

Destiny 43

Chapter 43 Qualitative Upgrade (Part 3)

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Shin is quite happy about the continuous good things that are coming on his way.

Even though he can't currently request an item from Blacksmith Berlin, he still got something from there. He manage to get a clue on how to upgrade his sword to 'Obsidian' rank, but it is only easier to said than done. Because gathering those items are close to impossible for now.

Shin take another look at the system notification that he had got earlier.

Ding!

System: Congratulations! You got a clue about the full potential of the [Yamato]. Gather all the required items to return it back to its peak.

Quest Name: Peak Potential of [Yamato]

Quest Type: Special Gathering Quest.

Quest Difficulty: Chaos(Highest Difficulty)

Quest Details:

You've heard from Grandcraftsman Berlin how to recover the peak form of the [Yamato].

Quest Conditions:

Gather all the required items for the upgrade of [Yamato], then go back to Grandcraftsman Berlin after.

Quest Progress(0%):

- Fruit of Nirvana 0/1
- Lunar Essence 0/1
- Sunfire Fragment 0/1

- Moonfrost Shard 0/1

- Ancient Void Metal 0/3

- Heart of Abyss 0/5

- Lava Cores 0/5

- Earthen Charcoals 0/10

Quest Reward:

+5 Levels

+20 Skill Points

+10 Legacy Points

[Yamato] Obsidian Rank

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Quest Penalties:

None

"Tsk! One look at that long list of materials, and I know that this will take some time for me to finish this Quest. Especially with those strange names, I can already guess that I need kill some powerful monsters to get them all." Shin can't help himself but to clicked his tounge every time he saw the quest details.

And since he is already here, why not go all the way? He walk towards the weapon shelf to look for a good sword. After few moments of browsing, Shin finally find a good sword of his taste.

It is a double-edge longsword with the same length as the [Yamato]. Its color is pure as snow, complimenting the golden runes on its surface.

Item Name: Snowstorm Edge

Item Type: Weapon (Longsword)

Item Rank: Gold

Durability: 2000/2000

Stats:

Physical Damage: 2 590 - 2 600

Magical Damage: 2 200 - 2 300

+200 STR

+200 AGI

+150 INT

Additional Skills:

1. Frostbite (Passive): Every time you attack your enemy with this sword, their movement speed will decrease by 5%. (Can stack up to 5 times)

2. Frostguard (Active): Create a frost armor on your body, absorbing 40,000 Damage.

Cooldown: 20 seconds

3. Snowstorm Assault (Active): Throw a multiple slash around you, dealing 300% more P.Damages on all of enemies 5-meters from you and slowing their movements by another 25%.

Cooldown: 60 seconds

Details: This is a sword made by Grandcraftsman Berlin, using Froststone Metals from the 'Frozen Valley'.

Requirements:

Level 55

2000 STR (For one-handed)/

1000 STR (For two-handed)

500 AGI

Swordsman, Knight related Classes

Before Shin ask about the sword, Blacksmith Berlin already opened his mouth. "Not a bad sword, isn't it? Actually, this sword can even put on the list of the best swords on the same grade. You want it? Since you are favored by 'Our King', I'll give you a discount, 15,000 gold coins. How is it?"

Shin is about to say yes on it, but when he heard the price of the sword, he choke on his words and started coughing hardly.

Cough! *Cough!*

'What the!?! I only want to look for a sword that I can sacrifice for my 'Mondi's Style' Skill, but it looks like it is going to burn a lot of money. Sure enough, there is no such thing such as free lunch on this world.' thought Shin before gritting his teeth, and accepting the offer.

And once Shin get his hands on the sword, he steeled himself before sacrificing it to his 'Mondi's Style' legacy skill. Then, that sword turn into particles of light and fused with the swordsheath. And Shin's 15,000 gold coins disappeared just like that.

Meanwhile, Blacksmith Berlin just watched at the sideline, not a bit cared about what have happened. After all, he have already gotten the payment for the sword.

Shin do some more little chats with Blacksmith Berlin to see if he can get some more information or if he can even get another kind of quest. But unfortunately for him, the blacksmith dwarf didn't give any anymore. So say his goodbye after.

