

God-level Hero

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Chapter 11: Chapter 8 The Two Who Encountered the BOSS Chapter 11: Chapter 8 The Two Who Encountered the BOSS Editor: Atlas Studios Deserted island and shipwreck.

After a whole day of battling, Blood Sea Wave made the final push to reach Level 5. As night fell, more skeletons appeared in the shipwreck. Here they come!

With a flash of golden light, Blood Sea Wave finally reached Level 5 and received the precious reward of a +1 basic damage increase! The system was very stingy with basic damage increases, granting only 1 point every 5 levels. But even so, with various equipment bonuses, players' damage output became very terrifying in the late stage, truly worthy of the hero's name.

Now Blood Sea Wave's basic killing was 4-7, and his attack finally countered the monsters' high defense of 6 points. With a 40% damage bonus from Expert Level Attack Skill, he could effortlessly one-shot a Skeleton Warrior with 5 points of life! Previously, he couldn't one-shot the monsters because the damage wasn't enough, requiring additional hits. The difference between one hit and two was the difference in leveling efficiency doubling!

But Blood Sea Wave wasn't going to continue the monotonous skeleton killing. Now was the time to enter the cabin and explore the secrets inside the ship. All signs indicated that there was a Necromancer or something inside the cabin, constantly summoning skeletons. Time to take it down!

Facing the constant stream of skeletons emerging from the cabin, Blood Sea Wave utilized the advantage of his Shield Guard's 2-point higher attack speed than the skeletons to quickly take them down one by one without taking any damage himself. Awesome! Now he didn't even need to rest and heal anymore! This efficiency improvement was more than twice! Level 5 truly was a turning point!

Slashing his way through the narrow, dim cabin corridor, Blood Sea Wave finally reached his target—a dark room continuously spawning Skeleton Warriors!

There was indeed a humanoid monster shrouded in white mist in the room, continuously chanting spells, as skeletons emerged one after another from the summoning array beneath it! BOSS!!!

This is what I was looking for, kill it!

Blood Sea Wave charged forward, swinging his sword. At that moment, the BOSS emitted a flash of black light, and a black light descended upon Blood Sea Wave from the sky!

—System Prompt: You were hit by the Ghost Mage's Dark Magic "Weakening Curse," maximum damage -2, duration one day!

Blood Sea Wave was startled! My max damage just got reduced! My damage was now 4-5! No worries, even at 4-4 I could still one-shot the monsters! Blood Sea Wave swung his sword again, one-shotting another skeleton with determination and surged forward!

The BOSS flashed a black light again!

—System Prompt: You were hit by the Ghost Mage's Dark Magic "Pain Torture," attack -6, duration one day!

Blood Sea Wave was shocked again! Attack decreased by 6! This meant he couldn't break through the Skeleton Warrior's defense anymore! With a 6-point attack-defense gap, he could only deal 85% damage, meaning 3.4-4.2! Even with the subsequent 40% bonus from Expert Level Attack Skill, it might not reach 5!

While in shock, Blood Sea Wave once again one-shotted a blocking skeleton!

Blood Sea Wave maintained his confidence, charging forward! As long as he didn't hit the minimum damage, he could still one-shot the skeletons!

The BOSS flashed black light again!

—System Prompt: You were hit by the Ghost Mage's Dark Magic "Delay Magic," your attack speed decreased by 30%! Duration one day!

Blood Sea Wave cursed out loud, "Damn it! Are you done yet!"

At this point, Blood Sea Wave's attack speed of 12 decreased to 8, slower than the skeletons! With a clang, a skeleton swung its blade, taking away 1 point of his life!

Blood Sea Wave cut down the skeleton in front of him again and rushed into the room; the BOSS was within reach!

—System Prompt: You were hit by the Ghost Mage's Dark Magic "Armor-Piercing Weakening," your defense decreased by 4 points! Duration one day!

My defense is high enough not to fear your debuffs! The sheer number of the BOSS's spells left Blood Sea Wave speechless!

At this moment, Blood Sea Wave finally saw clearly that the BOSS was just a ghost holding a flashing Black Magic Book, with attributes of an ordinary ghost! An undead third-level troop normal form!

—Ghost: Attack 4, Defense 4, Life 16, Damage 2-4, Attack Speed: Normal Speed 8, Move Speed 15, Special Skill: Nihilism Body, Flying troop, Undying Creature.

Blood Sea Wave suddenly understood! How could a small BOSS from the Newbie Village have so many Dark Magic spells? This Magic Book was the key! If he killed this BOSS, the Magic Book might drop! The Magic Book itself was a source of great magic power! The Magic Book might even be alive! It could allow someone with no magic foundation to cast the spells recorded in it! Such a treasure would appear in the Newbie Trial Village?

Of course, when assessing someone like me, a God-level Hero, it's not strange at all, even if a Divine Artifact appeared!

In his excitement, Blood Sea Wave slashed at the ghost—"Missed!"

—Newbie Prompt: Ghosts have the special skill Nihilism Body, giving them a 50% chance to dodge physical and magical attacks! If the first two attacks miss, the third attack is guaranteed to hit.

—Argh! Blood Sea Wave spat!

Damn! Even filled with black magic, I still have 30 life points. I can still take down your weakling with 16 points of life! Blood Sea Wave swung again, "—3!"

This time you better not dodge! You have 13 life points left! Blood Sea Wave's battle spirit surged!

At that moment, two more skeletons emerged from the summoning array, attacking Blood Sea Wave viciously. Surrounded by skeletons, Blood Sea Wave focused on attacking the ghost relentlessly! —4! Miss! Miss! —3! ...

The ghost's health kept dropping, and Blood Sea Wave's health was also dwindling. When another Skeleton Warrior walked out of the summoning array, and when Blood Sea Wave's much-anticipated crucial hit missed again, Blood Sea Wave, down to 4 life points, realized the situation was hopeless, cursed in anger, and reluctantly turned to flee!

At least my move speed was good enough to escape the skeletons, which couldn't catch up! The ghost might be able to, but if it dared to stray away from the skeletons, I could still handle it with my 4 life points and still might take it down!

But ultimately, that hope was dashed when the Ghost Mage didn't pursue out the door.

So close! So close! Blood Sea Wave was fuming with anger, hiccuping all over on the run!

