

God-level Hero

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Chapter 21: Chapter 18: Encountering Six BOSSes Chapter 21: Chapter 18:
Encountering Six BOSSes Editor: Atlas Studios Blood Sea Wave ate while watching TV,
the 24-hour live broadcast of Hero News.

Blood Sea Wave really wanted to know the extent of the sensation he caused in the China Region after revealing his special skill in the newbie hall. He searched for Admiral, and then the noon 12 o'clock live broadcast video came out. Blood Sea Wave perked up, this Hero News was really quick to respond and well-informed.

Host, "Hello everyone, the latest news, a rare special skill Admiral player has been born in our China Region. This player caused quite a stir by publicly demonstrating his special skill in the newbie hall. Here we have a live interview with the captain of the Star Team, Mr. Jiang Dawei. Captain Jiang, what do you think of this account, Captain Jiang, hello!"

"Host, hello!"

"Please share your thoughts on this Admiral."

Captain Jiang, "Heroic Creation Era has a considerable ocean area, and a large number of islands and small lands. More importantly, the Old World and the New World have oceanic otherworld channels connecting them, so naval combat type heroes have a very strong strategic value. In fact, maritime navigation is also one of the major selling points of this game. Currently, just in the China Region, there are already 100,000 players who have chosen the seafaring merchant profession. As more and more players turn their attention to the sea, the value of heroes with naval combat special skills will be more prominent."

Host, "So how do you estimate the value of this hero?"

Captain Jiang laughed, "We only care about battles, not money. If I had to compare, I think potentially they'll be able to take on the Japan Region's Mobility Master at sea."

Host laughed, "Does that mean the Star Team is willing to offer \$10 million to buy this account?"

Captain Jiang laughed, "This, at present, our team is still planning for land warfare to seize mines instead. In short, this is the owner's business, but here I want to

congratulate this player. If they're interested in joining our Star Team, we would definitely welcome them."

Blood Sea Wave burst out laughing! Star? Does he really think he represents the national team? Ridiculous! Once I finish this newbie trial, I'll immediately start establishing Blood Sea Studio. I want to be the OnePiece of the China Region! By then, I'll recruit those so-called goddess gamers and let us brothers enjoy! Wahaha!

Host, "Thanks to Captain Jiang's interview. Now the game has been open for three and a half days, let's pay attention to the current world level rankings. Currently, the first place in level rankings is still the 24th level Vampire Princess from France, Natasha, far ahead of the second place 22nd level Griffin Breeder from China Star Team, Little Pig Run, and the third place 22nd level Siege Master from Russian War Angel Team, Bapulov. Meanwhile, the Swedish player Vitne, deemed as the world hero with the highest valuation, is ranked outside the top 100,000 at 20th level. How does Captain Jiang view this ranking?"

Captain Jiang laughed, "Natasha, is that how to call it? She was born an Undead Race's level 4 Vampire, which gives such an early-stage advantage, she doesn't even need to bring a single soldier to take on challenges alone. In comparison, although our team's Little Pig Run starts with a level 4 Griffin, I have to say, as fellow level 4 flying soldiers, the Griffin's individual combat and sustainability can't compare to a Vampire who incessantly drains life to fight."

Host, "Even though in a one-on-one fight, the Griffin won't beat a Vampire, the game emphasizes troop cooperation. Compared to the Undead Race's generally slower troop speed, the Vampire seems out of place and totally dares not plunge deep alone. However, the Griffin's high-altitude dive doesn't have this concern, as it can take out the opponent's magic and long-range troops and retreat intact. That's something a Vampire can't compete with."

Captain Jiang laughed, "Exactly. As for the Russian player Bapulov's Siege Master, he's completely hampered by the pitiful move speed and assembly speed of the crossbow, but precisely because it's laborious to assemble a crossbow, they must focus on big victories, so the bosses he defeats and the treasures he collects must be the most. So his combat power is definitely number one in the world. After all, the crossbow's early-stage monster-fight advantage is just too great, and his talent just happens to increase crossbow attack and defense by 1 point every two levels. At level 10, he'll have a huge advantage over ordinary crossbow players."

Host, "What about Vitne's Death Lord?"

Captain Jiang said solemnly, "The Death Lord's talent is incredibly overpowering, allowing half of the undead units encountered in the wild to join the player's army unconditionally, whether it's a level 7 Bone Dragon or a level 1 Skeleton. If we had this account, the first thing to do would be to find a way to enhance the Undead Dominance

Skill to increase hero command power, as well as do tasks to earn positions in the Undead Empire to further increase command power, followed by planning quick city-building. All the troops he can't carry would be transported back to the city for storage. So, for him, troop limits are the most important, and level is just floating around, so it's understandable that his current level is low, but his power is undeniable."

Host, "Indeed, it seems our China Region faces a lot of pressure..."

Captain Jiang, "Yeah, so the only thing we can do is level up quickly, clearly divide tasks, and develop rapidly."

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Seeing the dynamics of top players from around the world, Blood Sea Wave, who was also a God-level Hero, couldn't sit still, wolfed down his steak in a few bites, and immediately jumped back into the game to keep fighting. He planned to power through the night to reach level 10! Get the Magic Book! Obtain the sunken ship!

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In the sunken ship's gun cabin, Da Fei disassembled the remaining crossbows and collected some intact parts to barely repair the damaged crossbows. It had to be said, this was a troublesome aspect of mechanical play, needing spare parts on hand at all times, and parts cost money. So, mechanical flow wasn't something every player could afford.

In any case, the upcoming battle couldn't let the crossbows be completely destroyed.

Da Fei used the key he had obtained to open the iron door behind the gun cabin, and a rancid air hit him.

This was the stairway entrance to the lower deck. Generally speaking, there are always three decks below the deck of large sailing ships, and with such a large gun cabin on the upper deck, the lower decks must be cargo holds to balance the ship's center of gravity, or else it would easily capsize in high winds. If locked with an iron door, it must contain very valuable goods! Treasure? Here I come!

Da Fei activated Stealth to enter the lower deck, crouching by the stairway to observe the situation. The dim, narrow, and empty ship belly had barely a few ordinary barrels or cargo boxes, let alone treasure chests! Ridiculous!

Da Fei took a few steps closer along the cabin wall for a better look, and saw a floor full of bodies! Although he didn't understand why there were so many bodies in a cargo hold, there was nothing to be said, there was no way out except to clear the monsters!

Da Fei retreated to the stairway; the spot there was just enough to set up a crossbow, and since there were walls on three sides, monsters couldn't flank the crossbow from behind, so there were no worries. This terrain was definitely meant for players to use a cannon!

Da Fei stealthily assembled a crossbow using the spare parts in his Space Bag, finishing after ten minutes, and loaded two crossbow arrows into the magazine. Then he took out the new player's tool kit provided by the system, took out a torch, and lit it, illuminating the ship's hold. That's how Blood Sea Wave lured the monsters last night.

