spot where it used to peek. It stayed there as it watched with its red eyes.

Jack sent the message that he would be making his move soon.

After sending the message, Jack's body dissolved out of the shadow behind the unaware young dragonet. He had been using his Shadow of Cloak's ability to hide within the shadow. With him positioned at the dragonet's back, he cut off its path of escape.

Jack had used Inspect when the young dragonet crawled past him.

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Lava Dragonet (Rare Elite monster, Draconic), level 40

HP: 365,000

Status: Youngling

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The dragonet heard crackling sounds from behind. It turned around in consternation, twenty lightning balls landed on its body successively. Each detonated with violent lightning energy that shook the cave. The dragonet roared from the pain.

Jeanny led the others and rushed out from their hidings. At the same time, they heard a tremendous roar from the depth of the cave.

Those with sensitive mana sense felt incredible raw power in that roar.

"That didn't bode well," Jack said.

He cast Myriad Ensnaring Chains to bind the young Dragonet. When it was incapacitated, Life Runner came out from his Hide skill and landed another ambush on the dragonet using Unblockable Stab. It scored critical damage.

Jack had used Enhanced Whetstone on his weapon. He also activated Overlimit, Life Burning Art, and Adrenaline Rush before he sent the Lightning God Barrage to the unsuspecting Dragonet. Added with ambush bonus, those two ambushes with Life Runner's had netted almost 150,000 damage, effectively cutting their attempt short.

Under normal circumstances, the addition of the ambush bonus would have scored them damages of over 200,000. This showed how tough the dragonet's defense was despite still a youngling.

Jeanny and the others rushed past Jack and the bound dragonet. They headed into the depth of the cave. Jack called out Arlcard and asked him to follow Jeanny's group.

Jack didn't dare to be negligent after hearing the roar just now. He fed one hundred mana cores to his amulet. A level 43 Ice Demon Fiend appeared. Jack gave it the command to follow and help Jeanny as well.

Jack, The Man, and a few others stayed behind to deal with the young dragonet.

The young dragonet was still bound by Myriad Ensnaing Chains, but it could attack. It opened its mouth and a thick stream of dark red beam poured out.

Jack had started casting Magic Wall when he felt the intense mana build-up inside the young dragonet. The magic wall formed as the dark red beam poured out. The beam slammed the rectangular light wall, Jack could still feel the heat through his magic wall. Some droplets recoiled from the impact and dropped on the ground. These droplets liquefied the ground it touched, producing deep recesses with smoke and hissing sound.

"That is lava breath, it is hotter than a flame breath," Peniel informed. "If you are hit by it. Not only does it have the probability to cause burn, but it will also cause your equipment's durability to go down at a faster rate."

Hearing it, Jack sent this information to Jeanny. His mana wall could resist this lava beam no problem, but the adult lava dragonet was sure to have a more fearsome lava breath. Jack hoped they can hold the monsters long enough until he completed the taming process.

With that urgency, he dove towards the young dragonet once its lava breath was over. Jack cast Magic Weapon before transforming into the black werewolf, then activated Gold Scale Armor. He fought the young dragonet in a frenzy, trying to bring its remaining HP down to 30% as fast as possible.

The Man and the others chipped in as best as they could. With Jack taking the full attention of the young dragonet with his reckless assault, the others sneaked in attacks from the side.

Chapter 640: Holding Down the Dragonets

Jeanny and the others came out to the huge cavern. They looked at the place. It was a complex terrain.

"Ranged players spread out and take the high grounds. Sentinels and paladins guard this entrance, do not let any monster pass through!" Jeanny issued the command. "Everyone else, run interference. Use the rocks for covers when in danger. Summoners summon every available summons, use them for sacrifice if needed! Elementalists, cast fire resist on everyone!"

After receiving the fire resistance boost, everyone took their positions following Jeanny's command.

