

## O Summoner 67

### Chapter 67 - Soul Summoner

Adrian was now looking at the numerous system prompts that appeared before him and his soulbounds have flocked towards him enthusiastically.

[Congratulations! You have successfully completed your job class advancement.]

[You have now changed jobs from Summoner to Soul Summoner.]

[Summoner skills will now be updated.]

[Summon skill has been upgraded to Greater Summon skill.]

[Seal skill has been upgraded to Greater Seal skill.]

[Obtained the Soul Summoner exclusive active skill- Summon: Psyche Armament.]

[Obtained the Soul Summoner exclusive skill- Essence Collector.]

[Obtained the Soul Summoner exclusive skill- Soul Form Manifestation.]

[Obtained the Soul Summoner exclusive skill- Soul Resonance.]

[Player Equinox has obtained the title 'Shepherd of Lost Souls'. You have gained the skill Dark Blue Evil Eye.]

[Your Inspect skill has fused together with you Dark Blue Evil Eye skill.]

[Received job class specific quest 'A Call to Arms']

Adrian read each notification and nodded that he managed to get five new skills and his base summoner job skills was upgraded to the next tier. He read the description of each new skill that was given to him and also the title.

Skill: Greater Summon

Tier: Rare

Effect:

Active: Calls forth the soulbound monster to fight for you.

Passive: Increases the chances of summoning a higher tier monster using Soul Stones. Increases Summon Capacity by two. Max Capacity of summoned soulbound: 5.

Cooldown: 10 seconds

Cast Time: 5 seconds

Mana Cost: 100 Mana Points

Skill: Greater Seal

Tier: Rare

Effect:

Active: Seals monsters or creatures into the Soul Chamber. Can be used to seal all soulbounds in the sight of the Summoner.

Passive: Increased chance in Sealing creatures or monsters regardless of the status of the monster or creature.

Soul Chamber: A place in the depths of the Summoners soul to house the sealed monsters.

Cooldown: 15 seconds

Cast Time: 1 second

Mana cost: 150 Mana Points

Skill: Summon: Psyche Armament

Tier: Legacy

Effect: Summons a Psyche Armament imbued with the power of your soul and possessing the qualities of your currently equipped weapon. Each Psyche Armament contains three skills and consumes Essences instead of mana to cast. Once all three types of skills of the Psyche Armament is used, the Psyche armament will disappear because it could no longer sustain its corporeal form. Only one Psyche Armament could be summoned at a time.

Number of Armaments that could be used currently:3 (Bow, Pair of Daggers,Sword)

Cooldown: 15 minutes

Cast Time: Instant

Mana cost: 500 Mana Points

Skill: Essence Collector

Tier: Legacy

Effect:

Active: Empowers skills by consuming essences. The greater the consumed essences, the stronger the empowering effect.

Cooldown: 10 seconds

Cast Time: Instant

Mana Cost: None

Passive: Damaging enemies will harvest a part of their soul and give you essences. The greater the damage dealt, the greater the number of essences collected. The total number of essences that could be collected is 100 and would be increased by 25 every 100 levels. Every 10 stacks of essence gives you 1% status increase. Stacks are permanent unless consumed.

Current Number of Essences: 0

Cooldown: None

Cast Time: None

Mana Cost: None

Skill: Soul Form Manifestation

Tier: Legacy

Effect: Shrouds the target with the power of Limbo and transforms the target into their soul forms. Targets in soul form cannot be harmed by physical attacks but will be dealt twice as much damage by magical attacks. Grants the target invisibility during soul form. Any form of attack by the recipient or being dealt damage will undo the effects of Soul Form Manifestation.

Cooldown: 5 minutes

Cast Time: 5 seconds

Mana cost: 500 Mana Points

Skill: Soul Resonance

Tier: Legacy

Effect: Enables you to transmit your thoughts to your soulbound via your soul link. You do not need to vocalize commands to give orders to your soulbounds.

Cooldown: None

Cast Time: Instant

Mana Cost: None

Title: Shepherd of Lost Souls

Effect: Grants the title holder the skill 'Dark Blue Evil Eye'. Enables the title holder to accept quests given by the spirits of the departed or lost souls.

