

O Summoner 441

Chapter 441 - Chaotic Body

The body that was reformed due to a potion finally started to break down. Adrian knew that it would be the case even if Cristobal used the ultimate binding agent which is the blood of an Asmodian. Cristobal or rather the entity inhabiting Cristobal's body might have succeeded if he opted to become a mutant rather than a perfect Asmodian.

The reason for the body breaking down is simple. The reason being the blood of an Asmodian is perfect as they are the first creatures. Only fellow Asmodians or descendants of Asmodians could ingest said blood to become a version of the perfect being.

Adrian always asks Jianna about alchemy whenever he buys potions from her. Adrian curiously asked what would happen if Asmodian blood is mixed with ingredient. Jianna's answer was it could either become the greatest potion that could revive the dead or the greatest poison that leads to death.

Based on some of the papers left regarding Asmodian blood, it was a volatile yet powerful binding agent. The only problem was that only similar transcendent tier materials could be used to craft a potion with it. She also stated that no Asmodian descendant will waste the blood on a potion and would rather ingest it.

Jianna stated that Asmodian blood is much more precious towards Asmodian descendants. It is important because the blood sometime contain information or knowledge. It was also a custom of Asmodians back then to put some of their blood on vials to pass their knowledge to newly born descendants.

Ascalor told him that Asmodians cannot reproduce normally as there are only first generation Asmodians. They had no will to carry on their genetic codes all the time as they are timeless. They only started to care when the five races were born through their own efforts without aid of the gods.

From the start, Adrian knew that Cristobal would not really become an Asmodian through this method. There are some things that only you could get by being born and this is one of them. Still, Adrian is wary because that does not mean Cristobal or whatever entity is before them will die.

"What would happen if the greatest poison does not kill the person who drank it because of their strong will to live?" Adrian asked Jianna once as he was curious at the time.

"Individuals with strong will to live would of course use every fiber of their being to deny death. That goes without saying they will transform into something horrifying like a freak of nature." Jianna replied.

"Are variant species freaks of nature?" Adrian asked but it was the person behind him who answered.

"Mutants are not freaks of nature but nature's hiccup. Think of them as a wonderful surprise gift. But if you defy nature then it will let go of your blessing and turn you into an abomination." Pann explained as he gave Jianna a bag of manure for growing her herbs.

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"He is turning like his experiments...an abomination." Adrian uttered as everyone got ready to fight.

They are not getting close to the bloody mess that is Cristobal because he is creating multiple pockets of compressed gravity around him. Not only was his body deteriorating but his powers were also running amok. The raid party did not want to risk attacking and get caught up in one of the stray attacks.

"What should we do?" Alder asked Anastacia as she was calmly observing the situation.

"We cannot carelessly charge as it is dangerous. The only thing that we can do is try long range attacks." Anastacia stated as she found it to be the best course of action.

Every range attack that they could do is used. They only used skills that have short cooldowns to test the water. About 20% of the attacks hit but the remaining 80% failed. It seems the compressed gravity is redirecting and destroying some of the incoming attacks. Still, those who can do it often resorted to this method despite the low damage.

"Ah! What is happening!?" The entity possessing Cristobal screamed.

Cristobal's body no longer bore its perfect humanoid appearance. The body is now a mass of wriggling bone, flesh and muscle that no longer bear any resemblance to being human. The mouth that the entity used to speak emits cries while its whole body is deforming and reforming at a rapid pace.

"This cannot happen! I am a god!" The entity stated as it experiences excruciating pain.

The will to live for a god is much greater than a normal human because gods could not be easily killed. They are not easily killed just because they are gods but due to the fact, they can leave remnants of their will. As long as a foolish individual that has so strong sense of self touches it then gods are basically immortal in a sense.

The entity that possessed Cristobal has this strong will which made it fight the looming shadow of death. It was now turning itself into an abomination. The aura of the dark god infesting Cristobal is not the reason why the potion failed but it is his constitution.

The bones, flesh and muscle that were wriggling about suddenly started to form itself into a shape resembling a humanoid. The only difference is that the humanoid appearance also started to become monstrous.

The first to form is the lower body with the feet of a werewolf. The next part to form is the torso where it looked like it came from a stone Jotunn. The next body part is the wings that sprouted as it is wings on an imp. The head started to form as well as three horns could be seen growing from it.

The face that formed is that of a tiger beastkin with giant fangs. The arms of the abomination also formed after the horns. The arms are two thick bundles of large vines that could easily crush rock. The abomination that was formerly Cristobal looked hideous. The name even describes it for itself. The individual in front of them is no longer an NPC but labeled as a monster.

Monster: Asmodian Abomination

Chapter 442 - Asmodian Abomination I

Monster: Asmodian Abomination

Tier: Legendary

Level: 250

Description: Sensing his inevitable demise, the Mad Warlock Cristobal sought the ultimate goal. He wanted to transform his feeble human body into the perfect being of legends. He managed to perfect the potion, but his own physiology rejected the transformation due to the wrong usage of the Asmodian Blood.

He collected the blood of all the Asmodian descendants. Due to his will to live, he became an abomination that he hates most because of their ugly forms. His current form is a curse for him and plans to transfer his consciousness into a new one once he leaves this place.

"No! I turned into a monster! This is all your fault!" The abomination shouted with a mixture of a roar and speech.

"It is now our fault? Did his brain become that of an abomination as well?" Creepysoo commented as he started summoning wraiths.

"I guess individuals with big egos always blame the ones around them rather than themselves." Peridot added as she started to collect the elements around her.

"I guess, it is time for battle. Vanguard be ready!" Anastacia commanded.

The vanguard immediately surrounded the Asmodian Abomination but the pressure it exerted made it difficult to get near it. Despite being an abomination, the monster in front of them still has the name Asmodian affixed to it.

"Greater Summon: Charon"

"Greater Summon: Queen Death Bee"

"Greater Summon: Arachna"

"Greater Summon: Bastion"

"Greater Summon: Raiton"

Adrian once again summoned Charon while Mariposa summoned all her remaining soulbouns. Mariposa summoned the entire hive of giant bees that seemed to have evolved because of the evolution of their queen. The giant queen bee seemed to look two times bigger while the royal guard bees became deadlier.

The next soulbound that Mariposa summoned is a giant spider that is about ten meters tall. It immediately created spiderwebs across the area that slowed enemies but granted allies movement speed. The giant spider also became invisible after not attacking anything for three seconds.

