

O Summoner 291

Chapter 291 - Grove Of Vitaemortem

The search for the pocket dimension is on its way but Adrian could feel something wrong. He could not feel the trace of the pocket dimension that he sensed when they landed. Adrian is sure that the pocket dimension could be traveling or popping up in another location but he is sure about one thing.

"The pocket dimension seems to be unique as it can move from place to place but it is only limited to the forest here in the middle of those two peaks." Adrian stated as he used his evil eye to see if he could widen his search radius.

Adrian might be able to use the evil eye for an unlimited amount of time but the huge amount of strain is given to his eyes if he does that. He could even feel slightly tired from his eyes. Although the strain in his eyes was well worth it as he could see something like a moving spatial fracture.

The moving spatial fracture is moving at a pace of a child walking. It would exhibit the properties of a star that pulses with energy. The most unique thing about this spatial fracture is the energy that it exudes a faint energy of life and death.

"Found it." Adrian stated as he ordered all his soulbounds to convene in that location and he unfurled his wings to carry Levin Cloud to the location.

"Did you find it?" Levin Cloud stated as he brought out the trinket.

They arrived at a place filled with thick trees that are both lively and decayed. It seems that the fracture is affecting the place it is located. The randomness of the dead and lively trees must come from the energy that the fracture releases.

"The greenery here suddenly wilts then comes alive. It seems that is another clue but we used a shortcut because you can detect it. The race you chose really is such a cheat." Levin Cloud stated.

"Says the guy who can suddenly disappear into the ground and could manifest himself into trees." Adrian scoffed.

Adrian tried to stop the fracture from moving but just by trying to affect it made him cough up blood. It seems that trying to stop another dimension is still too much for Adrian. He immediately drank a potion to restore his lost health and mana.

"I guess our only choice is to use the trinket but how does it even work?" Adrian asked.

"I do not know? Maybe I just need to point it at the fracture but you should tell me where exactly it is." Levin Cloud stated and Adrian directed the former's hand towards the spatial fracture.

"It seems like nothing is happening." Levin Cloud commented but Adrian is seeing something different.

The trinket was releasing streams of energy that pulled the fracture towards it. The trinket also acts like a magnet that is attracted to the energy that the fracture is releasing. Adrian told Levin Cloud to let go of the trinket and it shot towards the fracture and away from his hand.

The trinket that looked like entwined vines plugged up the hole that the fracture was making. The trinket then started absorbing the energy that is released by the fracture. The trinket swelled until it was already three meters tall and wide.

The trinket exhibited the energy that the fracture released as it is intertwined dead and lush vines. The trinket itself became the gate or rather the thing that stretched the small fracture into a sizeable one. The group entered the gate as soon as all of Adrian's soulbounds converged at the location.

====

[You have entered the pocket dimension Grove of Vitaemortem.]

"I got the first explorer reward! I got free vitality and intelligence but it is only ten each." Levin Cloud stated which made Adrian sorrowful.

"I never get explorer rewards for pocket dimensions. I got a system message before that says that pocket dimensions do not give me first explorer rewards. Although unexplored dungeons will give me a bonus." Adrian stated in a depressed tone.

"That makes sense. You are like a pocket dimension finding machine. If you can get rewards for pocket dimensions then all you need to become powerful is find them all. It would not be very balanced." Levin Cloud argued.

The inside of the grove is separated in two zones like the twin gods's domain of Paraiso. Adrian flew up high to see if there were structures but there is none which he found odd. If this is where the prophets take residence then there should be signs of civilization at least.

"The trees here are rather strange." Levin Cloud suddenly blurted while touching a nearby tree.

"Take the trinket first so that we can get out of this dimension. It seems to be both a key in and a key out." Adrian said and Levin Cloud reached out his hand to retrieve the key then he put it inside his inventory.

"What should we do?" Levin Cloud asked.

"Can you ask the trees here if they know where the people staying in this dimension are located?" Adrian asked as he knows that the faekin can communicate with nature to a degree.

"That is just it! The trees would not talk to me. The dead and lush trees all are silent which is weird. Dead trees usually emit a cry for help while the lush ones are talkative but the trees here are silent. This is a first for me as I have been trained in Alfheim where all types of trees are known." Levin Cloud stated.

"Those are not actually trees per se" Adrian stated as he used his evil eye to identify the trees or rather the monsters before them.

When Adrian activated his evil eye, all trees in the grove both dead and alive had faces. The faces are all in a sleeping expression because the eyes were shut. Although Adrian could see this as a way for them to lower their guard and catch them by surprise when they are not paying close attention.

"Stay quiet. Let us try flying away by riding Kanlaon." Adrian stated as he ordered Kanlaon to prepare to get away from this forest.

They boarded Kanlaon and flew towards a random location but branches from below suddenly trapped Kanlaon which made those on board fall to the ground. Adrian managed to use his wings to avoid getting a face full of dirt like Levin Cloud. Sirius gracefully landed by using his skills.

"I guess they were not actually really asleep." Adrian stated as he got ready for battle.

Chapter 292 - Ent Of Malediction

The trees started coming alive and started to reveal their monster nature. They started to uproot themselves and a loud roar is heard when the biggest of the tree monsters rose. The monsters that uprooted themselves were different from treants as their wooden bodies are more human like.

The tree itself morphed into a more humanoid shape unlike the treants that keep their tree form. The monsters were ents. A type of humanoid giants made of trees which are said to be the opposite of treants because of their more violent nature.

Monster: Desiccated Ent

Level: 130

HP: 10,000,000 / 10,000,000

MP: 500,000 / 500,000

Description: A type of ent that is said to have a body that is relinquished of all forms of moisture. Its body is said to be still alive but in a state of severe dehydration. Fire attacks are super effective against it due to its physical characteristics while water attacks are ineffective. This type of ent is said to be spotted most inside dying forests due to severe drought.

Monster: Lush Ent

Level: 130

HP: 9,000,000 / 9,000,000

MP: 1,500,000 / 1,500,000

Description: A type of ent said to have a body teeming with life and is said to suck all the nutrients in the soul it roots itself to. Its body is said to be sturdy due to being perfectly nourished to the point that it does not easily catch on fire. It is said to be weak to sudden outburst of intense temperatures. This type of ent lives in forests that is filled with nourishment.

