

## Global CM 42

### Chapter 42 The Sound of the Great Path Rise Again! (2/5) \_1

As Mu Xing rapidly approached, Chen Mo had finally stacked the corpse poison to 25,000 layers. He only needed to stack 300 more layers, and the BOSS would explode and die! It was mainly because the BOSS had only regained 50% of its life value after mutating; otherwise, Chen Mo would likely have needed to stack over 30,000 layers.

Stacking 300 layers was simple; it would only take a few seconds to accomplish.

The moment the corpse poison stacks reached 25,300, BOOM! After a muffled detonation from the poison, the BOSS—which had entangled Chen Mo in combat for over a quarter of an hour—finally collapsed, dead.

As the BOSS crashed to the ground, Chen Mo instantly received numerous notifications from the Heavenly Dao, chiming in one after another.

[The Heavenly Path's Hint: You have successfully killed the Level 20 The Master of Mutation (Non-Rebirth). You gain 20,000 experience points!]

The experience points gained from monsters are typically equivalent to their level. However, if a monster has a rank, killing it grants a multiplier to the experience points based on the monster's rank. Elite Beasts grant a 10x experience multiplier, ordinary BOSSes 100x, Silver-rank monsters 200x, Gold-rank monsters 500x, and so on.

Team BOSSes are special, offering a 1000x experience multiplier, and this experience is not split evenly. This means that as long as a team kills a Team BOSS, every member of the team can gain 20,000 experience points. This benefit is very substantial.

Of course, if there is an experience penalty, the experience points will be drastically reduced. For example, if a Level 20 character kills a Level 15 BOSS, with a 5-level difference penalty, 5 points might be deducted from a base of 15 experience points, making the obtainable base experience 10 points. The BOSS's original 100x experience multiplier, when facing a 5-level difference, might be divided by that level difference (e.g., 5), resulting in only a 20x multiplier.

Conversely, if a solo player defeats a significantly higher-level monster, the multiplier will also increase. This isn't usually a direct multiplication but rather a percentage increase in bonus experience for each level of difference, such as 10% per level.

Just as the Heavenly Dao was now indicating:

[The Heavenly Path's Hint: Because you solo-killed a higher-level monster, your experience reward has changed!]

[The Heavenly Path's Hint: As you are Level 8 and have killed the Level 20 The Master of Mutation, your base experience points gain is increased by 12 points, to 32 points. You have gained 32,000 experience points.]

[The Heavenly Path's Hint: As you are Level 8 and have killed the Level 20 The Master of Mutation, you receive an additional 120% experience points bonus. You have gained an additional 38,400 experience points.]

[The Heavenly Path's Hint: You have gained a total of 70,400 experience points.]

[The Heavenly Path's Hint: Due to the effect of the Pioneer title, your experience gain this time is doubled. You have gained a total of 140,800 experience points!]

[The Heavenly Path's Hint: Your Level has increased! Current Level: 9!]

[The Heavenly Path's Hint: Your Level has increased! Current Level: 10!]

[The Heavenly Path's Hint: Your Level has reached 10, and you have hit the second-tier bottleneck. You can choose to undergo a breakthrough test!]

[The Heavenly Path's Hint: If you do not wish to undergo the breakthrough test, you may choose to break through automatically. At your current stage, you only need to wait three days to automatically break through the level limit. However, during this period, you will be unable to obtain or accumulate experience points.]

[The Heavenly Path's Hint: Because you soloed a wild Team BOSS of a level not lower than your own, you completed a hidden SS-level quest! You have obtained the hidden achievement title 'One Person as an Army'!]

[The Heavenly Path's Hint: You have received an 'SS-Level Gift Pack'!]

[The Heavenly Path's Hint: Because you soloed a wild Team BOSS more than 10 levels higher than yourself within 1 hour, you completed a hidden SSS-level quest! You have obtained the unique hidden achievement title 'The Lonely God of War'!]

[The Heavenly Path's Hint: You have received an 'SSS-Level Gift Pack'!]

[The Heavenly Path's Hint: Because you completed a hidden SSS-level quest, your Pioneer title's experience points increase by 1!]

[The Heavenly Path's Hint: The Pioneer Title has leveled up! Current Level: Pioneer LV2!]

Chen Mo was still reading the Heavenly Dao notifications when, unexpectedly, the familiar and awe-inspiring Sound of the Great Path resonated once more.

"Congratulations to the Solar System! A Professional has completed the hidden SSS-level achievement 'The Lonely God of War'!"

"For this achievement, a special reward will be granted to all Professionals in the Solar System. Henceforth, when any native Professional of the Solar System solos a BOSS of a higher level, the BOSS's experience points and drop rates will be increased by an additional 100% on top of the original amounts!"

This single announcement, as the saying goes, was like a stone cast into a calm lake, sending ripples far and wide.

Professionals worldwide, still reeling from the previous Sound of the Great Path, were utterly astounded to hear it resound once more. Discussions erupted across the globe.

"What's going on today? Has our Earth been blessed by a lucky star or something? How can there be consecutive broadcasts of the Sound of the Great Path?!"

"This is outrageous! Does anyone even remember the last time the Sound of the Great Path was broadcast?"

"No idea. It's been so long, it's faded from memory."

"Exactly! The last broadcast of the Sound of the Great Path was over a hundred years ago. For it to happen twice in one day today... it's heaven-defying!"

After hearing this, many people immediately grew curious about the hidden achievement mentioned by the Sound of the Great Path. They quickly opened the translucent floating windows, visible only to themselves, to check.

When they clicked on the details for this hidden achievement, they were all dumbfounded!

"What kind of unbelievably outrageous achievement is this? Soloing a wild Team BOSS? These are the kinds of BOSSes that supposedly take hundreds of players half a day to kill, and someone soloed it?!"

"You're missing the point! It's not just soloing it. It's soloing a wild Team BOSS that's 10 levels higher than oneself! What does that even entail? Forget 10 levels, who could even do it if it were 5 levels higher? I've never heard of such a thing. The difficulty must be absolutely staggering!"

"You say \*they\* missed the point, but you're missing it too! Is being 10 levels higher the main thing? Isn't the most crucial part of this hidden achievement the time limit?"

"Yes, within 1 hour! That's the most critical part!"

At these words, everyone couldn't help but meticulously re-examine the detailed description of 'The Lonely God of War' hidden achievement.

The moment they finished reading, they were all rendered speechless.

"That person earlier was right, this truly is an astronomically difficult achievement! Are they serious?! A wild Team BOSS, killed within 1 hour?"

"Holy crap! If you hadn't pointed it out, I wouldn't have even noticed! I already thought soloing a wild Team BOSS was heaven-defying enough, let alone one that's 10 levels higher than oneself! And on top of all that, there's a 1-hour time limit? Such an inhuman feat! No wonder no one has ever accomplished it before!"

"Just what kind of person could pull off such a heaven-defying achievement! I'm incredibly curious."

"No kidding! Who *\*isn't\** curious right now? Such a monstrous talent! I think this person's achievement is even more heaven-defying than whoever it was that passed the Level 5 SSS-level breakthrough test and triggered the Sound of the Great Path for the first time earlier!"