Bastion was the giant beetle that Mariposa had, and she just resummoned it as her guard. Raiton however is different as it is a new soulbound that Adrian has yet to see. It was none other than a

giant centipede, but this centipede is releasing lightning from its body. The giant mandibles also made its own bite ferocious.

"Clay Soldiers!" Peridot stated as she created about ten soldiers made of clay.

"Gentle Mist"

"Protection of Fire"

Skill: Gentle Mist

Tier: Epic

Type: Area of Effect

Effect: Create a mist in a selected area where all allies gain 30% movement speed and 5% increased evasion.

Duration: 20 minutes

Cooldown: 30 minutes

Mana Cost: 10, 000 Mana Points

Cast Time: Instant

Skill: Protection of Fire

Tier: Epic

Type: Shield

Effect: Create a shield made of fire that covers the body of all team members. The shield will block a total of three attacks for the one covered. If the damage that the one being protected exceeds 10% of his maximum health then two charges will be consumed.

Duration: Until the shield breaks.

Cooldown: 20 minutes

Mana Cost: 1, 000 Mana Points per individual

Cast Time: Instant

The soldiers looked different as they look sturdier and fiercer than before. The clay soldiers also looked more like dragonkin than regular human. She also created a mist that enveloped the battlefield which increased the movement speed of allies and increased evasiveness. The last thing that she created is a shield made of fire that blocks attacks for a certain number of times.

"Life Breeze!"

"Deadly Bane!"

"Protection of Life and Death!"

Skill: Life Breeze

Tier: Epic

Type: Regeneration

Effect: Summons a breeze filled with the life element and boost the regeneration of all party members for the duration. The regeneration increases the closer the skill effect is ending. (100% up to 500%)

Duration: 30 minutes

Cooldown: 2 hours

Mana Cost: 10, 000 Mana Points

Cast Time: 3 seconds

Skill: Deadly Bane

Tier: Epic

Type: Enchantment

Effect: Increases the damage dealt by the weapon by 10% and gives the weapon a 0.001 chance of executing the enemy.

Duration: 15 minutes

Cooldown: 1 hour

Mana Cost: 5, 000 Mana Points

Cast Time: Instant

Skill: Protection of Life and Death

Tier: Legendary

Type: Enchantment

Effect: Gives the whole party a buff that heals them for 5% of the total damage they dealt. Also gives the party a 10% chance to cheat death and immediately revive upon death.

Duration: Disappears upon death

Cooldown: 1 day

Mana Cost: 10, 000 Mana Point

Cast Time: 5 seconds

Levin Cloud cast three different spells that will aid the group greatly. The spell that he treasures the most for group fights is the last one. It gave damage dealers the capability to run wild on the battlefield. Even Anastacia's buffs are not as great as Levin Clouds as it even extended towards the soulbounds.

"Nature's Love!"

"Gaea's Embrace!"

"Enchant Weapon: Holy Attribute!"

Skill: Nature's Love

Tier: Epic

Type: Enchantment

Effect: Enchants all the weapons of the party with the Wood Element. Deals poison damage equal to 1% of the attacker's mixed damage per second.

Duration: 10 minutes

Cooldown: 30 minutes

Mana Cost: 8, 000 Mana points

Cast Time: Instant

Skill: Gaea's Embrace

Tier: Legendary

Type: Heal

Effect: Heal 30% of your missing health every five seconds.

Duration: 5 minutes

Cooldown: 1 day

Mana Cost: 15, 000 Mana Points

Cast Time: 2 seconds

Skill: Enchant Weapon: Holy Attribute

Tier: Rare

Type: Enchantment

Effect: Enchants all the weapons and attacks of the party with holy attribute. Deals 10% increased damage to all beings. The increased damage is doubled when fighting beings aligned with evil.

Duration: 5 minutes

Cooldown: 10 minutes

Mana Cost: 100 per party member

Cast Time: Instant

Anastacia also gave her best buffs and heals in order to finish the job early. It seems even she is wary of the fact that the enemy might become stronger the longer they draw out the battle. The party members are confident though as they are jacked up by this godly buffs.

Chapter 443 - Asmodian Abomination II

The buffers were not the only one letting loose. Creepysoo and Cersei the debuffers also let loose despite the low chance of affecting the asmodian abomination.

"Death is Near!"

"Curse of Death!"

"Fog of Death!"

Skill: Death is Near!

Tier: Epic

Type: Debuff / Confusion

Effect: Inflicts the Impending Bloodlust debuff on an enemy where their instincts are dulled. This debuff will cause an intense sense of doom to the receiver.

Duration: 1 minute

Cooldown: 10 minutes

Mana Cost: 4,000 Mana Points

Cast Time: Instant

Skill: Curse of Death

Tier: Epic

Type: Damage Multiplier

Effect: All damage received from sources every five seconds will be replicated but only 50% in power.

Duration: 1 minute

Cooldown: 10 minutes

Mana Cost: 7,500 Mana Points

Cast Time: Instant

Skill: Fog of Death

Tier: Legendary

Type: Domain

Effect: Spreads a fog with properties of death. All beings affiliated with the God of Death will have 50% increase in stats while those perceived as enemies will receive 20% more damage. Gives every being affiliated with the God of Death a 1% chance to execute enemies.

Duration: 30 seconds

Cooldown: 3 hours

Mana Cost: None

Cast Time: 5 seconds

Creepysoo did not disappoint with his debuffs while also buffing himself and everyone affiliated with the God of Death. He even used his domain skill that was given to him by the God of Death. It was the scaled down version of the Undead King's domain skill but it was still a domain skill.

"Curse of Rot!"

"Curse of Sloth!"

"Devil's Hour!"

Skill: Curse of Rot"

Tier: Epic

Type: Damage over Time

Effect: Decreases the health of the target by 0.3% every 10 seconds (0.1% for boss monsters and Named NPCs).

Duration: 2 minutes

Cooldown: 20 minutes

Mana Cost: 9,000 Mana Points

Cast Time: Instant

Skill: Curse of Sloth

Tier: Epic

Type: Debuff

Effect: Decreases the target's speed by 30% (halved for boss monsters and Named NPCs). Also, a 10% chance of inflicting sleep (halved for boss monsters).

Duration: 30 seconds

Cooldown: 5 minutes

Mana Cost: 1,000 Mana Points

Cast Time: Instant

Skill: Devil's Hour

Tier: Legendary

Type: Debuff

Effect: Pick a target in order to lower their resistances against debuffs. The target chosen will have all the debuffs affecting him or her double in duration.

