

((**Note:** This section takes place during [Chapter 49](#).)

The warrior was still chanting and a bit louder now. It was a bit draconic, but not a one of the recent tongues, but the ancient draconic. A few words could be understood, one that would hint at what this symbol Dracul meant: soul, harvest, rip, body and hers. Hex's eyes went wide in terror; they were going to rip her soul out of her body. As the spell went on, the power of it started to become intense more and more. Sooner or later, something was going to give. Hex screamed, "Noo!" She tried to fly away for her life, despite the chains keeping her in place of her doom. She did not want to die; she had to get out of here now.

Just then, she heard a familiar voice call her name, "Hex!" The lumina looked and saw Eitri with a group of humans and dragons following him. They were all rushing to the scene.

Hex cried out to the night magi desperately, "Eitri, help!"

Eitri replied, "Don't worry, Hex. We'll save you." So, he cast a lightning spell at the human warrior to kill him and stop the spell before it was completed. The mage seemed to be struck.

((**Note:** The following sections take place during [Chapter 50](#).)

Once Atlas's group was teleported to Aeolus's location, Axle quickly departed from the group and went to look for Juna. It seemed though something was on his mind. He wandered through the dense forest, looking for her. He found her quite a bit from the horde's location, out training with Mekarth and, to his surprise, Akil. Akil saw Axle first and said something to the other two before she ran over to meet him, almost like a hatchling happy to see their parent. Axle gave her a small pat on her leg and said, "I was worried about you Akil, are you alright?"

She purred back at him, "Yes, I am fine for the most part. I'm happy that you are still well my lord." He smiled at her before it faded quickly when he looked at Juna.

As he started to lead the way away from Mekarth and Akil, Axle said, "I need to talk to you privately, Juna." His sister soon followed, puzzled by the man. He seemed off to her and something was not sitting well with her.

Mekarth also thought Axle was not himself as he walked off. Knowing his brother, something was on his mind, but he could not understand what. He came up to Akil, saying, "Akil, go and find Atlas and see what happened at the mountain. Something changed about Axle and it worries me. I will follow them to see what is going to happen." She nodded in agreement and went to find the magi. He followed behind the pair for about 10 minutes till Axle and Juna went deeper into the dense forest. There were no dragons around that he could see. He looked around the trees and saw Axle stop and turn to face Juna.

Axle asked, "Juna, what do you know about me before I hatched?"

Juna kind of looked at him for a bit before she lied, "I don't know what you are talking about."

The man sighed at her answer before he removed the note that he found. "I think you do," he said as the dragoness switched to her halfling form and took the note to read it.

Her eyes kind of widened when she knew she could not hide the truth anymore. She said, "Axle, you must understand. I was under oath to keep you from knowing. I had no choice."

This time, he said in a demanding voice, "That not what I asked. What happen before I hatched?"

Juna kind of step backed a bit from Axle. She explained, "The Incarus family was tasked with leading a search and destroy mission. Father and Dracul went to the location to investigate first on why this target was to be destroyed. At first, they did not know why, but it was soon discovered why it was marked for destruction. Among the village was an illegal experiment going on below the surface. Biological weapons, some from enhanced speed to unmatched strength. Almost all of the dragons and humans there were forced to take part in the experiment against their will. An assault was issued on the village to radiate all evidence of these experiments; that meant killing everyone that was innocent as well." She took a breath to continue. "The report said there was almost 500 killed in the assault on that village. But according to father, there was only 200 dragons and humans, the rest were eggs, and they secretly took two eggs from the experiment area. That was you and Drago's egg. Your ID was 443, code-name Variable Ultimate. Drago, 495, code-name Variable Zero."

Axle looked at his hand. "So, I was a test subject; figures," the man said before he looked a Juna hard. "And who was responsible for this experiment?" he asked and the halfling bit her lower lip.

"Talimos Incarus," she said. Axle turned away from her and started to walk away. "Axle, you must understand; we did not know that he was experimenting with dragons or humans until after we found his hidden studies." She grabbed the man's shoulder.

He snapped at her, "So what? Now you expect me to wage war against Dracul as some weapon; no stretch that, a damn unkillable meat shield. I'm sorry, but I'm not going to do that."

Juna said, "But it's your duty as an Incarus to protect your city." Axle responded to that a fist to her jaw. She stepped back holding her mouth

He snapped at her, "I'm no Incarus, for my entire life was based on a lie. I'm not going to risk my life for that forsaken city or this family that lied to me the whole time."

