

LORD OF THE WORLD: I BECOME THE LORD OF THE DESERT FROM THE START

Chapter 19

Chapter 19: Chapter 18: Harvest Inventory and New Troop's Lair

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It had been two days since Richard arrived in the game "Shining Era", and the two days had been quite fruitful.

The first was food. Currently, there were more than 3,000 units of meat and about 500 units of basic food left in the inventory.

Including today's prey, the inventory could be increased by thousands of units.

This would directly alleviate the food shortage problem in Twilight City. At least, there would not be a shortage of food for the next month.

The second point was the troop's lair. This was the foundation of the territory.

He already had an Elite 3-star lair in his hands. The bandaged mummies he recruited had extremely strong combat strength. When paired with the Sand Transformation skill, it had a great enhancement effect

In the future, when Richard chose the troop, he could continue to develop this type.

The third point was the resource aspect.

Currently, Richard had occupied three resource points, and he could earn a steady income of 800 to 900 resources every day.

The resources in his hands added up to more than 7,000 units.

Even if Richard could not be considered rich, his accomplishment was not bad.

The fourth point was external exploration.

On the west side, Richard found the Dark Temple with strong defensive power.

In the future, once Twilight City became stronger, capturing this temple would truly yield a harvest that would make people envious.

Richard had obtained a lair of extremely rare desert bees near the logging field. In the future, he could breed them...

After carefully calculating the harvest, Richard was in a very good mood.

After a long time, he focused his attention on the troop lairs.

“To upgrade the Elite 3-star Great Pyramid to Rare 3-star, it requires 100 troop lairs.

“Based on the current price, it requires 40,000 units of resources. Moreover, it has a 7 days cooldown time. It is unlikely to be upgraded in a short period.

“Upgrading a normal-level to elite-level lair requires only 10 troop lairs and 4,000 units of resources.

“If I invest all the resources in my hands into the new troop, I can directly obtain a new elite-level troop lair.”

“If it’s not enough, I can even sell some food in exchange for resources.”

“I’ll use my resources to kill a wave of troops first... Strength is the foundation of standing in this world!”

After sorting out his thoughts, Richard immediately took action.

He opened the [Trading Market].

[Searching: Desert Camp Branch of the Troop.]

[Desert Scout (Normal 3-stars) — sold for 1,000 units of wood]

[Desert Halfling (Normal 1-star) — sold for 500 units of wood]

[Putrid Hyena (Normal 2-stars) — sold for 6,000 units of iron ore]

Richard carefully checked the attributes of these troop lairs, but he eliminated most of them at the first moment.

The bandaged mummy's outstanding performance on the battlefield became his reference standard.

Moreover, Richard had to consider whether these troops were compatible with his Sand Transformation skill, consider logistics, and consider whether they could be compatible with the mummy...

More importantly, what was the potential? Was it worth spending a lot of resources to train them?

After a full two-hour series of screenings, Richard had eliminated over ten thousand troops before choosing one.

[Scorpion's Lair]

[Level: Normal 3-stars]

[Recruitment: Scorpion Warrior (Normal 3 stars)]

[Recruitment: 14]

[Weekly Output: 7]

[Recruitment Requirements: 4 gold coins, 4 units of wood, 4 units of steel]

[Description: An normal desert troop's lair].

The price of this troop's lair was as high as 3,000 units of iron ore.

The attributes of the scorpion warrior that it produced made him quite tempted.

[Scorpion Warrior]

[Level: 1]

[Potential: Normal 3-stars]

[Skills: Undead Body (F-rank) — Reduces 15% physical damage, immune to plague and poison. It will not die unless its head is chopped off.]

[Poisonous Scorpion Tail (F-rank) — The scorpion tail can cause armor-piercing damage. At the same time, it has poison attached to it. Once it is stabbed, it will cause poison damage.]

[Powerful Iron Pincers (F-rank) — Double pincers sharp increased by 15%. Attack strength increased by 15%]

[Race Talent: When fighting in the desert, strength increases by 30%.]

[Fetters: When the number of scorpions is greater than 10, strength increases by 10%, and poison increases by 10%.]

[When the number of scorpions is greater than 20, strength increases by 20%, and poison increases by 20%.]

[When the number of scorpions is greater than 30, strength increases by 30%, and poison increases by 30%.]

[Description: A dead creature sealed in the Pharaoh's Pyramid. I believe you won't be willing to be stung by it.]

Its potential was Normal 3-star, and it had three skills—each of which was extremely useful.

There was one more thing that Richard admired. The scorpion warrior was a dead creature, so there was no need to consider logistics.

Although the bandaged mummy was outstanding, it also had a big weakness — it lacked offensive skills.

The scorpion warrior had powerful offensive skills, and its attributes were already very outstanding. Once it was upgraded, it would indeed receive even greater improvements.

After thinking about it, Richard searched again and confirmed that there was only one scorpion troop's lair.

Without hesitation, he bought it directly.

After consuming 3000 units of iron ore, the column was cleared. For this, Richard used other resources to exchange for a few hundred units.

Richard continued to search for troop lairs.

But this time, it was a synthetic one.

As long as it was from the desert camp, it was enough. How could it be so cheap?

After buying 10 troop lairs, what a coincidence!

The initial 7,000 units of resources were all emptied.

A series of 0s appeared on the attribute panel.

The construction of the Scorpion Lair required 400 units of wood, 400 units of stone, and 400 units of iron ore.

At this moment, Richard had no supplies at all.

He couldn't help but hold his forehead.

"This is too poor..."

It was still necessary to sell food.

“I wonder what the price of food is now?”

Opening the [Trading Market], the next second, Richard’s pupils constricted.

100 units of wheat — sold for 2,000 units of iron ore.

50 units of fresh fish — sold for 1,500 units of wood

10 units of wild boar meat — sold for 400 gold coins.

The price of food was truly so high.

Each unit of meat could be exchanged for 30 to 40 units of resources, and as long as it was put up, it would be gone in a second.

The price of wheat and rice was also around 20 units.

After a few glances, Richard thought of thousands of units of meat in the warehouse.

At this time, Richard had a feeling of windfall.

It turned out that food was the most valuable harvest these few days.

Over a thousand units of meat could be sold for 30,000 to 40,000 units of resources.

Adding today's harvest, the meat in the warehouse starkly exceeded 4000 units.

This was an astonishing amount of wealth!

If all of it was sold, it could even raise the mummy's great pyramid and the newly acquired scorpion to a rare-level lair without taking into account the 7 days cooldown time.