Duration: 1 hour

Cooldown: 7 days

Mana Cost: 20,000 Mana Points

Cast Time: 10 seconds

Cersei spared no effort in using her most prized debuff skill. The Devil's Hour skill would make any type of boss killers puke blood due to how great the skill is. This skill is what made the Evergreen Guild stay in the top guilds list despite not owning a territory. It is no surprise that her high position and high level are not for show as he long surpassed Adrian in terms of levels.

"Regulus!"

Soleil summoned her elemental companion by fusing it with her doll. A red lion with a fiery mane that is ten meters high is now before them. Vayu also used his best buff skill for himself as he did not want to let the opportunity of testing it out.

"Storm Blade!"

Skill: Storm Blade

Tier: Legendary

Type: Enchantment

Effect: Gives your weapon the power of the storm that deals 150% extra damage with each attack. Once the buff duration is over and the user has accumulated 100 Storm Essences, the caster has five seconds to release Storm Cutter.

Storm Cutter: Deal 3,000% of your total attack damage in a straight line.

Duration: 20 minutes

Cooldown: 15 days

Mana Cost: 50% of Maximum Mana

Cast Time: Instant

Vayu's eyes erupted with lightning and his body also became surrounded with it. His aura that was a gentle breeze became a raging storm. Even Adrian did not want to get near him.

"Elemental Prisms!"

"Spread Shooter!"

Skill: Elemental Prisms

Tier: Legendary

Type: Enchantment

Effect: Create elemental magic circles in front of you that enchant your attacks with the elements. The number of magic circles is determined by the number of different elementals that you have contracted.

Duration: 10 minutes

Cooldown: 1 day

Mana Cost: 50% of Total Mana

Cast Time: Instant

Skill: Spread Shooter

Tier: Epic

Type: Enchantment

Effect: Multiplies all arrows shot by 10.

Duration: 20 minutes

Cooldown: 1 hour

Mana Cost: 5,000 Mana Points

Cast Time: Instant

Alder also did not pull his punches as he proved his worth by combining his two prized skills. Three different magic circles appeared before him which corresponds to the number of elementals that he contracted. Each magic circle imbues the arrows that he releases with the elements without compromising the others.

For the first time in a long time, Adrian became jealous as his skill pool is limited. He can now see how versatile it is to be able to utilize elemental magic. He decided that they need all the help they can get. He decided to not use the Summon: Gabriel skill as it might become a disaster which means he only has once choice.

"Soul Recall!" Adrian poured his heart and soul into using the skill. He wanted for his Luck stat to override the skill to summon an aspect of death but not everything goes as planned. He was still able to summon something particularly useful though. It was the one thing they need the most.

NPC: Anubis

Level: 165

"Oh! I heard a pleasant call and answered for it was none other than the Shephard of Lost Souls. I did not think that the call would lead me to the mortal realm. Even though this body is temporary, let me aid you to vanquish the defiler of life." The Anubis stated as it took out its spear.

Adrian felt like he wanted to know of this temporary body, but he needed to kill the abomination in front of him first. The fight will be extremely difficult as debuffs lower than Epic tier does not affect the enemy in front of them.

"This will be difficult." Everyone thought as they bravely charged to battle.

Chapter 444 - The Strength Of An Asmodian Abomination

The first to strike is Vayu as he became the fastest among all of them. He decided to strike at the legs of the abomination since its legs were small compared to its large body. (Author Note: Think along the lines of Johnny Bravo as the body shape.)

Vayu aimed for the legs so that he could impair the movement of the abomination. Due to him moving too fast that even Adrian had a hard time keeping up, he is creating afterimages of himself. The asmodian abomination could not follow Vayu due to the debuffs it is experiencing.

With a swift cut, Vayu managed to injure the right leg of the abomination. The strike is followed by a crackle as lightning hit the abomination. The abomination growled in pain and it immediately countered by increasing gravity in the area.

The gravity increased but it is immediately dispelled when Kabrakan stunned the abomination. It seems the ability to increase gravity must be channeled. The tanks immediately used their provocation skills but half of them failed.

The provocation skills that failed are those that are rare tier and below. The other tanks frowned because epic tier provocation skills cost lots of mana despite the low cooldown. The thick viny arms of the abomination came crashing down towards their shield and they released a grunt.

"Heavy!"

All the tanks could sense the great strength behind the attack. Their health decreased by 3% to 5% despite successfully blocking the attack. It is still a large decrease despite blocking it. The abomination continued flailing its thick tree like arms at the shields of the tanks. They could see and hear their shield's durability getting lower with each strike.

Just as the provocation skill is about to wear off, ten arrows with three different elemental attributes came flying towards the abomination. The arrows became piercing due to the wind attribute. It exploded upon contact due to the fire attribute. The last effect is the petrification of some parts of the abomination due to the earth element.

Vayu did not stop attacking the legs and he is joined by the two undead assassins. They prioritized hitting one area over and over, but the skin is like diamond despite being covered with fur. They could deal lots of damage due to hitting one consecutive spot.

Whenever the abomination shifts its focus to Vayu and the two assassins, Kanlaon would swoop in and breath fire on its face to get its attention. The abomination would try to take flight to try and kill Kanlaon but Adrian got that covered.

Adrian would use Quantum Dispersion and send the abomination back to the ground. The provocation skills of the tanks would be ready by then and the cycle will repeat. Adrian observed Mariposa's way of battling and considered it interesting because she is not issuing commands.

Mariposa did not need to issue commands because of her skill Hive Mind that connected her to all her insect soulbound. She made great use of this to control the bees summoned by the queen bee. She would use their stingers to try and deal damage to the abomination despite it being unable to puncture the skin.

She would even send one bee to its death when the abomination would open its mouth to fire some sort of beam. That tactic became very effective in preventing the abomination to release attacks using the mouth.

The large spider soulbound would lurk and strike at the right moment to throw off the abomination's balance. It made great use of its skill that made it invisible whenever there are webs. It would even spew out webs to tangle the arm when Vayu or the assassins would get hit.

The greatest contributor would be the Anubis that Adrian managed to summon. It was keeping up with the abomination and aiding the tanks whenever they needed healing. The Anubis' level might be lessened but its abilities are still the same.

The Anubises should be the same level as the abomination in Limbo but they cannot actually walk the mortal realm. Today was just an exception because Adrian summoned it with a temporary body. Adrian thought that the Church of Death would not have been persecuted had the Anubises been the protectors.