Monster: Ent of Malediction (Mini-boss)

Level: 135

HP: 20,000,000 / 20,000,000

MP: 10,000,000 / 10,000,000

Description: A type of ent that has special properties of using curse magic. Its whole body is filled with a curse that can either save or destroy life in an area. It is said that the ent is said to be warlock that has been transformed by the Goddess of Life as punishment for desecrating life. It saps the life force of anyone that intrudes its resting place.

The tree ents have differing characteristics. The desiccated ent looks like a humanoid giant with dead bark as skin that shows sign of dehydration. It also emits a low growl that saps the nutrients of the ground below it but its complexion does not even improve despite it being firmly rooted to the ground. The desiccated ent's face looks like that of an old person due to its condition.

The lush ent is the opposite of the dessicated ent as it has lively green leaves acting as hair that covered it until its back. The bark it had is brown without signs of decay or bruising. The face of the lush ents look like that of a human that is at its prime about late twenties. Its body is also covered in flowers of differing colors.

The Ent of Malediction is different from the other two because it is bigger and looked sturdier than the other ents. The lush ent and the desiccated ent are about three meters tall but the Ent of Malediction is five meters tall. The face of the Ent of Malediction is also reminiscent of someone in the late thirties.

The Ent of Maldeiction also has a combination of the two ents' body. Some parts were dry while some is lively. The part of the Ent of Malediction that resembles hair is made of bramble. There are also shoulder blades that are made of pointy bark. Its body looks like it is covered with armor made from bark.

The ents might be large but they move like what you expect from trees which is slow. Although the ents may be slow, their strength is mightier than a hundred a standard human. Each stomp of the ents would cause minor tremors due to both their sheer strength and weight.

"With their numbers, it would be impossible to handle them with our fighting force." Adrian stated as he immediately used a skill.

"Soul Recall! Let us just hope that I get something good this time." Adrian stated.

A magic circle appeared on the ground that had black and red lines with a crest of a dog type beast. Intense flames then surged from the magic circle as a three meter hound with flames at its back manifested. Every player would know this type of dog monster because it is very famous in RPGs.

"Hellhound!" Levin Cloud shouted.

The three meter dog monster that Adrian summoned was a hellhound from Tartarus. The hellhound had scales that protected it from the fire continuously blazing at its back. Its eyes are also blazing red that its stare would make you burst into flames. Most importantly, the hellhound can breathe fire.

[You have summoned a hellhound from Tartarus.]

[The stats of the hellhound will be adjusted to your level of 150.]

[Current abilities that the hellhound can use is: Breath of Hellfire, Magma Domain, and Burn Out.]

Adrian told the hellhound to deal with the desiccated ents because it would be very effective against them. Kanlaon would deal with the lush ents while Sirius and Adrian will deal with the Ent of Malediction. Charon, Saena and Levin Cloud will be for support.

"Charon use Soul Siphon and distribute the barrier equally to all of us." Adrian commanded via Soul Link.

Charon rose high up and some ents tried to reach out for him but their hands just phased through. Charon then used his skill and a blue sphere of light enveloped the area. The normal ents lost about 15% to 20% of their total health while the mini boss lost about 8% of its total health.

Charon's skill seemed to have been somewhat fixed in a sense because it did not do a fixed number like before. It was now a random number from 0% to 20% depending on the type of opponent. A large shield value is given to everyone.

Adrian and his group are doing battle while some people are looking at them with eyes of hidden killing intent.

Chapter 293 - The Elven Sentinels Part 1

The desiccated ents stood no chance against the hellhound because just getting close to it makes them take damage. The hellhound would just stand near a desiccated ent and it would immediately get caught in flames. Some even tried attacking as a group but the desiccated ents would just combust in flames because the hellhound would become the incarnation of hellfire.

Kanlaon is dealing with the lush ents using his mastery over two opposing strong elements. Kanlaon would summon frost using his new found powers for the ice element. Kanlaon would then use an intense heat wave to melt the frosted parts of the lush ents. This proved very effective as simple heat would not make the lush ents combust.

The hellhound and Kanlaon could endure the attacks of the ents because of the large shield value they have. But since the shield is attributeless, the shields applied by Charon easily get chipped as it has no elemental resistances. The ents attacks are often powered by their wood element so the shield applied by Charon takes extra damage from the added attribute damage.

Levin Cloud, Charon and Saena did not stay idle though as they had other ways to support the team. Charon and Saena use their evasive abilities to taunt and divert the attention of some of the ents so that the team will not be overrun. Levin Cloud uses his crowd control abilities that have short cooldowns in order to ease the burden on the attackers.

Crowd control abilities that have short cooldowns rarely offer damage due to their great utility. It is of great usage but the drawback is that it could also be easily dispelled with enough tenacity of fighting spirit. The crowd control skills that Levin Cloud used are mainly for movement suppression like Mudpit and Thorn's Grasp.

The greatest hurdle of the battles occurring is the Ent of Malediction. One swing of its arm dealt a quarter of the shield covering Adrian and Sirius. It was easy to dodge the attacks of the Ent of Malediction but the assist of the other ents make dodging troublesome.

The ents would plant their branch arms into the ground and roots would immediately surface below the Adrian and Sirius. The roots would definitely crush any that it latches upon as nearby boulders become crushed upon contact. Adrian and Sirius do not want to test the crushing force of the roots that the ents make.

Adrian summoned his twin dagger Psyche Armament as he needs mobility when fighting multiple monsters at once. Adrian used Soul Emergence and reappeared behind the Ent of Malediction. He

then activated Soul Impale which made his dagger glow in an eerie light. He also enchanted the daggers with nether energy to make it more lethal.

Adrian struck the back of the Ent of Malediction and it emitted a low rumble cry. The wound might be small but the pain that the Ent of Malediction is something it felt in his soul. The Ent of Malediction immediately protruded thorns on its back before Adrian could puncture it with the other dagger.

Adrian had to use Blink to get away but a nearby lush ent struck him because he transferred close to it. Sirius used this chance to try and topple the Ent of Malediction but it did not even budge like a tree firmly planted in to the ground. Sirius tried biting the Ent of Malediction but it did not feel pain in a sense where a human would feel pain.

