

Strongest Necromancer Of Heaven's Gate

Chapter 9: My Legend Is About To Begin

"It is indeed a good artifact." Eriol commented. "But, you still need to reach a certain threshold before you can use it. So, work hard!"

Lux nodded. He then looked at the purple orbs of light that were glowing around him.

Choosing one at random, a black sword appeared with runic symbols embedded on its blade. The red-headed boy swung it a few times, to test it out. He had held wooden swords before during training.

Although he wasn't an expert swordsman, he still knew the basics of wielding a weapon. Everyone in the stronghold was expected to enter Elysium, so they had basic combat training at an early age.

Unfortunately, due to his fainting habit, Lux's progress was the slowest of all.

Surprisingly, the sword in his hand wasn't as heavy as he expected. Although it was slightly heavier than a wooden sword, the balance was perfect. Lux then checked the information of the sword in his hand with great expectations.

< Oathbreaker, Dark Blade of Eternity >

Rarity: Unique

(One Handed Sword)

Requirement: 100 Combined Stats

– Attack: 100-145 Dark Damage

– Physical skills deal 20% more damage.

– Has a 10% chance to trigger double damage with each attack. This ability works with skills as well.

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"Not bad," Lux muttered as he once again appreciated the weapon in his hand.

After checking the sword's information he opened all the purple orbs to see what other kinds of items they held. Although the purple items weren't as amazing as the golden orbs, they were still strong in their own right.

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< Storage Ring of Travelers >

Rarity: Unique

Item Slot: (0/300)

- This storage ring allows you to store up to 300 items.
- You cannot store living things inside the ring.
- The size and shape of items must not be taller than two meters, and not wider than one square meter.
- This ring has an independent storage for Gold Coins and Elysium Gold Coins. The maximum number of gold coins that can be stored in this ring is ten million.

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< Skill Book of Necromancy >

Rarity: Unique

Type: Skill Book (Consumable)

Requirement: Dark Magic Affinity

- Allows you to learn Necromancy Magic
- Only those who have an affinity with Dark Magic will be able to learn the Arts of Necromancy.

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"Magic Affinity?" Lux muttered. He suddenly remembered that his magic affinity still hadn't been tested because he didn't meet the requirements to enter Elysium.

Everyone born in the world of Solais had the opportunity to learn skills by consuming Beast Cores inside Elysium. The only problem was that they could only learn the skills that matched their affinity.

There was simply no way for someone to cast the skill, Fireball, if they didn't have affinity with Fire Magic.

Fortunately, those that weren't born with any affinities were still able to learn certain skills that fell under the Non-Elemental category.

Skills like Slash, Long Jump, and Power Shot, were all Non-Elemental skills. These skills could be learned by anyone. Hence, they were often called Universal Skills.

Some powerful skills that could be obtained from Beast Cores, had a very low chance of being acquired. There were even rumors that learning skills also depended on a person's luck.

Skill Books could also be found on Elysium, but they are very rare. Most of them were found inside treasure chests, and auctioned at very high prices.

"Right, you still haven't checked your affinity." Eriol smiled. "This is a good opportunity to do so. However, since the things you acquired in the Gatcha were due to my golden ticket, there is a high chance that you are capable of wielding Dark Magic."

The God of Games took out a white crystal ball and presented it to Lux.

"Touch it," Eriol said. "Usually affinities are decided by your Body Constitution, and you acquired the Immortal Conqueror's Legacy Physique, so I'm curious to know the results."

Lux placed his hand over the white crystal ball. A few seconds later, the crystal ball glowed and shot out a beam of light.

A projection of five glowing orbs of different colors appeared in front of Lux and Eriol, and the God of Games smirked after seeing it.

One Dark Orb surrounded by four smaller ones appeared in their vision.

"As expected of an Immortal Legacy," Eriol commented. "Well, as you can see, your main attribute is Dark Magic. With this you will have no issue learning that Necromancy Skill Book.

"You also have lesser affinities to Fire, Wind, Earth, and Water. This means that you can use low-level up to mid-tier Elemental Magic of the four elements. I'm guessing that these lesser affinities of yours will get a boost once you upgrade your Body Constitution. If you don't die after entering Elysium then your future is very bright."

"This is good," Lux said with a smile. "This means that I will not have trouble learning other skills related to the four elements. I hit the jackpot!"

Eriol nodded. He couldn't deny that Lux had indeed hit the jackpot when he randomly acquired the Immortal Conqueror's Legacy, as his body constitution.

"Now, it's time for the blue orbs." Lux grinned as he touched all of them at the same time.

< Tranquility, Call of the Wolf >

Rarity: Rare

(One Handed Sword)

– Attack: 15 - 20

– Allows you to summon one Forest Wolf to aid you in battle

(Forest Wolf)

Health: 50

Attack: 5-10

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< Dawne, Charm of Timeless Battles >

Rarity: Rare

(Round Shield)

Requirement: Strength 10

- Defense: 50

- You can use the skills Shield Bash and Shield Throw when Dawn is equipped.

(Shield Bash)

- Deals 10-15 Physical Damage to your target

- Has a chance to stun

(Shield Throw)

- Deals 10-15 Physical Damage to your target

- When using this skill, the shield will be treated as a throwing weapon, and won't automatically return to its owner.

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< Harmony >

Rarity: Rare

(Magic Staff)

Requirement: Intelligence 10

- Magic Damage increase by 5%

- Able to use the skill Magic Missile

(Magic Missile)

- Fires five magical darts at the enemies.

- Damage is equivalent to the Intelligence Stat of the caster

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< Dagger of Frost >

Rarity: Rare

(Dagger)

- Attack: 10 - 15 Frost Damage
- Allows you to use the skill Ice Slash

(Ice Slash)

- Deals 20-25 Frost AOE cone damage to creatures that are within five meters away from the user.
- Has a chance of freezing the user's enemy for five seconds
- Skill Cooldown: 2 minutes.

< Wolf's Leather Armor >

- Defense: 20
- Pierce and Slashing damage reduced by 10%

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Lux grinned from ear to ear after seeing the items that he acquired from the Golden Ticket. With these items in hand, although he was starting late among his peers, he knew that he would be able to catch up to them in time.

"Wait for me, Elysium," Lux said softly as he stored all the items he obtained inside his storage ring. "My Legend is about to begin."