If, if I had teamed up with that dumbass, I would've taken it down, right? This thought lingered in Blood Sea Wave's mind for only half a second before he shook his head and dismissed it. Everything on the ship—experience, equipment, treasures—belonged to me alone. No outsider would get a piece! It's fine if I can't defeat it now, leveling up one more level should do it. I'll continue to kill skeletons on the deck.

It's just that now, filled with all the black magic lasting for a full day of game time, it's incredibly frustrating! Other stuff doesn't matter, I can just revert to a Level 1 state, but this Delay Magic is too annoying! Being slower than skeletons means I'm bound to get hit first! Resting to heal wastes a ton of time, so frustrating!

However, feeling frustrated is a good thing! The more I experience frustration, the more it hints at the value of this Black Magic Book! I must get my hands on it!

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Deserted island beach.

After swimming ashore, Da Fei found the nearest anemone pool, and with his first shot, got off to a great start!

—System Prompt: You obtained an incomplete information card of the Demonized Poisonous Anemone!

—Newbie Prompt: Incomplete information cards make it difficult to get full rewards from NPCs, continue to fight to collect more detailed intelligence.

Indeed, it was an anemone! So that's its name! How fittingly mighty! Da Fei excitedly checked the information card.

—Demonized Poisonous Anemone:

Creature Type: Small Plant;

Attack: ?

Defense: 0

Damage: ?

Life: 11

Attack Speed: Very Slow

Move Speed: 0

Special Skill: ?

Dropped Items: ?

Experience Points: 10

Hahaha, indeed, a slow build-up! Keep going! Da Fei killed dozens more, yet not a single thing happened.

What was going on? Could it be that because I hit them without getting hit back, I can't know the opponent's damage info? Probably so, after all, you'll never know the pain of a punch if you haven't been punched.

Should I, you know, take a hit and see?

Nah, that's just asking for trouble! Although judging by the health and experience, this anemone was of a second-level troop standard, plant monsters are notoriously tricky and defy logical comprehension, especially with "poisonous" in its name! Can a flimsy gunner like me endure that?

Besides, I managed to rack up 2000 experience while studying, and I'm almost at Level 4, so no slipping up now. Leveling up is the key. Plus, with a low level on the Reconnaissance Skill, the effect of sub-skills is also limited, so I'll wait until I level up and advance to Intermediate Reconnaissance Skill.

So Da Fei continued fighting. Finally, with a flash of gold, he leveled up!

—System Prompt: Congratulations! You've advanced to Level 4, your life +2, you gain 1 strategic attribute point, you gain 1 skill point, your command power +1.

Not much to say, upgrade the Reconnaissance Skill!

—System Prompt: You used 1 skill point and learned Intermediate Reconnaissance Skill!

—Intermediate Reconnaissance Skill: Your field of vision +40%, you can view enemy numbers, morale, and supply information. Has a certain probability of discovering hidden enemies within your vision range and can provide early warnings for attacking discovered hidden enemies, increasing the player's chance of dodging attacks.

At that moment,

—System Prompt: The Reconnaissance Skill warned you that a powerful hidden enemy is lurking nearby, stay alert!

A legendary hidden BOSS! Da Fei was stunned on the spot! The effect of the Intermediate Reconnaissance Skill was too immediate!

At this point, a large red frame constantly flashed on Da Fei's mini-map, indicating danger in that area! A world seen through the eyes of a Reconnaissance Skill player was indeed different from a regular player's eyes.

The question now was, what to do? Faced with a hidden BOSS, what could a weakling gunner like me do? But this question lingered in Da Fei's mind for only half a second before he shook his head and dismissed it!

Of course, find it out first! How else would I know if there's an opportunity? Just like how Da Fei often bought lottery tickets, he had never won, but as long as you bought one, you had a one in a million chance to change your fate. But if you never buy, you never have the chance to change your fate!

Chapter 12: Chapter 9 The Venomous Anemone King Chapter 12: Chapter 9 The Venomous Anemone King Editor: Atlas Studios Da Fei proceeded cautiously toward the area where the red frame was flashing wildly on the mini-map. There was no need to look around; the large sea beast skeleton half-buried in the sand on the beach ahead had already betrayed its location! After all, it was the only distinct feature on the entire beach!

Da Fei advanced cautiously, getting closer and closer. Not only did he see the giant whale-like skeleton, but he also noticed a few barrels half-buried in the sand nearby. Did these fall from a ship?

If this giant whale's death was related to this Boss, just how powerful was the Boss? Probably unbeatable, but as long as I can gather information about the Boss, that's enough. The more unknown and powerful a creature is, even if the information gathered is incomplete, simply letting the world know of its existence results in a huge reputation boost!

So, even if it's certain death, its value is significant! This Reconnaissance Skill wasn't learned in vain, hahaha! But where was the Boss? Hiding in the whale's skull? Or in the sand?

With a mix of tension and excitement, Da Fei circled behind the whale's skull, advancing while using his spear to prod the sand ahead. The red frame on Da Fei's mini-map blinked more frequently and intensely! The Boss was right ahead!

Closer! The massive skull-like a small house was empty. So, it was in the sand?

Da Fei took a deep breath and stepped forward, tense and heavy-hearted.

—System Prompt: Warning! Reconnaissance has detected a hidden enemy about to appear!

What the hell! Da Fei was shocked, instinctively turning and running without thinking! Behind him, there was a loud thud, and a gust of foul-smelling wind roared past his head! Spattering sand splashed everywhere! A big “Missed” floated above his head!

Da Fei finally snapped out of it! Why was I running? Wasn’t I here to die and gather info? So he immediately turned back, and was stunned!

Tentacles! Over a dozen thick and long Anemone tentacles emerged from the sand! So it was an Anemone Boss! Thanks to the Reconnaissance Skill’s early warning, he had narrowly escaped! The Intermediate Reconnaissance Skill’s early warning feature and the character’s running state provided a chance to evade attacks.

Watching the dozen giant tentacles dancing in the sand, Da Fei shook his head helplessly in astonishment.

A Boss was indeed a Boss! These tentacles were twice as long as my spear, no way to fight that! It’s a shame I was born a gunner, how great it would be if I were born an archer! Seems like I’ll have to obediently step forward to die and snag some intel.