But before going out the Blacksmith Shop, Shin finally use his enchantment stones to upgrade his equipments.

[Tiger King's Helm]

Item Type: Head Armor (Leather Armor)

Rank: Gold

Durability: 1200/1200

Level: 55~90

Stats: (Adjust depending on the user's Level)

Current Level: 57

Physical Defense: 850 - 850

Magic Resist: 750 - 750

+6000 HP

+250 STR

+250 AGI

+250 VIT

Additional Skill:

1. Tiger's Stance(Passive): Every time you successfully blocked/dodged an enemy's attack, you gain additional 20% damage during the counterattack.

2. Heavy Strike(Active): Throw a Powerful punch towards an opponent, knocking them back backwards and stunning them for 2 seconds.

Cooldown: 20 seconds

3. Majestic Bite: Summon a Tiger King's apparition to attack for you once, dealing 300% more P.Damage and inflicting 'Bleeding Status Effect' for 10 seconds.

Bleed Damage: 5% of your current P.Damage.

Cooldown: 2 minutes

Details: A leather armor helm that made from from a powerful tiger from the underworld.

This is a part of [Ruler's Equipment Set]

Set Effect 7/7

2 - +40% Physical Defense and +30% Magic Resist.

3 - +400 to all Major Stats and +100% movement speed.

4 - +3,000 Additional Physical and Magical Damage.

5 - All Stats + 50%.

6 - Additional Skill:

The King's Resolve(Passive): When HP falls below 40%, all Major attributes will increase by 100% and defensive skills will improved by 100%.

Cooldown: 1 hour

7 - Additional Skill:

Ruler's Authority(Active): Create a domain that will extend up to 20-meter radius from you. All of your enemies inside will receive a -40% Debuffs on all of their stats.

Cooldown: 3 Hours

[Crocodile King's Cover]

Item Type: Upper Armor(Light Armor)

Item Rank: Gold

Durability: 2000/2000

Level: 55~90

Stats: (Adjust depending on the user's Level)

Current Level: 57

Physical Defense: 2 550 - 2 560

Magic Resist: 2 450 - 2 460

+20 000 HP

+250 VIT

+245 STR

Additional Skill:

1. Hard Skin(Passive): Increases Physical Defense by 50% and Magic Resist by 40%

2. Iron Scale(Active): Form a protective barrier around you absorbing a total of 45 000 damage (Physical Or Magical)

Cooldown: 2 minutes

3. Savage Bite(Active): Sacrifice 5% of your HP to Attack your enemy with a powerful strike, devouring 10% of their HP.

Cooldown: 2 minutes

Details: An armor made from the remains of the Dark Swamp Crocodile King 'Jestern'. This armor provide great defense that can protect you during battle.

This is a part of [Ruler's Equipment Set]

Set Effect: 7/7

[Boar King's Resolve]

Item Type: Shoulder Guard (Leather Armor)

Item Rank: Gold

Durability: 1000/1000

Level: 55~90

Stats:(Adjust depending on the user's Level)

Current Level: 57

Physical Defense: 550 - 570

Magic Resist: 450 - 450

+ 6 000 HP

+ 265 STR

+ 235 VIT

Additional Skill:

1. Hard Skin(Passive): Increase Physical Defense by 20% and Magic Resist by 10%.

2. Boar's Assault(Active): Summon the Boar King's Spirit to cover your body before charging forward, dealing 200% P.Damage on all the enemies you've pass through.

Cooldown: 20 seconds

3. Barbaric Decent(Active): Descend from the air with a unstoppable force. All of your enemies inside the 3 meter radius of the impact will receive 300% P.Damage.

Cooldown: 30 Seconds

Details: A leather shoulder guards that made from the furs of the Shadow Golden Boar 'Pacco', and still have the fragment of its soul.

