

God-level Hero

Chapter 16: Chapter 13 The Sunken Ship's Cargo Hold Chapter 16: Chapter 13 The Sunken Ship's Cargo Hold Editor: Atlas Studios Da Fei scrambled down the corridor, and once he had put some distance between himself and the zombies, he immediately activated his Stealth Skill to shake off the slow-moving pursuers, finally catching a break.

It's pretty clear why the thief class is so popular, isn't it? It's a pity, however, that this game is ultimately not meant for lone wolves like thieves.

At the end of the corridor was a staircase leading to the bottom of the ship. On large sailboats like this one, the deckhouse at the stern is the crew's quarters, and the cabins below deck are the cargo holds. And the real entrance to the cargo holds, for the convenience of loading and unloading goods, is in the middle of the deck.

Bro came back to the shipwreck for treasure hunting! Without hesitation, Da Fei descended the stairs to the lower cargo hold, where he was greeted by the stench of rot and decay.

——System Prompt: Reconnaissance Skill warns that there are powerful enemies nearby. Please stay alert!

Da Fei's heart tightened! Of course, bro knows there are powerful enemies nearby because bro has seen them, alright!

At the end of the dark cargo hold, a pair of cold flame-like glints twinkled like fireflies in the darkness, shiny and blinding, creepy and terrifying! No need to say, it's a boss-level monster! Well, it's normal to have a boss, and it would be abnormal without one.

But since bro is here, he has to find out the situation. The greatest value of Stealth is to do bad things right under the boss's nose, isn't it?

This seemed to be a cargo hold piled up with various barrels and debris. There were bodies lying on the floor of the room, which Da Fei had no doubt would jump up Zombie Crisis-style if he approached them. Da Fei started exploring slowly along the walls, making new discoveries along the way.

——System Prompt: You have discovered spare sails. (Large item, cannot be carried on your person)

——System Prompt: You have discovered ship repair materials. (Large item, cannot be carried on your person)

——System Prompt: You have discovered spare ropes. (Large item, cannot be carried on your person)

——System Prompt: You have discovered spare woodworking repair tools. (Large item, cannot be carried on your person)

What's the point of these things existing? Do we need to say it? Of course, it's for repairing the ship! That is, this ship is indeed something that players can sail away!

——System Prompt: Reconnaissance Skill warning! You are about to enter the line of sight of a powerful enemy!

Da Fei was startled and immediately shrunk back!

In the darkness, only the vague outline of the boss could be seen, seemingly a tall zombie, just standing there, motionless.

Da Fei circled half of the cabin outside of the boss's alert range. It seems that's the situation of the cabin, more or less. Da Fei began to ponder.

To repair the ship, these materials would be needed, meaning the zombie boss guarding the hold has to be taken down. And this zombie's eyes could emit cold flames, so it's definitely powerful; what level is needed to beat it?

Although bro has soloed a 600 health boss, that was taking advantage of the natural deficits of a Plant Monster. If it came down to a real fight, bro is still just a weak squirt gunner who can't even beat an ordinary Level 3 Evil Spirit soldier. That means I must defeat that Evil Spirit upstairs to get the Magic Book! At least the Evil Spirit itself is a normal soldier, not boss-form, killing it seems much more reliable.

And it seems not so easy to get that Magic Book, it can heal and regenerate, but what about us players? We don't even have a Blood Bottle! The key point is, why did that boss suddenly level up? Is the Magic Book supplying it power? Will it keep upgrading into boss-form? If that's the case, it's impossible to fight, right? Does it mean I have to team up with Blood Sea Wave?

Shit! Team up my ass! Even if we did team up, probably when the boss is about to go down, it will be time for me and him to stab each other in the back! It's not that bro doesn't trust people; it's that even if he doesn't get me, bro would still get him! Eh, don't say bro's character is trash, bro is broke right now and has no right to talk about character, really.

Wait a minute? Blood Bottle? Could the key to killing the Evil Spirit be finding a Blood Bottle in the cabin? Where is the Blood Bottle? Da Fei turned his gaze to the bodies lying on the floor, the only spot in the room he hadn't searched yet. Whether it's there or not, he must try; perhaps he could also find various Skill Books and good equipment.

Just then, there were hurried footsteps on the wooden boards overhead!

Da Fei couldn't help but be taken aback. What could it be? Blood Sea Wave?

At the stairway entrance, there was a flash of light, torches!

Holy crap! Who dares to light torches! This is asking for death! Da Fei was so frightened that he immediately squeezed into the pile of barrels and canvas behind him. Not because he was hiding from him and afraid of him, but for fear of being seen by the boss! Stealth is not the same as invisibility; it works at night, but it's problematic during the day!

With a splash, Blood Sea Wave picked up a torch and leaped down!

Under the illumination of the torch, the entire cabin's contents were laid bare in an instant! A floor littered with corpses and miscellaneous items! And that BOSS was indeed a tall zombie!

Only now did Da Fei see that the BOSS's standing spot was right at the doorway leading to the next storage cabin! In other words, this was a gatekeeper BOSS! What lay behind the door?

The BOSS moved! The corpses scattered across the floor also began to rise!

At this moment, Blood Sea Wave, having just leaped down into the cabin, swept his gaze across the room and instantly clarified the situation. His eyes suddenly gleamed with madness, and he charged directly at the BOSS!

Could it be that after failing above, he came to fight below? Could he be that fierce on his own? I think this is practically a suicide mission!

Before the corpses could fully rise, Blood Sea Wave strode over their heads, and as he faced the oncoming BOSS, he suddenly leaned forward in a flying tackle, a large "Miss" popping above his head as he dashed past! This move was like a soccer star diving to head the ball into the goal!

Witnessing such an astounding move, Da Fei was shocked and dumbfounded! Game data is static, but players are dynamic, using their initiative within the constraints of data—this is what makes a true expert! This skill was only second to when I dodged the Anemone King's tentacles! But if he's not attacking the BOSS, what is he trying to do?

Wait! Only then did Da Fei notice a weapon rack beside the BOSS! On the rack was a saber! If the BOSS didn't move, there's no way he could have seen it from his angle! Clearly, Blood Sea Wave was aiming for this weapon rack! Damn! Equipment! So there was equipment after all! I didn't dare to get close earlier in the darkness and missed it!

—Clang! Blood Sea Wave pounced on the weapon rack, then turned and ran off with a wild laugh!

Damn! He got it!

