Global CM 28

Chapter 28 Continuous! (5/5)_1

At this point, the corpse poison stacks had reached over 1,800!

-640,000! (Poison Explosion)

-810,000! (Poison Explosion)

...

-3,240,000! (Poison Explosion)

With over 1,800 stacks, it had triggered the Poison Explosion 18 times from the start, each instance stronger than the last. The damage was explosive.

The Poison Explosion, from over 1,800 stacks, dealt a total of more than 20,000,000 Health damage to the Pseudo-God Incarnation!

At this point, the Pseudo-God Incarnation's total Health had fallen below 80%.

If the corpse poison can be stacked, it's really potent! Fortunately, this BOSS doesn't have the ability to remove DEBUFFs; otherwise, it would be hard to kill!

But thinking about it, if the BOSS could remove debuffs, there's no way I would have a 30% simulation clear rate.

As long as the Skeleton Monsters have an environment to deal damage and stack poison, this battle can be won easily!

But the BOSS wasn't just a training dummy waiting to be hit. Once it retaliated, the Skeleton Monsters wouldn't be able to stack poison so easily.

After three seconds of charging, a powerful shockwave erupted from the Pseudo-God Incarnation, instantly killing all surrounding Skeleton Monsters.

Its large-scale Skill, Heaven Shaking Divine Might, was centered on itself with a hundred-meter damage radius and dealt two stages of damage. Even with the one-time damage immunity from the Divine Gift, these Skeleton Monsters couldn't survive.

A single use of its Heaven Shaking Divine Might Skill not only killed the surrounding Skeleton Monsters but also wiped out the Ranged Skeleton Monsters farther away.

After all, even Ranged Skeleton Monsters could only retreat a maximum of one hundred meters to maintain their optimal range.

Although I could use the Weakness Treasure Ring to nullify the BOSS's attack power and save the Skeleton Monsters, the BOSS still has a lot of Health left. Using the Weakness Treasure Ring now would be a waste.

I plan to use the Weakness Treasure Ring to limit the BOSS when it uses Pseudo-God's Fury, then wipe it out in one go!

With the death of over three hundred Skeleton Monsters, BANG! BANG! BANG! More than three hundred explosions immediately followed, accompanied by over three hundred flashes of light from the blasts. The scene was magnificent.

However, compared to the poison explosion damage from over a thousand stacks of corpse poison, the self-destruction effect from the Skeleton Monsters' deaths dealt negligible damage to the BOSS.

After the wave of explosions, the Skeleton Monsters, which had been reduced to scattered bones on the ground, clattered, reassembled, and stood up again!

With their revival feature, they weren't easy to kill!

Even if left with only 1 Life Value, they would rise to continue attacking!

WHOOSH! WHOOSH! WHOOSH! Arrows and Energy Bullets flew. CLANG! CLANG! SMACK! SMACK! Swords, spears, and halberds struck wildly.

Another 300-plus stacks of corpse poison were inflicted.

After three deep-sounding Poison Explosions, the corpse poison on the Pseudo-God Incarnation had accumulated to 2,100 stacks.

These additional 300 stacks for the Poison Explosion, due to the already high accumulation of corpse poison, directly dealt over 12,000,000 damage to the Pseudo-God Incarnation.

"Thrilling! Another ten million plus! Corpse poison is invincible!" Chen Mo exclaimed, his spirits soaring as he watched the massive damage numbers pop up.

Instantly, the Pseudo-God Incarnation's Health dropped by another 10%!

However, despite such fierce damage, the Pseudo-God Incarnation's total Health was still above 50%.

And this is with its recovery abilities already limited.

If it still had even a little recovery active, wouldn't this Health total be enough to make anyone despair?

The tougher the battle, the more Chen Mo was astounded by this SSS-level difficulty. The so-called top-tier difficulty truly had its unique aspects!

Seeing the surrounding Skeleton Monsters revive, the Pseudo-God Incarnation, clearly no easy opponent, immediately punched the ground. RUMBLE! The earth shook and trembled. Waves of seismic tremors swept out, and all Skeleton Monsters fell into a stunned state!

