

Global CM 61

Chapter 61: Level 3 Synthesis, Add Another Function! (5/5)_1

This was only considering the income aspect. Some inherently rare items, like certain BOSS-specific drops, often only dropped once a day or once a week. When a mission required several such pieces, one would have to grind for a long time. A doubled drop rate could significantly help with this. However, an effect that multiplied drops wasn't easy to obtain.

Chen Mo was currently having a rare opportunity to get such an effect and naturally wanted to seize it. He immediately chose the third option.

[Harvest Suit-Platinum-grade]

[Profession Requirement]: Combat Profession

[Level Requirement]: Level 1

[Equipment Attributes]:

Life Value: $7,500 + (\text{Profession Star Level} * 1,500)$

Energy Value: $15,000 + (\text{Profession Star Level} * 3,000)$

Physical Defense: $450 + (\text{Profession Star Level} * 150)$

Magic Defense: $450 + (\text{Profession Star Level} * 150)$

All Attributes: $\text{Profession Star Level} * 10$

[Set Special Effects]: Experience gain rate increased ($30\% * \text{Profession Star Level}$), All attributes increased ($15 * \text{Profession Star Level}$)

[Special Effects]: Knowledge (Experience gain rate increased by 100%), Harvest (Item drop rate increased by 100%), Bountiful Harvest (Item double drop rate 50%)

[Equipment Introduction]: A novice suit blessed by The Great Path's Star's power. This item originally didn't exist in the world, and its origins were unknown.

As a platinum-grade piece of equipment, its overall attributes were significantly improved. The exact extent of this improvement could only be known after equipping it.

Chen Mo equipped the suit first but didn't rush to check his current attributes, as four more treasures were waiting for him to synthesize. Since the armor was settled, he decided to sort out the weapon next.

As Chen Mo put the materials into the synthesis slot, the result quickly appeared.

[Congratulations! The synthesis is successful!]

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

[1]: Red Moon Scepter·Platinum-grade (Bound) Special Effect: Your Wisdom increases by 20% at night.

[2]: Thousand-mile Scepter·Platinum-grade (Bound) Special Effect: The range of all your normal attacks and skills doubles.

[3]: Raging Sun Scepter·Platinum-grade (Bound) Special Effect: Your Wisdom increases by 20% during the day.

What kind of ridiculous special effects are these? One increases Wisdom at night, and the other during the day? If I could choose both, I'd get a Wisdom boost day and night, right? Too bad I can't choose more than one.

Since he couldn't choose more than one, Chen Mo felt the middle option was the most practical. His class wasn't suited for close-quarters melee combat. The farther he could stay from enemies, the safer he would be when using his abilities. This effect, which increased the range of all his attacks and skills, suited Chen Mo perfectly.

[Thousand-mile Scepter-Platinum-grade]

[Equipment Requirement]: Level 1

[Equipment Attributes]: Magic Attack + (Profession Star Level * 60), Attack Speed + (Profession Star Level * 30), Energy Recovery Speed (Profession Star Level * 30) points/10 seconds, Wisdom + (Profession Star Level * 10), Spirit + (Profession Star Level * 10)

[Equipment Special Effects]: Energy Missile, Shared Fate, Thousand-mile

[Equipment Introduction]: Having received a baptism of The Great Path's Star's power, it is said that with this scepter, anything within sight is within attack range.

Compared to the set bonuses from multiple pieces of equipment combined, the bonuses from a single piece are indeed much more subtle.

Chen Mo didn't mind this. Any enhancement was a good thing. Since he had bought many Magic Wands previously, Chen Mo decided to synthesize them directly up to purple gold-grade to see what special materials would be required. With a thought, Chen Mo initiated batch synthesis.

Just as he finished synthesizing the second Thousand-mile Scepter, The Heavenly Path's Hint sounded again.

[The Heavenly Path's Hint: You have reached 300 syntheses. Your Synthesis Level has risen to Level 3, and you have unlocked new synthesis functions.]

[The Heavenly Path's Hint: You have activated the Synthesis Special Effect Refresh Function. If you are not satisfied with the special effect options after an item is synthesized, you can choose to refresh them once for free. Each subsequent refresh will require eternal coins. The more refreshes, the higher the price. There is no discount at the current Synthesis Level.]

[The Heavenly Path's Hint: You have activated the Synthesis Special Effect Replacement Function. Synthesized items can have one paid modification. You can replace one of the existing strengthening special effects with one chosen from three newly randomized effect options. The newly rolled effect options will not include the specific effect being replaced. These three new random special effects can also be refreshed, but no free refresh is provided; eternal coins will be required. There is no discount at the current Synthesis Level.]

[The Heavenly Path's Hint: Token Synthesis Function update: At the current Synthesis Level, the token fee rate is 130%.]

These two new functions from the upgrade are pretty good! The refresh function and the replacement function mean I won't have to force myself to pick one from a few useless special effects!

Previously, when all three special effect options were mediocre, Chen Mo had to grit his teeth and choose one. The new refresh function could alleviate this problem to some extent. However, if his luck was bad, he would still have to make a tough choice, as he only got one free refresh. Unless Chen Mo spent more resources to synthesize again from scratch, this could be problematic. It wasn't a big deal for low-grade items, but for high-grade ones, the cost could be ruinous. The refresh function now considerably mitigated this issue.

However, the fact that these good new functions were all paid services left Chen Mo speechless. The Heavenly Dao is too greedy!

Still, having new functions to use was better than not having them at all.

After reviewing the new functions, Chen Mo continued with batch synthesis. By this point, he already had three platinum-grade Thousand-mile Scepters.

He placed the three Thousand-mile Scepters into the synthesis slot and chose to synthesize.

[You have placed [Thousand-mile Scepter·Platinum-grade] x3 into the synthesis slot!]

[Checking recipe...]

[Detected three identical materials. Your talent has taken effect. This synthesis does not require a mastered recipe!]

[Beginning synthesis quality check...]

[This synthesis is of high quality and requires the addition of three special materials—Poisonous Heart·Legend, Five Elements Spirit Pearl·Legend, and Holy Beast's Inner Core·Legend.]

Damn, as expected of Upper Third Grade equipment, rumored to have an extremely low drop rate! It actually needs three legendary-level materials to continue synthesis? Outrageous!

Chen Mo carefully examined the names of these three legendary-level materials.

Apart from the Five Elements Spirit Orb, which he knew where to find, of the other two materials, he had only heard of one, and the other was completely unknown to him.

The Five Elements Spirit Orb could be most readily obtained from the five-stars difficulty dungeon he planned to choose for his next qualifying exam; completing its S-level mission with a high evaluation would yield one.

As for the Holy Beast's Inner Core, Chen Mo had heard that one would need to venture into an S-level or higher difficulty dungeon for a chance to encounter a Sacred Beast that might be passing through. If one could intercept and defeat it, this extremely rare material could be obtained.

However, regarding the Extreme Poison Heart, Chen Mo had never even heard where it was produced. He would have to research it carefully to find out.

All three of these items were exceedingly difficult to acquire and were considered extremely rare materials. Even if someone possessed them and was willing to sell, they would undoubtedly be auction-grade items, not something one could casually purchase.

For now, Chen Mo could only temporarily abandon the idea of synthesizing purple gold-grade equipment.