—Ah! Da Fei spewed out blood in shock! Although as a gunner I cannot use swords, a good piece of equipment in his hands is like giving away the Magic Book BOSS on a silver platter! If I knew there was a saber here, even at the risk of death I would have rushed out to snatch it! To think I arrived first yet he stole the initiative!

—Bang! -15! A large red number popped up above Blood Sea Wave's head. Players running away have a chance to dodge attacks, but turning around is undoubtedly a big no-no in front of an enemy!

Da Fei's eyes narrowed in shock again! 15 damage! That's a Level 5 Soldier! A couple of slaps would kill me! This zombie is simply invincible, right?

Despite taking a heavy hit, Blood Sea Wave continued to laugh maniacally and scamper for his life. It was obvious that the saber must grant him a significant boost; otherwise, he would not be so thrilled, and Da Fei was increasingly frustrated and resentful!

Finally, the room's zombies had climbed up, a series of -1s hitting Blood Sea Wave's large shield. Relying on his hefty health and high defense, he paid them no heed and continued to run at full speed. Just as he was about to reach the stairwell, the zombie BOSS suddenly leaped into the air—Pounce!

Blood Sea Wave flashed white and was dead! This zombie BOSS was also a strange one!

The torch dropped to the ground, and the entire room was plunged into darkness once again!

Da Fei finally snapped out of his shock and regret! I might have made a misstep in chess, but there's no point crying over spilt milk—I still have a chance! Besides, even with a new weapon, he might not be able to defeat that weird BOSS alone. Why am I even fussing over this?

Seizing the opportunity before the BOSS returned to its position, Da Fei immediately burst out from his hiding spot amongst the clutter and darted into the doorway corridor guarded by the BOSS...

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On the deserted island's coconut grove, Blood Sea Wave, after his resurrection, swung the spoils of war and laughed uproariously towards the sky!

—Sailor's Sharp Saber: Personal Attack +3, Attack Speed +1, Basic Killing +3, Durability 57/150.

With this saber, my damage increases from 4–7 to 7–10, and with the addition of the All Attack Attribute and Attack Skill, two strikes will definitely kill a zombie with 17 HP. But most crucially, it adds 1 point to Attack Speed! This is a true qualitative leap! Previously, I had an Attack Speed of 12 points while the zombie had 6 points, allowing the zombie to strike at the same time I delivered my second blow, making losing health inevitable. But now, the extra 1 point of speed means the zombie has no chance to counterattack!

Which means, I can rush to the Magic Book BOSS with full health, unharmed! Therefore, there's no need to wait to reach Level 7 and learn Cleaving; once the weaken effect expires, it's time to defeat the BOSS!

Ha ha! Wahaha haha! Damn, I should've thought of this earlier!

Chapter 17: Chapter 14: The Crossbow Cannon in the Gun Cabin Chapter 17: Chapter 14: The Crossbow Cannon in the Gun Cabin Editor: Atlas Studios Taking advantage of the darkness and chaos, Da Fei rushed into what seemed to be the corridor of a collective dormitory to enter the next cabin. Then he quietly squatted by the wall next to the door, not even daring to breathe loudly.

At this time, the boss should have returned to its place, right? Da Fei sneakily poked his head out to look back, and sure enough, the silhouette of the boss blocked the exit of the passageway once again. At the same time, Reconnaissance Skill did not trigger an alarm, which meant it could not detect things behind it.

Da Fei sighed in relief. Now it's time to search this cargo hold, hoping it would yield some rewards for him.

Da Fei cautiously searched along the wall. This cabin did not smell of decay, but instead, there was a faint scent of machine oil.

—System Prompt: You have found a damaged Crossbow Cannon. (Large item, cannot be carried with you)

Da Fei was taken aback! A Crossbow Cannon? The renowned one from War Machine Science?

Da Fei carefully felt and examined it, and sure enough! It was a damaged Crossbow Cannon! The Crossbow Cannon, known as the Assassin of bosses!

—System Prompt: You have found Crossbow Cannon Ammunition. (Large cargo, cannot be carried with you)

—System Prompt: You have found Mechanical Repair Tools.

—System Prompt: You have found a fishing rod.

There's ammunition too! And repair tools! Could it be that this Crossbow Cannon is still operable? That's right, how could an exploration ship sail without being armed? With strong winds and long distances at sea, bows and arrows are ineffective, so the Crossbow Cannon is the main weapon in combat! This means this is the ship's Gun Cabin! The ships in this game are completely designed in an ancient style; in movies, the battle between sailing ships is just the two fleets lining up side by side, opening their gun ports on the hull, and then bombarding each other, a competition to see who has more cannons and who is more durable!

If that's the case, there might be more than one Crossbow Cannon in this Gun Cabin! Da Fei continued to search in the dark, and surely he found another 16 Crossbow Cannons, eight on each side, all fully stocked with ammunition, but none intact; the damage was severe!

It seemed there were no enemies in the entire Gun Cabin, and at the far end of it, there was a tightly locked iron door with nowhere to go. According to the usual conventions of the game, the only way to break out of a dead end is to kill the boss.

I understand now!

As a seasoned gamer, what's the purpose of such a scene appearing in Newbie Village? Of course, it's to teach newcomers about War Machine Science, and to hand out a Crossbow Cannon as a gift! In such a deserted Newbie Village, my Reconnaissance Skill appeared in such an ingenious way, and the Crossbow Cannon is presumably in the same vein!

A normal player starting out who chooses War Machine Science from the beginning would surely be taking quests or apprenticing at the machine workshop in the city by now, trying to save money to buy a discounted Crossbow Cannon, right? The only difference with the city workshop should be that there is no mentor here, and one must learn on their own!

The old rule: find the War Machine Science Skill Book, which must surely be placed in a corner of the cabin!

With the Skill Book in hand, it is possible to repair these Crossbow Cannons. The Crossbow Cannon is powerful and comes with a built-in special skill of knockback and piercing, making it possible to defeat that powerful zombie at the door!

Of course, even if it's not for killing that zombie boss, as Da Fei, who is determined to go out to sea and trade, learning about war machines is a combat skill that should be acquired. When neither Reconnaissance Skill nor Sailing Skill can outperform the pirates and one is about to be cornered by them, the Crossbow Cannon is the last line

of defense. Moreover, when encountering a Sea Monster, a powerful self-defense weapon like the Crossbow Cannon is also needed.

Let's introduce War Machine Science here.

—War Machine Science: Increase the durability and effectiveness of Crossbow Cannons, Siege Machines, and Healing Tents. And can repair damaged war machines.