In just a span of five minutes, the team managed to decrease the abomination's health by 50%. They could not believe that they managed to do that in a short amount of time. They did celebrate too early as a shockwave blew away all those close to the abomination.

The abomination suddenly grew bigger, and the features became more pronounced like the claws, fangs, and horns becoming sharper. The abominations health also went back to 80% but its body seemed to become sturdier.

"After all that work, it would return back a large chunk of its health!" Alder complained.

"I knew that something is not right. We had it too easy, and it seems there are still lots of phases before we can finally beat it." Anastacia muttered.

"We could just..." Alder is stalking when suddenly the abomination came after him.

If one looked at the contribution board then Alder would be first. His barrage of elemental arrows is far too powerful an arsenal. The explosive combinations of the elements also helped his high damage per second.

Alder's head is about to be bitten off by the abomination when Adrian reacted immediately. He forcefully used Blink to transfer Alder to a safer location. Sirius then emerged from the shadows to bind the abomination's body to the ground.

"Thanks!" Alder stated as he calmed his heart. He was sure that his head would be bitten off.

"It got cleansed from all the debuffs. Reapply them." Cersei shouted.

"I am on it. Go my clay soldiers! Aim for the abomination." Peridot stated as her army of clay soldiers started to move in a swift formation.

Levin Cloud is about to tell what could clay soldiers do but he was surprised by the outcome. The clay soldiers would be shattered with one hit. The abomination would then get stunned when it used its body part to shatter the clay soldier.

The stun should have lasted for one second, but it only lasted half a second because they are fighting a boss monster. Still, ten clay soldiers meant a five second stun which greatly helped them. Vayu and the assassins once again went on the offensive while the mages released their chanted spells.

A combination of spells of different elements hit the abomination. The abomination roared as it got hit with a multitude of attacks but that was not the only reason. Its body started to glow green and it started to heal 5% of its health per five seconds.

"We are going to be here for a while." Adrian muttered and the rest could only nod in agreement.

Chapter 445 - Getting Stronger Repeatedly

The raid group managed to decrease the abomination's health to 50% and it increased in size once more. The asmodian abomination would also lose its reasoning every time it increased in size. It started becoming more of a monster.

The Asmodian Abomination is starting to follow instinct and reasoning of an intelligent being. Everyone is starting to notice this as the Asmodian Abomination would dodge attacks it would not normally do.

The thing about intellect is that it would be beneficial to those who are weaker, but it is a burden to those who has superior body and level in terms of bosses. Great intellect would have been preferable for boss monsters with low health pool in defense as they would need to plan three steps ahead to avoid taking damage.

The Asmodian Abomination is different as it views intellect as an obstacle. It had difficulty dodging because it viewed attacks from all angles and even tried to predict the attacks of its opponents. This indecisiveness became a weakness because it factored everything in its plan when something much simpler could override it.

The Asmodian Abomination is still in its growth phase and it is slowly shedding its weaknesses. This means that it deemed its high level of intellect as a weakness. That is the reason it becomes more instinctual with every shedding. It even gained slight immunities to the debuffs but the good thing is that its defenses does not increase.

The problem is that the tanks are getting decreased by 10% to 15% maximum health per attack. The Asmodian Abomination is also getting more tenacious as the provocation skills only lasts about 80% of its duration. The abomination is getting stronger with each increase in size.

It came to the point where it dealt half the Anubis' health with one hit of its trunk like arms. The stingers of the bees still dealt the same damage, but the poison no longer affects the abomination. It could also kill a swarm of bees with a swing of its trunk.

The increase in size and power is not the only thing new because the abomination gains a new ability each time it grows. The first growth gave it the ability to control gravity, but the second growth gave it healing properties. Its health is now at 70% which means it is closer to its third growth should there be one.

"Champion Equinox, the gate of Limbo is calling for me. I shall unleash my ultimate skill. Tie the monster down as I cannot stop its channeling while I use it." The Anubis stated and Adrian disseminated it to his friends.

The raid party immediately utilized the chance when the tanks were blown away by the strength of the abomination. Everyone that had a root, stun or slow casted it in order for the abomination to stop moving.

"Deadly Grip!"

"Chrono Lag!"

"Holy Shackles!"

"Earth's Embrace!"

"Thorn's Embrace!"

"Restraining Arrow!"

Each of the team member's crowd control skill piled up and made the abomination unmovable. The Anubis also pitched in as it shot out bandages from its wrist to bind the abomination in place. The Anubis then started to float in mid-air and its gaze started to spark red lightning.

"Death's Gaze!" The Anubis stated in a deep dark voice.

A red laser like beam shot out from the Anubis that is filled with the energy of death. The skill even penetrated the defenses of the abomination which made it lose 5% health per second. Unfortunately, the skill only lasted for five seconds as the Anubis is called back to Limbo.

The third growth stage once again came to be. A shockwave ensued that blasted all the players near the abomination away. The Asmodian Abomination started to grow and its sentences that it spoke became phrases instead. It was getting dumber, but the monster felt more powerful and ferocious.

Its third growth period, its rocky body started to change into spikes. It could even pop the spike in and out through its thoughts. The tanks cautiously moved towards it in order to attract its attention, but the abomination suddenly curled up into a ball.

Once the abomination curled into a ball, it started to cover itself with a rocky layer. The rock spikes suddenly came out and the rain of rock shards started. Everybody started evasive maneuvers in order to not get hit with the rock spikes. Each rock spike would shave off 1% of the total health of a tank if they do not block it.

Mariposa made use of her bees and her giant beetle's protection. Peridot created a dome of earth to protect her from the rock shards. Creepysoo created bone shields to protect himself with some taking shelter behind him. Adrian used the Charon and Dodu combo while he hid inside the coffin using Soul Lock.

After ten seconds of continuous rapid fire of stone shards, the abomination looked rather tired. The raid party used this chance to rain attacks once more, but the prolonged battle is taking a toll on their supplies and skill cooldowns.

"How much more before we can kill it? It already grew three times. This boss is unfair." Creepysoo grumbled as prolonged battles without bodies to raise is not ideal for a necromancer.

"I am guessing it will grow up to five times." Adrian uttered.

"What makes you say that?" Anastacia asked as she is curious, and Adrian is much more informed about Asmodians than her.

"It gains an Asmodian's descendant skills with each growth. It already displayed Daemos, Faekin, and Jotunn. All that is left is Selvaggian and Erebian. I fear those two the most as they are a deadly combination." Adrian replied.