That seemed to tick her off, too. "You are an Incarus, whether you like it or not. If you don't see that, then I will make you see that you are." The brawl among them started, this time blood was going to be drawn and nothing was being held back.

Mekarth caught only a small part of what they were talking about, but now these two are going to fight. It was not just a small scrap like normal; no, this one was going to be brutal and one was going to die. He needed help to stop those two. He turned and ran at full speed back towards the horde.

Eitri and Sally watched the scene before them and waited for the magic circle to disappear. But it did not, meaning the mage was still alive. The smoke cleared up, showing him unharmed much to their surprise. He still continued to chant as the circle now showed a third inner circle. The runes soon started to form.

An archer with the group shot an arrow from a distance and saw what was protecting the mage, an invisible shield spell. That splintered the arrow into little bits as it shimmered a bit. A melee human took charge and passed; but as soon as he did, he was stopped dead in his track as the lightning Eitri first cast was now coming back and struck the man dead, making him crisped from the shock. Then the shield started to turn into a yellow color and release a large amount of energy at the group. The group did their best to defend and strike back, but their efforts seem to failed. One of the humans with a large tower shield took point of the group and used his protect spell to block the energy spell. But then his spelled shield cracked and shattered, taking the rest of the force from the energy and sending him sliding back. The front of his shield was now scorched. An archer got on the back of a drake and took to the air and shot an arrow again at the mage with the same thing happening to this arrow as well. A beam now appeared in the air and shot at the drake. The drake avoided the beam. The archer then shot another arrow, this time towards Hex's direction and it was engulfed in blue flames. Not only did it miss what the archer wanted, but the arrow flew around Hex completely and back in the direction of the archer at an extremely fast speed, which the drake could not avoid, killing the archer. Eitri knew that if Yopple was here, then his passive ability to nullify all magic would be an instant win.

As the spell continued to increase in power, the pressure now in the circle started to grow even more as well as get colder as something started to appear from within the circle. The dark lumina let out a high-pitched roar as the circle started to suck her soul. Hex yelled in fright, "SOMEBODY HELP!!!"

Eitri was put on a desperate rush to save the dragoness's life before it was taken from her. He looked at her chains and knew that he needed to destroy them fast to save her. He had seen the archer attempt this by firing his arrow at the chains linking Hex to her post, only to miss and get himself killed. But the night magi was not going to make this same mistake. He was going to strike at the chains' base on the post instead. As Axle's warriors watched, he cast his energy spell at the base in hopes that it would be destroyed and free Hex. The rock broke apart around it, but the post was still intact and still rooted to the ground, making Eitri grimace. It seemed the post goes even further down than a few feet. The drake that was airborne came back down and landed on the ground before he removed the dead archer from his back. The look in this drake's eye said more than what he could explain. He was in pain emotionally, but he was also very angry. All his armor fell off his body, revealing a howler drake. He suddenly had an aura that surrounded his body as he started to walk towards the opening. Every soldier from Axle's city did something, because they already know what was coming. Helmets were taken off and placed over

their chest, well most of them, minus the one that was blocking spells from hitting the small group. The horde dragons were confused as to what was going on. The drake stepped passed everyone. He started to walk past Eitri before he stopped. The drake said, "Your friend better be worth it, outsider. If she is not, I will come back and kill you myself." He charged at the circle spell. The night magi slightly dropped his jaw as if to gasp silently. It was unnerving to be threatened like that, even if he can defend himself with magic.

The circle spell engulfed the drake into the spell and he felt the intense pressure & cold. He saw the shade thing in the circle and his aura ignited into a bright white flame before he ran towards Hex. He went right for her neck and gripped hold of the collar and started to rip it from her neck. He burned like a raging inferno that when the collar finally snapped, the shade creature was about to form completely behind him and he knew. He used every ounce of his energy to a kinetic force and blasted Hex straight clean out of the circle. "Who-aaaaah!" she screamed before she hit the wall on her back, where her main pair of wings broke. That would not matter to the drake when he felt his body go cold as the grim reaper appeared.