They heard several roars. The opponents were close already. Suddenly, one ear-splitting roar was heard. It not only shook the cavern, but it shook them to their cores. Some fell on their butts, but no one laughed at those who did. They were too concerned about the source of the roar to worry about anything else.

While they looked on with trepidation, two large dragonets burst through one of the caves around this cavern. The two dragonets were rushing in with rage. They came out of the hole at the same time, which was smaller when the two of them were advancing together. The rocks around the cave mouth ended up getting torn apart by their forceful entry. Chunks of rocks flew everywhere.

They caught sight of the intruders around them. They knew then that these small creatures were the reason the young dragonet under their care was in pain.

"Le... Level 55 rare elite...", One of the players with high-level Inspect skill uttered. The others who had sufficient Inspect level immediately did a scan.

*

Dragonet (Rare Elite monster, Draconic), level 55

HP: 590,000

*

The dragonet itself was slightly smaller than the flame drake they faced a day ago. But they didn't doubt these draconic monsters in front of them were more dangerous foes. Not just because of their higher levels, but they could sense it as well. The aura these two exuded gave off more pressure than those flame drakes.

As they worried about the two, another dragonet appeared. One that was somewhat larger than the two.

"Th... Three dragonets...", Someone uttered.

But those with sufficient mana sense knew this new one was different. They felt a shiver in their souls. The pressure this one gave off is suffocating. When the players inspected this new beast, all of them were lost for words.

*

Dragonet (Mythical monster, Draconic), level 55

HP: 1,050,000

*

While they were stunned by the revelation, a shadow zoomed past them and headed straight towards the mythical dragonet. The shadow was as if a black sword that cut through everything.

The mythical dragonet huffed. A fiery rune shield appeared in front of it as the black sword slammed onto it. Both the rune shield and the black sword shattered as an energy shockwave radiated out. A figure landed on the ground not far from the impact. It was the vampire, Arlcard, holding his crimson rapier.

Seeing the display, Jeanny immediately shouted out encouragement. "Do not get discouraged! All we have to do is buy time until the taming is completed. All of us wear Amulet of Rebirth, we will only lose one level. Give all your best! For the glory of Everlasting Heavenly Legends...!!"

The Man's roughnecks immediately shouted their battle cries following Jeanny's rally. The others gained courage from their voices. They also yelled at the top of their lungs, tried to chase away the fear in their hearts.

The three dragonets, hearing the cries, considered these intruders as issuing a challenge. The three replied with deafening roars of their own before their throats started to shine.

Those with good enough mana sense could immediately identify that a powerful attack was incoming. Based on Jack's previous information to them, they knew what attack it was.

"Lava breath! Everyone takes cover!!" Jeanny shouted.

Three thick lava beams blasted out from the dragonets' mouths. Each fired in different directions.

Those that had defensive skills and spells activated them. Archmage cast Magic Wall, Sentinel used Shield Stance and Protection Field, Paladins used Heaven's Shield. While those without defensive skill, immediately ran behind a large enough rock for cover.

When the lava beam hit Archmage's Magic Wall, it only lasted one second before it completely melted and the beam engulfed the archmage behind it. Only a few archmages who had cast their magic walls at the same place, making them layered, managed to survive.

Even Paladins' Heaven's Shields were melted away. Sentinel lost a huge chunk of HP despite blocking the beam.

As for the mythical dragonet's lava breath, it simply obliterated everything that it touched.

The lava breath finally stopped. The three dragonets looked on with satisfaction at the devastations they had caused.

When the mythical dragonet wanted to move on to go towards the young dragonet's rescue, a shadow zipped past him. It felt a sting on its neck. He looked down and saw that vampire again, the one that had dared to challenge it.

It stomped down but the vampire had turned into a shadow and moved to a different position. It turned to stomp and bite, but the vampire was fast. He kept on turning into shadows and moved away before the attacks hit.

Frustrated, it started to cast a spell, but a stinging cold beam suddenly hit its head. It felt like the air around its head solidified into ice.