This is a part of [Ruler's Equipment Set]

Set Effect: 7/7

[Bear King's Will]

Item Type: Armor Belt (Leather Armor)

Item Rank: Gold

Durability: 800/800

Level: 55~90

Stats: (Adjust depending on the user's Level)

Current Level: 57

Physical Defense: 550 - 550

Magic Resist: 440 - 440

+6 000 HP

+215 VIT

+245 STR

Skills:

1. Iron Will(Active): Remove all the negative de-buffs that were cast on you.

Cooldown: 2 minutes

2. Mind Immune(Active): Become Immune on any Mental Attacks for 5 seconds.

Cooldown: 2 minutes

3. Furious Bite(Active): Attack a target in front, returning 50% of the total damage you have taken in the last 5 seconds.

Cooldown: 20 seconds

Details: A leather armor belt made from the furs of the Black Iron Dusk Bear 'Volibear', where its powerful will were lingering.

This is a part of [Ruler's Equipment Set]

Set Effect: 7/7

[Scorpion King's Bracers]

Item type: Arm Guard (Light Armor)

Item Rank: Gold

Durability: 800/800

Level: 55~90

Stats: (Adjust depending on the user's Level)

Current Level: 57

Physical Defense: 550 - 560

Magic Resist: 450 - 450

+4000 HP

+250 AGI

+250 STR

Skills:

1. Scorpion Sting(Active): Throw a poison needle towards a target 10-meters away from you, dealing 100% P.Damage and poisoning them with 500 Fixed Damage per second, and lasted for 5 seconds.

Cooldown: 30 Seconds

2. Sandstorm(Active): Release a bunch of sand 5-meters around you, blocking your enemies view.

The Sandstorm will only last for 10 seconds

Cooldown: 2 minutes

3. Sink Hole(Active): After activation, all the enemies that entered the 'Sandstorm' range will have -20% movement speed.

Cooldown: 2 minutes

Details: A pair of bracers that made from the scales of the Scorpion King from the underworld.

This is a part of [Ruler's Equipment Set]

Set Effect 7/7

[Wolf King's Shadow]

Item Type: Lower Armor(Light Armor)

Item Rank: Gold

Durability: 1000/1000

Level: 55~90

Stats: (Adjust depending on the user's Level)

Current Level: 57

Physical Defense: 1 250 - 1 260

Magic Resist: 1 150 - 1 160

+ 10 000 HP

+ 155 VIT

+155 STR

+ 255 AGI

Additional Skill:

1. Alpha Wolf Speed and Senses(Passive): +150% movement speed and +80 Awareness

2. Wolf King's Hunt(Active): Teleport at the back of your target 10-meters away from you.

Cooldown: 20 Seconds

3. Taste of the Blood(Passive): 5% of your total Physical Damage, will be converted as Lifesteal.

Details: A lower armor came from the corpse of the Alpha Shadow Wolf 'Yugo'. It boasts the great speed and sharp senses of a wolf that can hunt its prey even from afar.

This is a part of [Ruler's Equipment Set]

Set Effect: 7/7

[Serpent King Combat Boots]

Item Type: Foot Armor (Light Armor)

Item Rank: Gold

Level: 55~90

Durability: 1000/1000

Stats:

(Adjust depending on the user's Level)

Current Level: 57

Physical Defense: 550 - 560

Magic Resist: 440 - 450

+250 STR

+300 AGI

+5 Jumping Power

Additional Skill:

1. Swift Movements(Passive): +200% Movement Speed

2. Paralysis Bite(Active): Kick your enemy with a swift speed immobilizing them for 5 seconds.

Cooldown: 10 Seconds

3. Serpent Rebirth(Active/Passive): When your health falls below critical state (5% HP), you will abandon your outer shell to restore your HP back to full, in exchange for entering a weakened state for 10 minutes.

Weakened State: All your stats will be halved.

Cooldown: 30 minutes

Details: A specialized boots made from the scales of Dark Swamp Serpent King 'Rakkan'.

This is a part of [Ruler's Equipment Set]

Set Effect: 7/7

The set effect of Shin's equipment become doubled making him even more stronger.

And even if Shin turned off the special effects of his items, some people with discerning eyes can still tell that they are Gold Rank items.

And after few moments of hesitation, Shin choose to upgrade his [Yamato] to Gold Rank using a Basic Enchantment Stone.

