

## Apocalypse 633

### Chapter 633 The Haul

"Host, it's definitely your Luck stat," 008 explained, excitement evident in its tone. "With over 300 Luck, your chances of getting better rewards have significantly increased. Your overall luck influences everything, and right now, it's working in your favor..."

008 couldn't help but feel thrilled. Kisha's windfall meant the end of their struggles—famine was over, and a season of abundance and prosperity had finally arrived.

To make it easier to review the items, Kisha sorted them by rarity before beginning her inspection. Wanting to save the best for last, she started with the normal items first.

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[Normal Quality Stamina Booster x5]

[Normal Quality Healing Potion x 5]

[Normal Quality Speed Talisman x 3]

[Normal Quality Mana Potion x3]

[Normal Quality Fire Grass Seed x1]

[Common Quality Black Raven's Beak x 5]

[Common Quality Goblin's Blood x 4]

[Common Quality Monster's Blood x 1]

[Uncommon Quality Four Season Fabric Fabric x 15]

[Uncommon Quality Bredmon Leather x5]

[Rare Quality Blast Hammer]

[Rare Quality Blast Gloves]

[Rare Quality Blast Jacket]

[Rare Quality Blast Boots]

[Rare Quality Blast Necklace]

[Rare Quality Blast Ear Stud]

[Rare Quality Blast Ring]

[Rare Quality Blast Bangle]

[Rare Quality Blast Shirt]

[Rare Quality Blast Pants]

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After seeing several intriguing items on the list, Kisha was immediately drawn to what appeared to be a set item.

She paused her review, opting to inspect a few of the most interesting items that had caught her eye first before continuing.

Some seemed to be materials with multiple uses, similar to those she had obtained from the Resource Crate—potentially valuable for alchemy and other crafting purposes.

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[Four Season Fabric Fabric]

[Description: A fabric woven from magical threads, designed to withstand elemental attacks. It can be crafted into clothing or protective armor, providing the wearer with resistance against elemental forces and extreme environmental conditions.

Type: Craftable

Grade: Uncommon

Effect:

\*Elemental Resistance: Increases resistance to elemental attacks by +10%

\*Defense Boost: Enhances overall defense by +5]

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[Bredmon Leather]

[Description: Crafted from the hide of the Bredmon Beast, a creature known for its thick, durable skin and exceptional defense. This leather provides excellent impact absorption and sound-dampening properties, making it ideal for stealth and protection.

Grade: Uncommon

Type: Craftable

Effect:

\*Defense +10 – Enhances overall durability and protection.

\*Impact Absorption: Reduces the force of incoming attacks, mitigating damage.

\*Sound Absorption: Lessens noise, aiding in stealth and reducing detection.]

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[Blast Hammer]

[Description: Forged from sturdy meteorite iron by a master dwarven blacksmith, the Blast Hammer was crafted to deliver devastating, earth-shattering blows. Designed as part of a powerful set, its effects amplify when combined with other matching gear, greatly enhancing the wearer's strength and battlefield dominance.

Grade: Rare

Unique Item: 10/10

Type: Weapon

Stats:

Strength +15

Effects:

\*Blast: 15% chance to generate a shockwave upon impact, staggering nearby enemies.

\*Charge: Enables the wearer to build momentum, increasing damage when charging into groups of opponents.

\*Earth Affinity: Enhances the wearer's connection to earth-based abilities and attacks.

Synergy Bonus (when paired with set items):

\*Berserk Mode: Grants a temporary 15-minute boost, doubling overall strength, but requires a cooldown period.

\*Mountain Splitter: 15% chance to create a seismic fissure up to 50 meters long and 5 meters wide upon striking the ground.

\*Energy Blast: Allows the wearer to channel and store energy within the hammer, releasing a powerful blast for an enhanced 'Blast' shockwave. Requires significant energy to activate.]

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## [Blast Gloves]

Description: Forged from sturdy meteorite iron by a master dwarven blacksmith, the Blast Gloves were designed to complement the devastating force of the Blast Hammer. These gloves provide crucial impact absorption, preventing recoil damage while enhancing the wearer's grip and durability. As part of a powerful set, their effects grow stronger when paired with matching gear, further amplifying battlefield prowess.

Grade: Rare

Unique Item: 10/10

Type: Accessory

Stats:

Defense +5

Effects:

\*Impact Absorption: Reduces incoming impact force by 80%, minimizing strain on the wearer.

\*Elemental Resistance: Grants 80% resistance to elemental attacks.

\*Grip Enhancement: Increases the wearer's grip strength by 15%, improving weapon control and grappling ability.

Synergy Bonus (when paired with set items):

\*Boulder Splitter: Boosts the wearer's striking power by 20%, allowing for more destructive force in melee combat.

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[Blast Jacket]

Description: Crafted from sturdy meteorite iron by a legendary master dwarven blacksmith, the Blast Jacket is designed to provide unparalleled defense, akin to an impenetrable turtle shell. As part of a powerful armor set, its effects become even more potent when combined with other matching pieces, significantly bolstering the wearer's durability and combat resilience.

Grade: Rare

Unique Item: 10/10

Type: Armor

Stats:

Defense +100

Effects:

\*Turtle Shell: Generates an invisible barrier that absorbs all incoming attacks for 10 minutes, ensuring maximum protection during combat.

\*Deflect: Grants a 20% chance to deflect most critical attacks, reducing potential damage.

