

OMEGA SUMMONER

Chapter 14 - Race Change

Adrian was pondering on what to choose. Jötunn was out of the picture since they were of the giant race. A giant summoner would be like a target with a sign saying 'HIT ME, I AM RIGHT HERE!'. Also with the elemental affinity, he would probably have a restriction on the summons he could acquire. Being a Selvaggian is not that compatible with a summoner in his opinion.

Selvaggians rely on their physique and dexterity to overpower their opponents. Their special physique is like a double-edge sword. As a summoner, being agile is a must since if he is taken out his summons would also be taken out but that also means that he will not be able to perform auxiliary magic while dodging or doing physical attacks.

That leaves three options: Faekin, Erebian and Daemos. The faekin would be a good choice since they have affinity towards healing magic. The skill Invigorate helped him clinch a victory against the alpha wolf boss though he still died in the end. He would be the best support for his summons but there is one dilemma.

"I will never be a FAIRY!!!" Adrian suddenly shouted which reverberated throughout the hall.

The hall noticed this but did not say anything and just observed him. I could be a Leshy but if it is based on the old folktales, I would have to sprout in a body of water and get nutrients from lakes plus fire magic would most likely destroy me. The healing magic is tempting advantage though. A better choice would either be become an Erebian or a Daemos. For Erebian, vampire species would be the optimal choice since in legends they are told to have familiars. The werewolf species would have been awesome because you could become a wolf that tears through your enemy but it's not optimal for the

summoner job though. The Erebian race are perfect for the Scout job because of their name Children of the Night. Too bad he was a Summoner, so being an Erebian would benefit him a little.

The last logical choice would be to become a member of the Daemos race. He would most likely not choose the Diabolon species since they are almost as big as the Jötunn. So which one will benefit him the most? A leshy, a vampire, a djinn or an imp. Before he could make a decisive choice, he asked the hall.

"What is origin magic?" Adrian asked curiously

"Even I, champion Equinox, do not know it entirely. For the Daemos race are the most elusive of the five races. The Gods may have been omnipotent but they are not omniscient. Also, there are ways to avoid the gods watchful eyes. But based on what the mortals that live in the world, the Daemos race can probably bend time and space which enables them to deceive the eyes of the gods. But as you know greater power comes with greater risks and difficulty to master." the hall answered.

With the answer he was given. Adrian finally decided on what race and species he is going to be.

=====

"Hello! To my fellow Pandemonium junkies, I hope you are having fun playing the game.because so do I! The female news anchor said enthusiastically.

"I hope they are Stella for this is PandemoNews! The news segment that bringing you what is currently relevant in-game whether that be mere gossip to game breaking news. I am Steve your other news anchor for today!" the male anchor said.

"So Stella, what is new this patch? So that our regular viewers know" Steve said.

"Well Steve, this patch is where the action is happening for a World Class event is happening! And if the player base is successful in stopping this threat, we will have a new job advancement for mages which are Necromancers."

Stella answered.

"To tell us more about this new job advancement, we have Chief Planning Director for Pandemonium Mr. Crowley." Steve reported.

"Hello to all that are tuned in to the show. My name is Victor Crowley for those who have just tuned in. For those wondering why Necromancer is not a job advancement for Summoners but for a mage, it is of one reason. That reason mainly focuses on the necromancers skill set and job origin. Basically necromancers control hexes and miasma which makes them the 3rd job advancement for mages from which is closer to dark mages which is a 2nd job advancement for the mage job. They are not for summoners for one reason which their summons are not permanent but rather temporary and they consume mana as long as the undead stay in battle. Fear not, that does not mean our summoner players cannot tame undead. Unlike normal beasts, undead have a disfigured soul which is why a special type of procedure is needed to soulbound an undead. Of course, I will not tell you that procedure and that is why you must find that out for yourselves." Mr. Crowley said.

"Is there really nothing else we could know about Mr. Crowley?" asked Stella with puppy dog eyes.

"Well, there is one more thing I could share." Mr. Crowley answered which put the whole studio focused on what he says next.

"A saying actually which is "Dirty secrets can never be buried". Mr Crowley said with an ominous tone.

"Oooh! That may be a clue for us in completing the event" Steve said while looking at Mr. Crowley for a response but got a sheepish smile in exchange.

"On other news, a new and improved mastery system has been implemented. This makes the game into an even harder grind but a bit exciting as well. Better mastery on skills means higher damage and better effects so grind yourselves to victory" Stella said with a beaming smile.

The discussions about the update continued on for about 3 hours before the broadcast was ended.