Wait! An archer won’t work either! How could the system have archer players on this godforsaken island? When the arrows run out, who will sell more? Go pick them up in the ship’s hold? That ship’s hold wasn’t even breached by the God-level Hero after leveling up a few times! How far can a newbie archer’s arrows take them?

That means this Boss is still meant for close-combat players!

Thinking this way, Da Fei’s gaze moved to the giant whale skull beside the tentacles that seemed useful!

As a skilled player, it’s vital to understand that Bosses are meant to be defeated by players. A Boss that seems impossible to take head-on must have another approach! Reasonably utilizing terrain is the key strategy for overcoming obstacles in any game!

Da Fei carefully observed the skull, which increasingly looked like a bunker, with the eye sockets acting as shooting holes! So, if I hide in this skull and stab through the eye sockets... that’s it! This is the trick! If even this fails, there’s no chance in an open area! However, I can strike through the eye sockets, but its tentacles should also reach in from outside! Then after landing a hit, I must dodge sideways. If its tentacles can bend, then I’m done for!

In any case, since I’m here to die, I’ve got no pressure! The longer I last against it, the more detailed information I’ll gather!

But there's a big problem. It's nearly impossible to get into the skull now; its tentacles are so long they'll surely hit me! Charge in directly? Hell no! I'm just a fragile gunner who wouldn't dare touch a regular small Anemone, let alone the Boss. How did the whale die?

Then I'll just wait! This Boss must have a reason to burrow into the ground; since there's no water here, it probably doesn't adapt well to open air?

Da Fei ran further away and killed twenty more small Anemones for some experience, then ran back to see. Hey, hey, it really burrowed again! This is the moment I've been waiting for!

Quietly, Da Fei crept around to the back of the skull, finding the best angle. This angle had whale ribs standing to block sweeping attacks from the tentacles, which were nearly impossible to dodge. Stabbing tentacles were easier to dodge!

One step, two steps, reaching the enemy's attack range! Da Fei crouched, deeply inhaling like a spring ready to launch!

—System Prompt: Warning! Reconnaissance has detected a hidden enemy about to appear!

Charge!!! In an instant, Da Fei shot out at a gunner's speed of 10 meters per second!

Bang!!! Dirt and sand burst into the air as a shadow shot from the ground! For a split second, Da Fei's heart was in his throat!

In this world, there's no such thing as a surefire tactic; luck is always the most unpredictable factor in strategy! The stronger side tries to minimize the luck factor, while the weaker side can only rely on luck!

With early warning, early movement, and terrain utilization, Da Fei had done everything objectively possible, leaving the rest to fate! If luck wasn't on my side? Haha, then just die and try again; there's no pressure in gaming!

—Whoosh! A sandy blast whisked past! Missed!!!

Oh yeah!!! Breach successful!

—Thud! Da Fei dived into the giant whale's skull, excitedly and tensely waiting for the second wave of attacks! If the tentacle could bend, then I was doomed to a points deduction!

After a while of waiting, the second wave did not come. Seemed like this could work? Excited, Da Fei slowly stood up and cautiously peeked out of the skull's eye socket— whoosh! A shadow flashed before his eyes!

Prepared, Da Fei quickly retracted.

—Bang!!! Missed! A thick, thigh-like, disgusting green tentacle covered in sucker pimples shot in from outside the skull's eye socket, slamming into the skull's interior wall! The entire whale bone jolted with the impact!

Such force left Da Fei wide-eyed and speechless! This attack would surely obliterate a newbie and probably a Knight too; it's definitely not a monster that can be tanked!

Thud! After hitting the wall, the tentacle flopped to the ground like a dead snake and began its slow creep toward Da Fei's hiding place.

Wow, shit! It really can bend! It's do or die!

“Take this!” Da Fei jabbed his spear at the creeping tentacle “-6”!!!

—System Prompt: You have obtained an incomplete information card about the Demonized Poisonous Anemone King!

Got the info card! I can die without regrets!

But now there was no time to look at the info card or care why he was dealing twice as much damage as his maximum damage. With the disgusting tentacle creeping closer, Da Fei attacked hysterically like a woman swatting a roach, jabbing repeatedly while shouting incoherently, “Azzaza-za-za-za—”

—“-6!” “-6” “-6” “-6!”

Every jab made the tentacle twitch violently, like a worm cut in half, entirely lacking its initial fierce power! And its limp struggles couldn't reach Da Fei wielding a long spear; the long weapon's special skill was still effective!

Finally, after leaving green liquid all over, the tattered tentacle clattered back out of the eye socket.

Got a shot! Got a shot! Wahaha! Regaining his composure, Da Fei hurriedly checked the information card.

—Demonized Poisonous Anemone King:

Creature Type: Large Plant

Attack: ?

Defense: ?

Damage: ?

Health: ?

Attack Speed: 1, very, very slow.

Move Speed: 0

Special Skill: Ejection Attack, ?

Item Drop: ?

Experience: ?

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Its special skill was Ejection Attack!!! The elite Second-level Soldier from the Hell Race, known as the Screaming Horned Demon, or Jumping Demon among beta testers!

—Screaming Horned Demon: Attack 3, Defense 2, Health 13, Damage 1-4, Attack Speed 8, Move Speed 5, Special Skill: Ejection Attack, Enrage.

Screaming Horned Demons resided on the islands of the Hell Lava Sea. Although they moved slowly on their own, they could navigate the scorching Lava Islands with jumps comparable to those of Flying Soldiers, thus possessing an ejection attack ability that even the mightiest demons couldn't underestimate.

—Ejection Attack: With astonishing leaping power, Screaming Horned Demons could catapult themselves as projectiles into the farthest corners of the battlefield, even into castle walls. The farther the ejection distance, the higher the landing damage. However, their high-speed mobility led to a decrease in attack accuracy, and post-landing, they would be in a fully weakened armor-piercing state, suffering doubled damage. Repeated use of Ejection Attack amplifies the weakening effect and increases the damage taken exponentially.

As Second-level Soldiers, Screaming Horned Demons were one of the most feared low-level creatures by players. Of course, the Hell Race units as wild creatures were a headache. Their Ejection Attack could deal damage two to three times their own strength. It was hard to encounter them without incurring losses, and many high-level soldiers couldn't escape their grasp, rightfully making them highly valuable cannon fodder suicide troops!