They started moving! The bodies on the ground slowly rose, and several tall ones stood out among them. Da Fei tensed up, thinking they were bosses? Impossible! BOSSES were not produced in bulk! At most, they were just some stronger-than-average mutant zombies. Steady now!

Da Fei's Basic War Machine Science's crossbow attributes were: Attack 10, Defense 10, Basic Damage 2-3 (Total Damage=Basic Damage×Total Hero Attribute Points), HP 200, Attack Speed 5, Move Speed 1, Special Skill: Knockback, Pierce.

Da Fei was level 8, with 7 attribute points, making the crossbow's total damage 14-21. Zombies' 2 points of defense mitigated the crossbow's 2 points of attack to leave 8 points. Each additional attack point increased damage by 5%, or 40% total, changing it to 19-29, then reduced by the zombies' intermediate-level defense skill for a 20% damage reduction, making the crossbow's final damage to zombies 15-23! Plus, the Crossbow Master could fire two consecutive shots to definitely insta-kill 17 HP zombies without discussion! And with the crossbow's 200 HP and 10 defense, it exceeded the HP of level seven soldiers and had the defense of level four soldiers. No matter how many zombies there were, so what?

The zombies began slowly moving towards Da Fei, who aimed at the densest bunch of them—Fire!

—Boom! Boom! The crossbow fired twice in rapid succession, the crossbow arrows whistling through the air!

—"-17" "-3" "-17" "-6"

Two zombies fell with a crash, the arrows continued piercing through, dealing 3 and 6 damage to two zombies behind them! One of the bolts even caused a knockback effect!

This feeling, super cool! Continue!

Da Fei quickly reloaded crossbow arrows and kept a close eye on the movements of those large zombies, noticing they too were moving slowly with no sign of leaping, which was good!

After reloading, continue—"14" "-7" "-11" "-10!"

Two zombies with remaining health fell, as the pierce effect dealt further knockback damage to the zombies behind, exacerbating the slowness of their measly move speed of 4!

—System Prompt: You've collected incomplete information on Assault Zombies!

Hit the big guy! Knowing oneself and one's enemy was the key to winning every battle, and since the crossbow reloaded slowly and time was ample, Da Fei quickly checked the info column.

—Assault Zombie.

Type: Small undead leader unit.

Attack: ?

Defense: 2

HP: ?

Damage: ?

Attack Speed: ?

Move Speed: 4

Special Skill: Heavy weapon, Intermediate Defense Skill, ?

...

Da Fei's eyes narrowed in shock!

Leader unit! No way, it really was a BOSS, and it had a heavy weapon! Da Fei looked up in shock to see the oncoming BOSS clutching a glinting axe!

What was a heavy weapon? For instance, Da Fei's gunner's special skill was long weapon, meaning I can hit you but you can't hit me. Heavy weapons like axes and hammers had special effects that boosted damage against large creatures, gates, and war machines, meaning double damage on a crossbow cannon!

This meant these six BOSSES were specifically designed to counter crossbow cannons? Da Fei was stunned!

If this BOSS had 200 HP like the zombies upstairs, maybe he could take down one, but not two, let alone six! The system couldn't possibly set up a trial that newcomers couldn't beat! Could God-level Hero trials actually require defeating six BOSSES? That was nonsense!

Unless this BOSS had less HP! But, leader units typically didn't have low health, even if only 100 HP, he still couldn't take six! Unless their damage was low! Even then, a leader unit's damage isn't low and would probably be at the level of a five or six-star troop. Double the damage meant he would go down! Must this require reaching master level with 600 HP upgraded crossbow cannons for a chance?

But he had no way out! If he fled, leaving the cannon was impossible! Once the crossbow was smashed, there were no parts to repair with anymore! Without a crossbow, how could he get by later? Was this a scam? Besides, upgrading to master-level crossbow wouldn't matter! Without enough parts, the crossbow would only show 200/600 HP, unfilled! It might still not hold up!

Could it only be beaten with clever tactics? Watching the zombie horde slowly advance, Da Fei was drenched in cold sweat, his thoughts racing, desperately recalling legendary tactical reversals from gaming history all centering around terrain, positioning, kiting, guerrilla tactics, etc.! Kiting and guerrilla were impossible, the terrain was fixed, positioning?

Yes, positioning it was!

Wahaha! Having suddenly grasped the trick, Da Fei laughed heartily and without hesitation aimed at a BOSS firing two rapid shots "-20!" "-22!"

Chapter 22: Chapter 19: The Assault of the Blood Sea Wave Chapter 22: Chapter 19: The Assault of the Blood Sea Wave Editor: Atlas Studios Sometimes, problems that seem hard are actually very easy to solve!

Da Fei's crossbow cannon was backed against three walls, which was positioning! But it wasn't perfect; the front was still exposed. So, another wall was needed in front, and regular little zombies were the best meat shield!

How much damage can a regular zombie with 1 attack and 1-2 damage do against a crossbow cannon with 10 defense? With nearly a 10-point defense difference, the damage is only around two-thirds of normal, just 0.6-1 point! Compared to the BOSS's damage, it's negligible!

As long as five small zombies block in front of the crossbow, the BOSS in the back can't get close and can only look on helplessly! How to keep the BOSS from getting close? Of course, by knocking it back with the crossbow cannon! Once the BOSS is knocked back, the gap is naturally filled by the small zombies. With the BOSS being large, doesn't that make it a perfect headshot target for the crossbow over the small zombies?

So, at this moment, Da Fei laughed maniacally as he joyfully headshot the BOSS, and the five small zombies dutifully blocked in front of the crossbow, slowly waving their clumsy zombie claws to chip away at the crossbow's life little by little.

Piece of cake!

—Bang! Finally, a BOSS head exploded like a smashed watermelon.

—System Prompt: You have killed the Assault Zombie and gained 4000 experience! You have obtained the item “Seaman’s Room Key” and the item “Firefighting Tool Axe”!

—System Prompt: You have further completed the collection of Assault Zombie information!

—System Prompt: You have completed the achievement “Lonely Hero 10 Consecutive Victories” progress 3/10.

Ha ha! Wow ha ha ha! I’m the master, aren’t I? Overjoyed, Da Fei opened the info panel to check. Others were still question marks, but the Life Value was revealed, 200 points!

Damn! With so much life and Intermediate Defense Skill, it takes five or six shots to kill one, are you trying to tire me to death? Come on, tire me out! You guys who give away experience, achievements, and room keys! Wow ha ha ha!

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On the ship’s deck, with a gentle breeze, clear skies, and blue sea, Blood Sea Wave was happily hacking zombies.

Suddenly, there seemed to be a booming sound from inside the ship, making Blood Sea Wave’s brow twitch. What sound is that, waves? After cutting down a few more zombies, Blood Sea Wave felt more and more that something was wrong! That’s not the sound of waves, is it?

Blood Sea Wave lay flat on the deck, pressing his ear to the ground to listen, and the sound was even louder! And with a rhythm!