War Machine Science's sub-skills typically include Crossbow Master, Siege Master, Tent Master, Combat Repair, and Explosive Bombs. War Machine Science covers three types of machines and has a dazzling number of sub-skills that can be combined with other skills, such as the Triple Crossbow, Burning Crossbow, Enchanted Crossbow, Sulfur Rain, Plague Tent, Plague Siege Machine, Machine Destroyer, and so on. To fully learn this system requires a significant number of Skill Points.

War machines do not receive bonuses from the Hero Attack and Defense Attributes or other combat skills, and a player can only carry one of each machine type, so there is no need to spend too many Skill Points on a single machine. Generally, players choose to specialize in either Crossbow Master or Tent Master. As for Siege Master, that's thinking too far ahead; sieging is not something current players need to consider.

Now let's talk about the Crossbow Cannon.

—Crossbow Cannon: Attack 5, Defense 5, Life Limit 100, Basic Killing 1-2, Attack Speed 5, Move Speed 1, special skill: Knockback, Piercing.

—Knockback: Enemies hit by the Crossbow Cannon have a certain chance of being knocked back.

—Piercing: After the Crossbow Cannon kills an enemy, the momentum of the attack can hit the enemies behind.

These are the factory attributes of the Crossbow Cannon. For each level upgrade in War Machine Science, the Attack and Defense of the Crossbow Cannon increase by 5 points, Basic Killing by 1 point, and Life Limit by 100 points.

Although the attack and defense of the Crossbow Cannon are not affected by the Hero's attack and defense attribute bonuses, the damage it deals is indeed related to the hero's attribute points. Different from the normal calculation of troop damage, the damage of the Crossbow Cannon = Basic Killing of the Crossbow Cannon × total value of the Hero's strategic attribute points!

For example, at level 6, Da Fei now has 5 Attack, 0 Defense, 0 Magic, and 0 Knowledge, making his total strategic attribute points 5, and so the damage of the Crossbow Cannon is 5—10, reaching the killing standard of a level 4 troop. The

significance of this formula is that the stronger the hero, the better they are at utilizing the Crossbow Cannon.

Thus, even heroes who do not specialize in combat skills can still unleash the power of the Crossbow Cannon with higher levels, which means that even if Da Fei wants to be a merchant, it's completely worthwhile to learn the Crossbow Cannon.

If one learns the Master-level War Machine Science, then the attributes of the Crossbow Cannon will be: Attack 30, Defense 30, Life Limit 600 points, Basic Killing 6–7, and with Da Fei's total 5 attribute points, the damage using the Crossbow Cannon would be 30–35, nearing the killing power of a level 7 troop! If the sub-skill Crossbow Master is learned, that means firing twice per round, doubling the damage!

That means, new players starting with the Crossbow Cannon are essentially carrying a level 7 troop with them. Moreover, it does not occupy a tactical position of the hero, thus, it's an additional type of troop. For beginners, this is a powerful remote firepower point that allows them to challenge stronger monsters, especially those ranged monsters that ordinary players would not dare to approach.

Therefore, during the open beta, players who started with the Crossbow Cannon or the medical tent were collectively referred to as starting with the machinery build, with an obvious advantage.

If a player levels up to 30, the total value of strategic attribute points obtained from leveling up alone can reach 50 points, resulting in the Crossbow Cannon inflicting a final damage of 300–350, far surpassing any conventional troop, so high that it's practically untouchable! Annihilating level 7 troops with one shot is a breeze, and ordinary soldiers are obliterated by scores in a single cannon fire, especially at sea where it's a real test for the quality of the ship!

In summary, the Crossbow Cannon, known as the boss killer, is a boss-like entity in itself! Of course, such a boss can only be carried by the player in one piece.

Speaking of which, it's time to talk about the disadvantages of the Crossbow Cannon.

Although the Crossbow Cannon is like a boss, it's bulky and inconvenient to aim, with a low hit rate against moving targets, and a slow fire rate. Once enemies close in and circle to the back of the Crossbow Cannon, one can only watch without being able to do anything, and it is even more helpless against Flying Soldiers.

During the open beta, the value of the Crossbow Cannon on the battlefield was simply a 600-Life Limit sandbag, attracting the first round of bombardment from the opposing Magic Forces. In any case, it also made a significant contribution. Therefore, in the later stages, the presence of the Crossbow Cannon becomes more subdued.

Then, the biggest disadvantage arrives: the Move Speed of the Crossbow Cannon is only 1! That is, a maximum Move Speed of one meter per second, meaning players moving with the Crossbow Cannon are as slow as turtles, and even with the Master-level Logistics Skill learned, it doesn't get much faster. Plus, it can only travel on main roads, not shortcuts! Of course, the solution is to disassemble the Crossbow Cannon into parts for packing, but before battle, it takes a long time to reassemble. If the enemy finds and charges during the assembly process, then it's as if this skill was never learned.

Following that, the repair of the Crossbow Cannon must involve carrying spare parts, which is costly.

Lastly, players with a Crossbow Cannon can only win battles, they cannot afford to be defeated. Once defeated... Well, finally, one no longer has to worry about slow marching.

In summary, the Crossbow Cannon can provide immense combat support and exhilarating victories in the early stages for players, but it can also shatter players' hopes. How to use it depends on the players' training and thinking.

For Da Fei, none of these disadvantages exist. Because naval and land battles are entirely different concepts.

Ships are moving castles. As long as you can get your hands on the ship, then the Crossbow Cannon fires from within the Gun Cabin, and enemies looking to destroy the Crossbow Cannon must first blow away the Gun Cabin, while the hull outside the Gun Cabin is the thickest armored part of the entire ship. So, there's no need to worry about the Crossbow Cannon being rendered useless right at the start of the battle.

Mobility is also not an issue—the cannon goes with the ship.

The hit rate is even less of an issue—the targets in naval battles are pirate ships; you can't miss even if you're blind, right?

In fact, historically, various super Giant Cannons were equipped on ships. Only ships are the true home for the Crossbow Cannon. So this skill, Da Fei is definitely going to learn!

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At this point, after half a day of exploration, Da Fei finally found a book in a chest. There it is! He moves close and looks carefully—indeed, it's not a golden Skill Book, but the "Manual of Crossbow Cannon Maintenance and Repair"!

—"Manual of Crossbow Cannon Maintenance and Repair": Auxiliary item. Equipping this item grants the Crossbow Cannon disassembly and assembly skill.

Ha! It turns out to be an Equipment Bar item similar to the Black Magic Book! I see now!

