

## Global CM 59

Chapter 59 Mutual Destruction! (3/5)\_1

Continuing with the synthesis of the Electric Feel Shield, three more options appeared.

[Congratulations, synthesis successful!]

[Please select one from the following three synthesis options as the final synthesis result!]

[1]: True Shield-Orange (Bound) 『...apply a shield with shield points equal to (20 times the consumed Energy Value) to twenty units. This shield can take effect against any damage...』

There are many types of damage in this world. Besides Physical Damage and Magic Damage, there are also fixed damage, true damage, Chaos Damage, siege damage, and so on. Depending on the damage type and armor type, the final damage dealt also varies.

Fixed damage and true damage, as mentioned before, both ignore defensive power. The difference is that fixed damage is affected by damage reduction effects. Another difference is that fixed damage cannot penetrate shields, while true damage can. Even if you have numerous shields, true damage will ignore them and directly damage your Life Value. Chaos Damage has a similar effect.

Chaos Damage, as a special damage type, is the opposite of fixed damage. It is affected by defensive power but can ignore damage reduction effects and shields, directly damaging Life Value.

The effect of this True Shield is that it can block true damage and Chaos Damage. This is a very practical function.

If this function didn't exist, when I put a shield on my Skeleton Monsters, and they suffered true damage or Chaos Damage, the damage would bypass the shield and hit their bodies directly. Then the electric shock effect wouldn't trigger at all.

Chen Mo briefly reviewed the other two options and found their special effects lacking, so he directly chose the first one.

This unremarkable life-saving shield, after selecting two special effects, had become an extremely practical skill.

As Chen Mo continued to synthesize, the Shield Skill finally reached Yellow rarity. This time, three options appeared that gave him a headache.

[1]: Ice Shield·Yellow (Bound) 『...apply a shield with shield points equal to (25 times the consumed Energy Value) to one hundred units. Any unit that damages these shielded units will be affected by the Chilling Effect...』

[[ Chilling Effect]] : Reduces the attacker's attack speed and movement speed by 50%.

[2]: Weakening Shield·Yellow (Bound) 『...any unit that damages these shielded units will be affected by the Weaken effect...』

【Weaken】: Reduces all damage of the attacker by 30%.

[3]: Mutual Destruction Shield·Yellow (Bound) 『...inflicts fixed damage on the unit that breaks the shield, equivalent to the shield's original maximum shield points.』

All three special effects were quite good.

The Chilling Effect could slow the target's attack speed and movement speed, possessing strong crowd control capabilities. Weakening's damage reduction was very powerful and, combined with the shield, could significantly enhance survivability. Mutual Destruction further amplified the shield's offensive power. This is fixed damage, ignoring defensive power! If I can get an effect like Huge Shield later, the damage output would be immense. Imagine someone tries to assassinate you, only to blow themselves up the moment they break your shield. What a beautiful scene!

Chen Mo found himself in a dilemma. Choosing the first two would yield immediate benefits, while the third was a gamble on acquiring a Huge Shield effect in the future.

After careful and repeated consideration, Chen Mo finally made his decision.

In terms of survivability, I already have various life-saving measures, enough to afford taking a few risks. Besides, I already have The Lonely God of War, a strong damage reduction effect, so an additional 30% damage reduction isn't that crucial for myself. This damage reduction would mainly be for my summoned creatures. But sometimes, the faster these summons die, the more useful they are. After all, both the bomb effect and the Death Worship effect require them to perish. So, there's no need to desperately keep them alive.

Considering this, Chen Mo decided to prioritize enhancing output and immediately chose the Mutual Destruction Shield.

[Mutual Destruction Shield·Yellow]

[Profession]: Skeleton Mage

[Level Requirement]: Level 10

[Cooldown]: 30 seconds

[Effect]: Consumes at least 100 Energy. Applies a shield to one hundred units with shield points equal to (25 times the consumed Energy Value). This shield is effective against any damage and lasts for 60 seconds.

Any unit damaging these shielded units triggers a Lightning Chain Retaliation. The retaliation damage is equal to your Magic Attack, and fixed damage, equivalent to the shield's original maximum shield points, is inflicted upon the unit that ultimately breaks the shield.

Upgrading a Green Skill to a Yellow Skill directly increased its duration from 30 seconds to 60 seconds, double its Cooldown.

However, for me, increasing the duration isn't as beneficial as reducing the Cooldown. But I also know that such enhancement options only appear when upgrading skills. Since my skills haven't been upgraded yet, this Cooldown duration is normal.

After Chen Mo created two more Mutual Destruction Shields, he synthesized them again. The required material for the Epic grade was still the Dark Source Crystal.

At this point, I'm essentially sure that the materials for synthesizing Skill Books to Epic grade are completely fixed. But what about equipment? I just obtained a "Beginner's Bodysuit". This is defensive gear. Whether defensive equipment and weapons use the same materials remains to be verified.

[Beginner's Bodysuit-Black Iron-grade]

[Profession Requirement]: Combat Profession

[Level Requirement]: Level 1

[Equipment Attributes]:

Life Value: 2,000

Energy Value: 3,000

Physical Defense: 100

Magic Defense: 100

[Set Effect]: Experience gain rate +10%, All Attributes +10

[Equipment Introduction]: A complete set of novice equipment, integrated for you. Simple and easy to wear, it provides good protection and is worth having for all novices.

As a suit suitable for novices, the set effect of the Beginner's Bodysuit was extremely plain and unadorned. It increased Experience gain and All Attributes. Although the increase wasn't much, it was balanced and practical. Moreover, this was one of the few pieces of defensive equipment common to all combat professions.

If this were in the past, I might have thought the attributes of this suit were quite good. But now that I've seen so many better items, attributes like these no longer impress me. Although the Life Value, Energy Value, and various defensive attributes this suit adds are decent for Level 1 equipment, this comes at the cost of several equipment slots. If I were to equip individual Black Iron-grade items in all those slots, the total attributes would definitely be higher, not lower! However, as the equipment introduction states, the advantage of this suit is its simplicity and ease of wear, being fully integrated so you don't need to swap individual parts. And if not compared to other sets, but only to individual miscellaneous pieces, the set effect bonus is enough to make up for the attribute difference from using separate pieces.

Looking at this bodysuit, Chen Mo felt a bit curious. What kind of improvements would synthesizing this type of one-piece suit yield?