Blood Sea Wave was bewildered! What was this? The sound was like the very popular crossbow cannon firing sound these days, wasn’t it?

Blood Sea Wave immediately ran to the side of the ship to look down, no unusual sight, then ran to the other side, still nothing unusual! Then he jumped into the water, pressed his ear against the ship’s hull, and the sound was even louder and clearer! No doubt, this sound was from a crossbow cannon! I hesitated between choosing Artillery Skill and Attack Skill back when I was selecting earlier!

What on earth is happening?

Is this an NPC monster firing? Impossible! A player! It must be a player! Could it be that guy named Da Fei? Or did the system assign another player while I wasn't paying attention?

Blood Sea Wave hurriedly opened the game's query system to search for player information!

—System Prompt: Dear player, searching for player info costs 10 points each time! Your points balance is insufficient!

“F*** your mother!!! Even this requires points, they are money-grabbing maniacs!”

10 points is just 10 bucks, money's not an issue for Blood Sea Wave; the problem is the hassle of recharging! Blood Sea Wave had only recharged 1000 points on each machine for lottery, and they were gone after the draw. For this 10 points, he'd have to mess with online banking a few times, isn't that infuriating?

Holding back! Blood Sea Wave gritted his teeth and recharged 10,000 points, then searched the player “Da Fei.”

—Query Result: Da Fei, human training recruit, level 9, currently online.

Level 9!!! Blood Sea Wave was almost unable to believe his eyes! I thought he had logged off because he couldn't make it! How did this weakling gunner get to this level? I've been killing monsters since my Shield Guard appeared in level 3 and reached 6 just today! He actually reached level 9! Could he have snuck onto my territory to get the crossbow cannon for a level boost? This felt like someone else had slept with my woman! Unbearable!

“F*** you!” Without regard for anything, Blood Sea Wave charged into the ship's cabin! So what if he's a level 9 gunner? Just 26 life, I can still kill him with two slashes! I'll camp him at the Resurrection Point until he's level 0!

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In the second level of the sunken ship's hold. When the third zombie BOSS's head exploded and died, Da Fei's whole body flashed with golden light, level 9!

At this time, Da Fei had fired 16 shots, the five zombies blocking had attacked nearly 18 times, chipping 80 life from the crossbow cannon. If the remaining 3 BOSSes were killed, the crossbow cannon would probably only have dozens of life left, and there'd be no way to continue. A quick battle decisive victory is needed!

Da Fei immediately pulled out the War Machine Science Skill Book, golden light flashed,

—System Prompt: You spent one skill point to learn Intermediate War Machine Skill!

—System Prompt: Your crossbow cannon's attack +5, defense +5, basic damage +1, Life Limit +100.

Now, the crossbow cannon's attributes under Intermediate War Machine Skill are:

Attack 15, defense 15, basic damage 3-4 (total damage = basic damage × hero's total attribute point), life 120/300, attack speed 5, move speed 1, special skill: knockback, pierce.

Da Fei's 8 total attribute points make the total damage 24-32, pulling a 13-point attack-defense difference with the 2-defense BOSS, increasing damage by 65%, then reducing by 20% by the BOSS's Intermediate Defense Skill, final damage is 31-41! Compared to the previous 15-23 damage, it was a doubling!

In conclusion: Previously taking five or six shots to kill a 200-life BOSS now only requires three shots! And with the defense now improved by 5 points, the average zombie's damage to the crossbow cannon is less than 1 point!

This is the War Machine Science called the BOSS killer, with a skill level bringing a qualitative leap!

Da Fei was deeply moved, how good it would be if he had chosen crossbow cannon as his initial skill! But speaking of that, if his initial skill was really crossbow cannon, he probably wouldn't have been sent here by the examiner, right?

Of course, reminiscing is just reminiscing, the hand shouldn't stop, defeating these remaining BOSSes would get him to level 10, wow ha ha ha! This experience is coming in droves! The trial ground of a God-level Hero, super exciting!

In no time, hurried footsteps came from the ship's deck above Da Fei, his heart skipped a beat! Blood Sea Wave! Damn, why now before or later! This is trouble! What to do! Looking at the small zombies knocking on the crossbow, looking at the last remaining BOSS, Da Fei frowned deeply!

No mistake! Blood Sea Wave had come! As he rushed down to the first level of the ship's cabin, he was shocked to find that the BOSS that sent him on his way last night was gone! Though the small zombies were still there. The trash scattered all over the cabin behind the BOSS told him the answer! He vaguely knew what was going on!

F***—your—mother!

An angry Blood Sea Wave jumped down to the second level cabin, face-to-face with Da Fei, who was blocking the monsters at the staircase! Blood Sea Wave was stunned in place!

Having just finished reloading, Da Fei turned with a brilliant smile: “Hey! Had lunch yet?” Da Fei attempted friendly communication with him.

“Die!!!” Blood Sea Wave, roughly understanding the situation, drew his sword at once, giving Da Fei no chances and absolutely not wasting time with meaningless talk!

Damn! This was a hatred as deep as a father-killer and home-stealer without a chance to reconcile? With no way out, let’s fight, when hadn’t I fought in games, win or lose! I’d really waste time chit-chatting with him while the crossbow cannon risked being destroyed!

Having prepared in advance, Da Fei immediately raised his gun for a Preemptive Attack! The long weapon advantage of a gunner can’t be wasted!

The spear struck like a Poison Dragon, with a bang, “-5! Blood Sea Wave’s charging movement suddenly halted! Paralysis Poison!

—System Prompt: You launched a malicious attack against a player of the same faction, Blood Sea Wave, and will receive a penalty with reduced reputation.

What the hell! This time I’m the victim here, okay!

The PK commenced, first comparing both parties’ stats:

Blood Sea Wave, level 6, attack 8, defense 8, damage 7-10, life 30, attack speed 13, Master Attack Skill increases damage by 50%. (Blood Sea Wave’s sunken ship weapon +3 attack +3 damage, starting equipment +8 personal defense)

Da Fei, level 9, attack 8, defense 3, damage 4-6, life 36, attack speed 10, no combat skills. (Da Fei’s broken leather armor +3 personal defense)

Thus, Blood Sea Wave’s final damage to Da Fei with one slash is 13-19, needing two to three slashes to deal with Da Fei.

And Da Fei’s 8-point attack exactly cancels out Blood Sea Wave’s 8-point defense, with no combat skill bonuses, the final damage remains 4-6, needing 5 to 8 strikes to take down 30-life Blood Sea Wave!

The gap in weaponry, the gap in skills, made both parties’ combat strength disparities obvious at a glance! Under normal circumstances, Da Fei would not be Blood Sea Wave’s opponent.

But now everything was subject to change because of the Paralysis Poison effect from the Demonized Anemone King’s Heart! Poison usually comes with negative effects, and while it wasn’t noticeable against anemones or zombies, it undoubtedly works against

players. This was the crucial means for Da Fei, the opportunist in adversity, to turn the tides!

