Global CM 62

Chapter 62 Terrifying Fixed Damage! (1/5) _1

Even if I can't synthesize purple gold-grade equipment, it's still necessary to see what materials are needed. This way, it would also make it easier to collect them later.

Chen Mo immediately began to synthesize the skill.

When Chen Mo placed three Hidden Corpse Army Skill Books and a Dark Source Crystal into the synthesis slot, his first purple Skill Book was created.

[Congratulations, you have successfully synthesized!]

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

[Option 1]: Holy Corpse Army·Purple (Bound)

[Option 2]: Desperate Corpse Army·Purple (Bound) When the summoned creature's Health is below 50%, Attack Power increases by 100%.

[Option 3]: Armor Breaking Corpse Army·Purple (Bound) Summoned creatures' attacks inflict Armor Break.

[Option 4]: Reroll Special Bonus (Free)

The holy feature had appeared before and tempted Chen Mo. However, he felt the possibility of encountering holy-type abilities was low at the time, and he had also just acquired the important Corpse Poison effect, so he had temporarily forgone the holy feature in favor of Corpse Poison.

Now that this feature had reappeared, Chen Mo naturally would not let it pass.

The holy attribute is incredibly important for any dark summoning tool.

This was because many skills in the holy category were capable of purifying Ghosts.

If hit by such a skill, a Skeleton Monster wouldn't just die; it would be eliminated.

The difference between elimination and death was huge. Elimination did not trigger any death effects, not even leaving a body behind.

However, the elimination effect only worked on summoned creatures, so there was no need to worry about individuals with the Ghost characteristic being eliminated by these skills.

Units with the holy attribute naturally wouldn't be eliminated by holy-type skills, thus providing good protection.

Chen Mo naturally decided to acquire this feature.

[Holy Corpse Army·Purple]

[Profession]: Skeleton Mage

[Cooldown]: 5 seconds

[Effect]: Consume 100 Energy to summon '1000 + Profession Star Level * 100' Skeleton Monsters that last for 30 minutes (the profession of the Skeleton Monsters is random, and they will carry corresponding phantom weapons of their profession).

The attributes of the Skeleton Monsters are tied to your Wisdom and Spirit. They also enhance their All Attributes by an amount equivalent to 'Profession Star Level * 10%'.

Features—Bomb, Revival, Corpse Poison, Invisible, Sacred.

[Sacred]: The attributes of this unit are transformed into Dark/Sacred. They can simultaneously enjoy the blessings of Dark and Sacred effects and will no longer be restrained by Sacred attributes.

Once the skill reached Purple rarity, the numerical values within its description became linked to the Profession Star Level.

According to Chen Mo's current Profession Star Level, he could summon 1,700 Skeleton Monsters at once, and their attributes would be 1.7 times greater than before.

Seeing such a powerful effect, Chen Mo really wanted to test the power of this Corpse Army immediately.

Before that, Chen Mo created three more Holy Corpse Army Skill Books, preparing to see what kind of legendary-level materials were needed for the transition from Purple skills to Red skills.

...

[Starting the quality check of this synthesis...]

[The quality of this synthesis is high quality, requiring the additional addition of three special materials—Dark Heart·Legend, Five Elements Spirit Orb·Legend, Holy Beast's Inner Core·Legend]

Do the requirements for the latter two legendary-level materials remain the same?

Except for Dark Heart, the material requirements for synthesizing the Red skill 'Holy Corpse Army' were basically the same as those for upgrading the 'Thousand-mile Scepter' previously. Chen Mo couldn't help but speculate.

Dark Heart seems to be obtained by killing high-rank, dark-attribute BOSSes. I wonder if wild golden-grade BOSSes will drop it. I'll check later. If not, I can only go to an instance. These instances, which have a chance of dropping legendary-level materials, are primarily controlled by the Academy Alliance and various major aristocratic families. To get in, I'm afraid the first step is getting admitted to a university.

Thinking this, Chen Mo couldn't help but feel that obtaining Upper Third Grade items was still a distant prospect.

He promptly redirected his attention to the matter at hand: the remaining two skills.

Soon after he tossed the three "Mutual Destruction Shield" Skill Books into the synthesis slot, three potential outcomes emerged.

But after glancing at them, Chen Mo found none of the choices appealing and opted for the free reroll.

This new feature offered a free reroll for the first attempt of each synthesis; why wouldn't he use it?

After Chen Mo completed the reroll, three new options appeared before him.

[Reroll successful!]

[Please choose one of the three synthesis results below as the final synthesis outcome!]

[Option 1]: Arc Light Shield·Purple (Bound) Reflects one targeted skill.

[Option 2]: Invisible Shield·Purple (Bound) Grants invisibility while the shield is active; canceled upon entering combat.

[Option 3]: Huge Shield·Purple (Bound) Doubles shield quantity.

[Option 4]: Reroll Special Bonus (1 eternal copper coin)

Rerolling isn't that expensive; it only costs one eternal copper coin.

Seeing the price for rerolling, Chen Mo felt he had another chance to choose.

If it were too pricey, I really wouldn't dare use it. Of course, I have no idea whether the price might suddenly surge to one eternal silver coin after this attempt.

The effects of the three shields were actually quite good.

However, Chen Mo had chosen "Mutual Destruction Shield" beforehand, anticipating the possible outcome of obtaining "Huge Shield". So, when that very option appeared after just one reroll, he immediately selected it. It was undoubtedly an excellent companion for "Mutual Destruction Shield".

[Huge Shield·Purple]

[Profession]: Skeleton Mage

[Level Requirement]: Level 10

[Cooldown]: 30 seconds

[Effect]: Consumes at least 100 Energy to grant '200 + Profession Star Level * 100' units a shield. The shield has '2 * (30 + Profession Star Level) times the consumed Energy' in shield points. This shield can block any damage and lasts for 120 seconds.

Any unit attacking these shielded units will trigger Lightning Chain Retaliation. The retaliation damage is equivalent to your Magic Attack. Furthermore, the unit that ultimately breaks the shield will suffer fixed damage equal to the shield's original maximum shield points.

With the inclusion of Profession Star Level, the shield could now cover 900 units at once, and its shield quantity had also received a significant boost.

If he were to consume 10,000 Energy at once, he could create a shield with 740,000 shield points.

If someone were to shatter it, they would be in serious trouble, suffering a terrifying 740,000 points of fixed damage.

Below the second-transition, and without considering various damage reduction abilities, fixed damage reduction, and so on, no one could withstand this amount of damage.

Of course, this was without factoring in their damage reduction capabilities.

If the opponent had a shield that could resist any damage every few seconds, or Equipment Special Effects providing fixed damage reduction or other damage reduction effects, this damage value would undoubtedly decrease substantially.

However, this didn't diminish the strength of Mutual Destruction.

Even if reduced by 50%, it could still inflict 370,000 damage. Most individuals below the second-transition would find this unbearable unless they were supported by a set of exceptionally powerful equipment.

Otherwise, it would be better for the opponent not to attack the shield. If they did and shattered it, they would be in for some serious misfortune.

However, a shield with 740,000 shield points wasn't easy to shatter either.

In other words, an opponent would need to be powerful enough even to have the 'privilege' of being obliterated by the shield's fixed damage.