

Touketsu, Kumo and Valer were now back in Radiant Garden. They were currently at the town square, where they came upon after leaving the Land of Departure. The knight, no longer in his keyblade armor, listed their objectives, "Alright, we got to warn the king and return your master to normal." The last part was addressed to the darkblader. "So, which one do you guys want to do first?"

Valer had already decided what was most important to him even before their mission started. He answered, "Let's save my master. His heart's at stake." He owed the man a favor for taking him in when he had nowhere else to go.

Touketsu replied, "Good point. Okay, let's go find him." The king can wait, the state of someone's heart was definitely more important. Who knows what harmful effects would come from having a heart turned completely to light? The trio walked the streets of Radiant Garden as Valer kept an eye out for his master. He would be the first to let the others know they found him since they don't know what the master looks like.

After a while, Kumo picked up an unusual scent that smelled too strong in an almost nauseatingly sweet & sour way. "I smell light!" he blurted.

Touketsu and Valer looked to him as the former said, "Huh?" The knight figured the kid probably meant to say he sensed light; after all, you cannot smell energy.

Kumo said eagerly, "I said I smell light!" He pointed in the direction of the scent, which was down the road ahead of them, "Really! It's right over there!"

The knight corrected the little boy, "I think you mean you sensed light, Kumo. Light is something you see or sense, not smell."

Kumo insisted, "But I do smell light. It's nice and..." He wrinkled his nose as he added, "Yucky." The description matched the negative light, which was what he was smelling right now.

Touketsu gave a boy a quizzical look and asked, "I'm sorry, but how can you smell light?"

Valer did not care to know the fact as he said, "Does it matter? He says he smells light; it must be my master. So let's use him to track down where it's coming from." He wanted to get to his master now before they missed him.

Touketsu decided to drop the topic of smelling lights for now as he replied, "Alright fine, you're the boss. Let's go see it's him." He could always ask the boy about it next time. Then he told the kid, "Take us there, Kumo."

"Okay," the neko replied. He smelled the scent and tracked it down as the older males followed. After passing several houses and walking around a corner along the way, the team saw a figure whose scent

emitted the strongest smell. Kumo pointed at the man in the distance and said, "He smells like light; he's purified!"

Valer, having recognized the man, said, "That's my master." He began to approach the man as he said, "Master Kazuto. Are you okay?" The man named Kazuto turned his torso around to look back at his student. Valer stopped as the team became disturbed by the way he looked. His eyes were blank, lacking the pupils that were once there. His face also lacked any emotion to it. The ravenette also knew his master to be just as calm and typically emotionless like he was, but this was not the same as when Kazuto had darkness in his heart. This new man was completely alien; seemingly devoid of emotion like a nobody as opposed to the old one who did have emotions, but kept them very much under control and hidden.

The unnerved Kumo frowned, "Guys... He's scaring me." He wanted to hide behind Touketsu right now.

Valer regained his composure and assured Kazuto, "Hang on, Master Kazuto. We'll get rid of this light from your heart."

Touketsu approached the master as he summoned his keyblade. The knight brought the tip of his weapon to the man's heart, but then Kazuto quickly summoned his keyblade with darkness forming it and parried Touketsu's away, catching him by surprise. "Don't," he told the boy nonchalantly.

Kumo cried out, "He's being controlled by the light!" Valer narrowed his eyes, now knowing that his master was not going to give up the light without a fight.

Touketsu said, "He isn't going to make this easy for us. We ought to subdue him first."

The ravenette agreed, "Right, even Master Kazuto would want this." He summoned his own keyblade to ready himself for the fight. Kumo followed up with bringing out his, too.

Touketsu started off with his favorite spell, "Stop!" This should have frozen the dark purple-haired man in time, but unfortunately, the man was still breathing and blinking as normal. "What?!" the knight said in surprise. His spell always worked and this was the first time it failed.

Valer, unsurprised by this, told his comrade, "Don't bother; he's wearing a ribbon that makes him immune to all status spells." Kazuto once advised him to wear any protective accessories at all times to be prepared any future fights that may come his way. The master followed his own wisdom well.

*'That makes sense,'* Touketsu thought, now knowing why his spell did not work. Then he assumed, "Then I guess we're just going to have to beat him with brute force."

Going along with this tactic, Kumo cast, "Wind!" The Aero spell took the form of a gust of wind being blown at Kazuto, but he dodged it to the side with ease. Valer ran up to his mentor and let out a yell as

he tried to strike him. The latter quickly defended himself with his keyblade blocking his student's. Then the man swung at him, knocking him back across the ground. Valer was able to avoid falling down as he maintained his balance with his feet and free hand skidding backwards on the cobblestone ground.

Touketsu immediately came in and started swinging at Kazuto, but each strike was deftly blocked by the master. Then the man ducked down below the knight's next swing and swung his leg out, sweeping the latter off his feet. Touketsu fell down as he cried, "Whoa!" The master towered over the boy and thrust his keyblade down at him. The knight's eyes widened in alarm at the descending weapon over him. He rolled out of the way in the nick of time before he could get hurt. Valer got back at his master again, striking out at his defensive foe who parried each of his attacks. Touketsu got back up and went back into the fray. Kazuto parried and dodged both of his enemies, skillfully keeping their strikes from being landed on him. Kumo watched his teammates fight the master and it made him want to get in on the action. So he charged at the enemy, holding his keyblade with the intent to harm as he yelled out a battle cry. Touketsu heard the boy and saw him putting himself in danger. As Kazuto blocked his next attack, the knight yelled at the child, "No, Kumo! Stay back; you'll get hurt!" Chase had told this boy not to engage in combat and for good reason, too. The enemies they face will be bigger and stronger than someone so young. Given how skilled and seemingly untouchable Kazuto was, Kumo will clearly be no match for him. Why can't kids like him ever listen to adults?

After ducking below the boys' keyblades, which missed their foe and clashed into each other, Kazuto quickly rose back up with his keyblade raised to cast a spell. "Bright Aeroga..." he murmured calmly. Powerful winds spun around him as light flashed from them. The spell blew away Valer and Touketsu as they cried out. After ridding himself of these nuisances, the master looked to Kumo, who had stopped himself before he could run into the winds. The man's dark-eyed gaze stared down into the child's frightened blue ones. Kumo was worried that this man would smite him here and now with his keyblade. Kazuto pointed his weapon at the child, who froze nervously at it. The catboy could see himself getting blasted by this. "Sleep," Kazuto said. With his magic cast, he sent the boy into instant slumber. Kumo collapsed on the cobblestone ground, heavily tired and resting.

