Global CM 57

Chapter 57: Token Synthesis, Death Worship! (1/5)_1

"Child, if I leave in the middle of work, they'll dock my pay. Let's talk about it when I get back tonight."

It took quite a while for Liu Yiyi to reply to the message. It was clear that she was truly committed to her work. Liu Yiyi's awakened profession was a three-star lifestyle profession, Gardener. She usually took care of the gardens for some nouveau riche families. Although the work was tough, the income was quite satisfactory.

From Sister Yiyi's response, Chen Mo understood that she was a very responsible person. Even if he insisted she return now, she would probably feel awkward about leaving a job half-done.

Seeing this, Chen Mo decided to handle his own business first and talk to Sister Yiyi about taking a break later in the evening.

「Returning to his room, Chen Mo began to ponder where to start.」

He looked at the backpack in front of him and first took out a large stack of Skeleton Summoning Skill Books and Dark Crystals.

"I'll start with you!" he muttered.

After a good while, and with considerable effort involving a series of operations, Chen Mo finally managed to synthesize two more [Hidden Corpses Army·Yellow].

During this process, he also received a hint from the Heavenly Dao.

[The Heavenly Dao's Hint: You have reached 100 syntheses. Your Synthesis Level has increased to Level 2, unlocking new synthesis functions.]

[The Heavenly Dao's Hint: You've unlocked the Batch Synthesis Function, allowing you to select materials within a ten-meter radius that belong to you according to an existing recipe for batch synthesis.]

[The Heavenly Dao's Hint: You've unlocked the Token Synthesis Function. If you have obtained the relevant recipe, you can synthesize an item from an existing recipe without preparing raw materials. However, you will need to use eternal coins to compensate for the missing materials. The price will be based on the average transaction price of related items in the Star System from the previous day. If there is no transaction record for an item, it will be charged at the maximum rate based on its rarity. Items of SSS-level rank cannot use the Token Function. The current Synthesis Level has a token fee rate of 150%.]

So, Synthesis Levels can also be upgraded! The two unlocked functions are quite good. When the rank gets higher, it's tiresome to place items three by three. Batch synthesis will make things much easier.

Continuously placing items for synthesis in such a mechanical manner had almost bored Chen Mo to death. Fortunately, the upgrade of his Synthesis Level solved this problem. Moreover, the newly added Token Synthesis Function greatly interested Chen Mo.

But seeing the fee rate, Chen Mo estimated that the price probably wouldn't be cheap. According to the instructions, it's based on the average transaction price of the previous day, and then at a rate of 150%. This is likely 1.5 times the average transaction price of normal items. This price isn't low. However, for something like Skeleton Summoning—which some people have no use for, while others can use it to create recipes—there might still be some profit. The key is that it's based on the average transaction price, which means the purchase price also counts as a transaction price. The purchase price likely wasn't high, perhaps one hundred coins per book, while the selling price might reach one thousand at most. Averaging the two gives five hundred and fifty. Even with the fee rate, it's much cheaper than what Chen Mo buys from Myriad Heaven. Of course, it can't compare to the ridiculously low price that uncle at the street stall offered. But the advantage is that with tokens, as long as you have enough money, you effectively have unlimited materials. Synthesizing would then become much more convenient. At least he wouldn't have to run around painstakingly collecting large amounts of low-level materials.

After checking the new features in the synthesis interface, Chen Mo turned his attention back to synthesizing Skill Books.

I wonder what kind of Epic materials are needed to synthesize a purple skill, he thought.

After gathering the Skill Books, Chen Mo dragged his currently learned skill and the two new Skill Books into the synthesis panel. The fact that he didn't need an extra Skill Book when using an already learned skill as the base for synthesis was, in Chen Mo's opinion, quite considerate.

[Detecting recipe...]

...

[Commencing synthesis quality check...]

[The quality of this synthesis is medium, requiring an additional special material: Dark Source Crystal·Epic]

So, Dark Source Crystals are needed for synthesizing skills, Chen Mo noted, planning to go out and buy them later. Then, he began tinkering with the Dark Wand. This time, with batch synthesis, it was much simpler and faster.

Very soon, two Wands of Shared Fate were synthesized.

As he placed the three Wands of Shared Fate together into the synthesis interface, a message promptly popped up.

[The quality of this synthesis is medium, requiring an additional special material: Dark Demon Pearl·Epic]

As expected, with more Epic-grade dark materials available, the required materials for skills and weapons have also changed, Chen Mo mused.

Noting down the two Epic materials, Chen Mo then took out the two Skill Books that could be learned at Level 5 and Level 10 respectively. He planned to figure out all the Epic materials they needed before going out to purchase them.

Chen Mo picked up the Fanatic Worship Skill Book first.

[Fanatic Worship·Green]: Learning Level requirement: 5. Consumes 100 Energy. Launches Fanatic Worship on ten summoned creatures under your control, temporarily increasing their attack speed and attack power by 10% for 30 seconds. Cooldown: 60 seconds.

This was a group-wide buff Skill, key to boosting the Skeleton Mage's combat power in the early stages.

It can only affect ten creatures, which isn't quite enough. I wonder what will happen after it's synthesized, he pondered.

...You have placed [Fanatic Worship·Green] x3!

[Detecting recipe...]

...

[Congratulations, synthesis successful!]

[Please choose one of the following three synthesis options as the final result!]

[One]: Blood Worship·Blue (Bound) "Launches Blood Worship on fifty summoned creatures, temporarily increasing their attack speed, attack power, and life steal by 20%."

[Two]: Slaughter Worship·Blue (Bound) "Launches Slaughter Worship on fifty summoned creatures, temporarily increasing their attack speed and attack power by 20%. Each unit killed during the duration increases that summon's damage by 10% (stackable)."

[Three]: Death Worship·Blue (Bound) "Launches Death Worship on fifty summoned creatures, temporarily increasing their attack speed and attack power by 20%. When a creature dies during the duration, it inflicts a Death Curse on its killer, increasing all damage they receive by 1% (stackable)."

When they die, they inflict a Death Curse on the opponent, and it can be stacked! The curse lasts forever. If I continuously sacrifice Skeleton Monsters, can't I stack up a huge damage increase? This effect is great; it's another excellent tool for killing a BOSS!

Chen Mo excitedly chose Death Worship.

However, the current effect of Death Worship is still a bit low, only 1% per death. Stacking it seems a bit slow. If a thousand die, that's only a 1,000% increase. It sounds like a lot, but it's actually just ten times the damage. At this efficiency, it's enough for ordinary enemies. But if he encountered those monsters with hundreds of millions of life value, and corpse poison didn't take effect, how many Skeleton Monsters would he need to sacrifice to stack up to an insane damage increase?