At this moment, Blood Sea Wave, seeing the message prompt, was dumbfounded!

—System Prompt: You are affected by the Paralysis Poison. Your movement is momentarily interrupted, attack -1, defense -1, attack speed -1, speed -1, maximum damage -1. Effect lasts until the battle ends.

Each stat reduced by 1! This felt like a body full of weakened Dark Curse effects! Plus, an action interruption! What exactly did that trash steal from me?!

And simultaneously, Da Fei was also shocked by the system prompt, not overthinking, continued attacking!

Meanwhile, though briefly halted, Blood Sea Wave instantly resumed, charging towards Da Fei!

Generally, a Long Spear Soldier's long weapon advantage means striking first, then charging back, ready to fight when the opponent reaches. But the previous strike interrupted Blood Sea Wave's action, so when he reached attack range to slash, Da Fei had already landed a second strike! Getting a two-strike head-start with the long weapon!

—"-5"!

—System Prompt: You are affected by the Paralysis Poison. Your movement is momentarily interrupted, attack -2, defense -2, attack speed -2, speed -2, maximum damage -2. Effect lasts until the battle ends.

I see! It can interrupt attacks and actions, effects stacking like the plague zombies' special skill! However, my damage is already high, even reduced to minimum damage, I'll still hack you in three slashes!

Having figured this, Blood Sea Wave sneered spitefully, "You're doomed!"

Simultaneously figuring it out, Da Fei coldly laughed, "I've got more life!"

"More life is useless!" Blood Sea Wave, back on his feet, slashed again. His attack speed exceeded Da Fei's, Da Fei couldn't interrupt this time, -16!!!

A frighteningly high damage number sprung above Da Fei's head, causing him to flinch, while Blood Sea Wave laughed maniacally!

Then Da Fei thrust a third strike: "-6"!

—System Prompt: You are affected by the Paralysis Poison. Attack -3, defense -3, attack speed -3, speed -3, maximum damage -3. Effect lasts until the battle ends.

Ignoring the system message, Blood Sea Wave laughed wildly, “Die!!!”

Now, both parties were at 10 speed, attacking simultaneously! They exchanged blows with “-12” and “-6” appearing above their heads.

“How didn’t you die?” Blood Sea Wave didn’t know Da Fei completed a small achievement for an extra 10 life, bewildered, he roared, “Another strike!”

Now, Da Fei had 8 life left, unable to withstand the next strike, while Blood Sea Wave had 8 life remaining! Two more shots required! Even if Da Fei attacked 1 point faster, interrupting one of Blood Sea Wave’s strikes, Blood Sea Wave’s next would be after Da Fei’s withdrawal. Impossible to interrupt! Definite loss!

Thus, Da Fei did what he had to, kicked the prepared crossbow cannon trigger—boom and bang! The final BOSS’s head exploded, a golden light descended upon Da Fei!

—System Prompt: Congratulations! You’ve reached level 10! You gained 1 free strategic attribute point, 1 Skill Point, your life +2, your Command Value +1, you were awarded +1 basic damage, your tactical position +1.

I leveled up! Full life! This is my greatest trump card! Wow ha ha ha ha ha!

At this moment, Blood Sea Wave dealt an 11-damage hit, stunned!

“Sorry about that!” Da Fei, delightfully satisfied with the damage increase of 1, thrust a spear out, -8!

Blood Sea Wave turned to white light and vanished!

Chapter 23: Chapter 20: The Sailor’s Room Skill Book Chapter 23: Chapter 20: The Sailor’s Room Skill Book Editor: Atlas Studios — System Prompt: You have maliciously killed a player of the same faction, Blood Sea Wave, losing 60 reputation points! You have become a red name!

— Newbie Tips: Red names can be cleared by confessing at the church, donating to officials, or contributing reputation points. Red names with significantly reduced reputation find it difficult to enter cities. Players, please cherish your reputation.

— System Prompt: You have reached level 10 and are eligible for class change. Please apply for a class change at the Skill Tutor. Human players can change classes to either the Knight or Priest hero professions. After changing classes, you will receive one free attribute point and one system-assigned attribute point for each level up. The

Knight profession automatically gets Defense, while the Priest profession gets Knowledge.

— System Prompt: You have completed 8/10 of the achievement “Lonely Hero 10 Consecutive Victories”.

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Having no time to deal with a barrage of system messages, Da Fei immediately manned the crossbow cannon to kill the small zombies. Blood Sea Wave had delayed him for so long that the crossbow cannon only had over thirty health points left, utterly infuriating. Even more infuriating was that this jerk got me red-named! Although back in the day I prided myself on being red-named as a common occurrence, things are different now, okay? I’m a professional player now; I want to be a law-abiding businessman and earn loads of money!

Looking at the perilously weak crossbow cannon, then at the 1 skill point I received from leveling up, Da Fei was incredibly torn inside—should he upgrade War Machine Science? Dammit, there’s no hope left for the crossbow cannon in its current state, is there? Better save the skill point and see what happens later.

But it wasn’t all bad news. The biggest gain this time was testing out the poison effects of the Demonized Anemone King, a reduction in all attributes plus the crucial action disruption—such sly and peculiar effects! From the confrontation just now, this disruption saved me from one hit; he only struck four times! That’s equivalent to a 25% damage reduction! And it also allowed me to shoot once more, which is a 25% damage increase! Just one enchantment having this effect is incredible—is there a catch? At the very least, it doesn’t work on anemones or the undead.

And considering the many tentacles of the toxic anemone, once a prey is touched, that would be a barrage of relentless attacks, immobilizing and eventually tormenting them to death, right? So is it that one must not touch the anemone at all? Doesn’t that make it an invincible plant monster in close combat? If that’s the case, wouldn’t that make the Soldier Source Base of the anemone immensely valuable?

Haha! Brother, I really struck gold! Thinking this way, Da Fei instantly felt much happier.

When the last zombie fell, the crossbow cannon had only 8 health points left!

Da Fei immediately dismantled the crossbow cannon and packed it away—who knows if that guy will recover and come back for revenge?

Wait! Can’t dismantle it! It takes 10 minutes to dismantle the crossbow cannon, and he recovers from weakness in 10 minutes. After fighting zombies for so long, what if he comes back for revenge right after recover, and I happen to be in the middle of dismantling the cannon? Wouldn’t that be a huge disadvantage?

This guy acts just like me back in the day. If I were him, I would definitely seek revenge. After all, the only reason I won just now was thanks to leveling up and regaining health—I can't level up anytime I want, can I?

So, to be safe, Da Fei pushed the crossbow cannon into the cargo hold and then turned to face the staircase entrance.

Come on, I'm waiting for you!

Minutes ticked by slowly, and around ten minutes later, there came a harried pitter-patter of footsteps from above! Oh yeah! You couldn't have chosen a better time! Running here just as the weakness wore off, right? This timing, so precise—I definitely didn't misjudge you!