In the game, besides the traditional slots for weapons, armor, rings, and trinkets in a player's Equipment Bar, there are also a few slots for auxiliary items, and various items that add skills, Morale, and luck are equipped in these slots.

Although I didn't find the Skill Book for War Machine Science, the effect of this equipment book is even better because it does not require Skill Points to learn; just equipping it is enough! Even if I were to find a Skill Book, I wouldn't have the Skill Points and would still be able to do nothing but watch.

It seems that the purpose of this scene fits my expectations perfectly—to have me dismantle these damaged Crossbow Cannons completely and then use the intact parts to reassemble a new Crossbow Cannon! This is indeed presenting me with a Crossbow Cannon! What for? Of course, to pound the zombie BOSS blocking the door! It's facing away from me at the door, just waiting for a blast from behind! Even without War Machine Science, the Crossbow's 100 Life Points are no joke!

Chapter 18: Chapter 15: Crossbow Cannon Bombs Zombies Chapter 18: Chapter 15: Crossbow Cannon Bombs Zombies Editor: Atlas Studios Ten minutes passed since the death and resurrection debuff wore off, and Blood Sea Wave swung a brand-new battle blade as he once again boarded the ship's deck.

Facing the zombie that appeared before him, Blood Sea Wave laughed heartily, one slash -12! This damage was overkill to kill it!

"Die for me!" Another slash, the zombie crashed to the ground, and sure enough, got no chance to swing that disgusting last hit!

The difference of this 1 point in attack speed really was a world apart! This time, finally able to fight the BOSS with full health and no damage, defeating the BOSS was finally not an issue! Blood Sea Wave laughed wildly as he slashed his way into the cabin.

This time, it was a sure win!

Blood Sea Wave once again, burdened with curses all over his body, charged back into the BOSS's room.

In the face of absolute power, no amount of curses was more than just an extra slash or two, you dare to make me unhappy playing a game, you've got some nerve! But the more frustrating it was, the sweeter the achievement of beating it was! As for those zombies that appeared in the Summoning Array, ignore them!

A flash of the blade! Venting all the resentment and pleasure within Blood Sea Wave!

"-6"!!!

A good start! Blood Sea Wave laughed crazily! This damage was really different! Let's see how many dodges and heals you can do with this health?

Bang! -2! A zombie's claw hit Blood Sea Wave's big shield, green liquid splattered!

—System Prompt: You were hit by the Plague Zombie's special skill Plague Attack, your Attack -1, Defense -1, as long as you keep being attacked by the Plague Zombie, your Attack and Defense will continue to decrease to 0, the plague effect will disappear after the battle ends.

Blood Sea Wave was suddenly stunned! It was actually the advanced form of the zombie, the Plague Zombie! The summoned creatures have upgraded again?

—Plague Zombie: Attack 2, Defense 2, Damage 2-3, Life 17, Attack Speed: Very Slow 6, Move Speed: 4, Experience 16, Command Value 1, Special skill: Intermediate Defense Skill, Plague Attack.

At this moment Blood Sea Wave only realized that the BOSS in the dark was no longer the Resentful Spirit, but an unknown Undead Creature! Although it looked similar to a ghost, its whole body was much more shrouded in death energy!

The sudden change left Blood Sea Wave stunned!

What was this? There was no introduction to such a ghost in the official materials! The upgraded form of the BOSS? Why did I get downgraded when I died, but the BOSS had to upgrade? Could it be that this BOSS doesn't grow with the player's growth, but upgrades every time you fight it? Even if it's an upgrade, it should have upgraded to an Evil Spirit! Did I trigger it into upgrading again by forcibly breaking through earlier?

While he was startled, a white light flashed on the unknown BOSS, and a big +3 appeared! Self-healing!

Bang! Another Plague Zombie joined the assault, taking another 2 life points from Blood Sea Wave and 1 point from both Attack and Defense! Originally Blood Sea Wave's Defense was reduced by 4 points by a spell curse, letting the zombie take 2 more points of Defense, his high defense advantage was completely wiped out!

"Screw it all!" Blood Sea Wave desperately slashed at the BOSS, charging in a frenzy!

-6! Missed! +4! -5! Missed! +3! -4!

Blood Sea Wave's attacks grew weaker, his health dwindled, when a Plague Zombie landed a -3 point damage, Blood Sea Wave was near death, but the BOSS still had six or seven health points left! Blood Sea Wave finally realized he couldn't win this fight!

Retreat! Blood Sea Wave angrily fled the cabin, escaping back to the island!

Failed again! Blood Sea Wave had a strong urge to destroy his machine! But as he swung his fist, a strong sense of hunger and weakness surged through him!

So, dinner time had passed, who would have thought a few days in the game could make one forget the existence of real-time. Blood Sea Wave took off his helmet and shook his head, better to eat. After all, the trial of a God-level Hero couldn't possibly be as simple as wishing it into existence.

Blood Sea Wave then called to order some food: "Golden Prosper Hotel? Send me a medium rare Texas steak, and after midnight send me a medium-well Texas steak."

"Okay, sir! What kind of drink would you like?"

"No alcohol."

"Okay, sir."

Blood Sea Wave planned to stay up all night, so of course he wouldn't drink. His fondness for steaks often mocked as low-class by those around, screw them! He's a carnivore, not a herbivore!

Blood Sea Wave walked to the window, opened it, and looked down at the city's bright night lights while letting the cold evening wind clear his mind.

Does this BOSS really upgrade every time it fights?

Rumor had it that players in the United States encountered something similar, just in an instance. If the challenge failed, the instance difficulty increased the next time. So, success was necessary without failure. But that player, after failing five or six times, finally found a way to clear the now very difficult instance, and the rewards were far beyond expectations.

Guess this trial BOSS of mine must be something similar. My next step is to level up without provoking the BOSS. From the situation of skeletons suddenly turning into zombies after the second BOSS challenge, as long as I don't rush into the cabin, it's not provoking the BOSS.

Then I'll kill Plague Zombies on the deck to train to level 10 and max out all the public skills of the Attack Skill. Although the Plague Zombie's special skill is disgusting, they are fundamentally no different from normal zombies, all die in two slashes without being able to fight back, and they yield more experience.

However, if the situation is not as I imagined, what should I do even if I reach level 10 and still can't win?

Blood Sea Wave frowned suddenly, remembering the junk fish named Da Fei that the system distributed together! Could it be that the system intended for two people to team up to clear the level? I always lose by a small margin, if someone helped, I'd have cleared it long ago!