The reason Adrian is fearful of the Selvaggian and Erebian skills is the signature abilities the two races have. The one ability that all Selvaggian's have is Ferocity that stacks up and increases the longer they are in battle. It also increases all their stats depending on the number of stacks.

The reason Adrian is afraid of the Erebian skills is the inherent skill of werewolves "Night Child". The skill increases the strength of the Erebian's exponentially during or when it is dark. In a realm that is always dark then that would be a death sentence. Sadly, one of Adrian's fear turned into a reality.

"It gained Ferocity!" Kabrakan shouted as he suddenly felt he was in the presence of another Selvaggian.

Chapter 446 - Asmodian Abomination At Full Power

The abomination has gained Ferocity which all Selvaggians achieve from birth. The raid party noticed that the Asmodian Abomination became faster with each successful attack. It also started to emit a red aura that Kabrakan has.

The red aura became more visible with each succeeding attack and giving the abomination a very powerful bloodlust. The Anubis is no longer with them so they Vayu had to step up to do the job that the Anubis has previously done. Since the Anubis is far superior to him, the tanks had to aid him when the attacks would hit him.

"Paradox, Summon Primordial Armament: Scythe." Adrian commanded and the scythe materialized in his hand.

Adrian decided to become more hands on now that the Anubis disappeared. He needed to aid Vayu in sufficiently distracting the abomination. Vayu will aim for the legs while Adrian aimed for the neck. Sirius and Kanlaon will become kites if Adrian and Vayu will get hit by the Abomination.

Charon is already using Life Siphon but the health it is draining does not shift the aggro towards it. If both Sirius and Kanlaon fail to shift the attention towards them, Charon is ordered to pull those in danger inside the coffin.

The Asmodian Abomination has already gained four abilities from increasing its size. Adrian wanted to kill it immediately, but the shockwave would always send them back. The only saving grace is the act that the defense of the abomination is not increasing.

"Burning Souls!" Adrian casted and a black shadow shot towards the abomination.

The black shadow latched onto the Asmodian Abomination. Its own shadow rose up to stun it in place while the shadow attacked its owner. The damage that the Asmodian Abomination is significant as it lost 10% of its own health due to its very own shadow.

The two second stun became beneficial to the party as they focused on dealing damage. Soleil used Regulus to deal extra damage to the abomination because Regulus also casts the spells that she casts at 70% power. Vayu's katana finally glowed in a red violet light signifying he has a hundred stacks to use Storm Cutter.

"Storm Cutter!" Vayu stated as he sheathed his sword.

The blade of the katana is suddenly filled with the essence of the storm. It also made him get surrounded with red purple lightning. Vayu gripped his katana's hilt and unsheathed his sword. A loud rumble is heard inside the area that it hurt all of their eardrums due to the intensity.

Vayu sheath back his katana but he is no longer in the area where he unsheathed his sword. He is now five meters behind the Asmodian Abomination. A loud shriek soon followed as the Asmodian Abomination's left arm is cut off. The abomination did not bleed as it started to grow back its tree like arms in a slow fashion.

The Asmodian Abomination suddenly turned its head towards Vayu and ran towards him. It jumped in a split second as it reached Vayu. Vayu wanted to dodge but his legs could not move due to stress.

[Your body cannot move for three seconds because of needing to rest.]

The backlash is not stated in the skill description which is why he is shocked. The tanks are too slow to block for him. When the abomination is about to strike Vayu, Adrian used Blink to appear behind the abomination.

"Soul Cutter!" Adrian stated as he slashed towards the abomination's neck.

Adrian accurately hit the Asmodian Abomination's neck and even managed to draw out blood. The cut is small, but it was effective enough to divert the abomination's attention. He managed to save Vayu, but the abomination twisted its body and struck Adrian which sent him flying.

Kanlaon caught Adrian in mid-air while the abomination became angrier. The abomination kicked its heels and wanted to tear Adrian apart. The tanks tried to use their provocation skills, but they were all ineffective. The abomination is hell bent on killing Adrian because of the fear it felt when Adrian managed to cut it.

Adrian's Primordial Armament has traces of Nether Energy which is deadly to creatures associated with the dark gods. Some of the nether energy seeped into the wound and activated the hidden fear within. Sirius seeing that its master and younger brother (Kanlaon) would get damaged.

Sirius activated Phantom Rush without Adrian's command. Sirius disappeared like a phantom and reached the abomination mid-air. As Sirius is about to bite the abomination that is frozen in place, its eye suddenly landed on Sirius. Sirius noticed this but he did not dodge as the former is swatted in mid-air.

Sirius is sent crashing down with its health in the red. The abomination snorted as it got distracted but it fixed its gaze back to Adrian. When its gaze returned, Adrian and Kanlaon are no longer there because they are inside the coffin. Charon pulled them inside the coffin as Adrian commanded.

The abomination is finally affected by the provocation skills since Adrian is no longer in battle. The aggro target disappeared so a new target should be designated.

"Astral Spirit!" Kabrakan chanted as he suddenly summoned a ghostly version of himself.

This Astral Spirit is a species specific skill to the bull beastkin as they are more connected to the spirit of the Wilde. The astral spirit is also some sort of unique method to use some of his skills.

"Echo Stomp!" Kabrakan stated as both he and his astral spirit slammed their hooves.

The stomp released an echo that lulled everyone to sleep be it enemy or foe. The abomination crashed into the ground as it became asleep. Kabrakan knew that he had to wake up the others because they do not have as much tenacity as the boss monster.

"Spirit Release!" Kabrakan chanted and his astral spirit emitted a shout that woke up his party members.

"What just happened!" Everyone asleep exclaimed as they noticed they were lying on the ground. They also noticed that the boss monster is asleep but it also looks like it is going to wake up.

"Prepare all your hard hitting skills while it is still asleep." Anastacia commanded.

Chapter 447 - The Perfect Abomination

"Quantum Cascade!" Adrian casted as he knew they will be knocked back after all the skill will hit.

The abomination is fast asleep due to Kabrakan's skill, but it would not last long. Every individual in the party decided to use one of their hard-hitting skills. All of them released their skills at the same time hoping that it could kill the Asmodian Abomination.

"Shadow Walker!" Adrian cast as he will use the ultimate ability of the scythe.

Once all the powerful skills hit the abomination, its sleeping status ailment disappeared. It also produced a large shockwave that blew away everyone near it except for Adrian. He is currently in a form where outside influence cannot touch him.