Touketsu had fallen with his face flat on the ground and Valer's back was knocked into the wall of a building behind him. His head and back hurt as the darkblader looked to his master. He noticed that Kazuto used light instead of the usual darkness that every darkblader, who leaned strongly towards their element, had. The master never used light; it was impossible to him to control due to his dark heart. The purification must have changed his element. Valer never knew there was a way to turn darkbladers into lightbladers. He hoped that change was not permanent, because who knows what kind of damage a heart warped out of its natural state would bring. Then the apprentice noticed Kumo sleeping like a baby and unharmed. Despite the master's enslavement to the light, it looks like there was still some honor in him for sparring kids. If it had been anyone else, Kumo may have gotten hurt.

With his opponents off his back, Kazuto turned and ran away to escape them. As Valer and Touketsu were getting up, the latter cried, "He's getting away!" They gave pursuit to the fleeing man. They cannot let him get away; if they lose him now, they may never find him again. Kazuto may not have the Corridor

of Darkness anymore, but it probably changed into a light version of it like what the Church of Light used. Desperate to stop his master, Valer electrified his keyblade and threw it spinning in a technique known as Thunder Raid. It went just as well as all the other attacks before it as Kazuto easily dodged that one too by hopping to the side. This agility is one of the reasons why Valer's master was a keyblade master. Touketsu attempted his shot by casting Fire, "Burn!" The fireball flew to where the master was. Knowing the knight's spell would be evaded, Valer used his knowledge of his master to predict where he would move to and quickly cast his Fira spell at the space the older man would be. As predicted, Kazuto dodged the smaller fireball and put himself at harm of the bigger one. He let out a pained scream as his back got burned. His ribbon prevented him from being set ablaze with flames eating at him. The pain slowed him down for a moment before he resumed his run. But fortunately, the boys caught up to him and they begin to swing at him once more. Just as before, the master blocked, parried and dodged his foes. Though as great a fighter Kazuto was, he was no Gary-Stu. He has to slip up or something at one point; that is if such a chance does come. Sure enough, Touketsu eventually saw an opening and used his Rising Strike technique to knock Kazuto up into the air. "Gotcha!" he shouted triumphantly.

Valer jumped up high and landed some combo hits on his master. For the finishing strike, he knocked the man away to the ground between two buildings as he yelled, "Take this!" Kazuto's back hit the alley wall and knocked a breath out of him. Valer landed back on the ground and started rushing at him with his keyblade ready to strike. But his master looked up and saw him approaching. The older man quickly guarded himself against the strike his apprentice swung at him and subsequently blocked each hit thrown at him. While the student and master fought each other, Touketsu focused his stare at the latter as he readied his shotlock in preparation. Kazuto continued to defend himself from his apprentice's onslaught until he saw the opening and took advantage of it to deliver a strike hard enough to knock the younger man away. It was immediately afterwards that he saw Touketsu's Bubble Blaster shots flying straight at him. The master got pelted by them, each bubble stinging him like an angry wasp. During the barrage, Valer picked himself and went to finish his master off with a spell, "Darkga!" Darkness exploded around Kazuto, hurting the man inside as he let out a loud pained cry. As the darkness was beginning to dissipate, the master jumped high up out of the clouds and came down at his apprentice with a swing. Valer quickly blocked the attack before the master landed and delivered strike after strike, all of which his apprentice had guarded against. Their roles were reversed; Valer is now on the defensive and Kazuto took the offensive.

"Valer!" Touketsu shouted as he went to aid his ally. He thrust at Kazuto, who deftly evaded him. He dodged both the knight and the apprentice for a bit. After he ducked below their simultaneous swing, the master quickly rose back up and unleashed a Vicinity Break on the both of them. The pair let out pained cries as they were knocked away in separate directions, their feet staggering across the ground. As Touketsu regained his footing, he saw Kazuto rushing at him to strike. The knight instinctively raised his keyblade to block the attack and defend himself. He blocked blow after blow against his vicious foe. Valer came in quickly to attack and got evaded. Once again, the master was blocking, dodging and trying to land hits on the boys.

This time, Touketsu tried to feint a swing and when Kazuto went to block it, the knight moved his keyblade out of the way and cast, "Get frosted!" He cast a Blizzard spell in the form of a spreading burst of ice crystals gave the man a painful chill to the bone. The pain took Kazuto's focus off his apprentice and let him exposed for a hard hit to the head by Valer's swing. The man fell over and down, knocked out to unconsciousness. The two males looked down at the fallen master as Touketsu said, "There, he's done. Now we got to take that light out of him."

Kumo, now awake, walked over to where they were at, having followed their scent trails. He volunteered, "I can do that!"

"Huh?" the two guys looked around to see him walking into the scene.

Touketsu greeted with a joke, "Rise and shine, kid. How was your sleep?"

Kumo smiled, "It was good. I'm awake now!"

"Great!" replied the knight. "Now let's go help out Valer's master. You know what to do?"

The catboy nodded, "Yep!" He went over to Kazuto and touched Prism Power at his heart. He opened a hole and began to extract the foreign light. Light shined brightly as the process went on as that Kumo turned his eyes away a bit, so as not to get blinded.

Just then, some passing people showed up and saw what was going on. A man shouted, "Hey! He's using a keyblade!"

A short-haired blonde woman pointed at Kumo and Kazuto, "And look they're making that child do! He's committing a crime!" She thought the team was harming the master.

Another man yelled, "The keyblades are causing trouble again! They need to be stopped!"

"Yeah!" "Get 'em!" Roars of agreement filled the air as the people intended to intervene and 'save' Kazuto's heart.

Valer and Kumo were confused to the people's outrage as to why keyblades were hated all of sudden. The former asked, "Wait, what?"

Touketsu figured what his teammates were thinking. He knew Kumo would be ignorant about the anti-keyblade sentiment taking place in this world, but Valer probably must have been sleeping under a rock. The knight was about to explain, but then something started to pull at them. He looked to Kazuto and suddenly, the team was pulled into his heart as they screamed. The light still shone from the heart's portal.

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The trio found themselves at Kazuto's Station of Awakening. But the state of the place they were in was not natural. For one, the stained-glass floor below them was completely white with light shining up brightly from it. Also, the space around them was no longer black, but yellow all around. Lastly, there were big orbs of light surrounding the team. These were all the effects of Nuru's light planted in the heart. Kumo looked at these orbs and felt like they were familiar somehow. Then his old knowledge of his preincarnations kicked in and he cried, "Souldiers!" He quickly got into battle stance, holding Prism Power tightly.

Valer looked at the orbs and said, "They must be the source for my master's changed heart. I'm going to destroy them!" He rushed at one of the orbs and swung his keyblade at it, hitting it as hard as he can. A flash of light shone from the part of the surface struck.