Da Fei suddenly understood! No wonder my 1-3 damage managed 6 points of damage!

In other words, this Anemone King, being a Plant Monster, had low attack speed, relying on the lightning-fast special skill of Ejection Tentacles for attacks. And its attack

speed was not just low, but abysmally so, with only 1! This meant the player makes 10 moves for its 1! So Da Fei jabbed at it for a good while, seemingly about to render it useless before it could retaliate!

Of course, the attack speed of 1 referred to one tentacle being 1, but it had over a dozen tentacles, so the low-speed issue didn't exist. But this was different since now Da Fei hid in the skull, and only one tentacle could reach inside!

So that's how it is! Ejection Attack itself lacked high accuracy, and I was moving evasively the whole time, so I'll try knocking them down one by one!

Da Fei took a deep breath, once more craning his head to the skull's eye socket. This was the most crucial and dangerous part of the tactic!

Succeeding once might not be difficult, but succeeding consecutively for over a dozen times was the real challenge! But for Da Fei, a seasoned construction worker with nerves of steel from high-rise renovations, achieving safety in production once was not difficult, and achieving continuous safety over a dozen times was equally not difficult!

Chapter 13: Chapter 10: Experts Are Made by Soloing Bosses Chapter 13: Chapter 10: Experts Are Made by Soloing Bosses Editor: Atlas Studios Time in the game flies by quickly, and night is about to pass.

The entire giant whale skull is covered with green pulp. Da Fei, engrossed in the fight, can no longer remember how many tentacles he has lured and killed. When Da Fei cautiously peers out of the skull again, the familiar gust of wind doesn't strike his face! Killed, all killed?

He sneakily looked inside, and saw the same green pulp all over the sand outside, with more than a dozen tentacles, battered and ragged, wriggling and bubbling on the ground. Success! Indeed, success! Bro has eliminated all its minions! Now, an anemone without tentacles is like a toothless tiger; if I still can't win against that, it means I'm truly doomed!

Da Fei steps out of the skull, and feeling Da Fei's approach, the tentacles on the ground begin to twist in struggle.

Heh heh, no need to struggle, bro will end your pain! Standing at a distance, Da Fei shot them one by one, nailing all the tentacles to the ground. What's left must be the main body in the ground, right? Nothing more to say, Da Fei thrusts his spear into the sand, -2! And with a splat, a splash of green pulp!

No reaction? Filled with excitement, Da Fei stabs again, -2!

Can't fight back, huh? Haha! Wahahahaha! That's exactly what I wanted! Da Fei's ecstatic laughter resonates high and far!

Bro says, I'm a pro! How could there be monsters in Newbie Village that a newbie can't beat? Soloing a BOSS! From ancient times to now, this has been the foundation for professionals to get rich and pave their way to success! It's the cornerstone of continuously marching from one victory to another! This is a good start, half the battle to a successful life!

Da Fei, with the ferocity of a dragon and the speed of the rain, continued to thrust fiercely, fully enjoying this hard-earned victory!

The east begins to lighten up, the sound of the waves roar, the tide is rising!

And Da Fei strikes the final blow! A ray of golden light descends from the sky!

——System Prompt: You have killed the Demonized Poisonous Anemone King! You gained 6000 experience points! You found spoils of war: Heart of Demonized Poisonous Anemone King! Demonized Poisonous Anemone King Seed!

——System Prompt: Congratulations! You have leveled up to Level 5! Your Life Value +2, you gained 1 strategic attribute point, you gained 1 skill point, your Command Power +1, and your Basic Damage +1.

——System Prompt: You've collected partial information about the Demonized Poisonous Anemone King, further perfecting the info card.

——System Prompt: You have singlehandedly killed a leader-level monster higher level than yourself, earning the achievement "Lonely Brave Warrior," awarding +10 Life Value points and +1 to personal basic damage. The next achievement "Lonely Brave Warrior 10 Consecutive Victories" requires you to singlehandedly kill 10 leader-level monsters higher level than yourself without any troops.

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Looking at this long list of expected system information, Da Fei laughs again! These are the rightful rewards for soloing a BOSS! What bro urgently needs is more damage, the achievement awarded me one point of damage, and reaching level 5 added another point, it's truly a double blessing!

Currently, Da Fei's attributes are:

Level 5, Attack: 4, Defense: 3 (personal defense 3), Life Value: 28, Damage: 3—5, Attack Speed: 10, Move Speed: 10, Command Power: 4, Reputation: 0, tactical position: 1, Stamina: 100.

Skills: Basic Navigation Skill, Intermediate Reconnaissance Skill (Sub-skill Intelligence Collection), 1 unallocated skill point.

Wahahaha! This is incomparable to the weakling gunner from the day before yesterday, who just set sail with 1-3 damage and 10 life points! But on second thought, gunners are actually not weak; at least among the first level troops with commonly 5, 6, 7 life points, those 10 life points are quite impressive!

But it's not over yet! There are also the spoils of war from killing the BOSS!

——Heart of Demonized Poisonous Anemone King: Weapon Enchantment. Adds 1 point of Paralysis Poison Damage to the weapon.

——Demonized Poisonous Anemone King Seed: Soldier Source Base. Capable of breeding a new type of troop, the Demonized Poisonous Anemone, in specific environments. A small chance to breed a Demonized Poisonous Anemone King. Building condition: Unknown.

Da Fei is startled! A Soldier Source Base for breeding new types of troops! That's what the so-called troop-building is!

A Soldier Source Base is usually a blueprint; for example, once a player gets the Gunman Instructor blueprint, they can apply to build it in a Kingdom's Main City or a small town. With 10 units of wood and 10 units of stone resources plus 1000 Gold Coins for construction, the player can recruit gunners at a low cost from their own base, rather than hiring them at a high price from the Kingdom's NPC barracks.

Of course, if you want to save even more, players can also hire a Gunman Instructor, and so on. A Soldier Source Base like this seed is quite a rare and peculiar kind.

Of course, Soldier Source Bases are a Lord Player's favorite item, so the best way to deal with it is to sell it! During public testing, a quirky Dwarf Instructor with a slingshot was valued at 100,000 US Dollars! That's hundreds of thousands of RMB! Not to mention that plant monsters are cunning and treacherous; selling for one million should be no problem, right? However, the unknown building condition of this Soldier Source Base does affect its selling price.