Sirius tore of the bark from the Ent of Malediction's arm but it recovered in just under a minute. Adrian rose up from the ground and attempted what he did once more but the thorns were still behind the Ent of Malediction. Adrian still went through with it because the shield given to him has yet to disappear.

Adrian once again activated Soul Impale and it the Ent of Malediction once again emitted a low rumbling cry. The thorns though successfully blew away Adrian's remaining shield that protected him from damage. Sirius use this chance and use his shadow to make spikes so that he could impale the Ent of Malediction.

Dark shadow spike rose from Sirius' shadow and impaled each limb of the Ent of Malediction. The shadow spikes then became tendrils that tried pulling the Ent of Malediction to the ground. Sirius looked like he was struggling to pull down the gigantic ent as it was putting up a great fight.

Adrian can also see that the hellhound and Kanlaon's shields have already been broken. It seems that despite being at an elemental advantage, the quantity of the enemies makes up for it. Fortunately with the support of Saena and Levin Cloud, about 80% of their damaged health is returned.

Adrian could no longer attack the back of the Ent of Malediction due to the thorns it protruded which is why he decided to change strategies.

"Sirius, keep the Ent of Malediction busy while I thin out the herd." Adrian commanded via Soul Link.

Adrian wanted to use his powerful skills but they also have long cooldowns. The enemies they are facing now are just a warm up. Adrian is acting like he did not notice the gaze with intense hostility directed at them so that the other enemies will be oblivious.

Sirius obeyed his master's orders and kept the Ent of Malediction busy while Adrian helped out Kanlaon with the lush ents as they were the closest. The lush ents were much difficult to kill due to them having access to healing magic. The lush ents would suddenly burst into a healing light once their health drops to a certain level.

Adrian would gather up Soul Essences while Kanlon brought the lush ents' health to a certain level. Adrian would then use Soul Emergence with Soul Impale then add the nether attribute to the attack

to make it fatal to the lush ents. Cries of the fallen lush ents soon filled the surrounding which garnered the attention of the Ent of Malediction.

The Ent of Malediction used its full strength to break free from Sirius' shadow bind. So powerful that it managed to lift Sirius off the ground which made the Demon Wolf lose control of the shadow. The Ent of Malediction tried saving his brethren but it dealt more harm than good. Adrian easily evaded its attacks and the Ent of Malediction damaged the lush ents instead.

Seeing its kin being hurt by itself, the Ent of Malediction used its area of effect skill. The bark on the Ent of Malediction became darker and it planted its feet towards the ground. The earth then suddenly became a darker hue as if it was polluted by miasma. Adrian then received a notification.

[You are now standing on Cursed Ground.]

[All stats will be reduced by 10% and movement will be slowed down by 40% for the duration.]

The movement slow became so crucial because the previously avoidable attacks are no longer avoidable. Kanlaon, Sirius and the hellhound started getting more damage that the supports could even heal. The worst thing that happened is the sound of footsteps marching towards them.

"It seems that they are no longer satisfied by being spectators." Adrian thought as figures of elves wearing soft metallic green armor came to their view.

"The Sentinels!" Levin Cloud gasped as he did not believe that the stories were actually true.

Chapter 294 - The Elven Sentinels Part 2

"Sentinels?" Adrian questioned but the look of shock in Levin Cloud's face stated that they are not easy opponents.

The elves that surrounded them were fully armored and fully armed but they did not join the battle nor help Adrian's group. Adrian thought this was odd or at least they elves would have given a warning or threat for trespassing but they were just showing hostile gazes.

"It seems that they are merely observing and would either capture us or kill us after dealing with the ents. They seem powerful enough to kill the ents but they are only ten of them. If they will not join the fiesta then I will make it compulsory to do so." Adrian thought as he prepared his next skill.

"Quantum Cascade" Adrian stated as he set the as everyone in the vicinity except his group.

"It would take a bit of time before the skill activates. Hellhound use Magma Domain." Adrian commanded.

The hellhound roared and the ground below it started transforming into molten ground. Bubbling lava even poured out of the Magma Domain. The desiccated ents that were near the hellhound had fallen prey to this domain as their bodies simultaneously combusted and become ashes.

The sudden defeat of the desiccated ents came as a surprise even for Adrian but he found out the reason why. The hellhound also used its last available ability which is Burn Out. The hellhound became the incarnation of hellfire for the last remaining minute of its summoning time as it can only have an hour at most in this realm.

Adrian let the hellhound lose and just told it to take down as many enemies as it can. The Quantum Cascade finally happened and it pulled all the enemies to the center including the elven sentinels

that were just observing. The attempt to make the elves fight the groups of ent did not work as Adrian expected.

The elven sentinels suddenly changed their trajectory midflight towards the pile of ents bundled together. The armors of the elven sentinels suddenly became covered by gusts of wind that carried them to another direction. Adrian did not mind as he thought that it might be too optimistic of him to expect a perfect plan.

When all the ents converged to a single location with the Ent of Malediction, Adrian ordered the hellhound to jump to the pile of sticks ready for burning. The hellhound took the order to heart and it could be seen to even smile in a devious way.

The ents who showed faces of ferociousness suddenly had faces of worry when they saw the hellhound charged towards them. Some tried standing and running away but Kanlaon made a ring of fire to contain any ent that wishes to escape from the group.

The hellhound dove to the ents and a pillar of flames immediately rose in under a second. The low wails of the dying ents could be heard from the burning pile in front of the group. The Ent of Malediction is also caught on fire due to the other members of his brethren being caught in the blazing heat.

The elven sentinels also seen this situation and even they did not expect this turn of events. They wanted to get close to Adrian's group but Sirius and Kanlaon were looking at them clearly. The elven sentinels were wary of the beasts that Adrian controls which is why they did not attack the trespasser's group hastily.

They also could not immediately attack because of the presence of Adrian and Levin Cloud. It seems that the titles of the two best friends are affecting the elves from apprehending them despite the order of the elder in charge of them. They decided to watch first to see what happens first as they are also being monitored.

