

## Global CM 60

Chapter 60 Double Drop Rate! (4/5)\_1

As Chen Mo placed the three suits into the synthesis slot, the process began!

[Congratulations, the synthesis was successful!]

Indeed, much like weapon synthesis, when synthesizing equipment, lower-grade items didn't even present choices; the result was direct.

The suit's name changed slightly, and it became a bronze-level suit with a minor increase in its attributes and equipment special effects. However, no special effects could be chosen. Chen Mo continued with the synthesis.

As it transitioned from bronze to silver, the required materials were the same as for the weapon—only a Dark Crystal was needed.

This time, there was an opportunity to choose from three options.

Chen Mo promptly checked them.

[Congratulations, the synthesis was successful!]

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

[One]: Strengthening Suit·Silver-grade (bound) Special Effect: life value increased by 100%.

[Two]: Knowledge Suit·Silver-grade (bound) Special Effect: Experience gain rate increased by 100%.

[Three]: Wealthy Suit·Silver-grade (bound) Special Effect: Coin drop rate increased by 100%.

These upgraded special effects are quite interesting.

Chen Mo glanced at them a few times and directly chose the second one.

Once his basic survivability was ensured, nothing was better than leveling up quickly.

Level was the guarantee of strength! Level was the cornerstone of wealth! He knew that only with a higher level could he defeat higher-level monsters, obtain more valuable coins, and secure better item drops.

Naturally, he prioritized anything that increased his experience gain rate.

Having made his choice, Chen Mo continued with the synthesis.

[Congratulations, the synthesis was successful!]

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

[One]: Unyielding Suit-Golden-grade (bound) Special Effect: When taking a fatal injury, the wearer can resist death for 3 seconds but will die immediately after the 3 seconds expire.

A hero for three seconds? But I still die in the end. What's the point? Chen Mo didn't quite understand its value.

[Two]: Slaughter Suit-Golden-grade (bound) Special Effect: Each unit the wearer kills increases all their damage by 1%, lasting 30 seconds; stackable, refreshing the duration upon stacking.

[Three]: Harvest Suit-Golden-grade (bound) Special Effect: Item drop rate increased by 100%.

The Slaughter effect is quite good and suitable for facing multiple enemies. But when I face multiple opponents, I already have The Lonely God of War. I'm not afraid of them to begin with. This effect offers an improvement, but it's still limited. It's not as good as choosing Harvest.

After carefully looking at the three options, Chen Mo chose the third effect.

After three rounds of synthesis upgrades, not only had two more special effects been added, but the basic attributes of the 'Harvest Suit' itself had also significantly increased.

[Harvest Suit·Golden-grade]

[Profession Requirement]: combat profession

[Level Requirement]: Level 1

[Equipment Attributes]:

life value:  $5000 + (\text{Profession Star Level} * 1000)$

energy value:  $10000 + (\text{Profession Star Level} * 2000)$

Physical Defense:  $300 + (\text{Profession Star Level} * 100)$

Magic Defense:  $300 + (\text{Profession Star Level} * 100)$

All Attributes: Profession Star Level \* 5

[Set Special Effects]: Experience gain rate increased (20% \* Profession Star Level), All Attributes increased (10 \* Profession Star Level)

[Special Effects]: Knowledge (Experience gain rate increased by 100%), Harvest (Item drop rate increased by 100%)

[Equipment Introduction]: A novice suit favored by the Stars of the Great Way. Such an item had not originally existed in the world; no one knew how it had come into being.

Once it became golden-grade, whether it's the basic attributes or the set effects, the attribute enhancement is huge!

After all, it was a suit that occupied multiple equipment slots. This single piece of equipment was equivalent to several golden-grade items combined, so it was naturally extraordinary.

Chen Mo immediately made two more.

As the synthesis continued, a familiar prompt appeared again.

This time, the required epic materials were the same as those needed for weapons.

Having confirmed the materials he needed, Chen Mo immediately went out to purchase them.

There was no need to change his attire for buying materials. After all, many people bought epic materials, and no one would be so paranoid as to track someone merely for purchasing them.

Since he needed to buy epic materials, the only nearby place selling them was the Myriad Heaven emporium.

Chen Mo returned there once more.

He had originally planned to find Elder Rui, with whom he was familiar. However, remembering his current identity was different, he approached a nearby attendant and said, "I need to purchase some epic materials. I'm not sure where they are; could you take me to see them?"

Upon hearing he was there to buy epic materials, the attendant immediately became enthusiastic and led the way.

After all, epic materials were generally used for synthesizing the highest-grade items of the intermediate-tier. Anyone possessing such a recipe clearly deserved exceptional service.

Chen Mo was quickly led by the attendant to a display cabinet filled with epic materials.

Chen Mo first looked at the prices.

'Dark Source Crystal' Price: 30,000/piece

'Dark Demon Pearl' Price: 30,000/piece

30,000 per piece is acceptable. Five pieces will only cost 150,000.

Chen Mo bought five of each directly, keeping the extras as spares. Who knew how much it would cost to buy them from the system in the future?

Chen Mo paid thirty eternal copper coins for the materials and, itching with anticipation, immediately rushed back home.

He could hardly wait to see the attributes of the final product of the intermediate-tier.

The boost to his combat power from three purple skills and two platinum-grade items would be huge.

Purple skills would have enhancements related to profession star level, and the attributes of platinum-grade equipment would naturally reach a new peak.

Chen Mo first started synthesizing the items that didn't require extra materials—specifically, the suit.

He had bought 90 in total. Eighty-one of them could be synthesized up to platinum-grade, leaving a few spares.

He had just finished crafting three golden-grade suits. Now, he added the Dark Demon Pearls into the synthesis material slot along with the suits, skipped the animation, and went straight to the results!

[Congratulations, the synthesis was successful!]

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

[One]: Red Lotus Suit·Platinum-grade (bound) Special Effect: Deals damage equal to 2% of your maximum life value per second to all hostile units within a hundred-meter radius.

[Two]: Protective Suit·Platinum-grade (bound) Special Effect: Every 10 seconds, gain a protective ward that negates all damage from a single instance.

[Three]: Harvest Suit·Platinum-grade (bound) Special Effect: When an item drops after killing a monster, there is a 50% chance to receive double the amount.

This is unbelievable! Double drops! Even with only a 50% chance, the potential profit is enormous!

Chen Mo had initially been tempted by the second effect. Although he already possessed many life-saving abilities, who would ever complain about having too many?

However, when the third option—the double drop ability—appeared, Chen Mo still decided to sacrifice some survivability for greater profits.

Just imagine, if half of the items he'd obtained today had dropped in double quantities, his earnings would have increased by a full ten million coins!