Never mind! A troop base is still a troop base. If it's not sold for a million, a hundred thousand should be doable; if not, then fifty thousand! Wahahaha, I've struck it rich! Bro has made it! I knew it, becoming a professional player was the right move! I knew all those years of not winning the lottery, my luck was bound to explode one day! When the market picks up, I'll sell it!

Suddenly, Da Fei spots several barrels buried in the sand. What are these? Da Fei opens one.

——System Prompt: You have acquired 3 units of Refined Crystal Sulfur!

Da Fei is startled! It's a top-grade rare strategic resource! It's only available in the New World; the Old World only has ordinary sulfur, 1 unit of Refined Crystal Sulfur = 10 units of ordinary sulfur. Damn, I've hit the jackpot again!

What does 1 unit mean? 1 unit = 100 pieces. What is a piece?

Troops all consume resources by eating and drinking. Ordinary soldiers consume 1 piece of water and food per day, advanced troops like Angels consume 1 piece of gems and crystal per day. A piece is the basic daily consumption standard.

And 1 unit = 100 pieces. Since this game involves territorial management and trading, doing bulk transactions with NPCs is a must, and nothing less than 100 pieces is for sale. Just like how 100 shares equal 1 lot in stock trading, all trades in the game are based on "units," commonly abbreviated as "unit." Players can carry a maximum of 10 units of resources on them, and any excess must be transported using logistic vehicles. Once defeated, the logistic vehicles will fall into the hands of the enemy.

Da Fei continues to open barrels.

——System Prompt: You've obtained 2 units of Mithril!

Mithril! The Mithril recorded in the logbook! These must indeed be things that fell off the ship.

——System Prompt: You've obtained 2 units of Concentrated Mercury!

Another resource from the New World! It seems that all these came from off the ship, surely they are samples gathered back by the expedition team from the New World, right? But why would the Demonized Poisonous Anemone King grow next to these barrels? Acting as a wild creature guarding the resources? No matter, I'll take them back and sell them for the first batch of startup capital! Mwahaha.

The distant rumble of the waves reminded Da Fei – that's right, it's time to withdraw the troops and head back to the city.

Da Fei swims back to the reef and pulls out the last spoils of war – a green, glowing gemstone-like Heart of Demonized Poisonous Anemone King.

What exactly is the effect of the Paralysis Poison? It seems that there's no explanation in the official materials.

Enchantment with a poisonous weapon is common, and any toxin is definitely accompanied by negative states like reduced attack, reduced defense, or reduced damage. Given the limited survival of plant monsters, if it was just an ordinary toxic effect, there would be no value in them continuing to exist, they'd be eliminated by natural selection right away! This Paralysis Poison must be the key to this species'

survival, it has to be amazing! Right, it seems the information on the Anemone King is updated a bit, let's see what it is.

Da Fei opens the information card:

——Demonized Poisonous Anemone King:

Creature Type: Large Leader Plant

Attack: ?

Defense: 4

Damage: ?

Life: 600

Attack Speed: 1, very very slow.

Move Speed: 0

Special Skill: Ambush, Bounce Attack, ?.

Item Drop: Heart of Demonized Poisonous Anemone King (100% drop rate).
Demonized Poisonous Anemone King Seed (3% drop rate, guaranteed on first kill)

Experience: 6000

The information has indeed improved a lot! 600 Life! Worthy of a BOSS, it could withstand three little Angels! This info can definitely fetch a good price! There's another special skill not shown, given the item drops, it must be related to that Paralysis Poison, after all, bro hasn't been hit, so there's no way to find out the Attack attribute of the opponent.

Nothing much to say, a 1-point Damage enchantment, no matter how peculiar, can't sell for much, I'll use it for myself!

——System Prompt: Do you want to use the Weapon Enchantment "Heart of Demonized Poisonous Anemone King" on your own Wooden Spear?

Sigh, a Wooden Spear, it feels like a waste for this enchantment. But bro has no other weapons to switch to. I'm certain that even if one could pick up swords or arrows in the shipwreck, one would definitely not find a spear; I've never heard of anyone going to sea to fight with a spear.

——Confirmed!

With a flash of green ice-like light, it dissipates into the Wooden Spear, dyeing the whole spear with a faint green color.

——System Prompt: You've successfully enchanted your weapon with the Heart of Demonized Poisonous Anemone King, your weapon gains 1 point of Paralysis Poison Damage, and is renamed "Poisonous Paralysis Wooden Spear."

Yay! It even got a name! Fine, when I have money later on, I'll take it to the city's smithy and refine it a few times to see. I'll set it up as the family heirloom to commemorate my fortune-making, haha!

Speaking of the shipwreck, I wonder what that guy is up to? Da Fei takes out a telescope and can't help but laugh. Turns out this chap is still Level 5, I've killed the BOSS and this guy is still killing skeletons? What a waste of such a great account!

Alright, you keep killing skeletons, bro. After killing the BOSS, I've got 6000 experience in hand, with only half a bar away from Level 6. I'll come back tonight after reaching Level 6 and learning Stealth, and we'll have a slow talk, hmph.

Now, it's about time to eat. Three days in the game equals half a day in reality, after eating, it'll be just about nightfall in the game.

Chapter 14: Chapter 11 Sunken Ship, Brother is Back Chapter 14: Chapter 11 Sunken Ship, Brother is Back Editor: Atlas Studios Da Fei rented a spot in a small marketplace on the outskirts of the city, with a street full of eateries, restaurants, general stores, and barbershops downstairs. It was a real mixed bag of everything. Even so, the rent here wasn't much cheaper. It's tough living in a big city these days. But things would be different soon. I was going to make it big!

In a great mood, Da Fei ordered a plate of stir-fried pork at the restaurant downstairs. Normally, he would have a little drink, but he might be up all night tonight, so he decided against it.

At this time, Little Li should be in self-study, right? Although it was a holiday, Little Li was a hardworking student, a seat-hog in the study room, far better than I was as the king of the internet café back in the day. Plus, Little Li had a great habit of never turning on her phone while studying. This was why Da Fei had the chance to openly flirt with her roommates!

Da Fei dialed Little Li's dorm number. After a good while, just as Da Fei thought no one was there, the phone connected.