The elven sentinels knew that the Ent of Malediction would unleash its most fearsome spell when it is gravely injured. Even the elder that is commanding them said that he would have to expend one of his life saving abilities to get away unscathed. They decided to entrust the killing of the intruders to the Ent of Malediction.

The hellhound finally disappeared as its summoning time has finally been expended but the effects of its skills has yet to diminish. The lush ents that would not easily burn up also went bursting into flames as their well moisture body suddenly began to dry up due to the unique properties of hellfire.

Hellfire burns any type of liquid especially water until it becomes steam which is why Tartarus is said to be inhabitable for race that need moisture or water in their body in order to live. The lush ents all became charred black like charcoal and the Ent of Malediction could only push away the charred bodies of its brethren so that it will not suffer the same fate.

The Ent of Malediction roared an inhuman roar as it revealed its sorry state. The once proud body of the Ent of Malediction has signs of char and the lush leaves on its body is no more. The Ent of Malediction is essentially hairless if you think of its leaves as its hair.

The Ent of Malediction emitted a loud roar and started inhaling strongly to the point that dust and rocks are sucked by the force. Adrian used his evil eye to determine the status of the Ent of Malediction and is shocked that it was already below 10% health while the elven sentinels created distance as they knew what attack the Ent of Malediction will do.

Adrian just smiled and activated the last ability of the twin dagger Psyche Armament. Adrian threw the dagger being held on his right hand and did not bother to aim as the Ent of Malediction itself propelled the dagger towards it. The dagger successfully entered the Ent of Malediction's mouth and struck the back of its throat.

"Soul Seeker." Adrian stated and he immediately became a blur that charged towards the Ent of Malediction.

Adrian immediately reached the dagger that was inside of the Ent of Malediction's mouth. Adrian then plunged the other dagger next to the punctured location of the first dagger. The Ent of Malediction is not even given the luxury of uttering a dying scream as it became particles of light.

Adrian, Levin Cloud, and his soulbounds all leveled up when the Ent of Malediction was killed. Adrian immediately picked up the drops before the elven sentinels approached them. As Adrian is picking up the items, he heard a faint voice come up to his ear.

"Help mmme!" the voice stated.

It was not only Adrian that heard the voice but also Levin Cloud. Adrian immediately commanded everyone to follow him because the sound of the voice carried weight or authority. It was somewhat familiar to Adrian but this was the first time that he heard the voice.

The direction where the sound came from was a forest full of dead trees so they went to that path. When the elven sentinels saw that there was no big explosion or large release of curse energy, they went to check on the location but Adrian's group is already gone.

"They went to the direction where the current twin of the prophet is imprisoned." An elven sentinel stated as she could see the tracks made by Sirius.

"Follow them! They must not reach that place as it might endanger our prophet." The leader of the elven sentinels ordered as they marched towards the settlement of the other twin of their prophet.

Chapter 295 - The Sealed Prophet

Adrian and the others headed to the sound of they cry for help. They do not know where it would lead them but the voice carried a power that Adrian is familiar with.

"The voice carries the energy of death albeit very faint. If we were still in battle then I would have just dismissed it as whispers of the woods." Adrian stated as he rode Kanlaon to the source of the voice.

"I also felt it but I thought that was just the energy released by the hellhound when it returned to its dimension. The fae might be sensitive to energies but demons are said to be the most sensitive. If it relates to the energies of nature then I might have a slight edge against you." Levin Cloud added to the conversation.

The group soon made it to a stone structure in the middle of the woods. It looked like a medieval prison to hold a captive as it only had walls made of stacked stone and a thick metal gate with a

small peeping window just enough for a pair of eyes. Adrian could feel this was the last place where the energy signature dissipated.

Adrian then looked towards the stone structure and could only be certain that whoever is inside would be the source of that energy. He did not know if checking it would be the best thing as some people are inside a prison for a reason. As Adrian was discussing what to do with Levin Cloud, a burst of death energy is released from inside of the stone structure.

The stone structure did not falter but the energy shockwave affected the surroundings around it. The dead trees that were already withered became even more lifeless. Some trees lost color while some just fell due to the tree being unable to hold its own weight.

"You should go inside. You are much sturdier than me anyways as you are basically a death demon so that energy will not kill you. I only got the death energy recently so...fighting!" Levin Cloud cheered on for Adrian.

Adrian could not counter his best friend's argument because it was rational. Levin Cloud has yet to fully master using the new death energy that he has acquired. Adrian had to be the one to check on the person or thing that is emitting the enormous amount of death energy from the stone structure.

Adrian walked up to the stone structure and arrived at the metal door. He first peeked at the small peeping window to see if he could see the person or thing inside of the stone structure. Adrian could see a silhouette of a small person but he could not see clearly even with his enhanced vision.

Adrian activated his evil eye but he just saw the soul of the person inside of the stone structure. It seems that the game is telling him to get inside if you want more information. Adrian could only sigh and hope that this was the person that they are looking for or else he just wasted a huge amount of time.

Adrian held the metal ring that serves as the doorknob of the metal door. He pulled the door but to his surprise it did not budge easily. He felt that it moved a little but it looked like the door was stuck from Levin Cloud's perspective.

Adrian pulled a bit more and it did move but not enough to be called as an open door. Adrian could only speculate that an enchantment is applied to the door so he activated his evil eye to see the details of the door.

Item: Door of Alfeirous

Type: Structure

Tier: Epic

Description: A door made of a special material that is said to originate in the world of the fae. Faekin are said to be weak to iron or any type of metals which is why they tend to stay away from it. The material that makes up this door is Alfeirous which is a type of wood that shares the same physical look as steel.

Alfeirous is said to be a special type of wood that can only be shaped by the fae or their lesser descendants. The door made of this material can only be lifted by the fae easily. Any other race that lifts this material would feel that it weighs 1,000 times heavier.

"I am appalled by this door. It is still amazing that I managed to move it for about a millimeter at least." Adrian stated with a sigh as he suddenly felt sorry for himself.

Adrian called Levin Cloud to come over to his location but the leshy only gave him looks of suspicion. Adrian then sent the details of the door to Levin Cloud so that the latter could understand the former's predicament. It was only after reading the details that Levin Cloud was sent did he move towards Adrian's location.

