

Global CM 35

Chapter 35: A Glance (1/5) _1

A Level 20 Master of Mutation. I can't imagine how much health it would have.

Chen Mo decided to take a look.

"Mr. Mo, the BOSS is about to appear! Let's get out of here first..."

As Fang Datong finished speaking, he grabbed Chen Mo's arm, intending to leave.

"Hold on! I haven't seen The Master of Mutation before. I want to take a quick peek."

"Don't go; it's very dangerous!" Shen Bingbing immediately grabbed Chen Mo, her voice laced with worry.

"Peek? Are you trying to get yourself killed? That thing is incredibly powerful! Besides, a team BOSS has plenty of ranged attacks. It can kill you from a distance!" Fang Datong also chimed in, exasperated.

"Aren't there trees for cover? I'll just take a quick look; it'll be fine. You guys go first. A larger group makes a bigger target anyway. I'll take a peek and head back immediately."

Chen Mo finished speaking and, ignoring the others, ran deeper into the forest on his own.

Seeing this, Fang Datong and the others didn't say anything more.

After all, in their eyes, Chen Mo wasn't an idiot; he wouldn't deliberately seek death.

"Mr. Mo, be careful!"

With that final warning, Fang Datong and the others left the forest first.

Shen Bingbing, however, kept looking back.

"Stop looking. Mr. Mo is smart; he'll be fine."

Upon hearing this, Shen Bingbing blushed and retorted, "I'm just checking to see if the BOSS has arrived yet!"

"Right, right, I get it." Fang Datong gave a knowing, sheepish smile and didn't press further.

This made Shen Bingbing roll her eyes at him.

By now, all the students had completely fled the forest.

No one wanted to test the strength of a Level 20 Master of Mutation.

Although Chen Mo was highly skilled and courageous, he still proceeded with caution.

Just as he was cautiously approaching, a terrifying fluctuation suddenly emanated. The Master of Mutation had finally arrived! The moment it appeared, with a resonant HUM, a wave of energy surged outward, obliterating all trees and undergrowth within a 300-meter radius.

What was once a lush, green area had, in an instant, transformed into a 300-meter-radius wasteland.

With the surrounding trees all cleared, Chen Mo, who had approached within 500 meters, caught a glimpse of The Master of Mutation through the remaining gaps in the forest.

This Master of Mutation had a centaur-like physique: its lower body was that of a muscular horse, while its upper body was a powerfully built human torso, rippling with muscles.

A single glance was enough to tell it was an incredibly powerful BOSS.

Even more astonishing, the creature possessed six powerful arms.

Two of its arms each wielded a short axe.

A longbow and a large crossbow hung from its left hip, while a quiver packed with arrows was slung on its right.

This indicated it possessed both close-range and long-range combat capabilities.

It appears to be a Physical-type BOSS. It should be easier to deal with.

Physical-type BOSSes generally possessed high physical burst capabilities and damage. Dealing with this kind of BOSS heavily tested a team's tanking and healing abilities.

Magic-type BOSSes, on the other hand, were far more unpredictable, possessing various bizarre disruptive abilities that tested a team's abnormality cleaning ability and collective recovery capabilities.

Chen Mo actually preferred dealing with Physical-type BOSSes.

At least he wouldn't encounter overly bizarre tactics.

Magic-type BOSSes employed a confusing plethora of tactics that were difficult to decipher.

Since he was still too far away, he couldn't use a scouting skill to check the BOSS's attributes yet.

Chen Mo moved another 200 meters closer, reaching the edge of the wasteland created by The Master of Mutation. Only then was he close enough to use his scouting skill to gather information.