Eitri shouted to the drake, "Watch out behind you!" But it was too late, the reaper ripped the drake's body into two, pulling his soul out of his body. Now the night magi understood why the soldiers held their helmets like that; they were paying respects to their comrade who was to lose his life. The warrior mage opened his hand, showing a bright white orb as it burned like a raging inferno. He opened his other hand and every warrior under Axle's loyalty saw it, an orb of blood. The drake's body turned to dust and flew in the wind as the mage started to walk away with both orbs. Eitri and Sally could have sworn they've seen these orbs before. They looked like the ones Axle had during their attack on him when Dracul and Arch tricked the horde into thinking he was a bad guy, but they were different colors. Eitri wondered if the orbs the mage had were anything like the ones Axle once possessed. After the enemy mage left, the night magi went over to Hex, who was groaning in pain from the broken wings on her back. He asked her, "Hex, are you okay?"

The dark lumina shot him a glare, though her anger wasn't directed towards him, and yelled, "No, I'm not okay! It's those stupid hatchlings' fault; they're the reason why our people got killed, why we got taken to this wretched place and how my wings are broken. We should have never taken them in!"

Eitri tried to reason with her, "Now, now Hex, calm down. I don't think anyone could have predicted that this would happen. We didn't know Dracul had someone in their ranks who can tell where everyone is at. You know? Kind of like the guardians of nature who watch over all in their territory." It was no one's fault, except for the villains and he didn't want the dragoness to go blaming Danielle and Kylie for all the bad things that have happened.

Hex rolled her eyes in displeasure as she groaned, "Oh great, just great! Now we got some omnipotent nutjob who can see all and then get us captured again. He's probably watching us right now. That's it, when we get back to the village, we're going to tell Chief Doubloon to dump these two brats out of our village."

Eitri frowned at her attitude that was putting him off. Dark lumina sure were mean and spiteful about people and things they don't like. He held in his anger and calmly questioned her, "You may do that, but what's to stop Dracul from coming back for you? I mean think about it. Why take us if he was only interested in the hatchlings?"

The dark lumina spat, "Well gee, I don't know."

Hex may not know the answer, but Eitri sure do as he answered, "Perhaps he wanted some slaves." He remembered from the meeting back at the lake that Shadow Wind had slavery still going on. "Slavery's a notorious aspect of this culture here and the Spell probably didn't affect this place at all," he told her. He wondered how the Spell was unable to free all the slaves here. Was Shadow Wind's magic technology that good? Then he asked, "Hex, where are the others?"

Hex answered, "They've taken everyone different directions to do their stuff. Sparqus went down to the right to fight, Pixie's being forced to fly at the left, Todora was taken down south to swim and Vika is being made to dig up north."

Sounds like Sparqus was going to fight for Dracul's entertainment, perhaps a death match in a tournament or some kind of cockfight. But with the others, Eitri wasn't exactly sure why they were being made to do these things. He inquired next, "And the hatchlings?"

"I don't know," growled the dark lumina at the mention of Atlas's nieces. "I didn't see them since we got here. They're probably being worked to death somewhere else."

Well now they know where the villagers are, but location of the nieces was still unknown. The night magi said, "Alright, we'll focus on getting our friends back for now. You stay with the Vulture Horde and get either Hewey or Cirrus to heal your wings. We'll go and get the others back."

"Good, now hurry up," Hex urged him.

Eitri teleported her over to the Eternal Wind clan village, where one or both healers were most likely present at the time. Now with one saved, he only got 6 more dragons to rescue. With the villagers sent in 4 different directions, Eitri needed the help of three other groups to save the others. He thought about enlisting the help of Yopple and Enamora, since they can both teleport. With three groups, they can rescue three of the villagers easily, but he needed to figure out how to save the fourth. He would have to make a new group out of the them for this, but who to put in there. He'll have to find out once the others get here. The night magi formed a telepathic bond with the comrades he thought of and asked them first, *'Yopple, Enamora, have you found Atlas's nieces yet?'*

Enamora answered, *'Not yet, we're still looking.'*

Yopple answered, *'No I have not.'*

'Okay,' said Eitri. 'Well, I just saved one of the villagers and found out where the others are being taken. I need you to teleport yourselves right over to me now, so that I can point to you where they've gone.'

Enamora looked at her group and told them, "Everyone, Eitri has just found the prisoners, well his fellow villagers to be exact. We're going to teleport over to him right away."

Tomas looked at her, "Um, you are not wearing a protection collar, so teleporting might be a bad idea. You see the city is full of magic that can trace people around the city if they are using spells of any kind. Right now, you have not used any spells and let's try to keep it that way."