Tch! Team up my ass! Dare to steal my loot, I'll chop him to pieces if he dares to log on!

If things don't work out, I'll have to ask my brothers for help. I wonder if Shaodong's team is ready yet? Shaodong is incredibly energetic, often pulling all-nighters, what a waste not to use such talent to play games.

Blood Sea Wave then called Shaodong: "Shaodong, how's it going?"

From the phone came a hearty laugh: "I'm online with Brother Tian and Little Ma bidding for accounts! We'll sort it all out tomorrow!"

Blood Sea Wave was delighted: "Bro, you're doing the right thing?"

Shaodong laughed: "You and I withdrew from the streets, beginning a new venture in the game, how can we not have some God-level accounts to make it worthwhile?"

Blood Sea Wave laughed heartily: "This small place, screw that crappy street life! In the game, there's not just the streets, there's the sea too!"

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Below the deck in the gun cabin, Da Fei was feeling his way around in the dark, carefully and quietly dismantling the first crossbow cannon. After all, he wasn't sure if the noise would alert the zombie at the door.

At this moment, heavy footsteps came from above, making Da Fei's heart tighten! It was Blood Sea Wave! He rested and came back to fight the BOSS! You can't beat it, can't beat it, can't beat it! As he cursed, hurried footsteps followed overhead, then a splash, someone jumped into the water. Oh yeah! So, he failed the BOSS challenge again? Wahaha, awesome!

Well sure, that bizarre BOSS couldn't be soloed so easily, right? No matter what, you had to wait until you've leveled up and killed the BOSS enough times, only then could you shoot a bullet in its back!

Now Da Fei was clear-headed and in a good mood, continuing to dismantle the broken cannon undistracted.

—System Prompt: You successfully dismantled the Crossbow Cannon, acquiring a damaged Bow Limb!

—System Prompt: You successfully dismantled the Crossbow Cannon, acquiring a deformed Trigger!

—System Prompt: You successfully dismantled the Crossbow Cannon, acquiring a destroyed Mount!

—System Prompt: You successfully dismantled the Crossbow Cannon, acquiring an intact Bowstring!

Haha, finally got a complete part! Continue! After more than ten minutes, all parts were dismantled!

—System Prompt: You successfully dismantled a Crossbow Cannon, gaining 560 experience!

What! You can get experience for dismantling cannons! And so much! Da Fei was ecstatic! Of course, you had to get experience! This stuff was already in Lanxiang and New Oriental's teaching materials and textbooks, it's just unthinkable not to gain experience while self-learning through practice! In fact, those players who started normal mechanical style gameplay weren't just apprentices in the machine workshop for experience?

Haha, let's continue!

The night's time in the game quickly passed, and as Da Fei became more skilled and adept, by the time the eleventh crossbow cannon was successfully dismantled, a golden light flashed above Da Fei!

—System Prompt: Congratulations! You leveled up to level 7, gaining 1 freely allocated strategic attribute point, 1 skill point, Health +2, Command Power +1.

—System Prompt: You have obtained all intact parts of a composite Crossbow Cannon; you can now assemble a new Crossbow Cannon!

Wahaha! Truly a double joy! Assemble!

As dawn broke and light shone through the gaps of the cannon hatch into the cabin, the cabin became gradually brighter, quickening Da Fei's assembling of the Crossbow Cannon.

—System Prompt: Reconnaissance Skill Warning! There's a powerful enemy nearby, remain alert!

Da Fei was suddenly startled, wasn't the powerful enemy nearby just that Zombie BOSS blocking the door? Does that mean that at night it couldn't see me, but during the

day it would notice? I thought hiding behind it would be fine, seems like a battle with this BOSS is unavoidable.

Screw this! Da Fei started assembling with all his might as time ticked away!

—System Prompt: Reconnaissance Skill Warning! A powerful enemy is near, you are about to enter its alert range!

Da Fei was sweating bullets! At the last moment, he couldn't be sloppy! The time to prove if I'm a pro was now!

—System Prompt: Warning! You've been discovered by the enemy! Prepare for battle!

Clang! With a crisp sound, the last bowstring of the Crossbow Cannon was assembled!

—System Prompt: You successfully assembled a Crossbow Cannon, gaining 1,000 experience!

At this point, the Zombie BOSS at the door had already turned around, and Da Fei, sitting on the cannon seat, kicked open the trigger, drew the string, and loaded the first crossbow arrow!

Fire!!!

—Bang! The crossbow cannon made a soft tremor, the arrow turned into a streak of cold light shooting towards the cabin door!

—Bang! -13! A direct hit to the Zombie BOSS's chest and abdomen!

—System Prompt: You have obtained incomplete information about the Rapid Zombie!

What?! No knockback! What is this Rapid Zombie! Never heard of it! But I have no time to look at the info! Da Fei kicked the bowstring again to continue loading!

The Zombie BOSS's body bent into a bow, pounced fiercely! It was the same move that killed Blood Sea Wave last night!

In Da Fei's terrified gaze, the BOSS drew a twenty-meter arc through the air in the cabin, and then—crashed!!! Like a meat missile, it smashed heavily on the crossbow, resulting in a massive tremor and a huge -58!!!

—System Prompt: You further completed the incomplete information on the Rapid Zombie!

What!!! That's the damage level of a level 7 soldier! Looking at the grimacing zombie up close, a terrified Da Fei kicked open the trigger!

—Bang! The crossbow arrow shot out violently!

—Bang!!! -39! The crossbow arrow pierced through its chest, shooting the Zombie BOSS pinned on the crossbow away!

Da Fei's eyes shrank in shock! My crossbow cannon shouldn't be dealing such high damage!

Chapter 19: Chapter 16: Learning War Machine Science Chapter 19: Chapter 16: Learning War Machine Science Editor: Atlas Studios The player hero used a Crossbow Cannon, and if there were soldiers at hand, he could assign a soldier to help fire it, with the damage still credited to the hero. If there were no soldiers, he had to operate it himself. The feeling was akin to driving a tank, which was quite thrilling. Especially when you mastered the Crossbow Cannon at the master level, with 30 defenses, 600 health, it truly felt like an invincible tank!

But unfortunately, Da Fei's "tank" was far from this level, with less than half its health left and on the verge of collapse! Without the crossbow, Da Fei would undoubtedly be doomed.

So Da Fei didn't have time to think; while the zombie was knocked back, he quickly loaded the third crossbow arrow!

At this moment, the zombie, knocked back ten meters, shakily stood up and bent its body once more!