The abomination managed to drop to 37% health when all their abilities landed. It is now growing once more, and Adrian could see it suddenly obtaining this dark aura. It was like the darkness is being attracted by the Asmodian Abomination.

Adrian could feel that the skill that the abomination is obtaining is another passive skill. It could potentially be Night Walker where 25% of its stats would increase in the cover of darkness. The abomination already has gravity manipulation, insane health regeneration, rock spike artillery and Ferocity.

The Quantum Cascade finally came into effect and pulled all those blown away towards the growing abomination. Adrian already told them ahead of time what they will do but they were not used to being dragged by an unknown force. Despite being new to the sensation, they adapted rather well to the scenario as they are professionals.

The reason Adrian wanted to do this tactic is due to one thing he noticed. He observed that the abomination is not invulnerable when growing which means they could stop it midway. The only reason they cannot do so is due to being knocked back several meters.

"Shield Bash!" All the tanks shouted.

"Back Stab!" The two undead assassins cast as their daggers went through the tough skin of the abomination.

"Nether Soul Strike!" Adrian cast simultaneously with his empowered auto attack.

A loud roar filled the area as the abomination did not expect it to be damaged while it is growing. The abomination could not injure and forcefully cancel its growth. The stream of Nether Energy that entered its body is hindering it from growing but it still managed to receive its skill.

The abomination's health that was supposed to rise back to 80% stopped at 50%. Adrian thought that the risk they did paid off as they no longer must waste more time in dealing with the

abomination. Each growth took more time to decrease its health and they are now fighting for a whole hour.

"Everyone scatter! It still managed to obtain a skill." Adrian warned as he uses Blink to get away.

Adrian thought that the abomination only got the Night Walker skill, but he is mistaken. The blood of the werewolf that Cristobal used is from an Alpha. The very alpha that the faceless ones managed to subdue. The skill that the abomination obtained Night King.

Skill: Night King

Tier: Mythical

Type: Passive

Effect: Boosts stats by 50% during night or located in a dark area. The bearer of the skill also has minor control of the darkness.

Cooldown: None

Mana Cost: None

Cast Time: Instant

The abomination that was wailing a second ago disappeared and now has one of the tanks in its arms. The tank is being squeezed tight until he got asphyxiated and died from it. The other tanks feared dying like their comrade, so they became more wary and huddled together.

The rest of the party members are also cautious because a huge monster disappeared in darkness. Adrian used his evil eyes to see the soul of the abomination since it is hiding. He turned around but could not spot in until he felt someone slam him to the ground.

"Sanctuary!" Levin Cloud immediately cast to protect Adrian.

A golden light descended on Adrian's position and protected him from being killed. Adrian could not make sense of what happened, so he asked Paradox.

"The abomination appeared behind master and slammed him to the ground." Paradox replied.

Adrian could not believe that he did not even have time to react. He also went down to 20% health with just one hit, and it was not even a skill. Seeing that Adrian is not being damaged by its pummeling attacks, the abomination finally stopped attacking and opted to kill the others.

The target it sets its eyes onto is Levin Cloud as he was the source of this golden light. Levin Cloud could not react immediately because the abomination became so quick despite the debuffs. In one hit, Levin Cloud is sent flying away with only 5% of his health remaining.

The abomination is about to finish Levin Cloud off when a spider suddenly bit it. The spider managed to pierce the hard shell of the abomination, but it was killed in a brutal manner. The abomination punched the spider's head and split it into two.

"Army of Widows!" Mariposa immediately cast as soon as her spider died.

The body of the spider that is turning into particles of light became a hundred thousand small spiders that crawled and bit the abomination. Alder used this chance to shoot arrows at the abomination while the assassins retrieved Levin Cloud who flew a few meters away.

Creepysoo and Cersei used the chance to reapply strong debuffs on the abomination. The debuffs they are using are top notch, but the strength of the abomination is no longer getting decreased passed a certain value.

Once Levin Cloud was retrieved, Mariposa used a spell that covered him in a chrysalis. His health is regenerating at a fast rate inside it. Due to Levin Cloud taken out of commission for a few seconds, Anastacia had to heal everyone in the party by herself. It is stressful but she managed to pull through.

The abomination got so annoyed by the hundred thousand spiders that it intensified gravity once more but this time it was twenty times more. It did not stop there as it created two spheres of opposing energies. One was darkness while the other gravity.

"Cersei, you will die from that attack. Hide behind the bull beastkin!" Vepar, Cersei's contracted devil god, warned.

Cersei did as she was told and immediately hid behind Kabrakan. All the other tanks used all their top defensive skills because they can recognize a boss monster's ultimate skill. Adrian finally rose up from his crater and remembered what Vayu said.

"Whatever you do. Do not let Soleil get killed or else the gift that Lauma granted us cannot be used."

Chapter 448 - Lauma's Gift

The attributes of darkness and space is combined to release a deadly attack. The attack is so powerful that it shook the whole dungeon. The abomination's attack covered the entire room that they were in and killed half of the raid party.

The only one's standing are Adrian, Soleil, Cersei, Kabrakan, Mariposa, Peridot and Levin Cloud. Vayu wanted to strike the abomination once more in a final attempt, but he perished before landing a hit. Creepysoo erected layer of defenses but he reacted too slow.

The abomination also did not come out unscathed and even got damaged. The rocky armor that was its body is now filled with cracks. It even lost one of its horns due to the intensity of its attacks. More importantly, the abomination is tired from releasing that attack.

"We managed to survive that attack, but your shields are broken." Cersei commented as she noticed that Kabrakan's shields are now in fragments.

"Do not worry, my shields are supposed to do that as they get stronger the more times that they break." Kabrakan replied.

As soon as Kabrakan said that the shield fragments floated and reforged into much more durable shields. This is one of the legacies given to him and which made Kabrakan dive into perilous dungeons because his shields grow stronger each time they break.

If other shield bearers would learn of the properties of his shield, then they would be vomiting blood from jealousy by now. A shield that becomes more durable when broken is a dream shield for any tank player. Even Kabrakan was ecstatic when he received the two towering shields but became mad at them a few days later.

Kabrakan learned that his shield is a growth type weapon but the pre-requisite for it to grow is ridiculous. The requirement for it to increase in rating is to be destroyed. Any type of tank player would say that this would be easy, and it was at the beginning.

He managed to raise the two shield's tier to Rare in a matter of hours but the road to Epic tier was aggravating. It came to the point that his shields would only decrease in durability from boss monsters which are the same level as him. He even died a few times before his shields could even brake.