Enamora decided to trust his words as he knew more about Shadow Wind than she did. She said, "Alright, we'll stay then." Now she may have learned that Shadow Wind can track magic users, but Yopple and Eitri might not have known. If Yopple teleports now, then he would be tracked. The dragoness decided to warn Eitri right away.

Eitri warped Enamora's team over to his and Yopple's, so that they can split up from where they were at to rescue the other villagers-turned-slaves. Since he's the only one who can teleport without attracting the attention of Dracul's forces, Eitri decided that he needs a fourth group for this. He telepathically asked a certain female black ghost, *'Volkin, are you busy? I need you to help rescue one of the villagers.'*

Volkin's response was, *'Sure, I'll be glad to help. Take us to where we need to be.'*

'Got it,' said the night magi. Then he warped over to Volkin's group and took her with him to back to where the others were.

Juna jumped from a tree branch, trying to outrun Axle. But to her surprise, he was faster as she was kicked in the chest and sent to the ground. It puzzled her how the man got the upper hand in this fight; for when this fight started, she had every edge, speed, stamina, strength, and shadows on her side. She even managed to get the red blade knife from Axle as well and dealt grave wounds on him, but he never fell to the ground, but instead he laughed it off. As soon as he turned white, something in her told her to run for her life. She crashed down to the ground and slid a bit into a tree, the dagger sliding away from her grasp. She quickly got up from the ground and looked at the tree branch she was on and saw Axle sitting there waiting.

The man said as he started to stand up on the branch, "So much for that edge you had, dear Juna. I guess it was not enough."

Juna leaned against the tree and in her eyes, she has fear. She was terrified out her mind. She could not understand how Axle had an abundant of energy left and she was reaching her limits of shadow jumps. She still has not recovered fully from her fight in the cave less than a week ago against Aeolus and his group. She turned and rolled for the dagger, grabbed it, and spun to face Axle, but he already moved. She started to slowly back away watching all her sides, then she heard the shifting in the leaves above her and rolled out of the way as a white dragon came crashing down from above. She shadow-jumped quickly away from Axle up into a nearby tree to escape a side swipe from him. She gripped the tree to steady her as her world was spinning a bit; she has reached her limit of jumps now. During that daze, the dragon found her and slammed her into the tree, sending her back down to the ground. The woman lost her grip on the dagger a second time and landed square on her back, knocking the wind out of her. She gasped for air for a second before something hard crashed into her shoulders. She wanted to scream because of the pain, but Axle did not allow it. He landed on her shoulder with his knees and the sound of bones cracking could be heard slightly. Both her shoulder blades were fractured from the impacted. She had tears welling up in her eyes from the sheer pain in her shoulder, but soon that pain faded from her body as she felt the warm liquid start to seep up her body, her own blood. Axle removed his hand from her mouth as she just now gasped for air badly because the man just stabbed her in the chest.

As he got up, the man said, "It's best if our ties were severed now, Juna. This is where we will part ways. You might live, you might die, but it does not matter to me. The rest of your family is nothing but a bunch of liars and evil bastards, and I want nothing to do with you anymore." He started to leave. "Farewell, dear Juna. I hope you rot on the inside." He soon faded into the forest.

Juna laid there, gasping for air trying not to choke on her own blood as she just cried. *'Why can't you just understand Axle?'* she thought to herself. *'Do you really despise the Incarus that much for hiding the truth from you for so long?'* She just laid there and coughed a bit of blood from her throat. *'Damn it.'*

Akil, though skilled as she was, ended up getting lost in the forest somehow. The territory was unknown to her and she swore she passed that tree seven times by now. She sighed a bit and thought about just flying up into the sky to find the group, but something caught her attention, the scent of blood. Its metallic smell was that of a silver dragon as the wind was blowing west, so the source was coming from the east.

Akil started to recover from the impact; the world spun around her as she tried to recover. She looked around for Axle, because he was not in her grasp. She saw him not far off, recoiling from something, almost like he does when he has a nightmare, but he is awake right now. When she tried to stand up, she found that her right front leg was broken and she could not stand up quickly or move very fast. She was also now bleeding very badly too as cuts were all over her body from the impact and going through trees. It took her a bit to reach the man as she curled around him, watching over him sadly. Something with those bronze marks was the problem; but whatever was their reason, they were now breaking down and Axle was in a panic attack, it seems.

((**Note:** The following sections take place during [Chapter 51](#).)