Touketsu and Kumo went to attack the other orbs before the large balls started moving. The knight whipped up his keyblade and cast Bind on them and render them immobile, but the spell was ineffective. *'Immune too, huh?'* he thought. He opted for a shotlock instead as he aimed at all the orbs.

Kumo yelled out a battle cry as he landed multiple hits at an orb he chased before ending the combo with a spell, "Light!" The Spark spell summoned a ring of light crystals that revolved around him and hit the orb. An orb floated up and shot down lasers at Valer, who hopped out of the way of each one before closing in on it and jumping up to strike it down. One of the other orbs rushed at Touketsu to tackle him, but the knight was quick to unleash his Bubble Blaster and pelted all the orbs with his bubbles while he himself was being temporarily contained in a bubble barrier. After orbs were destroyed and the barrier disappeared, a brief flash of light occurred all around and then Souldiers appeared in the forms of Shines, Purities and Musclemen. "Ack!" Kumo cried as he staggered back at the sudden appearance of a Shine in front of him.

Touketsu looked back at the child and told him, "Kumo, get back and use that Bind spell." He hoped the kid would listen to words that were a subtle form of stay away from the enemies for his protection.

Sure enough, Kumo obeyed, "Okay!" He fell back away from the Souldiers to the center of the station before he cast Bind on all the Souldiers, trapping them in their places. Valer went to a Shine to destroy it with a few hits before he went to the next one nearby and destroyed that one, too.

Touketsu went to swing at one of the Purities, but it blocked his attack with a light shield in front of it. "Nope!" it exclaimed.

"Tch!" the knight clicked his teeth in amusement. Then he cast a Fire spell in form of two revolving fireballs that were able to swerve around the shield and burn the Purity.

"Ouch! No fair!" the Purity whined.

Valer engaged another Purity, striking at it while avoiding his punches and kicks. A Muscleman nearby stomped on the ground and sent a shockwave that knocked back the darkblader away from its ally. Kumo, knowing how strong the Musclemen were, helped the man out with a protective spell, "Aero!" A barrier of winds surrounded Valer and then he cast a Darkga spell at the Muscleman. It screamed as it was badly harmed by the darkness. The darkblader went into the darkness and delivered a few hits to destroy it. Two Purities summoned small orbs above themselves that fired lasers at the older males. Touketsu flipped to the side to avoid, while the other laser fired past the dissipating darkness and hit Valer's shoulder. The damage hurt less than it should have thanks to the Aero barrier.

After Valer got out of the clouds to look for and confront the offender, the binding effect wore off on the Souldiers and they were rushed at their enemies. Kumo jolted in alarm and gasped; they were surrounded and they were going to get pummeled. Touketsu and Valer acted quickly with the former casting, "Confuse!"

And the latter using, "Magnet!" The screaming and confused Souldiers were pulled into the magnet orb and zapped. The orbs, that used to attack the team, now turned their lasers against the creatures, shooting any of them caught in the line of fire. The two guys jumped up to strike at the Souldiers, hitting them over and over until they vanished before going onto the next ones. Even Kumo joined in on the pickings as he struck at a Shine and ended it off with a Light Finish, that involved his light-auraed keyblade that blinding and destroying it. After some Souldiers were destroyed, the magnet orb vanished and the remaining Souldiers fell. Touketsu dashed and spun around at them with his water-covered keyblade, destroying them with a Water Surge.

With the battle over, the Station of Awakening returned to normal as the space became dark again and the stained glass dimmed down to reveal an image of Kazuto and things related to him. The team contemplated on what to do next. The knight said, "Alright, they're gone. Now what?"

Kumo sensed light from above and looked up to see something. "Look!" he pointed to it. Up high above them was Master Kazuto imprisoned and in comatose inside a magical orb.

"Master Kazuto," Valer said the name.

Touketsu told, "Let's get him out!" The guys cast Fira and Fire at the orb to destroy it. The orb shattered and the man fell. The two guys caught him safely and then suddenly, the team's vision brightened into whiteness as they were getting dismissed out of the heart.

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The boys opened their eyes as they came to and found themselves back in Radiant Garden. Touketsu found himself lying on top of Kazuto's eyes were still blank. Confused, he silently questioned, *'What? Did*

*we not free his heart from the Souldiers?'*

Then he heard one of the civilians asking someone else, "Did you get the ropes?"

The second man confirmed, "Sure did!"

The first man told him, "Good, now let's tie them up and send them to the knights!"

The team jolted their upped-bodies up in alarm with Kumo gasping, Touketsu gritting his teeth and Valer narrowing his eyes at the people. The men closed in on them fast as if to ensnare the boys fast before they could get away. But the knight quickly threw his hand out and cast, "Stop!" The civilians were frozen in time and the men with the ropes were close enough their faces near the team. If another second or two came, the team would have gotten caught and restrained. Touketsu yelled to his teammates, "Let's move!" They did not need to told try as they got up and ran away from the crowd. Valer had Kazuto's arm around his neck as he ran away the master's limp body hanging heavily by his side before Touketsu fell back to help carry the man.

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The team got to Kazuto's house, having been led there by Valer, where they laid the man in bed under the sheets. The master's eyes were now closed, made so by his apprentice closing the eyelids earlier. Now that they were all safe and hidden away from the angry people, Valer interrogated the knight, "I've been in the Realm of Darkness for a really long time now. Weeks, months, a year; whatever. And now I'm seeing people upset about us using keyblades. What happened since I've left?"

Touketsu explained, "Well this morning, there was a protest about getting keyblades banned. It all started with a war between all the worlds that happened the day before Halloween. Everybody fought over this macguffin called Kingdom Hearts and many soldiers died, including ours. Then this giant demon brought darkness all over the Keyblade Sanctuary and then the worlds got separated after that."

Valer thought back to the Land of Departure and figured that it must have been a separated world. He thought, *'So that's why Chase said that they were all scattered.'*

The brunette continued, "For a while, people grieved for their friends, fathers and sons. But then somewhere along the way, someone must have gotten the idea that this was all the keyblades' fault. To make it worse, we had a rise in crime with less knights around to protect the city. I think because of that, they were able to convince other people that they need to have keyblades banned so that no one else would get hurt."

The dark-haired man huffed and commented, "That's a very stupid idea. These advocates are asking themselves to be defenseless against those who would break the ban and hurt them."



Touketsu agreed, "I know, right? Even my friends are against this. People ought to think with their heads on this issue, not their feelings. It's not good to be irrational, you know." Then he glanced at Kazuto and continued, "Anyway, we need to speak with the king and tell him about the Church of Light. Maybe we'll find some darkness to put into your master on the way."