Kabrakan even doubted himself if he is turning into a masochist as he liked getting beaten up. If there were only his friends around in this dungeon then he would have been crying due to immense joy. His two shields are now Legendary rank at last. All the countless suicide dungeon diving has finally paid off.

The two shields are now looking much more aesthetically pleasing than before. The two shields looked like they are now made from a dark purple metal with a brown gem in the center. Kabrakan now gains gauntlets every time that he equips his two shields.

"We are the only ones who managed to survive!?" Mariposa reacted as she could not sense her soulbounds.

Adrian could not feel but be disappointed as he is the one who asked them to help him. It seems that he overestimated himself in killing Cristobal without researching his opponent. Even if he searched, nothing would pop up because Cristobal is one of the secretive NPCs. You would have to turn over a whole planet to even find information about him.

"I am sorry." Adrian stated as he knew that at this point losing levels are not acceptable.

"You do not need to blame yourself because we knew what we are going into. The risk is great, but we can try again, right?" Cersei stated but Adrian shook his head.

"If we do not kill him now then he might escape and wreak havoc somewhere else. He might even become a world boss." Adrian replied in a grave tone.

"You do not have to worry big brother Equinox. I still have Lauma's Gift. I will need to activate it, so you need to protect me from the abomination." Soleil suddenly stated which gave a faint hope to the ones left.

"Do you know what the gift can do?" Adrian asked as he wanted to be sure.

"I do not know but Lauma told me to use it when we are in a dire situation. You could say that this the best way to use it." Soleil replied.

"Good as a chance as any. Use it. Paradox, summon Primordial Armament: Sword." Adrian commanded and his armament appeared on his hand.

"Better get serious then. Draconic Force!" Peridot stated as her draconic features starts to turn up.

Peridot's hands became thick dragon claws. Her horns also started to emerge from her head. A long and strong tail also appeared behind her.

"Devil's Inversion!" Cersei casted and all her skill cooldowns refreshed. It only worked on skills with Legendary or below, but it is very helpful. She started debuffing the abomination while it is still exhausted.

"I guess all I can do now is a diversion since all my soulbounds perished with one attack." Mariposa stated as she started to summon small bugs. Her soulbounds threw away their lives so she could survive the attack.

Levin Cloud, who just emerged from the chrysalis, became confused because the raid party became reduced. The chrysalis is also somewhat a shield because it has health. The one inside could emerge earlier if the chrysalis is broken.

Soleil started to use Lauma's gift that was a tattoo n her arm. The tattoo has a wreath motif that is lush green. She started to chant the spell given to her by Lauma. The chant is long, but she could just read it out once she activates the gift.

"The life of one is just as important as the life of the many. In order to make lie sacred then one should hold onto life but let go when it is time. I, Soleil, use the gift that the Elemental of Life has given. Show me the power bestowed upon my name. Promise of Life!" Soleil chanted and the ground started to grow grass and flowers.

Chapter 449 - Promise Of Life

The floor immediately became a flowery meadow due to how powerful the gift was. The Asmodian Abomination could be seen getting damaged by the lush life energy that is spreading. It seems Lauma put her all in the gift just to exact her revenge as she could not come herself.

Everyone that is alive got their health back to full and got cleansed of their status ailments. A few moments later, large bundles of flowers started to puff up. The bundles of flowers exploded, and it was none other than their fallen comrades. Even the soulbounds got revived except for Senna because of her penalty.

[All your fallen comrades have been revived using the Promise of Life.]

[Your health has been restored.]

[All status ailments have been cleansed.]

[You deal 20% more damage for ten minutes.]

[Increased health regeneration by 500% for ten minutes.]

The ones that got revived only had about half their health restored but that is easy to recover by using their remaining potions. The abomination did not take this lightly as it started covering its body with its rocky armor. The only part of its body that is not covered is its tree like arms.

"We have been revived!" Everyone who died exclaimed with great joy.

Those that died due to the attack of the abomination got revived and those that became undead even returned back to their normal avatars. The abomination is once again surrounded by the enemies it has just defeated.

The abomination seeing its enemies alive, pushed its body to use the same attack once more. This time it mixed some sort of red energy inside the two spheres. The red energy is none other than the Ferocity it has accumulated.

Unlike the first time, the build up of the attack took longer as the team had time to utilize their ultimate spells that they have yet to use. The Evergreen guild are more than determined to finish off this boss monster now because they were killed by it. They no longer care about secrets and just wished to kill this monster in front of them.

"May the Goddess of Life bless this land! Life Domain!" Anastacia chanted as she released her domain skill.

"Queen of Insects, hear my plea. Insecta Domain!" Mariposa chanted as she released her butterfly wings and two antennae sprouted from her forehead.

"I call upon my contracted devil god to aide me in battle. Descend on the mortal plane, Vepar!" Cersei chanted as a flaming magic circle with an inverted star is scorched on the ground.

"I got nothing." Alder stated as everyone's attention focused on him next as he is a high-ranking member of the guild.

"By the power of Life and Death, I call upon thee to spread its roots. Descent of Yewdrassil!" Levin Cloud chanted as a seed fell from the heavens and buried into the floor.

"They all have such cool chants." Adrian grumbled before activating his domain.

"Nether Domain!" Adrian chanted and the three colored mist rolled unto the area.

[The Life Domain has spread out. All healing skills will have double the healing amount for the duration that the domain is active.]

[The passive regeneration is boosted by 300% for the duration of the domain.]

[Enemies inside the domain will have 50% healing reduction.]

[The Insecta Domain has spread out. All insect type monsters, items, skills and individuals will have their damage doubled for the duration that the domain is active.]

[All insect type monsters, items, and individuals will have a hard carapace covering them which doubles their defense.]

[All insect type monsters, items, skills and individuals will gain the Induce Toxic buff.]

[All insect type monsters have a 40% chance of turning invisible upon a successful attack.]

[The Nether Domain has spread out. All allies will be able to utilize the nether energy for the duration.]

[Your stats have been increased.]

[The boss monster, Asmodian Abomination, has been afflicted with Paranoia.]

The seed of Yewdrassil became buried underground but Cersei's contracted devil god showed up first before it sprouted. The magic circle that could only be described as a flaming inferno shined brightly as a silhouette emerged.