Item Name: [Yamato]

Item Type: Weapon (One-handed Sword)

Item Rank: Gold (Evolvable)

Growth Type : Current Lvl 57

Durability: Default

Stats:

Physical Attack: 2 550 - 2 570

Magical Attack: 2 650 - 2 670

+255 STR

+255 AGI

+260 INT

Details: An inherited Katana that is being pass down from generation to generation. It is the same Katana that have been used by the First Nephilim 'Zheptus'.

Requirements:

Can only be wield by an Envoy of The Church of The Sun and The Moon.

Additional Abilities:

1. Nephilim's Blade (Passive): Every time you hit your target with [Yamato], your attack speed increases for 6% and last for 5 seconds, stacking up to 5 times. At Max stacks you will gain additional 50% movement speed.

2. Nephilim's Ascent (Active): Enter a berserk state, increasing all of your stats by 100% and movement speed by 200%.

Duration: 30 mins.

Cooldown: 5 hours

3. Nephilim's Clarity(Active): When activated, regen your HP and MP by 1000 points per second and last for 180 seconds.

Cooldown: 3 Hours

[Locked]

[Locked]

This item is bound to player 'Sickarius'.

Remark: Your Strength is still so-so for this sword.

Then, he use the remaining two Basic Enchantment Stones to upgrade the [Dark Swamp Cloak] into Silver Rank, before using his only Intermediate Enchantment Stone to directly upgrading it to Platinum Rank. And the result give him some kind of big surprise.

[Nightwalker's Cloak]

Item Type: Cape (Leather Mantle)

Rank: Platinum

Durability: 1000/1000

Stats:

Physical Defense: 300 - 310

Magic Resist: 320 - 320

+200 to All Major and Minor Stats

Additional Skills:

1. Camouflage(Passive): You can become invisible every time you get near a vegetation.

Note: You will release your invisibility state if attack or have been attacked.

Cooldown: None

2. Conceal(Active/Passive): Stay still for a second to turn yourself invisible.

Note: You will release your invisibility state if you moved, attack or have been attacked.

Cooldown: 10 seconds

3. Undercover(Active): Enter stealth mode for 55 seconds.

Note: You will release your invisibility state if you attack or have been attacked.

Cooldown: 1 minute

4. Shadow Cloak(Passive): All of your stealth skills will be improved by 30%.

The cloak transformed completely. Its previously black color turned into a dirty ash-gray color. Its size now can covered Shin's whole body. Even if he didn't use the [Nephilim's Mask], no one can see his face, because the shadow of the cloak's hood can almost hide more than half of his face. And because of some hidden effect of the cloak, Shin can also hide the informations of his equipments from other players.

Well, that is unless they didn't use a very special ocular skill that surpass the hidden effect of the cloak.

And because of the bunch of stealth skills provide by his newly improved cape, the [Nightwalker's Cloak], Shin can now comfortably equipped the ring that he got from Gray Fangs before.

No, to be more precise, it is dropped by Gray Fangs when Shin killed that Hunter WolfKin.

Item name: Shadow King's Regret

Item Type: Ring (Accessory)

Item Rank: Silver

Stats:

+100 STR

+150 AGI

Additional Skills:

1. Shadow Ambush: Every time you leave your invisibility state gains a bonus 50% Physical Attack Damage, and bonus 70% movement speed for 3 seconds.

2. Dark Enchantment: The longer you stay on the Dark Places (or even in Stealth mode) the more powerful you become.

- Gain 1 Dark Power every 5 minutes in invisibility state (Maximum: 50 charges)

- 1 DP(Dark Power) = 1 STR and 1 AGI

Details: The Shadow King 'Reviuos' lost his battle against his Arch-rival 'Devis' and suffered a grievous wounds. Because of it, he cast his soul on his promise ring to wait for a suitable candidate to have his revenge for him.

Requirements:

Level 50

Need an Invisibility Skill

And because all of that, the atmosphere around Shin undergo a very huge qualitative changes. Because of Shin's unfamiliarity with his body inside the game, he failed to fully restrain his aura, causing for some of it to leaked out his body. And it also turned his presence to transformed into some kind of primordial beast.

Then, Shin take a quick look on his Status Window, which gave him some sense of accomplishment.

After that, he open the door of the Blacksmith Shop with a determined face while saying to himself.
"OK! Its time to get back in action!"