When the Pseudo-God Incarnation executed God Fist Shaking Earth, I made sure to memorize its preparatory movements to anticipate this instant Skill later.

Although I'm permanently invisible right now, the Pseudo-God Incarnation won't necessarily target me unknowingly. But if it later unleashes Pseudo-God's Fury—that Mad Cow-Disease Skill—with no Skill Cooldowns, it might go on a rampage.

Best to be prepared.

This earthquake lasts for ten seconds, stunning all units within a hundred-meter radius for one second, every second. My Skeleton Monsters can't deal any damage!

The Skeleton Monsters' corpse poison only lasts for 15 seconds. Without continuous stacking, the corpse poison stacks will quickly fall off!

Right now, Chen Mo wasn't worried about the Skeleton Monsters dying; he was just concerned about the dropping corpse poison stacks.

He quickly used his skills again in a safe location, summoning another five hundred Skeleton Monsters equipped with various gear!

The hundred-plus Skeleton Monsters previously waiting nearby vanished into thin air when Chen Mo reactivated his summoning skill.

The same type of summoned creatures cannot be stacked unless the summoning skill specifically states otherwise. If the summoning skill is used again before the previous summons have died, the earlier ones will dissipate.

The first batch of Skeleton Monsters Chen Mo had summoned all vanished, without even triggering death effects. A new group of five hundred Skeleton Monsters appeared beside him.

As the Skeleton Monsters were re-summoned, Chen Mo immediately ordered the Ranged Skeleton Monsters to charge into the earthquake's range in a suicidal attack against the Pseudo-God Incarnation!

The goal is to maintain the corpse poison's duration so the previous efforts aren't wasted!

As more Ranged Skeleton Monsters rushed into the earthquake's range, managing to attack before being stunned, they maintained the corpse poison stacks. Currently, the stacks remained at around two thousand.

Now that all the Skeleton Monsters in formation have been wiped out, it's probably not going to be easy to stack over three hundred stacks of poison per second anymore.

Even though most Skeleton Monsters were still in invisible mode, a single Normal Attack from the Pseudo-God Incarnation was a blast of black fog covering a large area. Chen Mo's Skeleton Monsters couldn't reach the Pseudo-God Incarnation unscathed.

When the earthquake ended, the Pseudo-God Incarnation, having lost its targets, began randomly bombarding the surrounding ground with Normal Attacks, throwing out blasts of black fog.

Faced with this scene, Chen Mo could only send the Skeleton Monsters in aggressively. Although I could keep sending Ranged Skeleton Monsters to maintain the corpse poison stacks until the Pseudo-God Incarnation calms down and I can re-establish a formation...

But who knows if this thing will stay enraged for hours? I have a time limit in this space; I simply can't wait for it to calm down.

I'd like to see whether you can kill them faster than I can replenish them!

As Chen Mo forcefully sent the Skeleton Monsters to charge the Pseudo-God Incarnation, their casualty count escalated rapidly.

Even though they were attacked randomly, possessed the Divine Gift's protection, and could revive after death, half of the five hundred Skeleton Monsters vanished in an instant.

But at least occasionally, either a melee or a Ranged Skeleton Monster managed to land an attack.

Once they launched an effective attack, the Skeleton Monsters would become visible. Not even those in invisible mode could escape the Pseudo-God Incarnation's deadly attacks. Those that became visible had even less chance of survival.

With the revival feature and a Skill Cooldown of merely five seconds, no matter how many Skeleton Monsters died, as long as they weren't all wiped out instantly, Chen Mo could continuously summon new waves to fight, non-stop!

Even though the speed of stacking poison had severely dropped due to the BOSS's Frenzy, the continuous charge of the Skeleton Monsters quickly increased the corpse poison stacks by another two hundred.

Keep exploding!

-4,840,000! (Poison Explosion)

-5,290,000! (Poison Explosion)

As the corpse poison outburst from 2,200 and 2,300 stacks erupted, Chen Mo once again saw delightful, massive damage numbers appear above the BOSS's head. The Pseudo-God Incarnation's Health dropped by tens of millions yet again!

Currently, it only had about half of its Health left!

As long as I continue to steadily grind it down, victory is just around the corner!