

O Summoner 79

Chapter 79 - Ominous Title

[You have successfully slain the Goblin Chieftain. Experience has been gained.]

[Player Equinox has leveled up two times]

[Soulbound Sirius has leveled up three times]

[Soulbound Kanlaon has leveled up three times]

[Soulbound Saena leveled up three times]

[Weapons Mastery has increased in skill mastery]

[Player Equinox has achieved the title 'Goblin Slayer']

When these slur of notifications showed in Adrian's vision he sighed and laid on the ground because his stamina bar is already in the red. He was smiling as he gazed at the dungeon's ceiling. It was an electrifying feeling when he used the last skill for the sword Psyche Armament.

Skill: Soul Avenger

Tier: Legacy

Type: Active

Effect: Deal damage dependent on the amount of health the target has lost. Damage starts from 500% physical damage to 1500% physical damage to a single target. Enemies near the target will also be damaged by 70% of the total damage that the target was dealt with.

Cooldown: 3 hours

Cast Time: 3 Seconds

Skill Cost: 50 Essences

It was Adrian's last attempt since if he prolonged the battle any longer his stamina will plummet and then his Satiety will go down further and he would lose health even just by walking. Now he knows why this skill costed 50 essences just to activate. The skill itself was devastating in terms of damage especially the area of effect is pretty useful during swarms of enemies.

Adrian rose up from the ground when his stamina bar was recovered to almost 30% and proceeded to take all of the loot that he previously did not pay attention to. He picked up tons of coins and even managed to amount about 105 gold pieces which was a sizeable amount. If a raid party were to equally distribute the gold collected for twenty persons since a maximum of twenty people could enter this dungeon scenario then they would be given a measly 5 gold in return for a lot of work. This is one of the reasons that players usually avoid farming humanoid enemies or NPCs because they drop items in smaller amounts compared to beastlike monsters.

The goblin recruits dropped some armors and weapons but it was mostly of common and uncommon quality which was useless in Adrian's eyes since players at this stage had at least 1 or two rare quality items. What caught his eye though was the items that each boss monster dropped. Each boss monster dropped an item and a skill book each. It was due to the first explorer reward that increased the odds of dropping items.

The goblin ranger dropped a rare quality crossbow and the skill book for Knockback Arrow which is also rare quality. The goblin mage dropped a rare quality robe and a rare quality skill book for Chain Lightning. The most prized of all that Adrian has looted was an epic quality broadsword and an epic quality skill book for Stampede which is for warriors. Adrian looked at the description for each item and weapon while he was still resting.

Weapon: Red Sparrow Crossbow

Tier: Rare Level Requirement: 45

Description: A red crossbow with its tip shaped like a birds head and is reminiscent of a bird gliding. It is the favorite weapon for rangers who wants faster fire rate but lesser damage compared to a traditional bow.

Damage modifier: 50-60 Attack Speed: 1.2

Weight: 20 units

Restrictions: Bow Mastery or Ranger job class or Weapons Mastery

Armor: Darkness Magus Robe

Tier: Rare Level Requirement: 45

Description: A robe infused with dark attribute magic and is mostly used by practitioners of dark magic. It is dreary and might give the wearer bad luck but it is not proven. It may be uncomfortable to wear but it is light on the body.

Dark Magic Resistance +10% Light Attribute Resistance – 5%

Dark Magic Mastery+1 Dark Magic Damage +5%

Weight: 5 units

Restrictions: Magic related job class

Weapon: Tribal Broadsword

Tier: Epic Level Requirement: 50

Description: A broadsword used by chieftains of a certain species as both a weapon and a ceremonial artifact. Only leaders who have proven their worth can wield this sword.

Damage modifier: 100-120 Attack Speed: 0.75

Generate Skill: War Cry (Details)

Weight: 80 units

Restriction: Sword Mastery 5

Adrian checked the skill War Cry and was amazed because with this skill embedded in the broadsword its value would become higher.