Damn! It could still jump! What kind of zombie was this? Just like that Jumping Demon! Watching the airborne meat bullet soar through the air, Da Fei's mind went blank!

—Boom! The crossbow was jolted again! -37!!!

It didn't destroy the crossbow! The damage wasn't as high as last time! The crossbow still had 5 health left!

The sudden turn of events sent a wave of joy through Da Fei as he finished loading, without hesitation—fire!

—Kaboom!!! The crossbow arrow pierced through! -55!!! But it didn't knock it back again!

Da Fei's eyes narrowed in shock; the crossbow's damage had doubled! Could it be that the zombie's attack was actually the Jumping Demon's signature skill, Bounce Attack—further it jumped, greater the damage; the more jumps, the more it got hurt?

The battle situation flashed like lightning, leaving Da Fei no room to gather information. In this strange place, even the Anemone King could use Bounce Attack, so why couldn't zombies?

With his mind racing, Da Fei decisively stopped loading the crossbow arrow, immediately stood up, and aimed his gun at the zombie in front of him! Because the crossbow's attack speed was 5, and the zombie's was 6, in the next round, regardless, it wouldn't be faster than the zombie! So it was going to be a melee battle!

One stab and blood spurted—"—16!"

Looking at his basic damage of 4-7, with poison enchantment ineffective against the undead, he actually managed to deal 16 damage! Da Fei was completely shocked! Yes, it was indeed the aftermath of a Bounce Attack.

Without hesitation, Da Fei struck again! Meanwhile, the zombie started to swing its claws! Although Da Fei's speed of 10 was much faster than the zombie's 6, it was not double the speed—only slightly ahead.

But it didn't matter; the gunner's advantage was the long weapon, so Da Fei could stab it while it couldn't reach him. The zombie would certainly target the hate-laden crossbow with its swipe!

—Boom!!!—5! The crossbow collapsed with a crash! Da Fei once again dealt another 16 points of life from the zombie!

Now, without the tank, the decisive duel between the leaders began!

Once more, Da Fei stabbed the zombie, while it began moving toward Da Fei. Since the zombie could not yet reach Da Fei's long weapon, it wasn't going to swing aimlessly, but leap forward!

"—16!" Da Fei's final profitable strike!

Now, Da Fei had dealt a total of 155 points of life from the BOSS! All his cards were played; all that was left was a mutual clash!

Judging from the damage when the BOSS hit Blood Sea Wave for 15 points last night, with only 32 points of life, he could withstand at most two hits. While his attack speed of 10 allowed him three stabs before the zombie with a speed of 6 could strike the second time! This was the difference in attack speed; in one attack, it was a matter of turns, while in multiple attacks, the gap was very evident! This was Da Fei's last advantage!

If three stabs couldn't kill it, Da Fei had nothing more to say about the BOSS having too much health. Three stabs to decide the outcome!

“—16!” Da Fei stabbed the first time!

“—20,” the zombie countered! Da Fei was left with only 12 health points.

“—16!” Receiving the zombie’s attack, Da Fei immediately stabbed a second time!

Then, the outcome of the decisive final stab—Da Fei nervously closed his eyes!

—” —13!” A golden light soared into the sky!

Hearing the system prompt sound, Da Fei opened his eyes excitedly!

—System Prompt: You have killed the Rapid Zombie, gaining 6,000 experience! Obtained item “War Machine Study Skill Book,” obtained item “War Machine Parts Storage Space Bag,” obtained item “Artillery Captain Grunt’s Nautical Diary (Quest Item),” obtained item “Cargo Bay Door Key.”

—System Prompt: Congratulations! You have leveled up to level 8! You gained 1 free strategic attribute point, 1 skill point, life +2, Command Power +1.

—System Prompt: You have further collected and completed information on the Rapid Zombie!

—System Prompt: You have completed the achievement “Lonely Hero 10 Consecutive Victories” progress 2/10.

...

Ha! Wahahaha! Da Fei laughed joyfully towards the sky! I won! I won! So the Skill Book was on him! He even generously included the Space Bag! He indeed had the key to passing! I held it in for so long, let’s see what this so-called Artillery Captain’s attributes truly are!

—Rapid Zombie: Small Undead Leader unit; Attack 10, Defense 2, basic damage 10-20, health 200, attack speed 6, move speed 4, Command Value ?, experience 6000, special skill: Bounce Attack.

Indeed, it was Bounce Attack! I knew I could foresee things like a master! Wahahaha, I always knew I was a master, there’s a reason for my success! I’m just too damn awesome!

But what a weird kind of soldier with such a huge attack and defense disparity! Doesn’t even have the defensive technique or plague special skill of ordinary zombies? With damage fluctuations so large, ranging between fourth and sixth level soldiers, isn’t this too inconsistent?!

Never mind, BOSS units are unpredictable, anyway winning is all that matters! Selling this information should be kinda worth it.

Da Fei exhaled deeply in relief! In life, when you're down, it's like sailing against the wind in a leaky house during a storm. When you're lucky, it's one good thing leading to another, from one victory to the next, it seemed my luck was finally turning!

After contemplating life, Da Fei calmed his excited heart and began to inspect the spoils of war.

First, of course, was this golden War Machine Study Skill Book. I can be sure this is the hardest Skill Book to acquire in the entire world! See how ordinary players learn skills so easily? Just go to the machinery workshop in a big city, chat, pay some money, done! Unlike me, risking my life to solo a BOSS?

That's why, to be worthy of my hard work, I must learn it! Just happened to have two skill points from the level-up, one to learn the main War Machine Skill and one for the sub-skill Crossbow Master.

Da Fei opened the book, and a flash of golden light appeared!

—System Prompt: You have learned Basic War Machine Science, enhancing the durability and effectiveness of Crossbow Cannon, Siege Machine, and Medical Tent. You can repair damaged war machines.

Basic War Machine Science crossbow attributes: Attack 10, Defense 10, Basic Damage 2-3 (total damage = Basic Damage x total attribute points), Health 200, Attack Speed 5, Move Speed 1, special skill: Knockback, Pierce.

—Crossbow Master: Crossbow can fire two arrows consecutively.

Double fire on the crossbow! From now on, I'm considered to have stepped into the halls of the mechanical flow! With the crossbow, what's the "Lonely Hero 10 Consecutive Victories" but a piece of cake! Wahahaha!

Then let's check out the acquired equipment.

—War Machine Parts Storage Space Bag: A space bag allowing players to carry war machine parts.

Nothing much to say about this, a necessity for mechanical flow players, the system machinery workshop gives it upon graduation, much like how a bowl is related to chopsticks.