With a thud, Blood Sea Wave, brimming with murderous intent, jumped down the staircase entrance.

Da Fei, who had been ready for a while, laughed: "Hello! Goodbye!"

— Boom! The crossbow cannon fired twice, and Blood Sea Wave cursed before turning into a white light and vanishing again!

— System Prompt: You have maliciously killed a player of the same faction, Blood Sea Wave, losing 50 reputation points!

Damn! You made me lose reputation again, how ruthless! Eh? Wasn't it 60 points just now? Does that mean he got demoted when he died? Well, isn't that just great? Hahaha!

As for now, it's time to dismantle the cannon.

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In a luxurious bedroom, Blood Sea Wave, in a fit of anger, took off his helmet and violently smashed it: "Fuck!"

Smashing his helmet wasn't enough to vent his frustration, so Blood Sea Wave kicked and overturned several pieces of furniture! Then, he took out his phone, started dialing, thought for a moment, and put the phone down again. This was online gaming, not finding someone to fight in the same city—what good would a phone call do? Moreover, it was only the first day, and his buddies were still buying accounts. How could he tell them he got played already? Wouldn't that be making a joke for the bros?

In any case, he had to take this matter into his own hands. As long as he got his hands on that Magic Book, no poison arrow could scare him—not even the crossbow cannon!

Although, it was a big problem that the cannon couldn't be placed in the first-floor cabin—still, the cabin was his turf!

Endure! Level up and kill the BOSS! Later, when we set up the studio, we'll hunt him across the entire server!

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Da Fei finished dismantling the crossbow cannon, feeling completely relieved. There should be one last floor on this ship, let's go down and have a look.

Da Fei arrived at the staircase at the end of the cargo hold, only to see rippling water below!

No way? Water's getting in? So the ship really did have a hole and is sinking? Then what am I even hoping for?

Ah, wait a sec, there were spare materials and tools on the upper level, and I even got a tool axe from slaying the zombie boss. This is clearly hinting at a ship-repairing rhythm! I'll wait for the tide to go out tonight and see. If it's low tide, the water in the bilge should recede too, right?

As for now, of course, it's time to check out the upper-level cabins since I got 6 room keys from killing the boss! Those zombies that functioned as bosses must've been some sort of powerful officers when they were alive, right? Who knows what treasures might be in their rooms! Wahahaha!

Sneaking back to the top-level cabins, Da Fei could faintly hear chopping noises from the deck outside. Oh, someone's grinding levels in shame after knowing disgrace? Just like me back in the days, haha!

Da Fei started at the first room by the staircase, trying keys one by one, then, clack, the cabin door opened, and a musty smell of dust hit him in the face. No stench of decay – that's good. He quietly entered the room.

The room wasn't large, only seven or eight square meters. There wasn't much in it, a single bed, a desk, a chair under the desk, shelves for books and other items on the wall, and a wardrobe. Compact and minimalistic, truly capturing the essence of a ship's cabin.

Da Fei couldn't wait to search the bookshelf, and a golden book suddenly caught his eye! His heart skipped a beat!

— System Prompt: You've obtained a Defense Skill Book. You can learn Basic Defense Skill by spending one Skill Point.

— Defense Skill: Reduces damage taken by the hero and the hero's units. Each level reduces 10% of damage.

Just as expected! I knew it. Although this Newbie Village doesn't have any tutors or NPCs, there are Skill Books! Since this room has a Skill Book, the next room must surely have one too, right? Now that I have the skills, the newbie equipment rewards should be there as well, right? Da Fei started rifling through every nook and cranny for equipment. I refuse to believe that such a high-ranking officer doesn't have any equipment!

Ship's log, oil lamp, cup, fountain pen, poetry and novels, harmonica – crap! This zombie was a literary youth!

Oh! Found something!

— Sailor Captain's Ceremonial Uniform: Sailors only wear this uniform for official inspections. Formality: 80, Disguise Level: 50. Durability 96/100.

— Formality: The degree of solemnity of one's dress. If Formality is too low, you cannot interact with certain NPCs or enter official residences and the Royal Palace.

— Disguise Level: It can cover up some of your shortcomings. Even if you are a rough sailor, wearing it will make you appear slightly more cultured.

Da Fei was dumbfounded for a moment. Is that all? Not a single point of Defense? Damn it! This isn't what I want right now, I want a piece of armor that beefs up my Defense! Didn't the sailor who practices Defense Skill have a spare suit of steel armor or something?

After searching for a long time, Da Fei didn't find anything else. I suppose sailors wouldn't wear steel armor, if they got knocked into the sea wearing that, they'd be done for. Leather armor deteriorates quickly in the sea, so that's no good either. If even ordinary equipment is this hard to come by, then strategic treasures are even less likely. Well, it's not worth it, let's check the other rooms.

Da Fei stepped out of the room and gently locked it behind him. Then, he sneaked into the other rooms.

After searching for a game day, the results were in. Besides getting a bunch of annoying uniforms for everyone, everything else was as Da Fei expected. Each room respectively had: Attack Skill Book, Logistic Skill Book, Leadership Skill Book, Luck Skill Book, Arrow Skill Book!

All combat and adventure skills were accounted for! Including Makar's room, which I didn't visit, I bet Magic Skills like Light Magic, Destruction Magic, and Arcane Magic couldn't escape either. Basically, all the skills a newbie could learn in a Newbie Village

can be found here! At the end of the day, there isn't much difference between here and a typical Newbie Village, except for the lack of job change; everything a newbie should learn will likely be made learnable.

Da Fei helplessly looked at the bundle of Skill Books he was holding; he no longer felt the initial excitement he had when he first discovered the Reconnaissance Skill.

Back when skills were scarce, he craved for books, but now that I've got all the books, it's become a headache. What's the use of having so many books? Every player wants to learn all the skills, but you need Skill Points to do so! Here, you have to struggle to kill bosses to learn a skill, whereas ordinary newbies can simply talk to a tutor! This is like having no gains at all! Could it be that the key lies in the captains' ship logs, filled with all sorts of strange skills? Stop torturing me! At least I still have notable names like Sailing Captain Juan and Artillery Commander Grunt. I don't believe for a second that those nameless low-tier bosses I killed will have any research projects.

Wait a minute! Where's the Captain's room?

These ordinary officers didn't have any equipment or treasures, but the Captain, being the ultimate boss, must have some right? Where is the Captain's room? In the upper deck's pilothouse? But the Captain's room is very special; it's the shipowner's private domain, equivalent to the real estate that players buy in the game, which no one can enter without the owner's permission. Even if you sink the ship or break down the house, you wouldn't be able to get in. This is the sanctity of private property.

By now, night had slowly fallen, and the tide receded once again. Better head down to the lowest level of the cargo hold first.

Da Fei turned back to the lowest level, and indeed, the lapping waves of the day were no longer there, with a pungent smell of seawater hitting him in the face. What could be down there? If there's a boss, what could I even do with my meager 8 hit points Crossbow Cannon? But, since it's all water underneath, according to normal game setting logic, the monsters down there are probably Sea Monsters, right?

