

## Global CM 63

Chapter 63: Unwinding Worship! (2/5)\_1

Of course, the so-called 740,000 shield quantity was merely the calculation for shields created using ten thousand Energy points. If Chen Mo consumed more Energy, the shield quantity would be even larger.

Such thick shields, coupled with the powerful attributes of the summons, meant Chen Mo could now essentially summon a high-attack, high-health BOSS Legion whenever he cast a shield spell on them.

How terrifying! This was no longer just about being invincible at the same tier; it wouldn't be an issue to fight a group of people even if they were a tier higher. The tier mentioned here referred to the difference between zeroth-transition and first-transition, not just a simple difference in levels.

Looking at the substantial bonuses from the Huge Shield, Chen Mo felt his combat power rapidly increasing.

Shields started being synthesized from green quality. Unlike the white quality Skeleton Summon, synthesizing from white quality to red required 729 Skill Books, whereas green to red only required 243.

Chen Mo had previously bought 250 books, which was more than enough.

As he tossed in the three Huge Shield Skill Books, the prompt this time was different.

[The quality of this synthesis is high quality and requires three additional special materials: Ice Heart·Legend, Five Elements Spirit Pearl·Legend, and Holy Beast's Inner Core·Legend.]

Chen Mo finally understood.

Apart from the last two items, the first material, XX's Heart, must be randomly selected from all Element Hearts.

After figuring this out, Chen Mo began the final synthesis.

[Congratulations, synthesis successful!]

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

[1] Mad Demon Worship·Purple (Bound)

[2] Unwinding Worship·Purple (Bound)

[3] Giant Worship·Purple (Bound)

Mad Demon Worship could double the attack power, attack speed, and movement speed of summons. While its effect was powerful, the downside was also significant: during its duration, all summoned creatures would be uncontrollable, only auto-focusing on enemies.

Chen Mo wasn't quite fond of the sensation of his own summons being uncontrollable.

Unwinding Worship could impose an Unwinding status on targets when they were attacked by a summon.

[Unwinding]: Units with this status will be unable to accumulate resistance experience points during the status effect's duration.

Chen Mo really liked this second effect.

As previously mentioned, if various abnormal effects like burn or poison took effect multiple times on the same target, the target would continuously accumulate resistance experience points, thereby raising their resistance level. But as long as opponents had the Unwinding BUFF, they wouldn't be able to accumulate any further resistance experience points. This made many attribute damage effects that ticked per second, which Chen Mo initially felt weren't very suitable, now viable. With these two effects working together, he wouldn't need to worry about the opponent's resistance level soaring and causing a significant decrease in damage output.

As for Giant Worship, it was an effect that made the summon's body larger and doubled its attack power, but it decreased attack speed.

Skeleton Monsters had a strong corpse poison BUFF and desperately needed attack speed. Any effect that decreased attack speed wouldn't pass muster with Chen Mo.

Considering all aspects, only options one and two were viable choices. Option one could greatly increase attack speed, which was very beneficial for stacking the corpse poison BUFF, but the repercussions of the lack of control were too great. Overall, the Unwinding effect was better. With this effect as a safety net, his range of choices for other effects in the future would be decidedly broader.

[Unwinding Worship·Purple]

[Profession]: Skeleton Mage

[Level Requirement]: Level 5

[Cooldown]: 60 seconds

[Effect]: Consume 100 Energy points and invoke Unwinding Worship on (1,000 + Profession Star Level \* 100) summoned creatures. This temporarily increases their attack speed and attack power by 50% and causes their attacks to apply Unwinding and Despair status effects, which can stack. They also gain the ability to fly freely during the duration. If they die during the duration, they will inflict a Death Curse on the killer, causing all damage received by the killer to increase by 4%; this can stack.

At last, everything was settled.

Chen Mo rummaged through his backpack again to see if there was anything else he hadn't synthesized yet.

I almost forgot about this.

When he saw the Equipment Upgrade Stones, he immediately grabbed three and put them into the synthesis slot. He was Level 10 now but still using Level 1 equipment, so naturally, he needed to upgrade it to Level 10. If he upgraded them to Level 10, the quality of these two platinum pieces of equipment could improve even further.

After Chen Mo put three Equipment Upgrade Stones into the synthesis slot, a new Equipment Upgrade Stone was quickly synthesized.

[Delicate Equipment Upgrade Stone]: Using this on equipment can increase its level. Success rate is 10%.

Not bad. My original three 1% success rate Equipment Upgrade Stones, after synthesis, turned into one with a 10% success rate.

Chen Mo immediately took out another three stones and continued with the synthesis.

[Excellent Equipment Upgrade Stone]: Using this on equipment can increase its level. Success rate is 50%.

The synthesis success rate jumped quickly. If I synthesize again, won't it become 100%?

Chen Mo immediately continued to synthesize.

[Rare Equipment Upgrade Stone]: Using this on equipment can increase its level. Success rate is 100%.

I knew it would reach 100% straight away! It only took twenty-seven 1% success rate Equipment Upgrade Stones to synthesize one 100% success rate stone. Upgrading equipment couldn't be any easier.

Although synthesizing a 100% success rate stone pleased Chen Mo, obtaining this stone wasn't cheap. One Equipment Upgrade Stone sold for 100,000 currency units, so twenty-seven of them amounted to 2,700,000 currency units! Chen Mo would need at least two such 100% success rate Equipment Upgrade Stones to upgrade one piece of Level 1 equipment to Level 10, which would cost him 5,400,000 currency units!

This is a huge amount of money. This amount could directly buy him a golden-grade piece of equipment.

However, store-bought golden-grade equipment wouldn't be as powerful as one Chen Mo synthesized himself. Therefore, the expenditure was worth it.

Unfortunately, Chen Mo had only bought fifty Equipment Upgrade Stones in total this time, which wasn't enough. Fortunately, he could cover the insufficient portion using the new feature obtained from his synthesis level increase: the Token Function.

[The Heavenly Path's Hint: You are currently performing a bulk synthesis according to the "Rare Equipment Upgrade Stone" formula. It has been detected that you are short four Equipment Upgrade Stones. Do you want to use the Token Function to pay for the missing materials?]

"Yes."

[The Heavenly Path's Hint: Calculating value...]

[The Heavenly Path's Hint: Calculation complete. According to your current synthesis level rate, the cost for the missing materials will total 33.6 eternal copper coins.]

Oh? The material price calculated by the Heavenly Dao is 30,000 currency units cheaper than what I paid! As expected, calculating based on the average transaction price is usually cheaper than my normal purchase price.

Chen Mo did a quick calculation. Disregarding his own 120% synthesis level rate, the Equipment Upgrade Stone price given by the Heavenly Dao was 70,000 currency units per stone.

Even with the 1.2 times rate, 70,000 currency units per stone is much cheaper than the 100,000 currency units he paid.

Chen Mo currently had 285 eternal copper coins. Knowing that the Heavenly Dao's prices were cheaper than normal, he planned to synthesize two more 100% stones, but it seemed he didn't have enough money for that right now...