War machines move extremely slowly, and their size makes it impossible to march on some rugged terrains. The solution is to dismantle the war machines into parts and

store them, then assemble when fighting. Means every battle takes ten minutes to set up and ten minutes to dismantle, taking at least twenty minutes, while a day in the game equates to 2.4 hours! How many battles can you fight in a day?

Painful, isn't it? Painful! But strength comes at a price. Just think of how actual wars in ancient times transported supplies, it won't feel as painful anymore! Even ancient Osman navy disassembled ships, transporting them across the desert from the Mediterranean to the Red Sea without space bags back then.

Yet, books, packages, and crossbows, are things ordinary mechanical flow players can obtain in due course, so is that all there is to show for my effort in killing a BOSS? Doesn't that unfairly short-change me? Could the secret be in this key? A treasure key? Or in this nautical diary?

Let's check the diary first. Perhaps leading to another epic quest? Or unlocking a God-level skill? God-level skill would be best, but as for epic quests, forget it, I just wish to peacefully make money through trading, truly don't want to mess with those troublesome epic missions. However, if a mission arrives at my doorstep, what can I do? Am I worried about my wife and daughter at home? Ha ha!

With experience from the previous sailing captain's log, Da Fei carefully opened the first page of the diary.

—January 1, Year 150, this is a sacred and glorious day; this is the sacred moment of our Saint Anthony's official departure! Appointed by His Majesty, I, with outstanding performance, was gloriously named the Artillery Captain of the Saint Anthony. The entire ship's safety rests upon me, and I must live up to His Majesty's great trust! From today, I will meticulously record every single day of this great voyage!

—January 2, Year 150, clear, our ship sailed on the safe Shadow Sea; yesterday, His Majesty's motivational speech during the send-off left me boiling with zeal, so I won't slack off even in safe waters. I began gathering the gunners under my command for the first round of training!

—January 3, Year 150, clear, training!

—January 4, Year 150, overcast, training!

—January 5, Year 150, overcast, training!

—January 6, Year 150, clear, no enemy situation today.

Uh? No more training?

...

—February 1, Year 150, overcast, nothing happened.

—February 2, Year 150, overcast, nothing happened.

—February 3, Year 150, overcast, nothing happened.

—February 6, Year 150, clear, bored.

Damn! What about your promise to record every day? You know it's boring too! Can't you record something interesting? What about the God-level skill? Keep flipping!

Chapter 20: Chapter 17: The Phantom Crossbow Cannon in the Nautical Journal
Chapter 20: Chapter 17: The Phantom Crossbow Cannon in the Nautical Journal Editor:
Atlas Studios Da Fei continued to flip through the diary, and finally found some content.

—February 8, year 150, cloudy, we've been out at sea for over two months, and haven't seen a single pirate. We're cooped up in the hold every day and it's driving us insane! Our ship is too fast, so we can't even fish for fun. Life is really boring and tedious. Roberts suggested we all play cards together. I thought about it; the sailing regulations don't prohibit card games, so we might as well play a few rounds. After all, we're in this stinky and stuffy hold, and the captain and first officer rarely come down to inspect. But even if they do come down, their boot sounds will warn us.

—February 9, year 150, sunny, Roberts owes me 14 gold coins, Eric owes me 10 gold coins.

—February 10, year 150, sunny, Roberts won today, but still owes me 4 gold coins. Eric lost again, owing me a total of 15 gold coins.

—February 11, year 150, cloudy, dammit! Eric was on a winning streak today, and now I owe him 5 gold coins!

Dang! Finally, I've restored the good habit of writing daily diaries, but can you be any more boring? What about your wife? Your daughter? Keep reading!

—February 14, year 150, while we were playing cards, someone suddenly came down from above! It was Count Makar! He kindly greeted us gunners and brought us some fun little magical trinkets to stave off boredom! Who would have thought such an esteemed mage like Count Makar would come to our stinky and stuffy hold and be so approachable? His demeanor truly impressed us!

Da Fei's spirits lifted! Makar! Keep flipping! A large amount of gambling debts recorded, skip!

—March 16, year 150, torrential rain! At 9 p.m., the lookout sounded the alarm! We've encountered pirates! I was thrilled! Finally, it's my turn to act! All of us gunners were

excited and ready! At 11 p.m., our ship escaped the pirates, and we got excited for nothing!

Middle section of gambling debts, skip.

—April 2, year 150, sunny, at 10 p.m., we encountered pirates and then evaded them. I wondered, our ship is so fast, and our crew is the Empire's elite with such excellent captains, officers, and sailors, will we gunners ever have the chance to take action?

—April 11, year 150, rain! Hello, pirates! Goodbye, pirates!

—April 17, year 150, rain! Days of continuous rain led our sailors to develop rheumatism, causing knee pain when walking; this feeling is truly miserable.

—April 18, year 150, rain, today Count Makar came down to the hold again and brought us a barrel of rheumatism-curing wine. It had a peculiar color and was bitter but worked wonders; after one glass, our limbs were healed, and our legs were filled with power! Count Makar is truly admirable!

Legs filled with power? Did they turn into hopping zombies? Skip the gambling debts and keep flipping! Oh, there's content! This page is full of words!

—June 3, year 150, sunny! This unexpected day has finally arrived, we've entered the waters where the Naga reside, and combat is now unavoidable! Having been at sea for nearly six months, we finally get to take action! In a fierce chase, I took down six Nagas, Roberts four, Eric three, Robbin five, Joey five, Hawke three. Unfortunately, the Naga leader escaped on an injured Sea Dragon! If only our crossbow cannons had a longer range and greater power, we could have hunted the Sea Dragon for unimaginable rewards. I could have earned notable merit! I missed this rare opportunity to establish great credit in half a year; I couldn't feel happy during tonight's commendation ceremony. This battle exposed significant accuracy issues!

We're accustomed to fighting pirates, where our crossbow cannon targets are usually large-sized ships or surfaced sea monsters, and there's no worry about missing. But facing the high-speed, underwater Nagas chasing us, we were powerless.

Firstly, it's because the ship is constantly rocking.

Then there's the issue of light refraction in the water, making aiming difficult. Fishermen skew their aim when harpooning fish, which now seems like an important skill. Unfortunately, I underestimated fishermen and didn't master this skill. But the Nagas are naturally proficient, able to hide underwater and fire accurate bone arrows at us, while we struggle to hit them precisely.