No matter, come hell or high water. Da Fei took a deep breath and went into Stealth mode as he entered.

As soon as he entered the bilge, the darkness was pierced by countless flickering red lights, and Da Fei was abruptly taken aback. Could this be... old buddy, Anemone bro!

Chapter 24: Chapter 21 Skeleton Captain Chapter 24: Chapter 21 Skeleton Captain
Editor: Atlas Studios Yeah! It was anemones, all over the bottom level of the ship were these glowing red fleshy tentacles anemones! I thought anemones were hidden creatures that only showed up at low tide, who knew they'd be in the ship's hold too? Is this an anemone farm or what? Anemones are great! I love them!

Now Da Fei had 9 attack, and with 5-7 damage dealing with 0 defense 15 HP anemones meant a clean 7-10 damage, basically taking them down with two shots each.

This meant these were also monsters that Blood Sea Wave would have to face too, but how was he going to fight anemones with just close-range weapons? Did he need to grab that Magic Book? That book seemed like it could summon skeleton zombies, which were immune to poison.

Since that Magic Book was so awesome, there's no way I was letting him get his hands on it. If this mission turned out nothing, I'd just hang back and wait for that Magic Book boss.

While clearing monsters, the system suddenly sent an alert!

—System Prompt: Reconnaissance Skill Warning! A powerful enemy lurked nearby, stay alert!

Da Fei jerked back in shock. A boss!

At this moment, Da Fei's minimap flashed red ahead, just like when he encountered the Anemone King! A lurking type enemy? A Water Ghost? Or was there another Anemone King?

If it was a ghost boss, that would be too tough for a newbie. Even with a master-level crossbow, it might not go down. But no matter what boss it was, it had to be dealt with! Since he was there, he had to figure out what kind of boss it was.

Da Fei nervously took a step forward, and the red flash on the minimap became more intense! No, this wasn't going to work! An ambush type enemy would strike like a flash of lightning, remnants of an attack avoided by a hairbreadth last time thanks to the Anemone King's low hit rate on its bouncing attack, but if this was a different kind of boss, preparing in advance was still perilous.

Da Fei turned around and started crouching, moving backward. Since there was a Reconnaissance Skill alert, he wouldn't have to spin around to run for his life if the enemy appeared. Turning his back was a rookie mistake in battle!

Da Fei took another step forward!

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

Run!!! Da Fei mimicked Blood Sea Wave's diving header! In that moment, a familiar foul wind brushed past the back of his head!

—Missed! Oh yeah!!!

Da Fei turned, rolling and crawling, overjoyed! It really was an anemone farm! Old buddy, we meet again!

At this moment, on the side of the hold that leaned against the wall, a massive red fleshy mass waved a few nearly ten-meter-long huge tentacles, it was the Anemone King!

Hahaha! I knew it, even in a god-level hero trial, the system wouldn't design an impossible level for players. Yet isn't it a bit much to have a boss appear twice in a scene? Anyway, in front of crossbow cannons, this kind of boss was just a giveaway!

Without another word, Da Fei immediately started assembling the crossbow cannon. Now Da Fei's intermediate crossbow cannon had a total damage of 27-36, and with 15 attack, blasted a 2 defense anemone with 44-59 damage, even if it had 600 HP, it would be a matter of six or seven shots. It was nothing like that all-night battle Da Fei had once waged.

Thank you for being wise and mighty for preserving the crossbow cannon, after all, there was no cover here.

It was then that Da Fei realized this Anemone King boss was actually outside the ship, at the breach of the sunken hull, meaning to repair and patch the hole, the boss had to be killed. So there it was! I'll back you up!

Finally, Da Fei assembled the crossbow cannon. Loaded it with triumph, and then two bangs sounded, "47!" "50!" Green liquid splattered! Hahaha! Refreshing!

Another shot fired out! The echo of the crossbow cannon and Da Fei's laughter resonated in the hold!

Da Fei suddenly froze!

Wait! How did Blood Sea Wave come down so coincidentally earlier? It must have been attracted by the sound of my firing the cannon in the ship, right? Now firing the cannon here, with the wreck hole, the sound was even louder, if he was on the deck outside, how could he not hear it?

Da Fei's brow twitched! If it were me, dying twice would be infuriating, I'd take advantage of the situation for sure! Based on this kid's character, would he really swallow his grievance?

Intercept him midway! Da Fei immediately climbed the stairs, dashing to the first-level cargo hold. The best place for an ambush was surely among all those zombies in the

supply cabin. After taking down the Artillery Commander boss, he hadn't dealt with those zombies, now they'd be of great use.

What if he didn't show up? If not, it'd be a bit troubling, waiting for the other shoe to drop. So hopefully, he would come, not fearing a thousand things, just that one. I wouldn't be at ease otherwise!

.....

At that moment, Blood Sea Wave was killing zombies on the deck angrily. But regardless of his anger or unwillingness, dying twice made him feel uneasy.

Unintentionally, the boom sound from the bottom of the ship came again! In this silent night, it was extraordinarily piercing!

Blood Sea Wave's brow twitched, the trash was firing the cannon again! It must be a boss worth using a crossbow cannon against! If not now, when to strike? Revenge and smash the crossbow cannon to kill the boss! Even if he couldn't snatch it, he had to destroy the cannon! This time, there was no way the guy could level up to heal again, right? Just kill this red-named player once and loot his gear, then trap him at the resurrection point!

Actions were quicker than thoughts, Blood Sea Wave hacked and slashed through the blocking zombies straight to the bottom hold. The reason for cutting through instead of just charging through the zombie attacks was, of course, because he realized he didn't have a decisive advantage, especially since the opponent was at level 10 with a system reward of 1 point of damage, so he needed to enter the battle at full health.

Skill was the language between strong players, and the fact that he was cutting through gave Da Fei the time to set up his ambush.

Blood Sea Wave jumped down to the first-level bottom hold, and as the zombies on the ground started to rise, he ignored them, running past.

Just as he entered the gun cabin, a sly, vicious cross rib gun flew beside him!

—System Prompt: You have been maliciously attacked by player Da Fei, you can defend yourself!

—System Prompt: You have been attacked with paralyzing speed, your movement is halted!

Blood Sea Wave's eyes turned red as he roared: "You son of a...!!!"

Da Fei sneered, "Loser!"

Being too obvious with your malevolence led nowhere, it was all cheap tricks from back in the day. Ultimately, people should be kind! Even though they should be kind, Da Fei didn't stop his hands, and the zombies behind Blood Sea Wave kept coming!

Yep! Zombies were of great use!

As Blood Sea Wave cursed and was sent flying once more, Da Fei quickly ran downstairs, evading the zombie pursuit.

Finally, the world was peaceful, and it cost 50 reputation points for this peace, ensuring no one would disturb Da Fei from defeating the boss.

With the final two cannon shots, the obstructing Anemone King exploded in fragments.

