

Global CM 58

Chapter 58: Perfectly Triggered Talent! (2/5)_1

Fortunately, he could continue to merge. Chen Mo estimated that if he continued to merge the skill, the curse's effect should continue to improve.

Without hesitation, he activated batch synthesis and merged two more Death Worship skill books.

Synthesizing Blue to Orange quality this time required extra materials.

However, Chen Mo had just bought enough rare and precious materials, so he didn't need to worry about this.

As he tossed in the required items, the synthesis result immediately appeared.

[Congratulations, the synthesis was successful!]

[Please choose one of the following three synthesis options as the final synthesis result!]

[Option One]: Despair Worship: Orange (Bound) 'Launches Despair Worship on two hundred summoned creatures, temporarily increasing their attack speed and attack power by 30%, and with each attack on a target, adding a layer of Despair buff; stacks...'

[Despair]: For every one hundred layers stacked, the unit will fall into a state of despair for one second. While in a state of despair, all actions will be lost.

[Option Two]: Flame Worship: Orange (Bound) 'Launches Flame Worship on two hundred summoned creatures, temporarily increasing their attack speed and attack power by 30%, and applying Scald to the target with each attack; stacks...'

[Scald]: Each layer of Scald causes the target to lose 1 life point per second.

[Option Three]: Ice Worship: Orange (Bound) 'Launches Ice Worship on two hundred summoned creatures, temporarily increasing their attack speed and attack power by 30%, and applying Frostbite to the target with each attack; stacks...'

[Frostbite]: Each layer of Frostbite reduces the target's attack speed and movement speed by 1%.

Scald only deducts 1 life point per second. Stacking 10,000 layers is only 10,000 points of damage. Besides, for effects that trigger every second, the enemy will build up resistance quickly, making it progressively weaker and not very useful.

Frostbite isn't bad; it can reduce the target's output frequency and pursuit capability. However, it's useless against casting skills or using Spells. Comparatively, Despair is still better.

At least it's a stable form of control. Stacking several hundred layers at once means several seconds of control.

After reviewing the three options, Chen Mo decided to choose Despair Worship as the upgraded effect.

The Worship Skill had undergone two rounds of upgrades, and its effect had become quite potent, but it was only Orange-quality at this point. Chen Mo immediately continued to synthesize.

[Congratulations, the synthesis was successful!]

[Please choose one of the following three synthesis options as the final synthesis result!]

[Option One]: Blood Worship: Yellow (Bound) 'Affects five hundred summoned creatures... temporarily increasing their lifesteal by 40%...'

[Option Two]: Fierce Worship: Yellow (Bound) 'Affects five hundred summoned creatures... temporarily increasing their critical hit rate by 40%...'

[Option Three]: Sky Worship: Yellow (Bound) 'Affects five hundred summoned creatures... and enables them to fly freely.'

Oh? Flying! This is good. Some BOSSes are the flying type. Once I encounter one, my Ranged Skeleton Monsters might not even reach it at their maximum range. I'd have no way to deal with that kind of BOSS. Sky Worship conveniently solves this problem.

Once Chen Mo focused on this key point, he immediately chose Sky Worship.

[Worshipping the Sky·Yellow]

Profession: Skeleton Mage

Level Requirement: 5

Cooldown: 60 seconds

Effect: Consumes 100 Energy to launch Sky Worship on five hundred summoned creatures, temporarily increasing their attack speed and attack power by 40% for the next 45 seconds, and applying Despair to the target with each attack; stacks.

Additionally, during its duration, they will gain the ability to fly freely. If they die during this time, they will inflict a Death Curse on the killer, increasing all damage suffered by the killer by 3%; stacks.

As Fanatic Worship progressed from Green to Yellow quality, both the duration and the basic effect of the buff had correspondingly increased.

Although there was still a 15-second downtime, it was already a considerably strong buff.

After reviewing the skill effect with satisfaction, Chen Mo once again activated batch synthesis, and immediately two more Sky Worship skill books were synthesized.

After placing the three Sky Worship skill books into the synthesis interface together, Chen Mo saw a familiar material requirement: another Dark Source Crystal.

It seems the synthesis of skill books basically requires this thing.

Setting Sky Worship aside for the moment, Chen Mo began to synthesize Dark Shield again.

[Dark Shield: Green]: Level Requirement 10. Consumes at least 100 Energy. Applies a shield to one unit with a shield value equal to (10 x Energy consumed). Duration: 30 seconds. Cooldown: 30 seconds.

This was the Skeleton Mage's only key life-saving skill in the early stages. Its duration and cooldown were identical, theoretically allowing for seamless reapplication. However, consuming too much Energy would affect the casting of other skills, requiring a careful balance.

However, even with the matching duration and cooldown, if the shield was broken prematurely, it couldn't be immediately reapplied.

Furthermore, if all Energy was used for the first shield, it would likely be difficult to regenerate enough Energy by the time the cooldown ended.

In Chen Mo's view, the skill's original effect was just so-so. He immediately tried synthesizing it to see the advanced effects.

[Congratulations, the synthesis was successful!]

[Please choose one of the following three synthesis options as the final synthesis result!]

[Option One]: Electric Feel Shield: Blue (Bound) '...applies a shield to five units with a shield value of (15 x Energy consumed). Any unit damaging a shielded unit triggers a Lightning Chain Retaliation. Retaliation damage is equal to your Magic Attack.'

[Option Two]: Huge Shield: Blue (Bound) '...applies a shield to five units with a shield value of (15 x Energy consumed x 2).'

[Option Three]: Spiked Shield: Blue (Bound) '...Any unit inflicting Physical Damage upon a shielded unit has 20% of that damage reflected back to them.'

Huh? If I apply the first shield to my Skeleton Monsters, when enemies hit them, it will trigger Lightning Chain Retaliation. That's equivalent to me dealing damage to the opponent directly!

And if I deal damage to the opponent, it triggers my talent effect, doubling the damage dealt by my Skeleton Monsters! I wouldn't even need to cast Energy Bullet; just shielding them would be enough!

Once he realized this effect could perfectly trigger his talent, Chen Mo chose the first option without hesitation.

The other two options—one providing a thicker shield and the other reflecting damage—were both good, but Chen Mo still preferred the first one.

After all, while Spiked Shield could be useful against enemies with abnormally high physical attacks, its limitation to only Physical Damage is a significant drawback.

Unlike Electric Feel Shield, which triggers a counterattack upon receiving any type of damage.