Synergy Bonus (when paired with set items):

\*Absolute Defense: Renders the wearer impervious to all attacks for 20 minutes (Condition: Successfully evade five consecutive near-miss critical attacks).

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### [Blast Boots]

Description: Crafted from sturdy meteorite iron by a legendary master dwarven blacksmith, the Blast Boots are designed to enhance mobility while offering superior protection. These boots completely absorb impact from footfalls, reducing strain on the wearer and enabling swift, unhindered movement. As part of a powerful armor set, their effects are significantly amplified when combined with other matching gear, increasing battlefield prowess.

Grade: Rare

Unique Item: 10/10

Type: Armor

Stats:

Defense +20

Effects:

\*Absolute Impact Absorption: Completely negates foot impact, reducing fatigue and increasing endurance.

\*Sprint: Boosts the wearer's agility by 30% for 10 minutes, enhancing speed and maneuverability.

Synergy Bonus (when paired with set items):

\*High Jump: Grants the wearer the ability to leap significantly higher without risk of injury. (Note from the creator: "Designed for the weak-boned.")

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[Blast Necklace]

Description: Meticulously forged from sturdy meteorite iron by a master dwarven blacksmith, the Blast Necklace is enchanted with powerful magic to enhance both offense and defense. Designed as a crucial component of the Blast Set, this accessory bolsters the wearer's durability and destructive potential. When worn alongside matching gear, its effects are significantly amplified, granting unparalleled battlefield dominance.

Grade: Rare

Unique Item: 10/10

Type: Accessory

Stats:

Defense +10

Strength +10

Effects:

\*Regeneration: Enhances the wearer's natural healing speed by 20%, allowing faster recovery from injuries.

Synergy Bonus (when paired with set items):

\*Enlarge: Temporarily increases the size of the Blast Hammer, delivering a devastating large-scale strike with massive impact. (Cooldown: 2 hours.)

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[Blast Ear Stud]

Description: Expertly crafted from sturdy meteorite iron by a master dwarven blacksmith, the Blast Ear Stud is imbued with powerful enchantments to reinforce both the offensive and defensive capabilities of its wearer. As an integral piece of the Blast Set, its effects are significantly enhanced when combined with other matching gear, further augmenting battlefield dominance.

Grade: Rare

Unique Item: 10/10

Type: Accessory

Stats:

Defense +5

Strength +5

Effects:

\*Deflect: Grants a 10% chance to completely deflect a powerful incoming attack.

Synergy Bonus (when paired with set items):

Amplify: Allows the wearer to double the power of one main attack. (One-time use, activated upon binding the item to the wearer.)

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[Blast Ring]

Description: Forged from sturdy meteorite iron by a master dwarven blacksmith, the Blast Ring is infused with potent enchantments to enhance the wearer's defensive prowess. As a key component of the Blast Set, its effects are significantly amplified when paired with other set pieces, further increasing battlefield efficiency.

Grade: Rare

Unique Item: 10/10

Type: Accessory

Stats:

Defense +5

Synergy Bonus (when paired with set items):

\*Critical Strike: Grants a 10% chance to land a critical hit, dealing significantly increased damage to an opponent.

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[Blast Bangle]

Description: Expertly crafted from sturdy meteorite iron by a master dwarven blacksmith, the Blast Bangle is infused with potent enchantments, enhancing the offensive prowess of its wearer. As a crucial component of the Blast Set, its effects become significantly stronger when paired with other matching gear, further boosting battlefield performance.

Grade: Rare

Unique Item: 10/10

Type: Accessory

Stats:

Strength +5

Synergy Bonus (when paired with set items):

\*Energy Amplification: Expands the wearer's energy pool, allowing for greater endurance and sustained combat performance.

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[Blast Shirt]

Description: Expertly crafted from sturdy meteorite iron by a master dwarven blacksmith, the Blast Shirt was designed to provide an extra layer of impenetrable defense for its wearer. As a vital piece of the

Blast Set, this armor enhances durability and resilience. When worn with other matching gear, its effects are greatly amplified, granting the wearer unmatched battlefield endurance.

Grade: Rare

Unique Item: 10/10

Type: Armor

Stats:

Defense: +20

Synergy Bonus (when paired with Blast Pants):

Critical Evasion: Increases the wearer's chance to evade a critical hit by 10%.

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[Blast Pants]

Description: Expertly forged from sturdy meteorite iron by a master dwarven blacksmith, the Blast Pants were crafted to provide reinforced defense and durability to their wearer. As a vital component of the Blast Set, these pants enhance resilience and fortification, ensuring unwavering protection in battle. When worn alongside other matching gear, their effects are greatly amplified, further solidifying the wearer's battlefield dominance.

Grade: Rare

Unique Item: 10/10

Type: Armor

Stats:

Defense: +20

Synergy Bonus (when paired with Blast Shirt):

Critical Evasion: Increases the wearer's chance to evade a critical hit by 10%.

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"Don't you think this Blast set would be perfect for Vulture? It focuses on strength and defense, and more importantly, each item has a unique effect that could greatly benefit him in future battles," Kisha said to Duke as she examined the Blast Ear Stud.

Looking through the set piece by piece, she could already tell how much it would bolster Vulture's power—especially with the Synergy Bonus.

Only now did she realize what the question marks on some of the set items meant; they indicated locked effects that required the full set to activate.