The team begin to leave the room. Valer only went a few steps before he stopped and turned to look at his mentor. He murmured to him, "Rest now, Master Kazuto. We'll dispose of the threat so that they won't bother you or this world again." Then he went after his teammates to catch up. He thought about his fight with Kazuto and knew how tough he was, but the girl they fought earlier and her Souldiers were easy compared to him. The darkblader wondered how could someone strong like his master lose to someone like her? It was a very curious and surprising issue. On the way to the king's castle, the team checked their path to see if there was anyone else who has been purified like Kazuto as well. Thankfully, everyone seemed to be fine and they reached the castle doors where Touketsu told the guards their intent before they were escorted to the ruler, whom they explained the situation. The king heeded their warnings and ordered the knights to be on the lookout for Church members, Souldiers, purified people and changes in the world's heart. With that done, the team went to go check for the world's heart.

Touketsu told the catboy, "Hey Kumo, mind using your nose to track down where that girl placed her light?"

"Sure!" obliged Kumo. He sniffed out for the light's scent as they walked through the streets. As soon as the boy's nose picked it up, he led the team over to where Lumine had seeped Nuru's light in. After getting there, he exclaimed, "It's here!"

Touketsu replied, "Great, time to get to work!" He summoned his keyblade and extracted the light from the spot. When the light rose out of the ground, it took the form of a melon-sized seed that shined. The knight wondered aloud, "What's that?"

Kumo answered, "It's light!"

"We know that," Valer responded to the obvious fact. "Now we just need to get rid of it." He swung his keyblade at the light seed and destroyed it, shattering it into dissipating particles.

With their task done, Touketsu said, "Well, there's nothing else to do here. So let's check out another world." He activated his armor and the team left Radiant Garden to parts unknown.

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Juliet wandered through the streets of Agrabah, searching every shop and vendor for face veils. She had been looking for a while, but no she had not come across any that sold them yet. The disappointed girl though, *'Sheesh! All they have here are hijabs, jilbabs, food, medicine, and camels. I thought finding a face veil here of all places would be easy.'* She let out a sigh and rationalized, *'Oh well, I'm only looked in*

*one part of this place so far. Maybe another section will have it. Better check there.'* So she went to another section of the hot and arid city. After a while's search there, she finally came across a vendor selling clothes for belly dancers. Hopeful, she thought, *'That looks like a perfect spot.'* She went up to the tent and checked out the merchandise sold there. There were bras, harem pants, petal skirts, veils and shoes of all various colors.

The tan-skinned seller behind the counter greeted in his Arabic accent, "Hello and welcome! Do you find anything that catches your eye?"

Juliet was not about to answer that yet until she found what she was looking for. Her eyes fixed onto where the veils were and noticed a particular color. It was a white face veil; it was the perfect color for light enthusiasts and it would help in Glacies's role as a spy. The blonde pointed to it and told the seller, "I'll take that face veil over there, the white one."

The man said, "Into bright colors, I see. Okay, I'll go get it for you." He went to take the white face veil and carried it over to the counter to show to his customer. "Here you go, that'll be fifteen munny." The girl could pay for the veil, but why lose money when she can just steal it for free? With her portal, the robbery would be easy. She grinned maliciously before she made a swipe at the face veil. But the seller was quick move it out of the way of her thieving hand before she could get it. With a wagging finger, he lectured in amusement, "Oh, oh, oh, oh! I'm well prepared for thieves, missy. I'd never let something out of my shop without some munny in return. Now pay up like a good customer or else I'm keeping it." Juliet got and groaned as she slammed the munny down on the table. The man counted the munny before he picked him and traded the face veil over to the girl. He smiled, "Thank you! Now that wasn't so hard, was it?"

Juliet did not respond as she walked away with the veil. Just as she was about to summon a portal back to the Land of Departure, another portal appeared and her master stepped out. The apprentice showed her the purchased cloth, "Hey LimeX, I got the face veil!"

LimeX commented, "Good job! Now go get Glacies some ragged clothes."

The apprentice raised an eyebrow quizzically as she asked, "We're dressing her up as a hobo?"

The master told her, "That's the identity we've decided for her. The Church would love to take in a someone down on their luck. So this would be a great disguise. I'm sure you know where you can get clothes like that."

Indeed, Juliet knew where to get ragged clothes, but she did not like where this was going. She hesitantly asked, "Wait, are you saying..."

As if she could read her apprentice's mind, LimeX confirmed, "Yes, I'm talking about London. You're going there to get some clothes from a hobo."

But the apprentice refused, "I-I can't do that! What if it's their only set? I don't want to make their life harder than it already is for them." She had seen some poor people on the streets and knew how much they suffered with little to no shelter. Taking away their only protection from the weathers was just too cruel.

The master did not care anyway, "Well too bad, we need those clothes and you're going to get them now. And no sob story about the hobos is going to stop that." She summoned a portal to London and forcefully dragged her apprentice by the cape over to it.

Juliet planted her feet on the ground, but LimeX's pull was too strong that she fell over and slid across the ground. The apprentice yelled, "Nooo! You can't make me!" Then they were past the portal from the hot middle-eastern world to the more temperate English one.

As the portal closed behind them, LimeX let go of her apprentice, who then got up to face her as she brushed the dirt off herself. The master told, "Now remember to find clothes that are Glacies's size. Nothing smaller than that, okay? Now hop to it!"

Juliet rolled her eyes and grumbled, "Alright, fine! I can't believe that I'm doing this." Then she walked off through the streets with a scowl on her face to find a homeless person. Adding to his displeasure was the fact that she was back in London, the miserable world that disliked her, of all places. She hoped she would not get into an encounter with a guard or someone bad who recognized her. The girl saw a homeless man going into an alley, but she figured that she would be better off going after girls Glacies's size so that their outfits will fit the bluenette.

As Juliet continued her search, she saw a woman with a long dress walking past a rose bush. A part of her dress got caught in a rose's thorn and ripped it when she went further. The woman stopped and looked at the tear in her dress, staring at it in shock. She quickly got mad and groaned, "Ohh, that was my finest dress! Stupid roses!" She clutched the ripped part of her dress and went on with a scowl.

Besides the woman's predicament, Juliet also saw a tailor through her shop's window using a pair of scissors to cut a fabric to make clothes. Using the scenes she just saw, the apprentice suddenly got a bright idea. She thought, *'You know what? I don't need to do what LimeX says. I'll just steal some new clothes and a pair of scissors, give the clothes a few holes and rips, and then dirty them up, so that they can have that hobo look.'* So she went into a women's clothing shop and began to look for clothes that were Glacies's size.

Pretty soon, Juliet found a brown gown and thought it was a perfect color for someone poor. Now having found a "hobo's dress", the girl took it and then used a portal to escape immediately to the tailor shop. The shop owner's wife, who was running it in his stead for now, saw that and protested, "Hey!" Her yell went ignored as the portal sealed itself.

