

Global CM 54

Chapter 54: Everything!?! (4/5) _1

The girl approached Chen Mo, wrapped her arms around his, and cooed playfully in a cute, delicate manner.

Seeing this, Elder Rui responded with a weary smile, "She's not wrong. If her offer is higher, just sell it to her."

Having said this, Elder Rui withdrew the invitation, quickly calculated the value of the other items, and said, "Everything else is worth a total of 18,900,000. Let's make it an even 19,000,000."

"Alright."

Chen Mo gave him his Heavenly Dao account number; the other party could directly remit the money to his account in the form of eternal coins. The Heavenly Dao account was quite secure; no one could investigate who the account holder was, making it less likely for his use of the money to attract unwanted attention.

"Big sister, I've transferred 250 eternal copper coins to you. Please check," the girl said as she took the invitation Chen Mo handed her and immediately sent the payment.

"Hmm, I've received it," Chen Mo confirmed.

After selling six items for a total of 21,500,000, plus the two money bags from before, this wilderness group BOSS yielded a total of 23,000,000.

However, Chen Mo's luck wasn't great. The mutation had increased the drop rate of platinum equipment to 10%. With the 120% bonus from challenging a higher-Level opponent, the final drop rate reached 22%, yet none of the six items dropped were of platinum equipment rank. Otherwise, they would have sold for tens of millions each, at a minimum.

Even so, 23,000,000 was no small sum. If distributed among 500 people, each would get 46,000.

A Level 20 Non-Rebirth Master of Mutation would typically take a professional team about half a day to defeat. Earning 46,000 in half a day was quite good.

Normally, when grinding monsters, it was rare to see even a few eternal coins. Ordinary monsters had a low chance of dropping coins or equipment—usually gray stone-grade—so players mainly relied on collecting and selling materials to earn money. An ordinary Level 20 combat professional might earn a thousand or so a day. With good luck, perhaps several thousand. Only by challenging rare Elite Beasts and BOSSes could they obtain a larger Harvest.

However, such targets were already monopolized by dedicated teams, and ordinary people typically didn't get a chance. Being able to join a group and earn so much in half a day was already quite good. An income of 40,000 to 50,000 in half a day could easily match two to three months' salary for a non-combat profession.

And this was calculated based on the current earnings. However, leaders of organized groups didn't calculate it this way. Wilderness group BOSSes would drop special rare materials exclusive to them; you couldn't get them anywhere else. When a client needed one, they might pay 50,000,000 or even 100,000,000 specifically for such a material.

When clients contacted the leader of a professional wilderness group BOSS team, the leader, after accepting the order, would then contact experienced and capable individuals they had worked with before.

When recruiting, the leader would offer two kinds of arrangements. First, if the specific material dropped, everyone would receive a base pay of 100,000, and half of the Harvest from this run would be divided equally among them. Second, if the material didn't drop, then 90% of the Harvest from this run would be divided equally per person.

If the material dropped, the leader effectively used the client's funds to pay the wages, spending nothing of their own, and still got half the profit from the material. If the material didn't drop, the leader could still take 10% of the Harvest, and the remaining amount would be distributed. The leader never lost out. Team members might earn less or more depending on the outcome. But because of the incentive of potentially earning more, everyone's enthusiasm remained high.

Most importantly, the leader promised that as long as members followed commands, their resurrection was guaranteed if they died. When fighting a BOSS, the biggest fear is death. As long as one is Immortal, there's nothing to be afraid of.

In reality, most leaders were very experienced. If everyone followed the leader's commands, with various buffs applied to the team and debuffs on the BOSS, they could usually keep everyone healed. Deaths were rare, so the leader's promise was mostly to reassure everyone. An inexperienced leader wouldn't be able to offer these conditions or command such a large group.

After receiving the money, Chen Mo planned to buy some items he could use.

Although he felt a bit awkward asking about low-level items in such a high-end place, Chen Mo still asked, "Elder Rui, do you sell white Skill Books here?"

"White Skill Books?" Elder Rui looked surprised.

"It's alright if you don't. I was just asking casually," Chen Mo said.

"We do, actually. They're usually stored in batches in the warehouse. We mainly use them as crafting materials. What kind of white Skill Books do you need?"

"I need a large quantity of Skeleton Summon Skill Books."

"Skeleton Summon Skill Books? There aren't many recipes that use this Skill Book. We should still have quite a few in stock. Let me contact someone to check."

"Alright."

Chen Mo nodded. "In that case, please also check for Level 5 Fanatic Worship Skill Books and Level 10 Dark Shield Skill Books for me."

"I'll check on all of them for you."

She casually took out six tier-five quality items, didn't haggle at all, and didn't even care when someone else offered several hundred thousand more, adhering strictly to the 'first come, first served' rule.

Such a person must be an outstanding disciple from some prominent family. Given her remarkable demeanor as well, it's worth building a good relationship. Future business could be frequent, Elder Rui thought.

Elder Rui made the call and quickly received a response. After all, large merchant associations like this regularly take inventory of their accounts and stock, so they generally have records of any inquiries.

"We have over a thousand Skeleton Summon Skill Books. For Fanatic Worship and Dark Shield, there aren't as many, probably only a few hundred of each."

"How much would all of them cost?"

"All of them?!" Elder Rui was surprised. He had heard Chen Mo say 'a large quantity,' but he'd assumed that meant a dozen or so at most.

These class-specific Skill Books are usually bought by professionals of the same class to level up their skills, or used as crafting materials. Since this particular Skill Book isn't used in many recipes, for this girl to ask for over a thousand at once... Elder Rui was naturally surprised.

Repeatedly learning from the same Skill Book could upgrade the corresponding skill. This wasn't an upgrade in rank, but simply leveling up the skill, to a maximum of Level 10. Upon reaching Skill Levels 4,

7, and 10, one could choose one of three randomly presented enhancement options for the skill. Of course, these options were different from Chen Mo's synthesis options; the skill upgrade enhancements didn't have any special visual effects. Generally, the choices were things like reducing Cooldown, lowering resource cost, or increasing damage—one choice out of three. For summoning-type skills, options might include increasing summon duration or increasing the number of summons.

However, skill levels also had character Level restrictions. At character Level 5, a skill could be upgraded to a maximum of Level 4. At character Level 10, the skill cap was Level 7, and at character Level 15, it was Level 10.