"Hello! Who are you looking for?"

Da Fei's heart skipped a beat; it was Little Fang! She was the number one homebody in Little Li's dorm! When I dropped something off for Little Li at the start of the semester, I

saw her! A beauty in glasses! I heard she basically stayed holed up in the dorm, skipping classes to surf the net and play games, never going out! Even so, her credits hadn't slipped at all, a genius among geniuses! But being a homebody for so long, she answered the phone after going to the bathroom?

Da Fei grinned as he laughed, "Little Fang, it's your brother!" Hmph, being a brother to one meant being a brother to her classmate too!

Little Fang laughed heartily, "Oh, it's big brother! What's up?"

Oh, wow! That voice was so seductive! But calling me 'big brother' wasn't intimate enough, call me 'brother'!

Da Fei chuckled, "So, you're not going home during the holiday?"

Little Fang laughed, "It's actually not as comfortable at home. Little Li's gone to study. Do you have a message for her?"

Uh, let's chat a bit more, why get to the point so quickly?

Feeling a bit disappointed, Da Fei said, "Um, what day is Little Li's train ticket? I want to send something home with her."

Little Fang replied, "Maybe the day after tomorrow around noon. Check the specific train. Anything else, big brother? If not, I'm hanging up."

Uh, Little Fang seemed busy today? Da Fei chuckled, "Thanks, I'm good!"

"Okay, bye, big brother!" Splat! The call hung up immediately.

Da Fei shook his head with a bitter smile. These female students were sharp these days; they could see right through my attempts at chatting them up. None of them missed the chance to make fun of me, Little Li included. But I couldn't help it; I was lonely! When I struck it rich, I'd buy a seaside villa, then marry a pretty underclassman! Little Fang wasn't a bad choice! Hehe, hehe...

...

After dinner, Da Fei went home and logged in.

It was getting late, with the waves still crashing. Da Fei habitually pulled out his binoculars to see Blood Sea Wave resting on the island, recovering health instead of battling. Makes sense, his stamina couldn't last forever.

Night fell, waves receding. Da Fei finally stood up after waiting so long. Time for a comeback with the Shipwreck Dominator! Hmph!

Feeling quite reminiscent, Da Fei turned around to that pile of bones with a chuckle before setting off, "Thanks, Uncle Juan!"

Da Fei's damage was now 4-6, making it much easier against the 0 defense, 11 health Anemone. It took two, maybe three shots at most to take one down, unlike before when unlucky strikes forced five or six shots to kill one. Efficiency improved more than double. However, it seemed Enchanting Poison's effect didn't work on Anemone?

No matter, level six, here I come! Wahahaha!

...

Shipwreck.

To Blood Sea Wave, this two-hour plus of various curses felt like a day in real life, endlessly long and torturous. Other curses were bearable, but that Delay Magic lowering attack speed was intolerable, getting hit right away in fights and needing two to three strikes for a skeleton, even though each skeleton only took 1 point of his 30 Life Value. After killing 8 or 9 skeletons, he needed to go ashore to rest and recover health. Nearly a third of the time was wasted on recovery! Leveling efficiency was so low Blood Sea Wave could throw the game away out of frustration.

The sky darkened, finally waiting out the day-long crippling curse. More skeletons appeared on the deck, and he could chop one down without taking damage again. With a burst of pent-up anger from a whole day, Blood Sea Wave unleashed! 50 kills! 100 kills! 200 kills!

Finally, a flash of golden light, level six!

Blood Sea Wave upgraded to Master-level Attack Skill, boosting melee damage by 50%. Free attribute points went all to attack; defeating that BOSS was now guaranteed!

Blood Sea Wave laughed loudly, "Magic Book, here I come!"

Only by personally experiencing the pain of Black Magic could he truly enjoy the thrill of making others suffer later!

Blood Sea Wave hacked his way into the cabin and was suddenly alarmed when skeletons stopped appearing. Huh? No more summons? As he pondered, heavy footsteps echoed from the front corridor. These were no jingly skeleton frames!

Blood Sea Wave's brows furrowed, fully alert! Here it came, a zombie!

Blood Sea Wave cursed in shock, "Goddammit, why is it a zombie!"

—Zombie: Attack 1, Defense 2, Damage 1-2, Life 17, Attack Speed: Very Slow 6, Move Speed: 4, Experience 10, Command Value 1, Special Skill: Intermediate Defense Skill.

Zombies, famous second-level soldiers of the Undead Race, famous protagonists in Doomsday themes! In this game, a zombie's attack, defense, damage, attack speed, move speed, all rank as top trash among second-level soldiers, even worse than first-level soldiers. But with 17 Life Value and a built-in 20% Melee Damage Reduction from the Intermediate Defense Skill, their high production and low cost made them leap to the strongest cannon fodder in low-level soldiers! Of course, it was also the most popular monster for players to gain experience from.

But staring at the slowly approaching zombies, Blood Sea Wave was shocked without any intention of treating them as experience!

How could this happen? Did my level-up cause the BOSS's minions to level up too? These zombies with 17 Life Value couldn't be one-shotted like the 5 Life Value skeletons! Killing one cost at least three strikes! Blood Sea Wave speedily calculated the cost of killing a zombie:

Zombies had an attack speed of 6, his attack speed was 12, so he could strike them twice for each of their blows. Their 2 defense canceled out 2 points of his attack. His 4-7 damage could deal 5-9 damage, with their Intermediate Defense Skill negating the 30% damage boost from his two-level Attack Skill, final damage would be 6.5-11! Two strikes fast, three strikes slow! But no matter whether two strikes or three, he would get hit once. If cursed, more like three to four strikes...

No! Can't calculate like this! A zombie's damage was even lower than a skeleton's, but their attack speed was almost twice as slow, so I could completely ignore zombie attacks and charge at the BOSS! Once summoned minions seemed stronger, facing the BOSS was easier!

At this point, the first zombie reached Blood Sea Wave, who hacked it down with two slashes. The zombie managed one point of damage to Blood Sea Wave upon dying.

Blood Sea Wave was furious! Why was his attack speed 12 and not 12.1! Just a bit more, even 0.001, and he could hit the critical two-strike threshold without taking damage from this zombie! Now he couldn't reach the BOSS full health!