Now in the tailor shop, Juliet swiped the scissors out of the woman's hand, saying shamelessly, "Don't mind if I borrow these."

The tailor, offended by the theft of her tool, protested, "Excuse me, I wasn't done yet! Can I have it back, please?" Juliet ignored her as she quickly used the scissors to place a few small cuts at the bottom of the gown before ripping them a little for the effect. She also cut a small hole under an armpit where the thread was sewn. With the added design applied, there was only one thing left to do. The girl dropped the scissors on the table and then left the shop. The annoyed tailor took up her tool and grumbled sarcastically after the blonde, "Well thank you!" Juliet ran quickly out of the city and into the outskirts, where the fields were.

After getting far from the city, the girl found a soft patch of soil on the ground and began to scoop it up to get some dirt. That dirt was applied to the gown to give it some stains. After getting the work done, Juliet studied the gown for any spots missed and mistakes made. Thankfully, there were none, so the girl got up and smiled for herself, praising, "Well Julie, I'd say we got the perfect outfit for the light scum!" Then she noticed movement at the corner of her eye and looked to see someone walking in the distance. It was an old woman dressed up like a nun with her clothes being white with a gold cap and gold neckerchief. The woman's outfit was unlike that of any of the nuns' here in this world. As the mysterious woman walked towards the graveyard, Juliet had some wary suspicions about her and suspected that she must be from the Church of Light. She thought, *'I better go see what she's up to.'* So she ran towards the graveyard to go confront this "nun" there.

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The Church of Light nun got to the center of the graveyard and approached the nearest tombstones. She raised her arms up and her hands glowed with light. She called out to the graves, "Spirits of the deceased, return to Realm of Life and join Nuru's army as her Souldiers." Light shined from most of the graves and the light balls, which were the light-infused souls, flew over to the nun's hands and disappeared into them.

After the nun had gathered all the souls, she heard someone taunting her, "Grave-robbing? Who've thought a light scum would stoop this low? I guess you lighties aren't as honorable and noble as you think you are. Hah!"

"What the?" The nun looked around for the voice's owner. Then she turned around as she asked, "Who's there?" She spotted the blonde girl standing behind her. "Who are you?" the old woman asked warily.

Juliet answered, "I'm the angry neighbor who's going to kick you off her lawn and send you back to where you came from." She summoned the Blue Rogue and aimed it at the nun threateningly.

The elder said, "I was wondering when I would see someone opposed to the great goddess's plan."

The darkblader smirked, "I'm glad to be the first in line for this. Now I'll give you two choices, hag: one, go crawl back into that hole you from and don't show your face here again; or two, we can do this the hard way. So, what's it going to be?"

The nun frowned at her, "Threatening an old woman, are all the youths here lacking in respect for elders?"

"Maybe," Juliet answered without care. "But I don't discriminate on age; I treat everyone fairly, so you all get a slice of my keyblade pie!" She swung her keyblade through the air a few times for emphasis.

The nun huffed and replied, "Very well then, I suppose these old bones will have to stick around and see how it tastes. But know this, young one." She began to summon some of her newest Souldiers in the form of two Shines, three Purities, and two Bright Children. She continued confidently, "Nuru and her light are with me, and we will not be defeated by darkness from anyone!"

"A fight then," the girl replied. "Okay, old hag, it looks like you'll be joining the dead guys here." Have it the nun's way; Juliet hoped the nun will not cry of aches and broken bones. She rushed at the nun and the fighting Souldiers charged at her in return.

The Bright Children stayed where they were at as they shouted cheers at the older souls, "Go get her!" "You can do it!" Juliet swatted away the Shines coming at her fast before she did a Rising Strike on a Purity. Then she jumped up and swung a couple of hits on it. Another Purity leapt behind her to throw a punch to her back. The girl was knocked across the air before she fell on her feet. She turned around to that Purity coming at her with a raised fist for another punch. It was very close to her and almost threw that punch when she struck first with a thrust to its chest, pushing it back as its wind was knocked out. Immediately, Juliet was shot onto her shoulder by something very hot and yelped painfully from that. As she landed, she saw lasers being fired by 3 small light orbs floating above ground. Using her training she learned from LimeX, she ran and dodged the lasers, hoping, ducking and flipping.

She then got into the way of a Shine who threw a fast punch at her. Juliet was barely able to quickly defend herself with a Fire Block that burned its hand. The Shine's round hand recoiled as it burned. It held the forearm with his unharmed hand as it cried, "Ow, ow, ow, ow!" It shook the burning hand as it tried to put out the fire with some wind. Juliet whacked the Shine away hard, sending it a several feet across ground before she dodged more lasers from the vanishing orbs. But then she feels a hard hit in the back of the spine and lets out a yelp. A Shine had jump-kicked her. Juliet was not sure how hard that kick felt compared to getting hit by a keyblade, but she knew for real that it definitely hurt like a ton of bricks. She fell over before she got and turned around to try to hitting the Shine. It quickly turned into a light ball and sped out of the way of the Blue Rogue. Two Purities screamed as they ran fast like athletes at her with their fists raised for the punch. But having heard them, Juliet turned and spun forward at them like a deadly tornado, using her Maelstrom attack to strike fast hits on them. When she reached

the third one, she knocked it up into the air as she jumped up along with it. The Purity was then knocked back down to the ground on its back. Juliet thrust her keyblade down at its chest as she fell, destroying it.

The Shines, that ran toward her while she came down, pummeled her with their punches and kicks. The girl cried out under the assault hurting her like hell. These Souldiers sure were strong, but Juliet was not going to let herself go down easily. She gritted her teeth, forcing herself to endure the suffering as she tried to save herself. She held her keyblade defensively and ignited it to burn them. The Shines did not touch the Blue Rogue, instead, they turned into light balls and zipped away from her to avoid the fire. She kept her guard up, so that the flames would still blaze as she got up for protection. Lasers hit her and she yelped. She saw the two orbs and ran out of the way to avoid them. The Shines came her and she dodges their punch and kick before knocking them away with a swing. A Purity leapt at her with a flying spin kick. The girl was quick just in time to guard and burn its foot as she felt the strong kick pushing her back. The Purity hopped in pain as it cried, "Ow, ow, ow!"

Another Purity did a legsweep on the girl, making her fall. But Juliet caught herself with her hands on the ground and she quickly cartwheeled herself back up, unknowingly kicking the burned Purity in its face. After getting back on her feet, the girl swung back at it a few times and destroyed it. Juliet turned to face the other Souldiers and parried an uppercut from a Shine before smacking it a couple of times. Suddenly, the last Purity grabbed her from behind and slammed her face against a tree. The hard impact caused her to see stars and feel a headache. She was then turned around and met with a lot of punches. Weary and hurt, the girl buckled down and slumped against the tree. Her keyblade disappeared in the form of dissipating darkness from her hand. The Bright Children praised their comrade's victory, "You did it!" "Amazing!"