The players who had survived the three dragonet's lava beam were stunned as they watched a rare elite native and a rare elite monster facing the mythical dragonet. The rare elite monster was Jack's Ice Demon Fiend, who had used its icy beam that shot out from the large mouth on its belly.

When the icy beam was over, they saw the mythical dragonet's head was covered with ice. Yet, the damage it suffered from that blast was negligent. It shook its head and the ice shattered. It looked at the Ice Demon Fiend with rage.

"Everyone, attack! Attack!" Jeanny shouted. "Keep their attention to us. Do not let them leave this cavern!"

Everyone returned to action after Jeanny's reminder. Spells, arrows, and bullets started flying. Melee players went over courageously against the two rare elite dragonets. They left the mythical one for Arlcard and the Ice Demon Fiend.

Yet, each of their attacks scored less than 300 damage, even after using their most powerful skills and spells! The defense of these lava dragonets was way higher compared to the flame drakes.

While each of these dragonets' strikes could take out any ranger or magician-based classes in a single swipe. Even fighter-based classes had a large chunk of their HPs depleted in a single attack. Healer-based classes were hard at work keeping those melee players alive.

Domon tried attracting the attention of one of the rare elite dragonets, but even he found it hard just to survive. He felt extreme danger from the dragonet's every move. All he could do are evasion maneuvers without the chance to land any attack.

Technocrafts who had techno-golems, sent their golems to assist Arlcard and Ice Demon Fiend. They would surely lose those golems, but those golems were not like pets. Technocrafts wouldn't lose their techno-golems permanently if the golems were destroyed. They, however, needed to have them repaired in specialized shops before they could summon these golems to fight again. Jeanny had promised that the guild would pay for the reparation cost.

For archer-based classes' pets, they were helping their masters against the two rare elites. They might lose these pets, but Jeanny had also promised that guild force would help them in taming another one if they lost these pets.

Priests who had reached level 45, cast Words of Prayer to the front line. This spell healed all allies in an area, gave them continuous HP recovery effects, and increased attributes, damage, and defense for one minute.

Druids cast Wall of Vines, their level 35 spell, to hinder the dragonets' movements. But it was as if these vines were non-existent, the vines were broken the moment they entangled the dragonets.

Druids also cast Healing Spirit, their level 30 spell, and Healing Wind, their level 40 spells to help the melees in the front line. The healing spirit summoned a wisp that followed a target ally and apply continuous healing, while the healing wind also apply continuous healing upon an area.

Some druids, who had passed their trials on the first try, cast their exclusive spells, Summon Treants. At the first level, it called out one tall living tree to battle. Those that had upgraded the spell to level ten summoned two treants.

Simply said, everyone was going all out.

But it was still not enough. The pain roar of the young dragonet echoed throughout the cavern, causing the dragonets to fight with more frenzy. One of the rare elite dragonets made an ear-splitting roar. It was not a normal roar but a skill that rattled everyone who heard the roar. The other rare elite used the chance to charge and manage to break through towards the cave where the players came from.

Trinity and the other elementalists cast their elemental walls upon the mouth of the cave. Elementalists received different elemental spells when they leveled up. Fireball at level 30, Ice Field at level 35, Chain Lightning at level 40. Reaching level 45, they received an Elemental Wall spell, in which they chose which elements they preferred for the spell. But after deciding, that element would be permanent. So a level 45 Elementalists would either have Fire, ice, or lightning walls.

Yet, these walls couldn't hinder the dragonet much. It barged through and obliterated all the elemental walls in front of it.

A group of Warlocks cast Hell Whip from the dragonet's back. The whips grabbed at different parts of the dragonet's body, holding it down. Those that had reached level 45 also activated Demonic Possession, Warlock's level 45 spell, which increased all attributes and boosted all attacks by an extra 30% and also dealt chaos damage.

Yet, the extra strength boost was still not enough to hold down the dragonet. It yanked and all the warlocks were thrown aside.

Everyone watched helplessly as this dragonet rushed into the cave.