Forget it, as long as I have 24 Life left, even with a curse, it's enough to take down the 16-Life ghost!

So, Blood Sea Wave hacked his way again to the cabin where the Magic Book was, once again stunned!

The BOSS leveled up too! No longer a 16-Life ghost, but a higher-level form, Resentful Spirit!

—Resentful Spirit: Attack 4, Defense 5, Damage 4-6, Life 20, Attack Speed 8, Move Speed 15, Command Value 2, Special Skill: Incorporeal, Absorb Magic.

—Absorb Magic: The Resentful Spirit can absorb the enemy's Magic Value to recover its own Life Value, usable once per fight.

Just a bit more health, more damage, more attack defense, huh! I have no magic, so I'm not afraid of you absorbing mana, fight!

With curses afflicting him, Blood Sea Wave gritted his teeth and charged...

...

On the receding tide beach, after an unknown number of Anemones fell, Da Fei's head glowed with golden light!

—System Prompt: Congratulations! You've reached level six! Your Life Value +2, you gained 1 strategic attribute point, 1 skill point, and your Command Power +1.

Da Fei exhaled in relief, finally making a name for himself after three days of laying low in the game! Da Fei opened the Reconnaissance Skill Book, and it flashed gold!

—System Prompt: You spent one skill point and learned the sub-skill "Stealth" in Reconnaissance Skill!

—Stealth: Allows the hero to avoid detection by enemy forces and monsters within a certain range. Effect depends on the level of Reconnaissance Skill, monster level, time of day, and site terrain. Heroes cannot lead any troops while using Stealth. Prerequisite: Advanced Reconnaissance Skill.

This was Stealth! A core skill for adventure and treasure-hunting players! Also the most charming skill in the whole Reconnaissance Skill, and an indispensable "Invisibility" equivalent in thief-themed games. From a real-world perspective, this was truly a Divine Skill, right? But in this game, in broad daylight, Stealth wasn't so effective, at least couldn't blind people who were wide awake, still needed to use shadows from corners and obstacles to enhance the effect.

Now I had 30 Life Value, 4-6 damage with bizarre paralyzing poison, not weaker than his God-level Hero, plus learning Stealth, I was able to press forward or retreat at will, why fear a God-level Hero!

Shipwreck, I was back!

Before setting off again, Da Fei waved to the Anemones, "Anemone comrades, thank you for your hard work!"

Chapter 15: Chapter 12: The Sunken Ship Boss's Self-Evolution Chapter 15: Chapter 12: The Sunken Ship Boss's Self-Evolution Editor: Atlas Studios Da Fei returned to the deserted island he had been away from for three days. The shipwreck deck was silent in the night, with no skeletons in sight. Where was everyone? Did they go into the cabin? Or log off to eat?

Without thinking too much, Da Fei activated Stealth; his whole body became blurry and dim, perfectly blending into the darkness of the night. Then he climbed up the ship using the ropes hanging over the side. The deck was littered with bone fragments. They must have gone into the cabin!

Da Fei quietly followed them into the cabin, passing along a hallway lined with zombie corpses. This was interesting! He had to take a look!

And after looking, what then?

Of course, he had to act according to circumstances and adapt to the situation! Anyone who has played as a rogue knows the thrill of spying on the opponent without being detected. As a rogue, the act of spying itself was an unparalleled pleasure.

Of course, the greatest joy for a rogue was likely the locked rooms lined on both sides of the passage. Just thinking about finding a Skill Book or a quest journal randomly in the wild, who knew what treasures might be hidden in these rooms? It meant that he had to learn the Lock Opening Skill!

"Fuck you! Fuck you! Fuck you!" An angry curse followed by intense sounds of hacking came from ahead. Da Fei hurried forward for a look and was instantly shocked!

The BOSS! Blood Sea Wave was fighting fiercely against several zombies, covered in black smoke and green qi, battling the BOSS with all sorts of curses on him! Damn, he was ferocious!

Da Fei couldn't stay calm! Killing a weak BOSS on the wild beach made him a fortune; the BOSS in the shipwreck must be unimaginable! What was the BOSS holding? Could it be the Dark Magic Book containing all the Dark Skills? How could something like that appear in a newbie trial scenario? Was it the high-end reward for a God-level hero player's trial? This was an A-level strategic treasure! This Magic Book came with its own Magic Value, allowing even a total novice to cast spells without any Magic Power, Mana, or Magic Skills requirements!

For those who specialized in Dark Spells, this book might not be very valuable, but for others, it was like gaining an entire set of Dark Skills outright! This was especially important for players who couldn't use magic! Imagine a newbie acquiring a full set of Dark Magic early in the game, making leveling up and completing quests as easy as a rocket launch! Needless to say, if this book were put up for sale online, it would fetch at least tens of thousands!

At this moment, both Blood Sea Wave and the BOSS were running out of blood!

Damn, the BOSS was about to die! Damn! He missed an attack!

Da Fei made a decisive charge forward with his gun!

No need for words; the eternal topic in online games—kill! Loot!! Snatch the BOSS!!!

These were things he had done often in the past, so it didn't matter if his reputation was considered bad. He wouldn't argue that the other wasn't righteous first, nor would he talk about treating gaming addiction. Now gaming was his profession; when it came to matters affecting his future and destiny, he wouldn't hesitate at all! Success had always been built on the shoulders of failures, and no one cared about the reputation of the losers. Once he was thriving, then he would care about his reputation. As long as he got the book, that God-level hero would become insignificant; he wasn't afraid of any retaliation, no matter how many times they tried!

At this moment, Blood Sea Wave, completely unaware of the backstab coming, missed another attack! The crucial strike he pinned his hopes on missed again! It was over!

Blood Sea Wave's face instantly went pale!

Da Fei's excited heart immediately reached his throat!

Wait! Blood Sea Wave realized he had one last chance! Because the previous strike also missed, and the Ghost Void Body's special skill meant that it wouldn't miss three times. This meant the next strike would surely hit! Although he was out of health and couldn't withstand another hit, his attack speed gave him an edge; the next strike would definitely lead to mutual destruction, and the treasure would still be his! He wagered correctly this time! The victory was assured. The Magic Book would be his!

"Damn it!!!" A cold gleam flashed! Blood Sea Wave swung the final strike he was sure of!