The nun was heard ordering, "That's quite enough now. The girl has learned her lesson. Take her out away from here."

"Yes ma'am," the Purity replied. It picked up Juliet and carried her in its arms, heading for outside the graveyard. Little did it know was that the girl was only feigning defeat. Sure, she was hurting like hell right now and badly wanted to rest, but then who would stop the nun from gaining Souldiers for the Church of Light? LimeX would not let her off the hook for this. But what was only one girl to do? Juliet assessed the situation to see if she should continue, the nun was old and should be easy to fight, the Bright Children were only kids, and the Shines looked pretty beat up, too. As for the Purity, she just needed a few tricks to take it out.

Re-summoning her keyblade in her left arm, the girl swatted the Purity's face and it dropped her as it clutched its face. The nun and her Souldiers were all surprised as a Shine gasped, "What?" Juliet switched the Blue Rogue to her right arm and struck the shines. The Purity cried out as it fell down. The girl got up and beat her weapon down on it for the kill. The Shines charged in to avenge their comrade, but Juliet turned and destroyed one with a stroke and swatted the other to finish it off.

With the fighting Souldiers gone, Juliet dashed at the nun with the intent to harm her. But then the nun cast, "Slow down, young'un."

Juliet's body movements slowed down to a soft & graceful speed. Her face contorted to an expression of grimace and she dragged out a curse word, "Sssshhhhhiiiiittttt!" When the girl got close enough, she swung at the nun, but the old lady easily moved out of the way.

The Bright Children cheered the nun on, "Go lady!" "Take her down!" The nun struck at the girl, landing a few hits on her before ending the combo with a Light Finish, in which her keyblade shined light into the foe's eyes. Juliet yelped as her eyes hurt badly. She tried to shut them tight, but her eyelids went slow and she became blinded as a result. After staggering back, Juliet heard the nun yell out a battle cry and was barely on time to Fire Block the oncoming hit. She heard the nun crying out in pain and patting the flames on her robe. The girl jumped back to avoid any next hits from the woman. Her slow body felt like she was a dandelion seed descending softly. She expected to get hit at any time during this; but luckily, the attacks never came.

When Juliet heard another battle cry, she brought up her keyblade to Fire Block, hoping to defend herself on time. It turned out to be a feint when the nun's battle cry finished with, "Sparkara!" That was when the girl felt herself getting harmed by the spell hitting her on the side, burning her where she was touched. She let out a pained shriek before the nun whacked her again on the chest and head. The last hit brought the girl down on the ground, where Juliet lied there wounded in pain. She braced herself for whatever finishing strike that would end her. But then suddenly, a soothing wave touched her all over as the damages were healed.

*'Huh? What's this?'* Juliet wondered as her body returned to full health and her eyes regained their vision. She got up and saw the one who saved her.

LimeX looked at her apprentice in disapproval as she criticized, "Really, Juliet? Getting beat by an old lady? I taught you better than that. I guess I picked a lousy apprentice."

The scowling blonde defended herself with this excuse, "She cast Slow on me and blinded me, too! Maybe she's better than she looks!"

The silverette knew her apprentice had a fair point with the Slow. There was no way around the spell without an accessory or magic barrier to protect against that. Dropping the issue, she said, "Whatever, let's just break her old bones and be done with it."

The nun responded to the darkblader's intent, "You'll have to get through my Souldiers first." She summoned 2 Musclemen, 2 Purities and a Sapphire Nebula to aid her.

The Bright Children shouted cheers for the nun and her new Souldiers, "Teach them a lesson!" A Purity came at LimeX fast with a kick, but the girl was able to hop back away from it in time. She also dodged

another Purity's swift punch. But she was unable to avoid some harmful snow that fell on her from a flying Sapphire Nebula from above. The snow felt like cold flames on LimeX's head, shoulders and arms. She gritted her teeth in pain and grunted.

A Muscleman grabbed a gravestone and pulled it up with ease using its sheer strength. It then threw it over at Juliet, who sidestepped away from it. But she accidentally got herself into the clutches of another Muscleman that grabbed her from behind and locked its arms around hers to hold her prisoner with her back to its muscular chest. The blonde struggled fruitlessly to get out of its hold and kicked her feet back against the legs, which did not faze the Souldier at all. She yelled, "Let go of me, jerk!" A Purity summoned 2 floating orbs, which shot lasers at her. Juliet screamed in pain under the barrage of lasers that burned her in spots they touched.

"Bright Aeroga!" the nun a light-filled tornado. The Muscleman threw Juliet into it immediately as she screamed. At the same time, LimeX was trying to run away from the Bright Aeroga pulling her in. The Sapphire Nebula fired a very fast ice shard that resembled a sharp diamond at her. The silverette was barely able to block it before it could cut into her. Then the floating orbs came to her, firing lasers and hurting her. LimeX shut her eyes and gritted her teeth as she braced the pain without stopping. She was then quickly hit in the torso by something hard. It knocked the master off her feet as she cried out in pain and opened her eyes to see the object that hit her was a tombstone ripped off a grave. She got pulled into the tornado with her apprentice and they got themselves burned by the light within. The Bright Aeroga soon flung them out before it disappeared. The girls hit the ground with breaths knocked out of them from the hurtful landing.

The Bright Children praised their team's effort, "Way to go, guys!" "You show 'em!"

LimeX looked at the Bright Children and noticed their magic glow on the nun and her Souldiers. It did not appear that they were using healing magic, but it was something that seemed to support their allies another way. What was it? It took a few moments for her to realize that they must be using boosting magic through cheers. That explained why the breeds of Souldiers they fought earlier were faster and tougher than Lumine's. LimeX turned her head to her apprentice and told her, "You see those two brats in the gowns?"

Juliet glanced at the Bright Children before asking, "Yeah, what about them?"

As they got up, the master told her, "Take them out; they're powering up their friends."

The apprentice replied, "Got it!" LimeX cast Thundera on all the fighters, zapping them with magic bolts and earning herself a chorus of screams. With the enemies distracted and hurt, Juliet ran over to the Bright Children for the kill.



The Bright Children saw her as one cried to the other, "Watch out!" They cowered before the girl before they away in fear for their second lives.

Juliet felt bad about having to physically hurt children, but she did tell the nun that she did not discriminate against age. Plus, they were already dead and they were being controlled by the light, so all she was doing was liberating them. She cast Fire at them, "Get burned, brats!" The fireball flew into a Bright Child and destroyed it. The other one kept running, but it was slow. So, the girl caught up to it and swung down at it, destroying it let out a high-pitched scream similar to that of a living kid. With the Bright Children gone, their boosting magic would waver.