After flying off for almost 2 hours and ending up in a remote area with a ruined farm out in the wild, Spinx dismounted from Eve. The farm was all worn and broken down, like it been like this for almost a year now. Strange though, there were no roads leading to this farm or even a dirt path. He kept his hand pressed up against his chest and was keeping himself alive by holding his cloak to his chest to slow down the blood loss. When he touched the door, it fell straight off the hinges, sending dust into the air. He walked into the house with caution, looking for a full-length mirror, some things to use, bandages and a bonding agent. Due to Spinx already using up most of his standard healing kit, he did not have much left to patch up the wounds that he still had. He found very old female stockings, some candies, and a cracked full-length mirror in the lower part of the house. He sat down and started to get to work to patch himself up and noticed an old wine shelf. He peered in and saw one bottle of wine unopened. He grabbed it and looked at the date and was amazed to see it been from 200 years ago. He sat it down and went back to his medical patching.

After a bit of rest, Mekarth got up from the place he laid down at and started to run back towards where he saw his sister and their brother at. Something was tugging on him, telling him that something bad has already happened and it was going to be getting worse.

Nothing Interesting happened with the group for 30 minutes as they traveled, rushing through the streets, tracking down Sparqus's scent and hoping the group's running speed would lead them to getting to him fast. But so far, they have not seen Eitri's fellow villager in sight. The night magi was getting discouraged by how long it was taking to find him. How much distance have the slavers put between him and Sparqus? Did they use some kind of magic spell to get away this fast? Soon, all of Axle's warriors stopped following Eitri as he and Sally kept going until they noticed the silence and stopped as well. They turned to look back at the soldiers. There was only a small little dragon left on one of the human warrior's shoulders. The human said something to the little dragon and he scampered off the man's shoulder over towards Eitri and repeated the message, "Excuse me, but the warriors will not follow you anymore in that direction. Anything passed this section is hostile territory and they will be sighted fairly quickly. The area you are heading towards is the Death Arena; its name does exactly what you think. Anyone that heads that way fights for their lives for entertainment. That is my message from the human who is now the leader of the group." He ran back to the human's shoulder and stayed there.

"What?!" cried the night magi in disbelief at being abandoned just like that. "But Verona gave you guys to me to help free my friends and Sparqus is going to fight for his life. We can't leave him there to die. Who knows what kind of dangerous dragons he's up against?"

The little dragon relayed the message and the human said a few words to back to him. The pygmy said, "They don't want to leave him for dead, but what good will it do if all of them are dead and you captured. Verona has already tried sending people out this way towards the Death Arena; none of the groups have returned. There are only two ways to get there in one piece. One, you have to be a slave forced to enter the contest, or two, you're a master entering your slave or slaves into the contest-" Then he had an idea. "Wait, two dragons both not from here. Both are wild dragons, and both are spell casters. Both have decent speed and normal strength. There might be a way to get you in after all, but getting you out is going to be tricky, that would include your friend." The little dragon said. "I have an idea and it might work, but it's risky and we need to talk with Verona first. As for your friend, there are no games tonight or in the next few days."

Eitri replied, "Oh okay, well I guess it's good that we still have a lot of time." The bad part he worried about was how to escape that dreaded arena in one piece. The night magi could only imagine that the arena's staff would have the fighting slaves locked up in cages to prevent their escape and the guards present to make sure no one tries to free them. They might even remove his protection collar to make escape through teleportation impossible. "Alright, we'll go talk to Verona and see what we can do," he said.

Meanwhile, Tomas's group wandered for a bit before the group stopped like Eitri's group did. He spoke up so Enamora could hear, "Stop. If you continue down that road, you leave this sector and enter sector number 43, an unsafe area. We consider this sector safe for the most part because it has very little activity in it, but if we step foot in that sector, anyone is at risk of death or even being captured. Your chances of getting out of here is very slim or nothing at all. I will not risk my unit to follow you that way. There is too many trap spells and anti-magic zones that will stop us in our tracks."