Skill: Dark Blue Evil Eye

Tier: Legacy

Effect:

Active: Reveals information about the target. Needs to be seen in order to see details.

Cooldown: None

Cast Time: Instant

Mana Cost: 10 Mana Points

Passive: Enables the skill bearer to pierce unto the depths of any soul either dead or alive. Can also assess the quality of the soul. Beings of higher realms could nullify this effect.

Cooldown: None

Cast Time: None

Mana Cost: None

●Quest Notification●

A Call to Arms

Due to the attack on your predecessor, some of the Psyche Armaments have been scattered throughout the continent. Retrieve the remaining Psyche Armaments in order to claim back what was once your predecessor which is now yours. Your Soul Crown will react when a Psyche Armament is near your location.

Difficulty: Varies

Clear Condition: When the remaining four Psyche Armaments have been reclaimed.

Reward: Unknown

Adrian was relieved that he managed to succeed in advancing to his next job class. He was a bit depressed though because not all of the Psyche Armaments have been recorded but if he thought about it, it must be something akin to getting new skills through the job instructor. Since he does not have a job instructor, the mission given to him must be something of a guide to him. A normal player with a job would have to go to a job instructor and apply for his job advancement. When the player succeeds a job advancement, the job instructor will award him the job change item and that player could get skills pertaining to their new job class.

" Since my predecessor is technically passed onto the afterlife, I have no job instructor. Well at least I got tons of passive skills." Adrian sighed as if having a headache. Adrian was in deep thought when his best friend woke him up from his trance.

" Dude! Heellooo! What new skills did you get?!" asked Marlon with an enthusiastic tone.

" Oh! wait...I'll send a screenshot to you." Adrian replied.

As Marlon was reading the skill details, his eyes started bulging but he was not that shocked because he too possess some skills that were strong due to his hidden class but this was the first he encountered a skill with a tier rating of Legacy. He doubts that his best friend was lying about his job class just being a hidden job class. Adrian did tell him that he inherited his job class and it was likely that Adrian's job class was one of the unique job classes but his best friend has just not realized it yet. Adrian was the reason he got a quest to unlock a unique job class so it makes a bit of sense that his best friend possess a unique job class. He put it in the back of his mind as he was more interested on the skills now.

" What do you think the Legacy tier mean? Also can you use your new active skill. I wanna see the effects because you know I like cool and flashy skill effects." Marlon teased.

" Legacy probably mean that I inherited the skill since I had like an inheritance ceremony or something. I'll use the skill now then." Adrian answered and prepared to use his skill.

" Which weapon should I summon then?" asked Adrian earnestly.

" How about you summon the sword armament? It is the most basic of weapons. Still I am surprised that a summoner could actually summon weapons. LOL." Marlon answered with eyes sparkling.

" Summon: Psyche Armament- Sword" Adrian chanted.

The blue flame on top of Adrian's crown disappeared and reappeared in front of him. The flame shined bright and his demi-gauntlets started receding from his hand and started to fall off from his and towards the blue flame. The violet scales of the demi-gauntlets became the swords hilt. The cross guard was the same as the hilt with the scaly texture and the orbs located in the middle of the

demi-gauntlets became the centerpiece of the cross guard. The orbs became somewhat of a case for the most eerie part of the sword which is an eye that moves as if surveying its surroundings. The flames burned brighter and a whitish blue blade popped out of the cross guard.

There was only one word that the two best friends uttered when they saw this skill animation which was, " Wicked".

Adrian swung it a few times and he felt that the sword almost had no weight. He once again read the skill description to check if the sword did have the same properties as that of his demi-gauntlets and he uttered the magic word, " Geoforce". The sword enlarged and became the size of a greatsword that was as big as Adrian himself and the most ridiculous of all it weighed close to nothing. Adrian then remembered something important after swinging the enlarged sword a bunch of times like it was a hollow plastic toy. He remembered that he still has not checked the synchro skill that he and Marlon got.

" Have you looked at the synchro skill that we got?" asked Adrian.

"Not yet. I did not view it yet because I am more interested in your new job class skills." Marlon answered.

" Let's check it then." Adrian said as he opened the skill interface while his eyes immediately bulged and he heard a thud beside him. It seems his best friend fainted.