

O Summoner 77

Chapter 77 - Slayer Of Goblins II

Adrian now having dealt about half of the health of the two goblin warrior as damage now had enough mana to use his Summon: Psyche Armament skill. He put some distance between the two goblin warriors and shouted the skill name.

"Summon: Psyche Armament-Sword"

What occurred was what usually happens when he uses that skill in which his demi-gauntlets but he forgot to cancel the Geoforce effect because he was too focused on battle. The sword appeared in front of him but instead of the previous small version that first appeared when he first used the skill, the greatsword version of the weapon appeared. It seems that whatever effect was applied to his current weapon would also carry out to the Psyche Armament.

Adrian took hold of the greatsword and contrary to its looks, it weighed nothing at all. But to his enemies that the greatsword would strike, the sword would weigh a lot. The only way to counter Adrian's weapon was a dis-arming skill but even that would only work by a 50-50 chance because of Adrian's skill to ignore status conditions.

The two Goblin Warriors did not charged towards Adrian because they were wary of the weapon the demon in front of them was suddenly holding. The greatsword looked heavy due to its immense size but the demon in front of them was swinging it like it was a stick. Before the two goblin warriors could snap out of their confusion, a black crescent energy was already heading towards them. The two goblin warriors who had about more or less 50% of their health points was reduce down to merely 20% of their health with a single skill shot.

Meanwhile even the one who released the skill was also flabbergasted due to the immense damage that he had dished out. Not only did he managed to hit the two goblin guards but he also managed to damage the Goblin Mage and Goblin Chieftain because they entered the extended range of the skill.

[You have dealt 17,368 physical damage to the Goblin Warrior]

[You have dealt 17,388 physical damage to the Goblin Warrior]

[You have dealt 10,955 physical damage to the Goblin Mage. You have successfully managed to cancel the spell casting of the Goblin Mage. It cannot invoke spells in the next ten seconds.]

[You have dealt 8,257 physical damage to the Goblin Chieftain.]

Adrian was surprised because the damage modifier of the skill that he used was not high but on top of the skill damage, he also consumed some essences to strengthen the skill. What Adrian used was not the third skill of the Psyche Armament but its first skill which is why even he was surprised.

Skill: Soul Searing Crescent Wave

Tier: Legacy

Type: Active

Effect: Send out a dark crescent sword wave of energy in front of you that deals damage equal to 150% of your total physical attack as physical damage and travels up to ten meters. Cannot be

blocked using physical defense skills as it is treated as a magic projectile despite dealing physical damage.

Cooldown: 10 seconds

Cast Time: Instant

Essence Cost: 10

Adrian further empowered the skill using twenty essences and was gladly surprised by the large damage that he dealt. It seems that essences greatly increases the damage of the skill and he would need test how much amplification can the essences could give him. He thought it was impossible to empower the Psyche Armament skills but it seems he was mistaken but if one thought about it would be called as extremely wasteful. Using Psyche Armament skills meant that he would consume essences when casting them and if he consumed some more to amplify the damage he would be mostly left with nothing. He needs to balance cost and effectiveness if he was going to use this strategy.

The skill also traveled more than ten meters unlike what the skill description has stated which means it was probably due to the essence and the Geoforce status of the sword. The sword wave was much bigger due to the area of the arc that he made when he swung the sword sideways. It even traveled all the way to the place where Kanlaon and Saena was taking place which was about more or less 50 meters from Adrian's location.

Adrian was now full of confidence due to his high damage and charged towards the two goblin warriors. The two goblin warriors were surprised by the action of the demon because there was clear bloodlust in its eyes as it charged towards them. The two goblin warriors did not face Adrian combined but rather one at a time. The first one would parry the sword while the other one would strike at the opponent while the first one was holding the Adrian down. What happened was contrary to what the two goblin warriors thought of what should have happened.

When the first goblin warrior tried to hold down Adrian's sword, the goblin warrior was blown away instead because of the sheer weight that collided with it sword. The goblin warrior was flung five meters away and it even let go of its sword. The second goblin warrior was too stunned to do a follow up attack and became a frozen with fear. Adrian then swung his over-sized sword towards the neck of the second goblin warrior and was greeted by a notification that was pleasing to the eye.

[You have successfully executed the Goblin Warrior. Experience has been earned.]

Even though Adrian had a permanent 1% chance to execute any enemy that did not mean that he would be able to execute one enemy out of every hundred or so enemies. The probability is defined as he has a one percent chance to execute an enemy individual and this is for each individual. It does not mean that if he has not executed the first enemy then that would mean he would get 1 out 99 chances. Take for example when he cast Vortex, he dealt damage to hundreds of goblin recruits yet not even one of them was executed. It was all for RNGsus to decide if he wanted to grace Adrian with an enemy execute.

Adrian now charged towards the remaining goblin warrior and finished it off by overpowering it using sheer strength and the weight of the sword. It did not take long for it to fall and become specks of light. Adrian now looked towards Sirius place of battle and he could see that he was in an

advantage. Adrian was about to look towards Kanlaon and Saena's place of battle when something came crashing towards him.

Adrian was knocked back ten meters away and has received damage equal to 20% of his total health. He caught a glimpse of the attacker and it was no other than the Goblin Chieftain. It seems furious and charge towards Adrian when he was not paying attention which was a mistake on Adrian's part because he thought he would be safe because Kanlaon was in battle with it. It seems that all the aggro was shifted towards him when he killed the two goblin warriors. He could also see that the Goblin Chieftain was buffed by three kinds of buffs from his inspection. The Goblin Chieftain even became enraged despite having 90% of its health points remaining.

Monster: Goblin Chieftain

Status: [Haste] [Increased Regeneration] [Strengthened] [Enraged]

When Monsters become enraged they usually exhibit double the power and with all the buffs the Goblin Chieftain has it was a no brainer why Adrian was flung ten meters. The Goblin Chieftain continued its rampage towards Adrian and the latter responded by charging towards it also. The two swords clashed and sparks flew. Adrian thought he had the upper hand but he was pushed by two feet which means the strength of the Goblin Chieftain exceeded his and the weight of the Geoforced sword combined.

Adrian retreated immediately but was not given much breathing room because the Goblin Chieftain kept following it. Adrian's brain was working on fast mode and he decided to cast Chrono Lag to slow down the pursuit of the Goblin Chieftain. The debuff worked but the Goblin Chieftain was easily covering the distance. Left with no choice, Adrian decided to use the second skill attached to the sword Psyche Armament.

"Twin Fang Form" Adrian stated.

The greatsword split into two parts in the middle and became two single edge blades. Adrian became faster due to the effect of using this form.

Skill: Twin Fang Form

Tier: Legacy

Type: Toggle

Effect: Splits the double edge sword into two to become single edge blades. While in this form, the wielder is granted a 10% increase in damage and a 20% increase in agility. The active skill Soul Searing Crescent Wave will release one sword wave each blade but would deal half damage each compared to the original. If activated again, it would combine the two single edge blades once again to form a double edge sword.

Cooldown: 0.5 second

Cast Time: Instant

Essence Cost: 5 per form change