Enamora and Annar both looked dismayed about the situation. Now how were they supposed to rescue Pixie? Enamora would be powerless without her magic there and they don't know where the traps were hidden. Annar could use her small size to scout ahead, but then she may accidentally trigger a trap. The horde dragons felt that it was hopeless to rescue Pixie like this and decided that they would have to tell Eitri the bad news. Enamora was discouraged by how dangerous the sector sounded. A magi like her was going to be at a huge disadvantage if she ever were to trek there. But maybe another breed of dragon will do better there. She replied to Tomas, "Alright, maybe I can get someone to help me." She thought about getting Yopple to go with her through the sector. She telepathically asked the cassare, *'Yopple, we got to a danger zone where there's too many trap spells. My group won't go with me as they're too afraid of that sector. But you're a cassare, your presence should be able to dispel the trap spells. Will you help me out for a bit?'*

Yopple answered, *'Alright, fine. But Eitri is going to have to warp me over to you. You know I can't use my magic here in this cursed city.'*

'Don't worry, you won't have to. Because the sector we're going into disables our magic powers until

we're out of there. I'll tell Eitri to get you.' Then after she ended her telepathy with the cassare, she asked the night magi, *'Eitri, can you teleport Yopple to us? I need him with me to go through the sector that's filled with trap spells.'*

Eitri replied, *'Alright, I'll take him to you.'* Within a minute or two, he warped in with the group with Yopple at his side. After Yopple joined Enamora and Annar to go through the sector, Eitri went back to his own group.

Same thing happened with Volkin's; however, Axle's dragon soldier spoke up, "Excuse me, but you just passed our sector border and we cannot travel with you further on. However, if you do continue, we will wait for your return here. I will warn you there are traps and spell in there that will capture you, so be wary on where you step."

After listening to the warning, Volkin replied, "Okay, I understand." If the group did not want to follow the horde dragons across the border, then she, Onslou and their flower pygmy comrade would have to be on their own for this. "We'll see how we'll survive out here."

Onslou gave her a questioning look as he asked, "And just how are we going to get past all these traps? We'll need a cassare to block out any spells they throw at us and we don't have one."

The pygmy nodded his head, saying, "Agreed, we're just sitting ducks out there." Then he suggested an idea as he glanced away up into the upper corner of his vision, "Unless maybe I can go scout ahead and see where all the traps are."

Volkin liked this idea as she said, "That's a good idea, Niben. Go ahead and see what you find. Maybe we'll have a safer route around them."

"Will do," Niben replied before he flew off to look for the traps.

The dragon soldier said, "There's something we can do though to help you." He called over their mapper, who was a female halfling, as she pulled out a rather large map of the area. "You guys are here," he said as he pointed on the map. "Now your friend, seeing how they are going south, should be heading towards the underwater mineshaft, here." He pointed to the other location on the map. It did not seem that far till he said this. "That is a two-day walk from here, just a bit over 50 miles. I would recommend that you stop at this place in the center point. It a mainly human base called Red Nation, but you should be able to get rest there for a night and some food. Ask for Native, he the leader there and an old friend of Verona. Remember this map because we can't let you have it." The mapper held it out for them to study for a bit before she put it back and the group proceeded to set up camp near the border in a well-defended building. "We will wait 5 days for you here, no longer though. Good luck and may the elder watch over you," the soldier said before he joined the group in helping set up camp in the building.

Volkin heeded the warning with caution and replied, "Okay, we'll try to be careful." Then she looked to her two comrades and said, "Onslou, Niben, let's go." The charcoal dragon and the flower pygmy followed her over to the dangerous sector.

Having picked up the scents of Atlas's nieces, Eatorn's group followed it down to a courtyard where they were shocked to find an apparent massacre of humans, dragons and some strange unknown creatures. Something happened here that resulted in all these corpses lying everywhere. The black ghost dragon dropped his jaw and murmured, "Oh my guardian of nature..." He wondered if the hatchlings were alright or if they had tragically met their end like all these guards here. There's no way Dracul and Arch would do this to their own soldiers, right?

After a little while, Kekul warped in near the black dragon and saw him running. He stopped Mekarth and told him, "Mekarth, wait! Juna's safe now, we got her back to the lake and healed. Now we need you to come back with us."

The black stopped running and asked, "Juna's okay, but what about Axle, what happen to him?"

"Axle," the magi started. "He's going crazy. He had these marks on his body that suddenly appeared and Juna told us all to get away from him. She sent me to you to bring you back and keep you from getting attacked by him." Mekarth quietly stood there before he nodded his head in agreement, but on his face was that of confusion like he had no idea what was going on or why this was all happening. Kekul seemed to read what was on the black's mind, when he said, "You can ask Juna about it when we get back." Then he teleported both Mekarth and himself back to the lake, where he reported to the silver, "Juna, I brought Mekarth back with us."