

Destiny 278

Chapter 278 New Set Of Swords For Mond's Style

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Atlas World, Saint Heaven Kingdom, Calderock Town

Shin went back at the Mayor's Residence after he was done dealing with the things that he needed to do before tackling his Awakening Quest.

He already reached Level-125 at this point which was the best level of taking Awakening Quest based on what Arthur and Leonard had said. And all he could do now was to break one the bloodstones in his inventory bag and he would be teleported to the place of the quest.

But before that, he wanted to get another look at the loot that he got from the Blue Demon Kong that he killed earlier.

Item Name: [Blue Demon's Bane]

Item Type: Weapon (Rapier)

Item Rank: Platinum (Peak)

Stats: (Adjust according to level of the wielder)

Current Level: 125

Physical Attack: 4,355 - 4,644

Magical Attack: 2,555 - 3,000

+400 AGI

+350 STR

Bonus Passive: Slows 5% the enemy every time you hit them with this sword. (Can stack up to 5 times)

Additional Skills:

1. Frost Curses (Passive): If you successfully hit an enemy with this sword, that target will get a freezing damage equivalent to 5% of your Magic Attack. And if that attack landed on the enemy's vital spots, the target will be frozen in place for 2 seconds.

2. Frost Penetration (Passive): Ignore all of the enemies' defense every time you successfully hit them at their vital parts.

3. Snowstorm Execution (Active/Buf): Focus a lot of mana on your sword increasing its pentation power by 50% for your next melee attacks. And if you successfully hit target at their vital spots, they will receive an additional damage equivalent to 500% of your previous attack.

Duration: 5 Seconds

Cooldown: 10 minutes

4. Demon's Slaying (Active/Buf): Accumulate a bunch of Sword Qi on this sword empowering its attacking prowess for 400%. (The Physical and Magic Damage that this sword will deal to the target.)

Duration: 1 Minute

Cooldown: 15 Minutes

Item Name: [Town Relocation Order]

Item Type: Miscellaneous

Item Rank: Special (Platinum)

Details:

An item that could be used to relocate a Player-owned Town to any location inside the area of jurisdiction of the certain Kingdom (Saint Heaven Kingdom).

Note: Submit this item along with the other requirements to the High-ranking Adventurer Association to relocate the Town to your desired location.

Even if there were a lot of other items and equipments dropped from the Blue Demon Kong, Shin only took these sword and token along with some pieces of 'Heart of Abyss'. Those items were useless to him since they were meant for a Human Guardian or Shield Warrior.

But the group felt guilty if they were going to receive those rewards; it was not what they had agreed earlier after all; the value that Shin had got and they were going to receive were not in 50-50.

What's more, the items that the Blue Demon Kong had dropped was a Level-125 full equipment set with 7 pieces and in Platinum Rank. Plus, there were also some items that were quite usable for other members of the team, like some specialized magic scrolls meant for Shamans and Magicians.

With that feeling of guilt, the group gave Shin a Platinum Rank sword together with epic rank material that they got by chance.

The sword was another item that was perfect fit for Shin while the special material was something that made him interested.

Item Name: [Nemesis Nullifier]

Item Type: Weapon (Longsword)

Item Rank: Platinum

Stats: (Adjust according to level)

Current Level: 125

Physical Attack: 4,000 - 4,000

Magical Attack: 4,000 - 4,000

+350 STR

+350 AGI

+350 INT

Bonus Passive: Every time you successfully block or dodge an opponent's attack, your next attack will deal an extra 100% Chaotic Damage (Physical + Magic).

Additional Skills:

1. Force Equalizer (Passive): For every Mana that you lost, 0.5% of it will be converted to your HP.

2. Life Stealer/Soul Eater (Active): When activated, you will receive a 50% Life Steal for Physical Attacks or a Spell Vampirism for Magical Attacks.

Duration: 5 minutes

Cooldown: 15 minutes

3. Nemesis Block (Passive): Every time you successfully block an enemy attack, you will receive a 'Nemesis Buff' that will grant you a 50% increase attack speed and +150% bonus attack as a counter damage.

Duration: 5 seconds

Cooldown: 10 seconds

4. Nemesis Stance (Active/Buff): After activation, you will receive a 50% elemental defense against all elements. And if you have a high affinity for that certain element, you will become immune against that element instead.