"I read about this kind of wood in Alfheim but it is said to be strictly guarded. How did the elders of the Church of Life even obtain it to make a door this big?" Levin Cloud stated as he grabbed the ring handle.

"Just pull the door already. It will not budge even with the strength that I exerted." Adrian complained as he moved towards the left side and sported a battle stance. He wanted to be ready in case the person inside suddenly jumps them.

Levin Cloud pulled the ring handle using all his strength and the door slid easily. Adrian prepared to smack anyone that runs outside the door but to his surprise no one did. The door is now fully opened and inside was a kid no older than twelve. No one else was inside except for the little boy.

The little boy was all dirty and signs of malnourishment is apparent. He was skinny and his black hair looked like it was never cut until now as it was long and shaggy. The little boy's clothes looks like rags sown together in a hurry. The little boy's eye were sunken and almost lost all hope of living.

Beside the boy is a large plate of leftover food that looked like something only medieval beggars would eat. Adrian was seething with anger upon this scene as he could not imagine someone so heartless to even think of doing this. Levin Cloud also has a look of huge dismay written all over his face because he knew the Church of Life to be better.

Adrian finally used his evil eye to see the description of the little boy imprisoned here in the structure.

NPC: Mortem

Status: Malnourished, Scared, Dehydrated, Weakened

Title: Prophet of the God of Death (Sealed)

Chapter 296 - The Prophet Of Death

Adrian looked at the cowering little boy in front of him. The little boy has become scared of the company of people due to the prolonged isolation. Although frightened, the little boy mustered up the courage to reach for Adrian's hand that the latter reached out.

Adrian observed this interaction from Dr. Happy as he was not his only patient that needs to recover. He found this type of therapy from Dr. Happy when he was tending to one of his patients that is considered as fearful of peoples' attention. Adrian wanted to replicate what he observed that day.

The little boy, Mortem, also held out his hand in an attempt to grab Adrian's hand but the former still showed fear. The hand of Mortem reaching out to Adrian trembled in fear as it came closer. The hesitation of the boy showing from his fearful gaze.

Adrian did not move his hand as he took his time in waiting for the little boy's hand to reach him. Levin Cloud stood on guard outside while this was happening as he knew that the elven sentinels were not fools to stand by and let them do as they please.

"It seems that even the Elven Sentinels are afraid of the sealed prophet due to his unstable powers. If the sturdy trees eventually wither and die just from the aura that he released. His unstable powers are a result of no one teaching him or guiding him." Levin Cloud stated with rage as he clenched his fists.

A few figures finally emerged from within the dead forest and Levin Cloud saw this. The elven sentinels emerged ready for battle but are still wary of the death energy shockwaves. Levin Cloud told Adrian's soulbounds to prepare for battle as there are enemies in front of them.

The elves did not go past the clearing as they did not want to suffer the full effects of a sudden death shockwave should one be released if they are in the vicinity. The elven sentinels took the bow attached to their back and pulled the strings.

The bow seemed to look like the same material that was used for the door that kept the Prophet of the God of Death in prison. The elven sentinels did not utilize physical arrows but rather elemental arrows that deal extra elemental damage. The elven sentinels let loose of their arrows and Levin Cloud with Adrian's soulbounds could only defend.

If any of those arrows were to slip past them then Adrian would be hit which could make the already scared little boy become extremely terrified. Levin Cloud immediately used Sanctuary and this time it could be used on a location rather than just a person.

He covered the whole area of the prison to become a holy ground where no bloodshed will occur but the downside is that he and all his allies will not be able to cast spells or do attacks. They can certainly move about the area but they cannot do acts that can be seen as aggression.

The elemental arrows that the elven sentinels fired were blocked by the golden barrier covering the area. The elven sentinels did not give up as they fired a barrage of arrows attempting to break whatever barrier Levin Cloud used. Though Sanctuary is a great protection skill, it has its downsides of a long cooldown and short duration because invincibility spells and abilities are a trump card to say the least.

The barrage of elemental arrows did not end even if the elven sentinels deemed their attacks useless due to the special barrier that Levin Cloud erected. They did not just hurl elemental arrows at them but also spells like Fireball, Water Sphere and such.

The duration of Sanctuary finally ended and the golden zone finally disappeared. Sirius used his shadows to deflect some of the incoming attacks while Kanlaon used his breath to disrupt the attacks of the elven sentinels. The elven sentinels had to split up in order to dodge the breath attack from Kanlaon.

"We shall now go into the offensive. Sirius and Kanlaon do your best and we will provide support." Levin Cloud stated as he got ready to use any crowd control skill when the elven sentinels get near them.

====

Mortem is still afraid of taking the hand of the stranger's hand.

"What if he tricks me like the ones who took my sister? What if he kills me and thereby harming my sister?" These are some of the thoughts that the little boy on his mind as he started at the stranger in front of him.

Despite being born as a human, Mortem did not truly fear Adrian's true form because he was not educated to fear demons. He was just basically afraid of everyone due to the continued isolation that he has endured. The only reason that kept him going is the psychic link with his twin.

His twin sister, Vitae, did not take kindly of Mortem's isolation but she was told that by doing her duty then her brother would be able to be free. The twins had a plan that when Vitae reaches the age where she no longer needs a guardian then she will free her twin brother.

Both twins are enduring hardship, one endures the hardship of training while the other endures the hardship of isolation. They could only trust each other but someone appeared before one of them that offered salvation.

Mortem could see the hand of a stranger reaching out to him. A stranger that did not fear him for his unstable power because he can feel that this stranger is just like him. The stranger is like him but his being is death itself personified and Mortem felt comfort through that.

Mortem shrug all the hesitance and reached out towards the hand of the stranger in front of him. When Mortem finally laid his hand upon the stranger's hand, something strange happened. Their souls suddenly resonated with each other and bursts of light came out from Mortem's eyes and mouth.

Adrian suddenly reverted to his true form even without utilizing the Nether Domain skill. Levin Cloud suddenly felt something powerful coming from the prison. A large wave of death energy is released upon the area which made the elven sentinels use their life saving trinket.

The death energy spread towards half of the grove which made all the living beings inside turn lifeless. The elven sentinels suddenly received an order to regroup because of an emergency from their other end. The elven sentinels decided to retreat and report on the matter of the intruders.