Meanwhile, the zombies surrounding him swung their claws! Da Fei was just a step away from Blood Sea Wave's back!

Da Fei regretted so much, but it was too late. Even if he killed him now, he couldn't stop him from dying at the hands of the BOSS! And the BOSS's loot would naturally fly into the player's inventory! He was a step too late! He should have just charged straight onto the ship!

Just at that moment, the Magic Book flashed with black light, and the Resentful Spirit's body flashed with white light, popping up a bright green "+10!"

Resentful Spirit's special skill, Absorb Magic: The Resentful Spirit can absorb the enemy's Magic Value to restore its own Life Value, usable only once per battle. Though Blood Sea Wave had no Mana, the Magic Book did!

Blood Sea Wave's wild laughter was cut short! He struck the Resentful Spirit, dealing -5 damage and, in utter disbelief, was struck by the zombies that surrounded him. With a look of astonishment, he turned into white light and was gone!

Hahaha! Faced with the sudden change, Da Fei was overjoyed beyond measure!

Great! Died so well and saved me the trouble of losing reputation for killing him! My precious spear doesn't strike insignificant no-names, wahahaha! Nothing left to do but snatch the nearly dead BOSS!

Da Fei charged into the room with joy, stepped forward, raised his spear, ignored the zombies, and fiercely thrust at the BOSS!

—"3!" Not dead yet, still 3 points of health, a follow-up strike! At that moment, black light flashed wildly from the Magic Book! The entire room filled with black smoke!

—System Prompt: You have obtained the complete information card of the Evil Spirit!

What was this? Evil Spirit?

The black light dissipated, and a fully healed Evil Spirit holding the Magic Book appeared in the room! Da Fei was stunned, his jaw dropping!

Damn, was this a joke? Full health was bad enough, but it even upgraded from a Resentful Spirit to an Evil Spirit!

—Evil Spirit: Attack 5, Defense 6, Damage 5-7, Life 25, Attack Speed 10, Speed 15, Command Value 2, Special Skill: No Entity, Absorb Magic, Self-Healing.

Evil Spirit, the elite form of the Level 3 Soldier in the Undead Race!

In the game, each race's troops of every level had three forms. The Level 3 Soldier of the Undead Race had forms: Ghost, Resentful Spirit, and Evil Spirit. The Ghost was a basic form with weaker stats; Resentful Spirit was an advanced form with an additional special skill, and the Evil Spirit was the elite form with yet another special skill.

Take Da Fei's example with the gunner of the Holy Hall; those born with 0 attack and 0 defense, clad in nothing, were in the basic form. The advanced form was called the Regular Gunner, with additional attack and defense. The elite form was called the Royal Gunner, donning mighty and shiny iron armor, completely different from the basic form where commoners held guns!

Elite troops were the power base of the NPC forces that control the old world. Ordinary players couldn't hire these from the Main City or barracks directly, nor easily train them in their own castles. Only when they reached a certain rank could they obtain them from NPCs. Because NPCs possessed elite forms of troops, players suffered great losses in troop types when fighting against NPC forces. In short, don't provoke NPC forces lightly; death was just losing experience, but losing all your troops meant spending Gold Coins to buy them back.

For every 10 levels players gained, or after acquiring a certain military rank, they obtained more tactical positions, and each tactical position could command one unit type. While the elite, advanced, and basic forms differed greatly, they were the same troop type, so a tactical position could mix these three forms.

Thus, for the Undead Race, the advanced form Rank 1 Soldier, Skeleton Archer, and the basic form Skeleton Warrior, both units with completely different functions, could mix in one tactical position, forming a highly efficient tactical configuration for melee and ranged combinations. Since ranged units had trouble hitting moving enemies, once locked in melee with them, the enemies became sitting ducks, a guaranteed hit. All players understood the benefits of combining melee and ranged attacks. Therefore, the Undead Race had the second most players globally, only behind the Human Race, because it was convenient to start with. As for why the Human Race was popular, no need to elaborate, it was easy to play and immersive.

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Now, faced with the suddenly mutated full-health BOSS Evil Spirit, Da Fei snapped back to reality from brief shock—run! What else could he do but run?

Yet, as a seasoned player with years of gaming experience, Da Fei knew he mustn't run straight back the way he came; otherwise, he was sure to be cursed all over! He was no match for a God-level hero enduring an entire curse while facing a BOSS head-on!

Seeing the BOSS seemed to still be adjusting, Da Fei immediately turned a corner upon leaving the room, heading deeper into the ship's cabin.

...

Blood Sea Wave revived in the coconut grove on the deserted island, irritably waiting for the 10-minute weakness to pass. If he knew someone almost backstabbed him, he'd be even more irritated. The recent death knocked him back down to level 5, and the system took back the attribute points he gained from leveling, but at least the curses on him disappeared after dying, or else he'd smash the device right now!

Blood Sea Wave started to reflect painfully on the BOSS that could heal once. Clearly, this BOSS grew stronger as he did. He must find a suitable time to challenge it.

One reason he suffered this time was the zombies; although their attack was low and slow, it didn't mean he could ignore them, so the sub-skill Cleave of the Master-level Attack Skill was a must-learn.

——Cleave: Passive skill. When killing an enemy in front, the remaining momentum of the attack can also strike the adjacent units of the enemy in front. For example, if a 5 damage strike kills an enemy with only 1 Life Value remaining, the remaining 4 damage will cleave into that enemy's ally. The larger the troop type, the better the cleave effect. Many large troops come with a cleave skill. Prerequisite for learning: must have mastered Master-level Attack Skill.

A guaranteed graduation skill of Attack Skills! The benefit of this skill was that if he missed attacking the ghost BOSS, all his attack damage would cleave to the zombies beside the BOSS.

Which meant he needed to reach level 7 to save up a Skill Point.

Wait! Suddenly, Blood Sea Wave thought of a critical question, if I were better equipped, wouldn't I have taken it down earlier? Why was he so focused on this BOSS? There must be weapons and equipment in the shipwreck, right? Bypass it, charge into the cabin, and he'd surely find equipment, right? Get the gear, then come back for the BOSS!

"Damn it! Sorry for all my Blood Defense!" Suddenly realizing this, Blood Sea Wave got up angrily, eager to set out at once!