[Monster Name]: Chaos Herdsman

[Monster Rank]: The Master of Mutation (Wilderness Team BOSS · Non-Rebirth)

[Level]: 20

[Attributes]:

【 Life 】 : 75.8 billion / 75.8 billion

【 Energy 】 : 10 billion / 10 billion

【 Physical Attack 】 : 2,947

[[Physical Defense]] : 1,750

[[Magic Defense]] : 1,450

[[Critical Damage]] : 300%

[Active Skills]: Axe Wind's Circle, Deadly Arrow Rain, Mortal Crossbow Arrows, Charge to Kill

[Passive Skills]: Giant Strength Strike, Desperate Overlord

[[Giant Strength Strike]] : When attack power is higher than the target's, deals an additional 50% damage.

[[Desperate Overlord]] : For every 10% decrease in Health, all damage dealt increases by 10%.

[Features]: Enduring Battle, Solid Skin, Demolish Magic, Resistance Expert

[[Enduring Battle]] : Recovers 1% of maximum life value and energy value every 1 minute.

[[Solid Skin]] : All incoming ranged Physical Damage reduced by 50%.

[[Demolish Magic]] : All incoming Magic Damage reduced by 20%.

[[Resistance Expert]] : When affected by an abnormal status or control effect, resistance experience points accumulate at one hundred times the normal speed.

A normal Level 20 Non-Rebirth BOSS would only have about five to six hundred thousand Health, while a Rebirth one would only have a little over two million.

However, as a Wilderness Team BOSS, its Health far exceeded that of a normal BOSS by an incredible amount; even a Non-Rebirth one possessed Health in the tens of billions (e.g., 75.8 billion).

Seeing this sheer amount of Health, Chen Mo finally understood why a team of several hundred people would have to spend half a day, or even a full day, to kill such a creature.

It simply had too much Health.

Fortunately, as Team BOSSes, their recovery abilities were generally poor. This particular BOSS, for instance, only recovered once per minute.

But this single recovery instance was still substantial. With its 75.8 billion Health, a 1% recovery meant regaining 758 million Health.

This meant that the total damage per minute had to exceed 758 million just to outpace its regeneration and have a chance to kill this BOSS.

For Level 20 professionals, if they were determined enough to form a team to confront The Master of Mutation, they could easily deal far more than 758 million damage in one minute.

This recovery effect merely postponed the BOSS's inevitable demise.

It truly lives up to being a Level 20 Master of Mutation; it really is daunting just to look at.

Although the BOSS looked formidable, it couldn't clear debuffs. In this regard, Chen Mo saw an opportunity to kill it.

Even if this BOSS had the somewhat troublesome Resistance Expert characteristic, it wasn't a deal-breaker; at most, it would only reduce some of his damage.

Originally, whether it was a BOSS or a professional, being subjected to any control effect or abnormal status would cause them to accumulate 1 point of related resistance experience points.

Of course, these existed in the form of hidden attributes.

When enough experience points were accumulated, one's resistance to the related control effects and abnormal statuses would improve.

For example, if someone was frequently affected by Dizziness Control, they would accumulate 1 Dizziness Resistance experience point each time. After accumulating 100 points, they would finally reach Dizziness Resistance Level 1.

At this point, if subjected to a 5-second Dizziness Control effect, having Dizziness Resistance Level 1 would reduce the control duration by a corresponding percentage.

Level 1 Dizziness Resistance reduced the control duration by 10%, so one would only be controlled for 4.5 seconds instead of 5.

Of course, this was the permanent resistance feature. Beyond this, there was also a temporary increase in resistance to control effects.

When continuously affected by a specific control effect within a 1-minute window, each subsequent application of that effect would have its duration reduced by 50%.

For example, if someone was affected by Dizziness Control for 3 seconds, then within the next 60 seconds from the moment the first Dizziness Control began, any subsequent Dizziness Control effect would continuously diminish.

That is, a second 3-second Dizziness Control would become 1.5 seconds, a third would become 0.75 seconds, and so on.

This was the temporary resistance mechanism.

Therefore, it was impossible to completely control a BOSS or a person indefinitely with a single control effect; it was best to use a variety of methods for continuous control.