====

The souls of the two are summoned to the divine plane where the twin gods reside. Mortem still looked like his ragged self because that is what he probably views himself as such while Adrian looked like his true form.

"Welcome to Paraiso, my prophet. It has been too long since I have seen you." The God of Death Abaddon stated while gazing towards Mortem but the little boy's attention was elsewhere.

"Sister!" Mortem stated as he saw a little girl with light green hair beside the Goddess of Life Gaea. The two siblings finally reunited albeit in their soul only.

Chapter 297 - The Rise Of The Church Of Death

In a place on the opposite side of the prison where Mortem is held, two elven elders are in panic as their prophet suddenly lost consciousness in the middle of the lecture. They thought that the prophet suddenly fell asleep but she did not wake up despite using a stamina recovery spell.

The two elders need the help of the elven sentinels too see if there is something wrong with the prophet but it was then they felt a huge surge of energy that is the antithesis of life. The two elders then thought that the twin of the prophet is once again losing control so they immediately sent a one way telepathic communication to regroup.

The two elders thought that it was just another time of the year where the twin of the Prophet of Life is once again losing control. If they could kill the other twin then they would have done so already but the life of the two is heavily tied together. If one dies then the other follows which is why the two live in seclusion.

The elders have yet to know how close the connection of the twins are but prophets usually do not manifest their powers before adulthood. The new prophets were an oddity because they manifested their powers when they were born. The two balance each other out as their powers normalize if they are close to one another but the elders of the Church of Life do not want that.

The elders viewed the Church of Death as a threat and an unsightly church despite the god being served by the former is the twin of their goddess. The Church of Death sharply declined when the war with the dark gods happened because they were prime targets due to their unique powers.

The followers of the dark gods feared those from the Church of Death because they can take life. Even if some are said to be immortal, they would be scared because the highest authority of the Church of Death can make someone have eternal rest.

Levin Cloud managed to round up the remaining members of the church of death but they stated that they will only rise up once the prophet has been found.

====

"Brother!" Vitae shouted as she rushed towards Mortem's side.

"Sister!" Mortem shouted back as he hugged his sister.

The two have finally been reunited after about three years of separation. Vitae and Mortem were not immediately found by the Church of Life as they grew up in a village far away from civilization. Due to them spending their time together always, their powers rarely fully manifested or go crazy.

They were only found out when one of the early priest players of Pandemonium noticed that Vitae managed to revive a flower that was near its death. He went into the village because he wanted to earn devotion for the goddess as he is from the church of life. He wanted to do free healing there as areas that are much more difficult to reach gives more devotion when you do a good act.

He went back to his master in Neo Alfheim and told her all about his pilgrimage. The mere notion of a little girl reviving a flower made the player's master hurry back towards the highest of the elders. Once the elders learned of Vitae's location they immediately dispatched the elven sentinels to escort the prophet back to Neo Alfheim.

It was not only the elders of the Church of Life that knew of the prophet as there were already spies of the dark gods present in the church at that time. When the elven sentinels arrived at the village of the prophets, it was already destroyed with many of the inhabitants killed.

The twin's parents sacrificed their life in order to protect their children but they were almost killed by one of the dark gods' followers. It was then that Mortem manifested his powers fully due to the will to protect his sister. He managed to kill the followers of the dark god that raided their village but he passed out due to exhaustion.

The elven sentinels arrived and only took the two children as they knew that their prophet is a 2 in 1 deal. Vitae is ordered to study while Mortem is isolated in a place where his unstable power could not hurt anybody. Adrian smiled at the thought of the two reuniting but it still turned back into a frown because he remembered the bitter truth.

"Mortem, come to me my prophet." The God of Abaddon stated as he reached out his hand towards Mortem.

Mortem seemed afraid even though he felt a calming energy from the man in front of him. Vitae seeing his brother being afraid managed to resolve the situation. She led her brother to the hand of the God of Death and told him that it is okay. Vitae assured him that the person in front of him would help him in his condition.

Mortem trusts his sister and reached out his hand towards the God of Death's hand. The God of Death Abaddon smiled towards Mortem and told the boy that he is very brave. A rush of emotions finally assaulted Mortem and the little boy finally cried. It was the first time in three years that the boy finally cried.

It seems that the reason why Mortem's powers are rampaging is due to him bottling up his feelings. For the first time in a long time, Mortem could finally show emotion other than fear. The little boy bawled his eyes out as the God of Death rubbed the boy's back.

Vitae could also not hold her tears and ran towards his brother to embrace him. She knew that her brother endured for years. The Goddess of Life also joined in on the hug which made a beautiful picture for Adrian. A tear or two was shed by Adrian because the scene was really moving and love could be felt despite the lack of words.

When Mortem finally calmed down, the God of Death Abaddon stabilized the little boy's powers. A crest then appeared on the right hand that the little boy reached out. Upon the appearance of the crest, a world message is heard by all.

[The Prophet of Death has finally been awakened. All units belonging to the faith of the God of Death has increased their damage by 20% as long as they show devotion to the God of Death Abaddon.]

[The remnants of the Church of Death has finally reappeared in the continent. They are celebrating that their prophet has finally awakened. All that show devotion to the God of Death will have an increase of 50% experience for every enemy killed for a duration of one week.]

Chapter 298 - Skirmishes In The South

The war between the undead factions has finally started as the forces of both faction started small fights before the main force of each faction arrives. The units that are battling right now are what people call as cannon fodder or expendables. Low ranking undead that can be easily revived are the ones doing battle right now.

Each low tier undead battalion are being led by an undead with a higher ranking position than them. The battles were not bloody because it was a fight between undead but there is one thing that war never fails to leave and that is a trail of destruction.

The terrain could only be called in disarray as the trees are either fallen or exploded. The ground scorched from the elemental spells that are fired off from both sides. Though in terms of quantity, the vanguard of the Arch Lich Malus is about five times greater than the Undead King Arthur's.

The Arch Lich did not even consider having treaties or alliances as he just told his army to convert every living being on their path to his cause. The amount of bloodshed and ruined kingdoms was not small. Many players took to the forums to state their displeasure but the developers only commented that it emulates real life.