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

—System Prompt: Your 'Lonely Hero 10 Consecutive Victories' achievement completion progress was at 9/10.

Whoa! Another Anemone Heart! I definitely had to use this wisely, absolutely sell it for a high price! Whoever used it would know its effect! Why not sell it to this Blood Sea Wave? He knew the effect best; surely, as a god-level hero, he wasn't short on money, right? Hahaha!

Now there was only one last boss left for the achievement, but with no cards left to play when facing a boss, I had to return to the guest cabin to take down that Magic Book boss again.

Da Fei packed up the crossbow cannon, cleared a few obstructing small anemones, and reached the end of the bottom hold, where a large skeleton was soaking in water.

Ultimate boss? Da Fei stood ready. Sure enough, blue cold flames ignited in the skeleton's eye sockets! Da Fei, tense, immediately stepped back.

At that moment, a golden exclamation mark started appearing on the minimap! Da Fei was overjoyed! Every gamer knew, this meant encountering a quest NPC! This deserted island actually had NPCs after all! Meeting such a person rather than a boss at the end felt great! Even though he wasn't alive!

—”Finally, someone found their way here...” The skeleton propped itself up with a long sword, slowly climbing up with a hoarse voice echoing in the hold, “I am Renior, captain of the Saint Anthony, we are cursed, trapped in a curse space, our souls unable to be free. I've remained asleep, preserving the remnant of my soul power until someone came, and adventurer, you are the one I've been waiting for, I need to destroy the curse

space so that all crew souls can find peace. I hope you assist me in fighting to the very end!”

—System Prompt: You received the trial mission to ‘Assist the Captain in Battle’, you will be teleported to the trial space when ready. Are you prepared?

Trial mission! Finally received the graduation mission for a newbie! Nothing much to say, I wasn’t about to chicken out, ready!

The eye sockets of the Skeleton Captain flared with cold flames, and with a swing of his longsword, a twisted Space Gate appeared.

“Let’s move!”

Da Fei immediately followed, the scene shifted. Under a dim, cloudy sky and an endless gray and black ocean, Da Fei and the captain appeared on a small desolate island, quite like Miracle Island, absent the wreck and coconut trees.

Facing this black-and-white world, Da Fei said in awe, “Where is this?”

“The back of the world, the world of the dead, the barrier sealing us is on this little island!”

—System Prompt: You have now entered Heroic Legion mode, you became a vice hero under Renior’s command.

—Newbie Tip: Heroes can command regular soldiers as well as vice heroes. The main hero’s strategic attack and defense and skills affect the whole team but do not stack with the vice hero’s strategic attack, defense, and skills. When a vice hero’s strategic attack or defense attribute is higher than the main hero, the higher attribute prevails, and it only applies to the troops led by the vice hero. For a detailed introduction, please refer to the official website.

Da Fei’s spirit lifted, Heroic Legion! A player’s dream!

Chapter 25: Chapter 22 Heroic Legion Chapter 25: Chapter 22 Heroic Legion Editor: Atlas Studios The so-called Heroic Legion referred to the main hero going into battle and appointing a batch of vice heroes to help lead the troops. Essentially, having many soldiers required having many generals.

For instance, if the main hero brought Long Spear Soldiers and archers into battle, the commander could appoint a vice hero to lead the Long Spear Soldiers, thus forming the Heroic Legion. Of course, another vice hero could also be appointed to lead the archers. The commander could have as many vice heroes as tactical positions available.

The hero's value lay in their strategic attack and defense attributes affecting the entire army. That is, however many strategic attack and defense attributes the hero had, the troops would add that to their own attack and defense. When there was more than one hero in the team, the strategic attack and defense took the highest as the standard.

For example, if the commander's strategic attack and defense were higher than all the vice heroes, then the entire army took the commander's as the basis. Similarly, if the main hero's skill level was higher than all the vice heroes, it was taken as the basis. Of course, the personal attack and defense of a vice hero would still stack with the commander's strategic attack and defense.

If a vice hero had an attribute, like defense, higher than the commander, then the defense of the troops led by the vice hero would use the vice hero's basis. In other words, the vice hero's attack, defense, and skills only applied to the troops they led.

Thus, the basic point of forming a legion was to have the capabilities of vice heroes complement the main hero. A warrior-type main hero with high attack and defense would, of course, recruit a magic-type vice hero. Conversely, a magic-type hero with low attack and defense must recruit a vice hero with high attack and defense.

Meanwhile, players could appoint a vice hero with outstanding attack and defense attributes as the commander. In this case, the army's attack and defense skill bonuses would rely on the vice hero acting as the commander. This way, a Magic-type player only needed to focus on cultivating one vice hero with attack and defense skills. In practice, Magic-type players often appointed vice heroes as commanders.

Another critical value of vice heroes was their ability to directly stack Command Power with the main hero, allowing more troops to be led.

Therefore, even if players encountered an NPC vice hero in a tavern with garbage attributes and skills, but with astonishingly high Command Power, they were still worth cultivating! Soldiers in numbers ruled all.

Speaking of NPC heroes in taverns, it's crucial to mention that players couldn't form Heroic Legions with other players. Otherwise, two buddies could team up, one focusing on attack, the other on defense, and be invincible, and the game's developers wouldn't make any money! Players could only form groups, where your troops were yours, my troops were mine, and we only shared experience points, equipment, and tasks.

Thus, vice heroes could only be NPCs!

Vice heroes were akin to the rare pet in typical online games! However, finding a great general was not as easy as finding a multitude of soldiers; recruiting vice heroes was no simple task, demanding certain player prestige and money. Even a trash vice hero could qualitatively increase the number of troops a player could lead! Of course, vice heroes also needed experience points, so recruiting them was an art.

As for top-tier vice heroes, particularly stunning female ones, they drove players mad with enthusiasm!

Vice heroes were divided into three tiers: ordinary heroes, Epic Heroes, and Legendary Heroes. Ordinary heroes were level 1 to 20 NPCs that the system periodically generated in city taverns, some with rare abilities and, though minimally likely, even God-level abilities. These NPC heroes had no past or background, as if given away with a prepaid phone card.

Epic Heroes, on the other hand, were extraordinary, with their tales and legends on the Hero Continent. They appeared with high levels, sometimes even with industries. Recruiting them as vice heroes was extremely difficult. However, sometimes Epic Heroes had seemingly ordinary abilities, with their value lying in their high levels and related Kingdom backgrounds.

Then there were Legendary Heroes, whose abilities defied logic and were incredibly powerful, often being nationally renowned generals or local Lords. These heroes were nearly impossible to recruit. However, players could temporarily be vice heroes under them by completing tasks. Currently, Da Fei was experiencing such a situation.

Observing the various skill buffs stacked on himself, Da Fei could already imagine how his attack and defense had risen!

Da Fei opened the attribute bar and, despite being prepared, was dumbfounded!