LimeX fought and dodged the Souldiers that were trying to punched, kicked and laser her. They had been brought back to their normal speed after the silverette cast Slow on them. Then the elimination of the Bright Children hit them and the Souldiers became slower as a result with the boost magic no longer cancelling the darkblader's hex. A Purity cursed, "Aaaahhhhh cccrrrrruuuuuddddd!" LimeX smirked wickedly, knowing she now had the advantage. She went around striking at all of them one by one until she got to the Sapphire Nebula, which she burned down with Fire. The Souldiers all disappeared upon their deaths.

The nun frowned and said to herself, "I could summon more Souldiers, but I mustn't lose more than I gained here. I need to conserve those numbers for Nuru's army." She summoned a Corridor of Light for her to make her escape through. But LimeX saw her trying to leave and used a Shadow Dash to quickly rush at the woman and thrust Pathfinder right into the back where the heart is. The nun screams as she is killed and her body falls through the Corridor, which then vanishes.

Juliet made a victory cheer, "Ah yeah, we did it!"

LimeX smirked, remarking, "Yes, we sure whooped them into next week." Then she asked, "So did you get the clothes?"

"Sure did!" the apprentice confirmed. "Buuut-" she added with emphasis. "I didn't steal from a hobo, I robbed a clothes shop and got away with it. Then I messed it up to make it look like a real deal. I'd say that was a better idea than yours." She grinned smugly.

As much as the master was impressed with her student finding way around robbing the already-burdened poor, she also felt the need to maintain the mentor-apprentice order which this cheeky attitude was defying. She held the keyblade threateningly against her apprentice, "Don't insult your master, Juliet. Don't forget who made you into what you are today." The blonde needed to remember her place if she was ever going to learn new stuff.

Juliet rolled her eyes and groaned, "Alright, sheesh! I'll be a bit nicer." And again with the use of that name; she wished her master would stop calling her that.

LimeX dismissed Pathfinder and asked, "So where are the clothes anyway?"

"I'll show you," the apprentice answered. She led her master out of the graveyard, went over to where she left the gown and then pointed to it, "Here it is!"

LimeX picked it up and examined it all over. Impressed, she commented, "Nice job! We got everything we need. Let's get back to Chase and show him what we got." She created a portal to the Land of Departure and they went through it.

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Chase, Ilem and Glacies sat in the chairs of the council room, waiting for the others to get back. Chase had been teaching the bluenette more about the Illustris Theocracy to pass the time and better prepare her than with just the basic knowledge he gave her. He even took her to the library get a book to read up on that world. Sitting at a table, Glacies found this book informative and intriguing as she read up the world's culture, taking in every interesting aspect into her mind and studying the important stuff she needed to know. After a while, a Corridor of Darkness appeared and everyone turned their heads to look at it. Out of it came Touketsu, Valer and Kumo. The little boy greeted, "Master Chase, we're back!"

Chase smiled at his apprentice before he asked the team, "Hey guys, how did it go?"

After dismissing his armor, Touketsu crossed his arms behind his head and answered, "It went well, we found a couple of worlds and extracted the bad light out of them. They were in the form of these giant seeds, but it was no problem."

"Giant seeds?" Chase asked curiously. He wondered if these seeds were planted by the light-possessed girls to one day purify a world's heart into light.

The knight said, "That's what they looked like. I guess they were trying to plant some kind of flower."

Then the library's door opened and Sakura, Neko and Zero came in. As they walked, the demon, pulling a wagon with a box of potions and some bags, said to her teammates, "I sure hope Halloween Town will be fine on its own. It doesn't need another problem than Oogie Boogie."

Nemo, unfamiliar with the name, asked, "Who?"

Touketsu greeted his friend, "So Nemo, did a good job out there?"

The blonde boy looked to him and answered, "Yeah, it was good."

Sakura announced to everyone, "Listen up, guys! I got a friend in my world who's helping us out."

Chase asked, "Really? What can they do for us?"

Sakura answered, "Dr. Finklestein is going to make us some black potions." She pulled out a black potion and explained its capability, "They restore the darkness to those who lost it in their hearts. We can use it on the people who have been purified."

"Excellent!" the silver-haired man replied contently. "We should all carry some of those with us and go to him for more if we run out." Valer thought to get one of those black potions for Master Kazuto. During his team's time out in the Realm, they did not come across any means to restore the master's heart. But now that they have one, Kazuto's recovery will come sooner than expected.

The next people to arrive at the library were Zephyr, Leohart and Hitomi. Glacies was the first to notice them as she asked them, "Hey you three, did everything go alright out there?"

Leohart answered, "Yes, everything was fine."

Zephyr eagerly told her about their adventure, "We went to this world called Waset and met a god there!"

Everyone looked at him, amazed and interested. Glacies asked, "You did?!" It was rare for mortals to encounter gods. They only interacted with them through prayers, which were generally one-way communications.

"Who?" asked Nemo.

"Anubis," Zephyr answered. "We found a member of the Church of Light there and we all worked together to stop him."

Glacies beamed, "That's amazing! I wish I'd been there to see it."

The blonde apprentice said, "Yeah, but then you'd have to deal with the heat there. You know? It being a desert and all."

"Oh..." The bluenette apprentice was averse to intense heat. She never liked the feeling of being burned by the atmospheric temperature. Guess she can put Waset on her list of worlds to avoid.

A Corridor of Darkness appeared and the last people to return were LimeX and Juliet. The latter announced to Chase, "Hey lightscum, we brought the clothes for Glacies." Juliet proudly showed him the dirty gown and LimeX displayed the face veil.

Chase frowned and narrowed his eyes, replying while trying to keep his bitterness from being heard, "That's good, Juliet." He knew she disliked lightbladers, but did she really have to be rude about it? "Now give them to Glacies, so can change into them."

Glacies noticed something missing among the attires, "Wait, where are the shoes?"

Juliet answered, "You don't need no shoes, lighty. I've seen some hobos without them."

The bluenette frowned uncomfortably and asked, "So I'm supposed to walk barefoot?" This was not safe for her feet. What if she stepped on something and got hurt?

"Yep!" the blonde girl responded shamelessly with an added smirk to rub salt into the wound.

Chase said to Glacies, "I know we don't have everything you want, but just try on the gown and veil for now and see if they fit."

The disappointed bluenette replied, "Alright, I guess." She took the clothes from the two darkbladers and left the library to change at a private place. She went into an empty room nearby in the hall and closed the door behind her. After trying on the gown and the face veil, she found that they felt perfectly fit on her body. Since there was no mirror for her to check herself out, she opted to check with everyone for their opinions. Going back to the library, she asked them, "Hey guys, how do I look?"