The undead players also were not too pleased because they are often targeted by players who love to kill other players. When the PK (Player Killer) fanatics caught wind that the undead players do not give them a red tag, they satisfied their hunger on some of them. Though some PKers are not lucky because they messed with some skillful ones among the undead players.

One target that they really regret is Creepysoo. Due to Creepysoo being royalty, the penalty of being killed by him is far harsher than being killed by a normal person. Of course, this heavy penalty will not be activated if Creepysoo starts the attack first. It will only activate if he retaliate from a previous attack.

The players do not know of this royalty exclusive penalty because there has yet to be a living player to become royalty. Nevertheless, this news circulated in the forums which made other player killers become wary on who they target.

====

The start of the real battle came when forces of the Undead King and the Arch Lich showed themselves. The main force of the Arch Lich arrived in a giant ghost palanquin that is lifted up by four giant skeletons which are probably from real giants. The skulls of each giant is covered in blue ghastly flames that make them look menacing.

The main force of the Undead King arrived in a large carriage that is made of black sleek metal with ornaments of precious stones and metals. The carriage is being pulled by spectral horses that have shadow like bodies and manes made of blue ghastly flames. The spectral horses themselves breathe out this blue flames which makes them look wild and untamable.

The two main forces met and it was a sight to behold because of the two different auras that the two undead factions emitted. The battle itself was even broadcasted to the world because of the amount of attention that it generated. Some broadcasting stations tried very hard to get an inside scoop of what was happening but there has yet to be a high ranking undead player.

The faction of the Arch Lich is filled with an aura that desecrates life and immediately pollutes the surroundings. Their very presence makes the living become suffocated as they are releasing miasma. The faction of the Arch Lich is mainly filled with wraiths and skeletons which obey his absolute bidding.

The faction of the Undead King is different as their aura instills calmness albeit coming off from the undead. The air itself became still but a coldness can still be felt but the aura they released is not threatening like the Arch Lich' faction. The faction of the Undead King is filled with three types of undead which are skeletons, wraiths and zombies.

If the two factions are compared then the Arch Lich' faction can be called as vagrants while the Undead King's faction can be called as knights. The undead of the Undead King's faction emit an aura of valor while the Arch Lich' emit an aura of corruption.

"You should surrender now, Undead King Arthur. The war that we will engage is not beneficial for you but it is for me. I taught you better than losing a battle." The Arch Lich Malus stated from the palanquin that he is currently inside of.

"You jest, Great Defiler. We both know that when it comes to war that I am considered the best and you are just scared of losing this fight." The Undead King replied which reverberated throughout the battlefield.

The voices of the two opposing leaders has finally been heard by the world and many speculate just how different the two are just by the sound of their voices. The people who watched it lived could feel the great difference between the two people or undead to be specific.

The voice of the Arch Lich is cold and calculative which tells the people watching the live stream that he must be someone drowned in power. The voice of the Undead King made everyone tell that he is gallant and noble which makes them view him as a wise ruler.

Despite the theories, the players who lost something to the undead could still not forgive them and it is reported that a third power will soon join this war. It has been reported that the Empire has been accumulating soldiers in order to march south. It seems that the threat of the undead has been deemed worthy of the full force of the empire.

"If it is a war that you want then it is a war you will get, Undead King." The Arch Lich stated as the palanquin moved back towards the line.

"I could not have said it better myself." The Undead King stated as his carriage also went towards the back line.

Chapter 299 - Clash Of The Undead Armies

The leaders of each Undead faction moved to the backline as the curtains for war has finally been unfolded. The battlefield has rows upon rows of undead of each type but the Arch Lich' army wins in terms of quantity. The Undead King's army is more about quality but even quality can sometimes be overcome by quantity.

The war between the two factions can only be called a mess as both sides continue to revive despite being killed in a sense. Skeletons that are not crushed to bits stay back up again after collecting their

body. The wraiths that just get blasted from their incorporeal forms gather in a cloud of mist and continue the battle.

The zombies that do not die from burning or getting their bodies scattered revive with bodies a little bit damaged. The war between the undead is pretty much what you would expect from war between individuals that do not have bloodshed. An occasional skull will fly or maybe even two if some people did their best.

The battle is not something you would call as bloody but it is fantastic for the eyes to see. A myriad of spells being flung by the liches while the wails of wraiths are scattered all throughout. The death knights of each faction are very much tied but quantity is still on the Arch Lich's side.

The Arch Lich Malus practically raided every cemetery that his servants raided and raised death knights that could not be raised from the dead by ordinary liches. The Arch Lich Malus even got very lucky as he managed to revive a great hero's corpse and scored a Doom Knight.

Of course, the Arch Lich did not make the Doom Knight completely autonomous because the will of the great hero still remained despite becoming an undead. The Arch Lich used the skill Perfect Slave in order to make the great hero bend to his will and lead his army of undead to victory against the Undead King.

The Undead King Arthur himself is taking the lead on commanding his own troops while the Arch Lich let the Doom Knight that he rose from the great hero's corpse lead his army. The great hero (now doom knight) seemed to be a capable commander that rivals the Undead King. The doom knight utilized the vast quantity of troops that the Arch Lich has.

===

(A certain zombie player POV)

"War is inevitable between the two factions of the undead which we were told when all of us new undead players got a briefing. We never thought that two factions were even possible and that they would be at war with each other but here I am in a battlefield."

"Thankfully, the fight between undead was not bloody or else I might have fainted. I can bear the sight of dead monsters becoming a bloody pulp but it is quite different from people becoming a bloody pulp. I did not even know how I became a brawler before my character transformation. The skills of a brawler always make the opponent become bloody."

The player Zombae is currently embroiled in the war between the factions. He does not know why but he looks different compared to other zombie players. His muscles were much well-built and he does not lack muscles in any parts of his body. He is well on his way to evolving to a Ghoul which is the usual evolutions of zombies.

"I already crushed a bunch of skeleton skulls but the Arch Lich continues to use his magic to create aberrations using the left over skeleton parts. I have no other choice but to pound each part of their body to dust. Luckily my new job class makes it possible."

The player Zombae is one of the players chosen to be exclusively raised by the Undead King himself due to showing great promise. The gift that Adrian gave to him could have been a factor but his fighting style blossomed when he became zombie.