Moreover, the water significantly reduces the crossbow arrows' power; this is unbelievable! But my calculations confirm it, decreasing the power by one-third to one-

half when entering the water! Equivalent to 20 points of armor defense! How can water, such a weak presence, provide such solid armor protection? I suspect it's akin to skipping flat stones on the water; it's the principle of the stone skipping across the surface.

How do we solve this problem? I'm too tired today; I need to gather everyone to discuss it tomorrow.

...

Da Fei was thrilled! There's potential! Hitting a moving target with a crossbow cannon is indeed a problem; after Juan discovered the Pirate King's unique skill, he began researching divine skills. So, after this gunner captain discovered the problem, he must also research a divine skill! The mystery is indeed in this diary!

Da Fei hurriedly turned to the next page!

—June 4, year 150, to celebrate our gunners' achievements yesterday, we played a larger game...

Good grief! Where's your research project! Da Fei flipped rapidly!

—August 9, year 150, fog! At 9 p.m., the sea was shrouded in thick, dark fog. In this terrible environment, we were attacked by unknown sea monsters, and we were completely powerless! I could only make random, futile attacks based on the sounds of the waves. Suddenly, a gust of wind dispersed the fog; it was Count Makar's miraculous spell! We finally saw a massive monster, like a small island, chasing us while spewing mist! My God, I've never seen such a giant monster! But worse, we couldn't attack enemies directly behind the ship from our angle! Just then, a huge fireball descended from the sky, scaring off the monster; it was Count Makar's miraculous spell again! Truly powerful! I should learn something from him!

Makar reappeared! This gambler finally had an epiphany. Da Fei hurriedly turned the page.

—August 10, year 150, sunny, today, with reverence and anxiety, I actively visited Count Makar. The Count warmly received me in his study, though Count Makar has always been kind to us, witnessing his strength firsthand made his kindness particularly thrilling. Count Makar's study had many books, with tables full of bottles and jars—a mysterious and wise scholar indeed! I asked about the sea monster from yesterday; Count Makar suggested it might be the mythical Sea Monster Leviathan, capable of creating fog, but wasn't entirely sure. My heavens, if it really was Leviathan, then Count Makar is a formidable entity that defeated Leviathan...

Reading this, Da Fei was suddenly shocked!

Leviathan! In official records, an eighth-level ocean creature with unknown attributes, surpassing seventh-level beings like angels, demons, and giant dragons! It's said that God spent seven days creating the world, forming all things and space-time laws in the first six days. On the seventh, God created two god-level beasts—the male Bimong, known as the Land Dominator, and the female Leviathan, known as the Ocean Dominator!

And Makar can repel Leviathan; just how powerful is he? My Sailing Captain's Epic Quest is to oppose such a heaven-defying strongman? By the way, Makar's study? Generally speaking, high-ranking officials would live on the upper deck of the ship. So, the BOSS room in Blood Sea Wave is likely his study? Would the yield of defeating a strong mage who repelled Leviathan be just a Magic Book?

Now I know how to operate crossbow cannons; dealing with that Evil Spirit surely won't be an issue. However, the crossbow is too large to fight in such a small space! That's a problem. Stick to the original plan, backstab. It's been half a day, yet there are no footsteps overhead—it doesn't worry me that he's level 5, at level 8 I'm even less worried. Let's keep reading the diary:

...Of course, the Count's time is extremely valuable, so I asked him for advice on solving the crossbow cannon accuracy problem. Count Makar pondered deeply, then said he would find me once he figured it out. Before leaving, he gave me a bottle of very expensive wine, and I was thrilled!

As expected! Relying on this gambler for research is unrealistic; the Grand Mage is more reliable, as after all, the Sailing Captain's God-level skill was devised by Makar! Keep flipping.

—January 17, year 151, sunny, today was an exhilarating and inspiring day, Count Makar came again, not only bringing fine wine but also a solution for the crossbow cannon's accuracy! It's so unexpected how much he values this! So much time had passed, I thought he had forgotten!

This was a shockingly innovative solution! It's a new type of magic crossbow cannon design; the cannon's wood must be crafted using wood for creating high-level magic wands, and its steel bow and protective armor must be replaced with Mithril Alloy with good magic conduction properties. The cannon must be inlaid with 12 charged magic stones and accompanied by 12 advanced magic arrays, even the crossbow arrows must be specially enchanted! The effect of this incredibly expensive crossbow cannon is that an ordinary gunner, with no magic, can fire a powerful shot that ignores obstacles and fog! It doesn't even require precise aiming; the magic crossbow arrow will automatically seek enemies under the array's guidance! Even creatures hiding in other planes can hardly escape a hit! Leviathan, Nagas, and the rocking ship—all are non-issues!

Such an existence is akin to the Elf Kingdom's Divine Artifact, the Phantom Divine Bow, so the Count named this new crossbow Phantom Crossbow Cannon!

This is a remarkable, magical, and magnificent innovation! Regrettably, our ship lacks equipment, tools, and materials, making implementation impossible. But I've resolved, once we complete this expedition, I'll follow Count Makar and devote myself to realizing his magnificent vision!

....

——System Prompt: You've obtained information on the new crossbow cannon "Phantom Crossbow Cannon"!

——Beginner's Tip: After acquiring weapon information, players trigger the weapon's development storyline, which can be pursued through independent research or learned from relevant NPCs.

Finally, the goods came through! This BOSS's distinctiveness is in providing information on a new crossbow cannon! This world's hardest-to-obtain Skill Book is certainly worth it; though the goal seems unattainable, it's still more promising than having no goal.

Plenty of time has been spent reading, Da Fei turned directly to the last two pages.

——April 19, year 156, storm!

——April 20, year 156, an unknown fleet appeared amid the storm.

The diary ends here, leaving an unrecorded day, was he killed?

Da Fei sighed lightly, this poor fellow likely had no wife or daughter left, and most tragically didn't even know how he died, not even leaving any last words. And yet, between these lines of the diary, there was endless praise and admiration for Makar.

Wait, since this Phantom Crossbow is Makar's design, he is the related NPC. If I give this notebook to Makar, what will happen? He'd surely be delighted, wouldn't he? After all, this diary is full of records of his greatness, concrete evidence of Makar's shining glory, safeguarding against an empty claim from the sole survivor! If he's happy, he might just give me the Phantom Crossbow? Probably not impossible?

However, I've already accepted the Sailing Captain's Epic Quest to confront Makar, would going to him with this task cause trouble for me?

Never mind, these aren't matters to consider right now; get the crossbow repaired and check out the next cabin.

