

Lord of War 44

Chapter 44: .Response

Kobold gathering place, this dungeon has three bosses in total, and it is still an all-in-one mage.

Boss No. 1 and No. 2 are both kobold wizards who are good at elemental magic. The difference is that one is good at fire and the other is good at wind. As far as the difficulty of the challenge is concerned, there is not much difference between the two bosses. The only thing that needs attention is the use of terrain.

But the real trouble is actually the No. 3 boss.

At this moment, Sean and Cecilia came outside a tent. Jim was sent by Sean to find Ans and the others, and then asked them to rush to the northeast corner of the camp to solve the No. 2 boss. Of course, before that, naturally, he would try his best to still have the ability to move all the way. The kobolds were also cleared.

In fact, this coping strategy is the simplest strategy in the game.

After solving all the kobolds in the camp, the team was divided into two batches, and the attack on the No. 1 and No. 2 bosses was launched at the same time. Although the game does not require two kobold mages to die at the same time, the sound that erupts once the battle begins is enough to attract other living creatures in the kobold gathering place.

If you first focus your firepower on one of the kobold mages, then the final result is to face the flanking attack of three bosses, and as a ten-man limited copy, face the attack of three mages bosses at the same time, and the result is natural. It is conceivable.

Instead of using teams to attack two bosses at the same time, although one team has to face the flanking attack of the third boss, it is at least better than facing three bosses at the same time.

Originally, Jem suggested that Sean should come over and support the two people, but this proposal was simply rejected by Sean.

After all, compared with all the attack paths of the three bosses in this dungeon, Jim, Anles and others are not clear at all. Even if Sean temporarily talked about a way to deal with it, he also did

not expect Jim to be able to. Remember all. And even if the magician came here to make trouble for himself, Sean could surely hold the opponent, at least with Cecilia's will of up to thirty-five points, he would be completely immune to the opponent's mind control.

As for Sean, the high-level spiritual reinforcement scroll he brought from the Black Cat Chamber of Commerce was not for collection.

In the tent, the dog barked slightly, which seemed to be a low-pitched argument.

Shaun knew that there would be two guards beside the kobold mage. Although they were Tier 3 occupations, they maintained the level of kobolds in other respects except for slightly higher endurance. However, the attribute of endurance value in the real world is that it has stronger anti-strike ability, and the body is tougher, not easy to be poisoned, and has higher endurance, etc., but it does not affect the health value in the game.

So if you come to the point, they must die.

Looking at Cecilia, the latter nodded slightly, and at the same time, the last magic syllable in his mouth was gently spit out, and the fluctuation of magic power was instantaneously strong.

In the tent, the barking of the dog stopped abruptly, followed by an extremely sharp sound.

Obviously this was the kobold mage who felt a panic.

In the next second, Sean's long sword was picked, and the tent curtain was cut off immediately. Cecilia gave a soft drink, and the condensed secondary fireball technique suddenly blasted into the tent.

The sound of explosions, flames, and fires suddenly skyrocketed.

Lord Fireball is a simplified version of Fireball, and it is also the first attack magic that an apprentice can come into contact with. Generally speaking, the secondary fireball technique is only about the size of two fists combined, and the impact range after its explosion is about a radius of one meter, which is similar to the power of high explosives such as grenade on the earth, but Here in the Marvel Continent, it is impossible to kill the enemy with a secondary fireball technique in one shot.

Unless the opponent is a civilian without rank.

And Cecilia's fireball technique is equivalent to the size of one and a half basketballs, which is a lap larger than the standard fireball technique, and its power is naturally even more terrifying.

This is of course not because Cecilia is already an official magician. Although she is only half a step away from this threshold, what really caused her secondary fireball technique to produce such a powerful mutation is because she has been Because of the scarlet flame that I carry with me.

After Cecilia's mental stimulation and resonance, the Scarlet Flame not only carried Cecilia's spiritual mark, but also unlocked the seal on the gem. Therefore, anything displayed by Cecilia The fire magic, its power and effect have at least been increased. And with Cecilia's magic and mental power-that is, the higher the class level, the increase that Scarlet Flame can provide can reach up to five times.

This is the real horror of Scarlet Flame!

Cecilia was just a fireball blast in, and the entire camp was swallowed by flames that soared into the sky almost instantly. As for the two of the instigators, naturally they knew the power of magic, so of course Sean and Cecilia couldn't be so stupid that they were still standing in place after throwing a fireball, and they had already ran to a safe range to hide.