Skill: War Cry

Tier: Epic

Type: Buff

Effect: Produce an invigorating yell that empowers you and all your allies that are in the vicinity or is able to hear your shout. Doubles the caster's stats for ten seconds while his/her allies gains 50% stat increase for the same duration. Cannot be used during Silenced state.

Cooldown: 10 minutes

Cast Time: Instant

Skill Cost: 10 Stamina and 10 Mana points

A skill that not only doubles the user's stats for ten seconds but also his allies is very useful especially for those who loves to be in hunting parties. Ten seconds may not be a lot of time from a non-gamers perspective but for professional gamers or any gaming enthusiast would say that every second is precious because it only takes a split second for someone to turn the tides of battle in their favor. He then looked at the skill books descriptions.

Skillbook: Knockback Arrow

Tier: Rare

Type: Arrow Enchantment

Effect: Charge your arrow with a force capable of knocking back your opponent by ten meters. Deals 75% of your total physical damage to the target.

Cooldown: 3 minutes

Cast Time: Instant

Skill Cost: 50 Mana points

Restrictions: Bow Mastery or Weapons Mastery

Skillbook: Chain Lightning

Tier: Rare

Type: Active

Effect: Call forth the power of lightning in your hands and cast it ten meters in front of you. The first enemy hit will be dealt with 100% of your magic damage while succeeding targets receive 5% less magic damage per enemy hit until 50% magic damage decrease. Succeeding targets must at least be three meters near the initial target for the lightning to spread.

Max number of Targets: 10

Cooldown: 10 minutes

Cast Time: Instant

Skill Cost: 300 Mana points

Restrictions: Magic Class related job class

Skillbook: Stampede

Tier: Epic

Type: Active

Effect: Charges your body forward in a straight line while increasing your movement speed by 200%. All enemies that collides with the user will be stunned for one second and be dealt 120% of the caster's total physical damage. Cannot be affected by movement status conditions during the charge. The caster can end the skill early. If the caster collides with a wall or other terrain, he/she will be stunned for 0.5 seconds. If the user carries a shield it could chain this skill with 'Shield Bash'.

Maximum travel Distance: 20 meters

Cooldown: 15 minutes

Cast Time: Instant

Skill Cost: 50 Stamina

Restrictions: Warrior related job class

Adrian was unable to learn two of the three skillbooks that he has obtained but he was not disheartened because when he picked the Daemos race, he already knew the pros and cons. Although he could use the Knockback Arrow skillbook, it could only be used when he summoned the Bow Psyche Armament which would be a waste so he decided to just sell the three weapons and the three skillbooks. He would also check if he could trade them to other players. Now that he has seen all his material gains, he decided to take a look at his newly acquired title.

Title: Goblin Slayer

Description: So you like killing goblin's huh!

Effect: Deal 50% more damage when damaging goblins or goblin related enemies. You are considered the mortal enemy for all of goblin kind. You will be hated by all Goblin NPCs and they would choose to kill you rather than help you.

This title can be upgraded.

Adrian did not know whether to laugh or cry because the title's only benefit is the additional damage towards goblin type monsters while the rest is more of a punishment. The only silver lining is that the title could be upgraded and it might decrease or erase the downsides of the title. He could only sigh and give up being friends with goblins in this life.

Adrian then walked towards the cage where the prisoners were being kept. When Adrian was in front of the cage, instead of being relieved the prisoners were acting all scared and some even peed themselves. They muttering words to Adrian while kneeling in the ground.

"Ple..ease Sir.. spare us. Do not hurt us please!" one of the girls who was still able to speak begged.

"Do I look that terrifying?" was the thought that floated on Adrian's mind as he has completely forgotten that his Glamour was dispelled and he currently looks like a demon.

As he was pondering why the prisoners were afraid of him, his soulbounds gathered towards him and as if pouring more water in a breaking dam, some prisoners fainted because of Sirius and Kanlaon's presence. The two soulbound's presence was the final nail on the coffin for some of the prisoner's to retain their consciousness.