

Righteous Ps 67

The Righteous Player(s) Chapter 67

Annan's pale right hand that seemed to be almost transparent reached out.

The cold wind blew against the cuffs, flapping in the air.

Five crystal-colored transparent flames ignited at Annan's fingertips. A light-blue ice magic circle emerged from his palm and then disappeared quickly, leaving only a water ring.

After Annan threw the ring out, it overgrew in the air and condensed into ice.

It was a huge, hollowed-out frost wheel.

A gorgeous wheel of light intertwined with ice-blue light.

Mysterious light glimmering within the hollow. This light condensed the contacted air into frost; its frost traces continued to expand and spread.

The light wheel fell on the ground. A layer of shattered frost traces instantly tainted the ground, making it look like a field of broken grass carved from white crystals.

Gerald swiftly gazed at the players and the gun-wielded guards near the flame curtain opening, "[Patient]."

He didn't dare to look at Annan because he was worried that Annan's [Slothful Eye] might offset his [Mind Manipulation].

My opponent has an Alteration Wizard on his side, but I don't have an ally!

But these ordinary people will have no countermeasures against me!

Being unprepared, the four players and the remaining three gun-wielded guards had their will dominated by Gerald!

The three gun-wielded guards aimed at Annan without hesitation and pulled the trigger!

The four possessed players also rushed over.

"Be careful!"

Salvatore exclaimed, pulling out a thumb-sized medicine bottle from his waist and tossing it into the air.

The medicine bottle shattered in the air instantly. Bright red crystals expanded, forming a shield, stopping the two lead bullets!

The shattered red crystal fell on the ground, fell to pieces, and began to melt slowly.

There were two shots of bullets rather than three. One of the unaffected players took notice of the three gun-wielded guards being possessed. The player immediately pounced on one of the guards and slammed him to the ground!

In the meantime, Annan's spell casting was unhindered. It had already taken shape.

Annan gestured and let it spawn next to the player closest to him.

The hollow light wheel fell from the air, landed with frost traces, and issued a sharp screech, galloping towards Gerald!

The ice wheel knocked away the player attempting to slash at Annan. The player flew out along the condensed frost traces.

Numerous cuts appeared on the victim's skin.

The outer shell of the Frost Wheel collapsed to the ground, but the inner light wheel did not attenuate at all.

It was like an illusory projection, piercing the guard without any hindrance.

This wheel darted forward like a speeding car on a highway.

The player being run over gained back his will from the severe pain and chill.

As soon as he heard Annan chant the spell, Gerald used the instant spell he prepared beforehand. It was the only life-saving spell in the early stages of Soul Snatch school.

[Change Target]

Almost all curses' and all rituals' target lock-on feature required "name" to track the target.

Those in Idol school utilized this situation to gain profit.

After all, it was too easy to curse and kill any ordinary person in this world, as long as the perpetrator had his target's name and a surname. For example, Annan learned a ritual to kill someone just after flipping through the book casually in the nightmare. Moreover, the ritual was easy to set up.

Those Idol Wizards could create "substitutes" for monarchs or nobles through victims with the same name and surname. It would change the priority of who would sustain the curse under the condition of the same name and surname or use special rituals to exchange their real names with "substitutes." These wizards could give the monarchs of nobles a "safe temporary name."

Gerald's spell had a similar effect:

Construct a mirror in a short time and swap the consciousness coordinates of the two people. The goal was not to control the other party's body but to reverse the "identities" of the two people in a short period.

This function would direct the spell away, whether it was a health recovery spell, blessing spell, or homing attack spell.

The premise was that the opponent could not exempt or counter the spell.

The only drawback was that maintaining this state would consume mana considerably. Therefore, it could only be used right at the moment when the opponent delivered the homing attack, but the attack had not landed yet.

Gerald barely reacted.

The Frost Wheel cast with frost element was the original form of this spell. Its moving speed was splendid. The initial speed was 20 meters per second, and it would continue to accelerate when darting in a straight line.

Despite the intimidating speed, Dr. Gerald activated his instant spell before the wheel hit him.

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The Frost Wheel made a 180° U-turn, drifting silently on the ground. The wheel went to the player that was previously knocked to the ground.

The victim, who was still lying on the ground, raised his head and looked blankly at the wheel rushing toward him.

But this time, he was not lucky enough to escape the wheel's crush.

“Ugh...ah...”

The player wailed miserably.

After the wheel ran over him, his body was like the tainted ground that the wheel passed. Countless shattered crystal shards protruded from his body.

But they were no longer pure white but dark red ice thorns mixed with mutilated flesh.

These icy thorns grew rapidly, protruding out continuously from the wounds.

At the moment the wheel ran over him, the wheel exploded too. It turned into countless frosty white gas. A miniature storm stirred up, diminishing the surrounding sea of fire a little bit.

The unlucky player stopped wailing in pain after the wheel exploded.

At the moment the wheel exploded, his whole body was covered entirely in thin frost. He lost consciousness in a blink of an eye.

The blood-dyed frost traces on his body overgrew, making a creaking sound on that hardened body.

Then, the body fell apart. The ice thorns gushed out of his body without leaving a drop of blood. These ice thorns were then scattered into fine red crystal sands.

Then, the unlucky player turned into a cloud of black smoke and flew towards the distance.

The whole process, having the wheel deflected, took even less than two seconds.

At this time, Gerald made his declaration already:

“Salvatore, my next blow will [Severely Hurt] you.”

At the moment Gerald finished speaking, there was a strange sound echoing in the air, like the clicking sounds of the stopwatch's second hand.

“Stop him!”

The next moment, Gerald commanded loudly again.

His curse did not restrict him from using spells to control others or lead others to perform an attack. It was just that he couldn't attack by himself.

Therefore, when he used the Venerated Skeleton's bone-blood trigger, his movements were always very gentle. For fear that he would hurt the opponent and be judged as an attack.

This was another reason why he pretended to be a dentist.

It was customary for the dentist to strike the teeth with a hammer in this era.

After all, no one would think that the dentist picked up the hammer to kill them.

Gerald's thought process ran quickly.

Alteration spells could not be stopped once they were activated.

Salvatore had altered the red crystals into steel pins. He could no longer block the lead bullet with the red crystal grid.

Unfortunately, time was too short. The possessed gun-wielders had no time to reload bullets.

Of course, Gerald didn't think that this kind of mortal's weapon could pose any threat to the prepared Transcended.

It was just a prop to buy time, so it had little effect.

The two guards did not hesitate to swing their valuable muskets at the back of Annan and Salvatore's heads. The other players reacted and quickly took out their weapons and beheaded the two controlled guards mercilessly!

One of the controlled players suddenly turned around and ran towards Annan, opening his arms to hug Annan tightly!

Click.

The first second passed.

"Hu..."

Annan exhaled.

He exuded frost white gas, which all of it surged toward his back. The new star-shaped frost gas radiating from the ground gradually faded, while the thick white gas condensed into an illusory wall behind him.

When the two muskets struck the wall, they seemed to be frozen in the air, motionless!

The player who attempted to restrain Annan turned into dust and drifted away.

Annan's right hand turned blemish!