—Attack 60, Defense 63, Damage 7-9, Attack Speed 12, Move Speed 12, Health 40, Morale 6, Luck 5.

What the heck! Was this attack and defense meant to blind new players? Da Fei's basic attributes were:

—Attack 9, Defense 3 (personal defense 3), Damage 5-7, Attack Speed 10, Move Speed 10, Health 38, Morale 1, Luck 0.

Which meant, Renior had 60 attack, 60 defense! (The commander's attack and defense still stacked with the vice hero's personal attack and defense.)

And there was Master-level Attack Skill! Master-level Defense Skill! Master Leadership Skill! Master Level Luck Skill! This was insane! Although he wasn't sure what level of hero Renior was, he was at least an Epic Hero, as a character worth mentioning in the game's historical records!

Then, with the 60 attack bonus, Da Fei's damage of 7-9 increased by 300%, resulting in 28-36! Then, with the Master-level Attack Skill increasing by 60%, the final damage would be 44-57!

The guy suddenly improved to the angel's basic standard, turning decay into magic! What a terrifying presence the angel, with 50 basic damage and 30 attack, was in his hands? He always thought the Master-level Crossbow Cannon's late-game damage was overpowered, but truly, in the late game, the Crossbow Cannon's 600 HP just didn't suffice! Of course, in legion mode, Da Fei's Crossbow Cannon damage still counted only as his personal skill attribute and wouldn't be enhanced by the main hero; otherwise, every vice hero with a Crossbow Cannon would be terrifying.

And yet, such a powerful hero was defeated by Duke Makar, so what kind of overpowered being was Duke Makar? Was his Epic Quest meant to oppose this being? A joke, right?

Startled, Da Fei asked, "Captain, how strong is Duke Makar?"

The skeletal eye sockets flickered violently like a candle in the wind, "In the world of the dead, his name is akin to a Forbidden Curse. As the dead, I dare not even speak his name, or I will become his slave!"

Da Fei jerked in shock, "What the heck is he, the Death God?"

The skeleton solemnly replied, "Below the Death God, above the deceased!"

Da Fei was astonished, "The Death Lord!" The Death Lord's specialty was exactly like the top hero currently valued at a \$1,000,000 account!

The skeleton nodded, "Correct! He is the Death Lord! A living Death Lord! It seems you know something about him?"

Da Fei hastily pulled out Juan's diary to show him, "I found this among Juan Sebastian's relics! He was the only survivor of the incident; he didn't become a zombie! He recorded everything from that day!"

The flame in the skeleton's eye sockets shook enormously, "Juan! I regret not heeding his words back then, leading to a huge mistake! When our ship's hull ruptured, all the sailors went to unload cargo from the cabin to salvage it, and we were poisoned! I was ultimately no match for him, defeated in his hands. He placed a curse on us, the deceased, in revenge. Adventurer, what is your plan?"

So the compartment was emptied by them! As a skilled player, Da Fei naturally knew the story had taken a new turn. After all, Juan's body was hidden so cunningly, how could general players find it? A hidden scenario must have a hidden task!

Da Fei immediately said, "Juan's dying wish was for me to avenge him, to expose Makar's scam; I will certainly carry on his will, uphold justice!"

In that instant, a fierce cold flame enveloped the skeleton entirely!

Renior laughed heartily, “I always thought I was a fearless man, an adventurer willing to explore the most dangerous places. But in death, I felt the insignificance of my soul. I became cowardly due to the curse’s torment. I no longer cared about life, wishing only to remove the curse and die peacefully, even ascend to Heaven! But now I have changed my mind. I will fight to the end, seek revenge! Adventurer, Juan’s last wish is now mine; I will assist you!”

—System Prompt: You have accepted the Epic Quest “Conspirator on the Great Sea Route” sub-quest “Captain Renior’s Revenge”!

—Newbie Tip: Sub-quests are not mandatory to complete, but completing them greatly benefits the main quest.

Da Fei was suddenly astonished! Could it be that he was about to recruit an Epic-level Undead Hero?

Absolutely! How could they give him an Epic Quest to fight an impossibly strong hero and not provide an Epic Hero to balance the scales, right?

Renior continued, “But before that, I must, at any cost, destroy the curse barrier on the island; otherwise, my soul is forever trapped here. Starting now, I will focus wholeheartedly on breaking the barrier, which may take one or two days, during which many enemies will surely be alerted and come to attack me. I will have no time to spare; adventurer, your task is to protect me, prevent any enemy interference!”

—System Prompt: The trial mission “Assist the Captain in Battle” will start in 30 seconds. Players are to hold off the enemy’s advance until the destruction ritual is completed!

Da Fei was taken aback! Damn! So you can’t join the battle? It’s up to me alone to defend, even as a small fry! However, with how I’ve been enhanced, ordinary enemies aren’t much to behold! Anything below level 4 troops, I take down with one strike! Brother, let’s do this!

What if he failed? Da Fei didn’t bother to dwell on it, much like how he never worried about not winning the lottery. After all, Da Fei was already a failure in the real world, so failing a few more times in the game was nothing.

With time still available, Da Fei quickly consumed food and drink from the newcomer package to replenish full stamina. Five days had passed in the game, right? Blood Sea Wave’s fresh water should almost be gone by now. Da Fei had picked all his fruits; was he thirsty now? Haha!

—System Prompt: Trial mission starts in 10 seconds.

At this moment, Renior walked to the center of the deserted island, as the cold flame engulfed the sword and pierced it into the ground. A shockwave roared outward, and thunder echoed across the grey sky over the island, as the surrounding grey-black sea churned in waves.

—System Prompt: The trial mission has begun! Good luck!

A red dot blinked on the mini-map as a four-legged skeletal fish crawled onto the beach.

A creature never seen before! Not described on the official website! Certainly, the undead species in the Undead Realm were as numerous as surface world insect species, many unseen.

Da Fei instantly charged forward at the dog-sized skeletal fish and jabbed! -45! Killed in one blow! Yay!

—System Prompt: You have obtained incomplete information on a Nether Sea Bone Servant!

—System Prompt: You killed a Nether Sea Bone Servant, gaining 50 experience points!

Fifty experience points?! Da Fei immediately opened the information bar.

—Nether Sea Bone Servant:

Small-sized Undead creature.

Attack: ?

Defense: 10

Health: 45

Damage: ?

Attack Speed: 8

Move Speed: 5

Special Skill: ?

Experience: 50

Special Skill: ?

This health and defense were at the normal level 4 troops' standard! Of course, starting at level 4, troop experience fluctuated greatly, and couldn't be measured by levels one, two, or three regular units. Essentially, the difficulty coefficient decided the points; the more skills, the stronger the skills, the higher the health, the higher the points. Elite forms often had one more special skill, making double the points normal. As for bosses, those couldn't be calculated by standard logic.

And the first soldier was already such an existence. What else would follow?

At that moment, another bone servant emerged on the beach from behind the island. Without hesitation, Da Fei rushed over.

(Asking for recommendations!!!!!!)