However, Cecilia, who ran out, was also not idle. She did what Shaun planned, and then condensed two fireball skills again, and sent towards the tent with the farthest spellcasting distance she could reach. go out.

In an instant, two camps were burning up again, and there even started to hear the horrified screams of kobolds.

Along with the sound of explosions, the flames ignited into the sky, and any kobolds still alive in the camp must know that something happened.

But at this time, there were not too many kobolds appearing. As soon as the few three or four ran out of the tent, they were already solved by Sean with a sharp sword. And now this situation is exactly what Shaun expected: Even if the number of kobolds remaining in this camp is more than

50, it will definitely not exceed this number too much, otherwise in this camp. It is impossible not to see the kobolds on patrol.

And fifty or sixty kobolds are scattered in a camp that can accommodate thousands of people. It will take a long time for them to gather together, and when they come to the point of the incident, I'm afraid The battle here should be almost over, and this is also because there is no disadvantage of the kobold commander in the camp.

But at this point, Sean was very pleased.

In the camp where the kobold mage was located, the burning flames suddenly shrank, and then exploded suddenly. The flames flew out like broken glass, but they fell on the ground without being extinguished, but Still burning continuously.

But now, Sean and Cecilia's attention is not on these flames.

A kobold in an orange-red tattered cloth robe stood impressively in it. It bowed and looked a little old. Its eyes were no longer as clear as a kobold, but rather muddy. His left hand was holding a strangely thick one. Wooden stick-that is the wand of a kobold. It mixes trees and gems with magical fluctuations in an extremely simple way. Its quality is not even ordinary, it can only be regarded as inferior.

This is the unique magician of the Kobold clan, the third-tier professional [kobold mage].

And standing next to this kobold mage are two kobolds who are obviously much younger. They are wearing light leather armor and holding a halberd in their hands. Their eyes are full of anger and hatred. The human mage is also a Tier 3 professional [kobold guard officer], but the aura that exudes from his body is completely inferior to the kobold mage whose half-foot seems to have stepped into the coffin.

At this moment, the three kobolds looked very embarrassed, and there were large black marks on their bodies, and they also exuded a peculiar burnt smell. One of the kobold guards had half of their tail missing, and there was flame burning at the end. Although he tried his best to slap, but I don't know why, the flame didn't go out, but he didn't ignite his entire body. Into a torch.

This weird appearance reminds Sean of the pets in a cartoon that was popular on the earth many years ago.

However, that pet is much more beautiful than the kobold.

The kobold mage made a series of rapid dog barks. The frequency, speed, and fluctuation of the sound were completely different from those of humans, but the only thing that could be judged was a burst of anger.

After the kobold mage's bark uttered, the two kobold guards immediately rushed towards Sean and Cecilia.

Kobolds do not have the exquisite combat skills of humans, but the race of kobolds has advantages in speed and magic, so any professional derivatives of them are mainly based on these two aspects. Even the two kobold guards in front of you, although they are responsible for protecting the kobold mages, they are not based on defenses such as endurance. They are more speed enhancements to contain and attack the enemy. The kobold mage provides safe casting protection.

This is a tactical change brought about by hesitating race issues.

At the moment, the two kobold guards intend to take advantage of speed, one to contain Shaun, the other to attack Cecilia, and then let the kobold mage smoothly cast spells to destroy the opponent.

There is nothing wrong with this tactic itself, but unfortunately they chose the wrong opponent from the beginning.

Sean attacked in a sprint, and dignifiedly cut into the middle of the two kobold guards. The offensive of the long sword in his hand was wide and closed. It was different from the careful calculation of fighting Hank, and it was not the violent storm in the tent before. This is the third type of offensive swordsmanship embodied by the arcane swordsmanship. Although there were a lot of flaws, once the sword was unfolded, it completely covered the two kobold guards, so that they could only act at the same time whether they were advancing or retreating, and they could not be separated at all.

And once the distance is too far apart, Sean's swordsmanship suddenly changes and becomes violent. How could the kobold guard, who is known for his speed advantage, resist Sean in this way? All the initiative has been completely in the hands of Sean. It is between Sean's thoughts to

advance or retreat. Therefore, even if the other kobold can escape from Sean's sword power coverage, there is absolutely no way to stop him. Celia caused harassment.

Almost when the attack of the two kobolds was completely ineffective, located in the northeast corner of the camp, a strong explosive roar broke out at this moment.

Sean knows that Anles and Jim's offense has succeeded!

And then, it depends on what choice the magician from the Medusa Chamber of Commerce has to make.