Duration: 15 minutes

Cooldown: 3 Hours

The two swords will obviously sacrifice for Shin's favorite Legacy Skill, the Mond's Style Skill. It has already been ages since Shin got his swords for the 'Meteor' and 'Conviction' forms of this skill, so it was perfect for him to change them now.

Moreover, the ranks of these items were also in Platinum Rank; their ranks were the same as his whip-sword named [Crippling Punisher], which was the sacrificed sword for the 'Abyssal' form of the 'Mond's Style' Legacy Skill.

And since this Legacy Skill was already at level 3, one of its restrictions had already been unlocked. At this time, Shin would not only get the bonus skills attached on each sword of different forms, but he would also receive the bonus stats given by those swords.

With all of those, Shin would not get regretful every time he sacrificed a sword with a high rank for the 'Mond's Style' Legacy Skill.

"Looks like I need to look for some good swords that I can sacrifice for this Legacy Skill. Though, I can already feel that it will hurt my pocket really hard once I do it," muttered Shin to himself after he took a new look at his new set of sword arsenals.

Then he turned his attention towards the [Town Relocation Order] token and started mumbling. "With this thing, my 'City Project' is already setting in motion. All I need now are the required blueprints for the Town's Promotion."

He paused for a moment as his eyes suddenly turned bright while he was rubbing his hands with each other. "And once that 'Project' is finally complete, the amount of money that I will get is going to be more than enough to sustain my needs inside the game!"

He took another pause as he pursed his lips before adding. "I just hope that 'Eternal Hope' and 'Secret Society' Adventurer Teams are able to bring me the goods that I needed from them."

After that, he turned his attention to the special material that was given to him by Camille's group earlier.

Item Name: [Gem of the Beginning] (???)

Item Type: Miscellaneous (Material)

Item Rank: Epic

Details:

A mysterious gem that came from ancient times.

Note 1: Find an Advance Archeologist to further identify this item. (It can either be a player or NPC)

Special Hint: An item related to a secret of an Ancient God

"As for this one, my guts were telling me that I can use this item to uncover some clue regarding my [Ancient Power Quest]. So, I will make sure to deal with this one the moment I am done with the things that are currently at hand," said Shin as he re-read the details of the mysterious gem.

But he quickly added after saying that. "Though that will be after I'm done with the special training prepared by that Old Geezer and Old Fatty."

After that, Shin finally took a Bloodstone from his inventory bag and immediately crashed it while saying. "But let's try getting some awesome skills for now. I am sure that the guys are already tired of waiting for it."

Then he crashed the Bloodstone with his one hand, which created a sudden explosion of Mana that became a spiral dimensional gate in front of him. And immediately after that, Shin jumped in the dimensional gate without further ado.

That gate sent Shin into a special dimensional space, which gave him the worst experience that he hated in this game; he felt like being inside a spinner once again.

Just like before, his ears were being bombarded with a bunch of system notifications, which informed him about the rules of his Awakening Quest. And from how they sounded, Shin knew that he was going to deal with another troublesome quest.

Ding!

System: Awakening Quest has been initiated. Accessing the player's skills and abilities.

Ding!

System: Player's level was detected for being too high! The Quest Difficulty will increase accordingly!

Ding!

System: Existing Self-Created Skills and Class Fighting Styles were detected! The Quest Difficulty will increase accordingly!

Ding!

System: Legacy Skills Detected! The Quest Type and Difficulty will adjust accordingly!

System: Three types of Legacy Skills were detected! The Quest Type and Difficulty will adjust accordingly!

Ding!

System: Finalizing the Quest Type and Difficulty. Please wait.

Ding!

System: Quest Type had been finalized as 'Mirror Image Battles'.

System: Quest Difficulty was set in highest difficulty; Chaos Level!

Ding!

System: Failing the Awakening Quest will not give any penalty but you will not be able to take another quest for 1 month (In-game Time), and the next quest will become even harder than this one.

System: The Gods of Atlas World are hoping for your success, young adventurer. Good Luck!

Hearing and Reading the last notification made the corner of Shin's mouth twitch hardly. "You call that an encouragement? It sounds more like an insult, especially when you put that 'penalty' in consideration if ever I fail the quest; you are just putting more pressure in me. With that kind of tone."

Then he clicked his tongue and added. "Tsk! And it is another Quest in Chaos Difficulty for God sake! Tch! Why do I feel that this System really hated me?"