Zephyr gave her a thumbs-up and commented, "Looking well!"

Sakura answered with a smile, "You certainly look the part!" Zero barked in agreement.

Nemo exclaimed, "You'll have those Church guys fooled!"

Valer disagreed with him, "Not really; the veil's detracting."

Ilem shared his opinion, "Yeah, take it off so we can know for sure." Glacies guessed the two were right; how was anyone supposed to take her seriously if the gown was worn out, but not the veil? She took off the face veil and put it in her pocket. She would not need it until she became a member of the Church of Light. Ilem looked at the bluenette without the veil and commented, "Much better!"

Touketsu said, "That's a perfect disguise."

But Juliet begged to differ, "No way! Lightgirl here doesn't even look homeless!" She added, "At least not yet anyway."

LimeX questioned her apprentice, "What do you mean, girl? That's the outfit you picked for her."

"I know," the blonde girl said. "It's just that our spy here needs to get her skin and hair dirtied."

Glacies frowned at the idea, "I don't like having dirty hair." She heard of filthy hobos, but she never thought about how dirty a hobo had to be. She should have thought hard about this before going agreeing to the idea. *'Why did I have to be stupid today?'* she thought regretfully.

Juliet smiled wickedly, "Too bad, you're getting a new makeover. Let's go, lightscum!" She grabbed Glacies's wrist and dragged her out the library against her will.

The poor bluenette cried, "No, let me go! I don't want to do this! Help!" Then door closed behind them as Juliet dragged Glacies out of the castle to the yard.

The room was silent for a moment with some of the people, notably Glacies's friends, feeling bad for her. "Right..." Chase started, feeling awkward by that event. "So anyway, while Juliet is working on Glacies, we need to start organizing teams of two people to go out and do what we have to do in every world we go to. I think every master should choose an apprentice partner they're willing to work with. Remember, one lightblader and one darkblader per team." He looked to the oldest man in the room and told him, "Master Leohart, I'll let you go first."

Leohart decided, "I'll take Hitomi. She's my daughter and I have to watch over her."

"Good call," Chase commented. With the little girl being so young, having an adult this old and more experienced was good for her safety. The silverette's own apprentice also needed protection, so he asked his girlfriend, "Ilem, will you take Kumo with you?"

The woman responded, "Sure, I'll take good care of him!"

Chase smiled at her with his full trust, "I'm counting on you!"

Without needing to be asked, Touketsu decided, "I'll take Valer. We've been working just fine." The dark-haired apprentice made no comment as he was fine with this.

Nemo said, "I'll take Zephyr." The other blonde boy smiled, content to be with a friend.

LimeX looked to Sakura and said to her, "Guess you're with me."

The demon replied, "Yeah, looks like it."

With all the apprentices in the room chosen, Chase said, "Then it looks like my partner is-"

As if on cue, the door swung open and Juliet came in with a frowning Glacies dirtied up from head to toe. The former exclaimed, "Guys, say hello to our little homeless bum here." The bluenette looked at the floor in self-pity. She felt sick and disgusted with herself. Her hair was messed up, her skin stained,

and she even had dirt under her nails. The blonde girl mocked her, "The Church guys would definitely love to take care of you now, lighty-light."

Kumo commented, "She looks like a bum!" As unintentionally insulting as the little boy's words were, Glacies felt they perfectly described her. Hopefully, the Church will have her cleaned up when she gets there.

Juliet grinned, "Yes, she certainly does, Kumo."

Chase and Glacies's friends felt sympathy for the girl's embarrassing predicament, but the man knew that she must look like this for her spy role. "Er... right..." Chase told the blonde, "Anyway Juliet, you're going to be partnering with me to save the Realm."

Juliet was displeased with what she just heard, "What? I have to hang out with you again?"

The man reminded her, "We're going into teams of only two now and everybody's taken their partner, so you're the only one left for me."

The blonde girl groaned sarcastically, "Well that's just fantastic!"

"It is," Chase deadpanned with equal sarcasm. Then he told everyone, "So, Sakura has enlisted the help of a doctor to make us black potions to restore the darkness in purified hearts. We all need to carry some with us in case we find someone in need, so grab a knapsack and fill them." Everyone, except Glacies, took their knapsacks and put the black potions inside them. Once they were done and wore their bags, Chase asked, "So we're good?" Everyone nodded in response. "Great! Let's head out and get things done." He looked to the spy and asked, "Glacies, do you remember everything we've told you and learned?"

"Yes," the spy answered.

Leohart went to caution her, "This is a big job you're doing. While you spy on the Church, you must be careful not to let yourself be brainwashed by their ideals for their goal will surely destroy the universe, even if it's not their intent to do so." He knew of life stories where some people, who spent too much time with a crowd, would have their minds ingrained in the group's mentality and culture. He added these important words, "Don't be blinded by the light."

Valer shared his advice with the spy as well, "And don't get attached to them either. They're our enemies and you need to remember that."

"I got it," Glacies understood. She did not think about forming any attachments to the Church of Light, nor did she plan to. After all, she was a spy helping her friends; she could not see herself betraying them

for a bunch of strangers.

Chase said to her, "I'll be checking up with you every night for any reports you have."

LimeX offered, "And I'll be teaching you the great things about darkness and the bad sides of light, so that you won't be indoctrinated by the Church." She had to negate the Church of Light's teachings and ideals, so that they would not lose their spy.

Zephyr wished his friend well, "Good luck out there, Glace!"

The spy appreciated, "I will."

Touketsu said to her, "We're counting on you."

Sakura cheered, "You're going to do good!"

Ilem told, "Don't screw it up."

Nemo cheered, "You got this!"

Hitomi said, "Take care."

Glacies smiled in appreciation, "Thanks, everyone!" She was going to go out there and do her best for them and the universe.

Ilem summoned a portal to the Illustris Theocracy and told the spy, "Come on, girl. It's time to go and snitch!" Then she told her partner, "Kumo, let's go."

"Coming!" the catboy replied as he went to the woman. They escorted Glacies through the portal and it disappeared behind them.

Chase told the rest, "Let's get going, guys." He made a portal to La Cite des Cloches and Juliet followed him into it. LimeX summoned her own portal and she, Sakura and Zero went through it. Valer created a Corridor of Darkness and he went in with Touketsu, who wore his armor. The remaining others went outside to the courtyard to leave from since they did not have portals or Corridors. The males turned their keyblades into gliders and got onto them. Zephyr and Nemo flew off together, while Hitomi got onto Leohart's before he took off into the Ocean Between.