The brawler instructor that he learned from was too upright as he was taught from a martial arts sect from the eastern continent. The brawler instructor of the Undead which trained them which is named Valar taught them unorthodox means.

Due to the unique nature of the undead of not feeling pain if their limbs get twisted, the undead players of the Undead King managed to learn how to fight using their full capabilities. It took some getting used to because their human minds were not taught to do movements like that.

The undead players were taught to fully utilize their unique body traits like bending their arms and legs to an unreasonable degree. This not only gives the undead players greater force in their attacks but also gives them a wide capability of dodging certain attacks.

It is also thanks to their unlimited stamina that they can perform this tricks as a normal person would not just die from exhaustion but also from the strain of bending limbs until they fall apart.

"I was ordered to destroy each enemy as the prized Death Fist but why are the enemy undead staying away from me?"

Zombae has yet to realize that his new Main Job Class is something that not all undead players can claim. It is one of the specialized job classes that only the Undead King can bestow upon an undead that has proven their capabilities. The reason that the enemy undead are staying away from him is because the Death Fist contains fists made of compressed death energy.

The enemy undead could sense that one hit from Zombae's fist and it would be instant death. Even the undead fear true death despite their souls wishing to be freed from the undead curse that the Arch Lich made them suffer.

"I was about to charge upon a death knight when I saw a bright flash of light from the skies. It looked like shooting stars but the course is very odd. It was then that I realized as the shooting stars got closer and closer that they were not actually shooting stars. Five meteors are currently hurling towards the battlefield. I hope that I survive the impact of such skills."

Chapter 300 - The Ghoul Asura Descends

The five meteors hurling towards the battlefield is seen by every player on both sides. There was one thing that all entered their minds and it is that they are all going to die. Three of the falling meteors were cast by the Arch Lich itself which is why it is hurtling faster than the other two.

It seems that the meteor would cover the whole area of the battlefield regardless of their alignment which made some of the undead players following the Arch Lich flee from the battlefield but that became their fatal mistake. The players that were turned to undead in the Arch Lich' faction now knows that they chose wrong in choosing a side.

The undead players from the Arch Lich' faction is not able to run away from the battle not because they should not but rather they could not. The undead players of the Arch Lich now felt that the pledge that they uttered back then was not just a mere oath but the spell required for Perfect Servitude.

The bodies of the fleeing undead players stopped and charged once again towards the undead of the other factions. They could only cry internally for their severe lack of judgement as they thought that the Arch Lich' faction is much better because they were not required to reset their characters just to become an undead. They did not even recognize that it was too good to be true.

The undead players that are now at war could only pray that they are lucky enough to not be in the five meteors' direct area of impact. Seeing as the Arch Lich has made his move earlier than expected despite the Undead King knowing of the former's impatience, the Astral Wraith Du'an finally made his move to intercept the meteors.

Du'an's staff glowed in a bright light and the magic circles are placed in the air. The one of the meteors hit the magic circle and a clashing sound is heard from the huge fiery rock crashing upon the magic circle. The meteor then diverted itself from its expected path and headed towards the direction where the faction of the Arch Lich is.

The magic circle that the meteor crashed upon immediately broke into scattered pieces of light after it diverted the meteor. The Astral Lich Du'an only managed to create three of this type of magic circles which means that the other two would fall down on their intended course to which they did.

The last two meteors that did not clash with any magic circles crashed towards the outer areas of the battle which led to fewer casualties on the side of the Undead King. The loud crash of the two meteors not only resulted in a crater but also created immense shockwaves that blew away those near the landing site.

All players from both factions could only thank the heavens that they did not experience being squished to death by a meteor. The ones who did could only blame being unlucky or rather being in an unlucky place at the right time.

The undead players on the side of the Undead King had a brief moment to freeze due to what happened but that became a grave mistake. The undead players of the Arch Lich' faction did not freeze to process what happened but moved forward which made the favor of the war tilt to favor the Arch Lich' side.

Due to the war tilting towards the Arch Lich' favor, the Ghoul Asura Valar finally stepped out and showed his prowess in battle. The undead of the Undead King's faction morale immediately rose and all received a notification when Valar entered the battlefield.

[The Ghoul Asura has entered the battlefield. All his allies will have a 30% increase in damage as long as the Ghoul Asura is alive and fighting.]

The huge burst of attack power came at the right time when the army of the Arch Lich is pressuring the army of the Undead King. Valar held four different weapons with his four hands. The weapons in his right hands are a sword and a spiked shield respectively. The weapons on his left hands are a spear and an axe.

The sword that Valar held releases an ominous aura that seemed to hunger for blood while the spiked shield looked as if its spikes would fire once an attack hits it. The spear is a bit different as it is made using a sharp bone fragment like a rib of a monster with deadly bones. The axe seemed to be

much fiercer than the other three combined as it is adorned with the skulls of different ferocious monsters that it has likely decapitated.

Valar's power and speed could not be matched even by the death knights that become reduced to rubble after about ten hits. The low leveled undead could only be called pitiful when they block the Ghoul Asura's path. The zombie players could only be in admiration and dream of reaching that kind of status in the future.

It would be farfetched to say that the presence of one being tilted the scales of the war but it is true. The Arch Lich who saw that the Undead King already sent one of his most trusted vassals to step on the battlefield. The Arch Lich sent five of his most powerful death knights to pin down the Ghoul Asura because if he was kept unchecked then they would lose more pawns.

The five death knights that the Arch Lich sent were all named which made them much powerful than regular death knights but Valar is skillfully keeping them in check but that also means that he is now pinned down at that location. The scales in which the war is favored is now almost in balance but is still leaning to the side of the Undead King.

The great hero who is now a doom knight is now ordered to be part of the battle instead of just ordering troops. The command of the undead troops will now fall upon the Arch Lich as he is now getting bored of the war. The Arch Lich only sees the war as trivial and a waste of time because of his confidence that he will win.

The Arch Lich already has a trump card in his possession and is only waiting for the right moment to use it to its maximum effectiveness. He does not care if a few pawns get destroyed along the way as he believed that he can always make more after he conquers the whole continent with his undead horde that even the followers of the dark gods cannot easily deal with.