

O Summoner 30

Chapter 30 - Entering The Crypt

Adrian and his souldbounds are horribly tired because of the constant battling for about two hours. Sirius was full of wounds and so did Adrian. Both were exhausted and covered with scratches and occational bite marks. Kanlaon did not fair any better for he has a sore throat for abusing his manaless skill even if he was safe from damage because of the safe haven that Adrian created. Adrian lied down on the ground that were littered with corpses and items the zombies generated, his demi-gauntlets returning to normal size then he looked at the system prompt screen.

[Kanlaon has leveled up!]

[Kanlaon has leveled up!]

[Kanlaon has leveled up!]

[Kanlaon has leveled up!]

[Player Equinox has leveled up!]

[Sirius has leveled up!]

[Kanlaon has leveled up!]

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[Player Equinox has leveled up!]

[Sirius has leveled up!]

[Kanlaon has leveled up!]

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The fight was difficult but was a good haul for experience points. Kanlaon managed to reach level 9 in one fell swoop. Adrian and Sirius leveled up twice which was much needed since by the level of difficulty of this dungeon. Both Sirius and Adrian are also close to leveling up again. It was a good thing that the zombies were brittle in a sense that blunt force scattered their bodies(though the could still move which Adrian thought was gross). It seems that the 50% adaptive damage that the Rune of Explosive Force entailed is the type of damage that is applied by the weapon. If the giant gauntlet is used as the thing that applies damage, the damage applied is of the physical aspect. If the damage is of the magical aspect, the bonus will apply to magic attacks instead. This revelation made Adrian rethink his stat point allotment since increasing his strength would increase his physical damage. He usually ignore the strength stat but now he could not this means he could become like a magic swordsman or battle mage in that regards.

After resting up a bit and applying HP and MP potions to speed up their recovery, Adrian ordered his soulbounds to help with obtaining the loot. The weird part about the loot is that zombie body parts were considered loot. The zombies gave decent experience but little to no money. Even the armor and weapon drops that some have are classified as broken. Still, it was a decent haul of items since the zombies that they haced defeated numbered about more or less 300.

[Acquired Zombie tooth x30]

[Acquired Zombie Bones x58]

[Acquired Dirty Clothes of the Deceased x 103]

[Acquired Corrupted Spirit Fragment x 82]

[Acquired 46 Silver Coins]

He checked the items that he acquired to check if they were useful to him.

Item: Zombie Tooth

Description: The tooth of a zombie. Don't know how you got it but okay. Can be used in alchemy or necromancy. If used in alchemy, it can strengthen poisons. If used in necromancy, it strengthens the summoned undead for a period of time. Consumable.

Item: Zombie Bones

Description: Bones of Zombies. Graverobbing is bad but bone robbing is something else. Useful in alchemy and necromancy.

Item: Dirty Clothes of the Deceased

Description: What's the use for this? Only shady individuals collect these. Can fetch a price from certain collectors.

Item: Corrupted Spirit Fragment

Description: Used as a conduit to house souls of the undead in order to soulbound. Combine fragments to obtain Corrupted Spirit Stone.

Although the description of some of the items are somewhat dubious, the items are indeed useful except maybe for the Dirty Clothes of the Deceased. It seems the spirit stones are the way for undead monsters to become soulbound monsters. He would find that out later since he was still in the dungeon and the corrupted adjective before the spirit stone seems more than meets the eye. He would just ask the elder NPC's after this dungeon is over.

Now that Adrian has a better look at Kanlaon, the dragon hatchling now has grown considerably and is now 3 meters long and can hover in mid-air. It seems he can now utilize a new skill or improved version of his breath skill which Kanlaon uses. He also has a new passive.

Skill: Fire Dragon's Breath

Effect: Deals damage over an area affected and gives the targets elemental damage-over-time.

Adrian with his soulbounds went down the entrance of the crypt. The halls of the crypt looked old and worn down with dead tree roots peeking out from the walls. The halls are illuminated by torches that light up when the player is getting near it. At the end of the hall is a wide room with what seems to be a suit of armor without a helmet.

The trio entered the room and the torches lit up the whole room. The crypt entrance disappeared when stones and earth fell down the entrance, blocking any chance to escape. After a few seconds of silence, the suit of armor started to creak. Slowly the armor moved until it was able to move freely. The suit of armor stopped moving when it reached the middle of the room and white blue

flames suddenly erupted inside of the armor which gave it the illusion that it has a head. Adrian was not happy with this development and sported a battle stance enlarging his demi-gauntlets. For when he inspected the monster, he knew this battle would not be easy.

Monster: Dullahan

Lvl: 18

HP: 1000/1000

Description: This sinister being appears as a man or a woman riding upon a black horse, but the rider has no head upon their shoulders. Typically, the Dullahan carries its head under its arm. The head appears dead and rotten (sometimes compared to having flesh resembling old cheese) with a demonic grin spread across its face from ear to ear.

Contrary to its description this particular dullahan did not have a head which means this monster was probably a unique monster and unique monsters have vastly higher stats than its counterpart.