A heavy pressure could be felt upon seeing the creature that emerged, but they are shocked because the silhouette is only two feet tall. It unfurled its bat like wings and a chibi devil appeared with black hair and black eyes. They could not even make fun of it because its status holds more weight than its appearance.

NPC: Vepar

Title: Devil God

Tier: Mythical (Sealed)

Status: Currently Sealed, Amused, Curious

Another curious thing about Vepar is that his lower half looks like that of a merman as it is a fishtail. The fishtail did have scales that are as dark as night. It gave an amused smile upon seeing that he is summoned in the mortal realm. Cersei did receive backlash as her health reduced to 50% and it would not regenerate past that point.

After Vepar appeared, the majesty of the Tree of Life and Death is finally shown. Two types of branches sprung out from the ground. One filled with lush and teeming with vitality while the other decaying. The Evergreen guild members trembled upon seeing the Yewdrassil for the first time.

The elves in the party involuntarily cried while Creepysoo felt a sense of familiarity. Yewdrassil even glowed in an eerie and holy light to add to its mystifying effect. Both Adrian and Levin Cloud could feel their bodies being exhilarated as they are the only ones both life and death energy in their bodies.

[Yewdrassil has taken root on this world temporarily. All skills with life and death attributes will not go dissipate as long as Yewdrassil is standing.]

[Boosts the effects of the skills with life and death attributes by double.]

[Yewdrassil is glad that many domain skills that belong to the life and death attributes are present.]

"It feels more and more like home! I shall assist those who takes part in the maintenance of life and death." Yewdrassil exclaimed with joy.

[The Tree of Life and Death, Yewdrassil, is summoning a part of its home to the mortal realm because of liking its temporary habitat.]

"Paradiso"

Chapter 450 - Paradiso Is Summoned?

[The Tree of Life and Death, Yewdrassil, is summoning a part of its home to the mortal realm because of liking its temporary habitat.]

"Paradiso, manifest temporarily to aide those who celebrate us." Yewdrassil's voice echoed which thundered in the hearts of those present.

The others might not know but Adrian and Levin Cloud has an idea of Paradiso. The tree of life and death is basically summoning a god's domain to the mortal realm. Even Adrian, who rarely gets shocked, has his mouth ajar.

[Yewdrassil, the Tree of Life and Death, has successfully summoned parts of its home in the mortal realm due to combining all the active domains.]

[All your domains are now fused together temporarily, and its effects are boosted by 30%.]

[When Yewdrassil is about to ascend once more, it will release one final attack in the area that damages every enemy caught. The skill that will be fired is called Yewdrassil's Wrath.]

Skill: Yewdrassil's Wrath

Tier: Transcendent

Type: Active Area of Effect

Effect: All the accumulated damage in the area that Yewdrassil is currently rooted will be used as a basis on this attack's power. Regardless of whether the damage came from enemies or allies, as long as someone or something is damaged then it will be accounted.

Cooldown: None

Mana Cost: None

Cast Time: Instant

The skill that the tree of life and death made everyone almost faint. This is basically their cheat key, and they could use the skill to kill the abomination. The only thing that they need to be doing is to deal the greatest amount of damage in a short span of time. Thankfully, they are using all their most powerful skills.

The biggest shocking factor for the whole team is when Levin Cloud mouthed the shocking words.

"It actually summoned the Twin God's Domain!"

Whenever they were resting, Levin Cloud would approach the Evergreen guild and tell them about the twin gods. They were incredibly shocked about finding out that the God of Death Abaddon is actually the twin of the Goddess of Life. He even explained that healing magic from the Church of Life can heal undead if you get the blessing of both gods.

Levin Cloud told her this because he needs the Church of Life and Church of Death to reconcile. He knew that Anastacia is caring for one of the surviving elders. Thankfully, the elders of the Church of Death hold no enmity as it was in their creed to hold no grudges because that would only torment you in death.

Adrian saw their amazement but told them that they are still in the middle of battle. He decided to go all out as well and utilize the effect of the domain.

"Netheros: True Form!" Adrian chanted as his form is covered in nether mist.

Adrian transformed into his true form, but he realized it became a bit different. His previous forms always had gaseous legs but this time it is different. His form looked more firm than gaseous, and he linked the change to the remnant will of Chaos.

Adrian also decided to summon his soulbounds in their Nether forms. Upon looking at the Nether forms of his soulbounds, he also noticed that they have become even more solid. Adrian did not wait any longer or inspect as the attack of the abomination is about to be fired once more.

"Paradox, summon the Primordial Armament: Mirror" Adrian ordered, and The Cube of Paradox complied.

The mirror is summoned, and it also had traces of the nether mist in it. Only the actual mirror is made of a reflective surface while the case that surrounded it is made of nether mist. Adrian hurried used the mirror and created a dome made of mirrors to surround the abomination.

The abomination did not care and just released its attack once more. Adrian did his best as the attack impacted the dome with great force that shattered the first dome in a matter of seconds. Adrian had no choice but to conjure up another dome to absorb the excess power.

Even the second dome was not enough but Adrian could not conjure up anymore because his health became dangerously low that prompted Levin Cloud and Anastacia to heal him with. The good thing is that Adrian did not bleed out like last time, but he did not notice he does not have a physical body.

The blast from the abomination's attack still carried a punch as all the tanks blocked it with all their might. They were still damaged by 30% of their health just from blocking that attack. Seeing that the abomination has finally been weakened once more, they unleashed their counterattack.

Peridot unleashed all the elemental spells that she can like a crazy person. It seems that she is abusing the Chant Revocation that her form gives her. The spells she is hurling might just be Rare tier, but she is using five spells at a time. Alder also decided to become a madman and just attack with all his might despite his fingers becoming numb.

The abomination could not come charging towards the persons hurling the spells because the tanks became much more dedicated in blocking it. If they would get overpowered, Adrian would use his first skill to blast the abomination in the face.

The biggest contributor in this fight is Adrian due to him enchanting all his party member's attack with nether mist. The nether mist tormented the abomination due to it being the bane of the dark gods. The abomination could not take the onslaught of attacks as it slammed its tree like arms to the ground.

Stone spikes started to travel towards those in the back but Kabrakan easily blocked it. His job class is basically a tank that could even block mountains. He slammed his two shields on the ground and a tremor reverberated that halted the advance of the rock spikes. This incident gave the abomination decent time to hide in the darkness however Vepar did not like it.

"Come out from your hiding spot!" Vepar stated as it dived in darkness and turned the darkness into water. The abomination that hid using darkness thanks to the Night King is flushed out by the devil god

