

God level 286

Chapter 286: The Mystery of Luck Skill

Unexpectedly, Da Fei actually got an answer from Samael, and immediately focused and listened intently.

Samael said indifferently, "If I'm not mistaken, the absolute misfortune state you're experiencing is caused by a treasure, right?"

Da Fei quickly took out a coin to show him, "You foresaw it perfectly, my lord."

Samael frowned, "So it is, this is a Misfortune Coin used by demons to tempt mortals!"

Da Fei raised an eyebrow, "But this is clearly a Luck Coin. The skill on it is from the God of Luck!"

Samael laughed heartily, "An item that brings misfortune for 30 days and luck for 1 day, how could that be a Luck Coin?" Samael then said seriously, "Demons need faith too. Anger, jealousy, desire, fear, misfortune, these negative states are the sources of a demon's faith. The skill of the God of Luck is not from any real God of Luck. In fact, there is no such god. It's just pre-drawing on a mortal's lifetime luck. When a mortal exhausts their lifetime luck, this item becomes completely ineffective, and the mortal faces ultimate destruction! Meaning, it must have been crafted by a Demon God who uses misfortune as a source of faith to deceive mortals and gain their power of faith!"

Da Fei suddenly realized! The Gambling God had once mentioned that this coin was picked up from the body of the luckiest person in the Dwarf Kingdom! Meaning, that tycoon had spent all his life's luck and had to die. This also explains why the Gambling God comprehended the Misfortune Skill! When I was bluffing with him, he squandered his diminishing luck, and we both were on the verge of a breakthrough. Eventually, I reached grandmaster, and he reached a new realm too!

Seeing his look of relief, reaching a new realm might have been his chance to start a new life, right? No wonder he always said he feared the Luck Skill, and no wonder he gave away the Divine Artifact without hesitation!

Samael spoke earnestly, "Mortal, a piece of advice: you must never use that item again! Although you are the Child of Destiny and won't face ultimate destruction, even under normal conditions without the Misfortune Period, you will face difficulties like monsters not dropping treasures and ineffective attacks! Of course, advice seems to be something mortals don't like to hear, and that's precisely their most endearing trait, haha!"

What use is a Divine Artifact if you can't use it? Da Fei exclaimed, "Endearing trait?"

Samael shook his head, smiling, "Yes, mortals are often like that; even when they see the downsides and risks, they still throw themselves into perceived benefits. Speaking of which, if a mortal truly calculated like a god, what joy would be left in this world? Would you take on great risks in the Nether Sea to help me?"

Da Fei laughed heartily, "You're right, my lord. I can't speak for others, but that's my failing at least." I won't tell you I once dabbled in pyramid schemes, humph~~

Samael nodded, "Alright, let's address your greatest concern. Do you want to know why the Sea Monster that attacked you was also afflicted with misfortune?"

Da Fei promptly nodded, "Please enlighten me, my lord!"

Samael said solemnly, "Though this Luck Coin is fake, the skill on it that increases the Master-level Luck cap is real. Meaning, you temporarily reached a God-level Luck Skill state. Do you know what God-level Luck signifies? It signifies defying Heaven's destiny!"

Da Fei was surprised, "Defying Heaven's destiny?"

Samael nodded, "Exactly! Many mortals mistakenly believe Luck Value can replace Luck Skill. Therefore, many mortals equip themselves with luck-enhancing treasures. But do you know the difference between God-level Luck Skill with +7 luck and someone without Luck Skill reaching +7 luck via equipment?"

Da Fei humbly shook his head, indicating he did not know.

Samael spoke gravely, "The difference is, at the god level, even under absolute misfortune, where Luck Value becomes minus infinity, you can still eliminate all hidden dangers through your efforts and prevent accidents from happening. A person without God-level Luck once their Luck Value hits minus infinity... well, it's hard to say. Even being struck by lightning or hit by a meteor isn't impossible!"

Da Fei was shocked, "This absolute misfortune can really lead to being struck by lightning?"

Samael nodded, "Exactly! Otherwise, how could it be termed 'absolute misfortune'? Only those who at least reach Master-level Luck Skill can barely use this demon's Misfortune Coin. After defying Heaven's destiny, the rest is up to foresight and action. You've been doing well these past few days, not giving misfortune any chance! However, this doesn't mean you've eliminated it. You're just allowing the Power of Misfortune to accumulate significantly. Should a slight error occur if you don't persist, you can imagine the consequences—utterly catastrophic! Can you guarantee no mistakes for the next twenty-plus days?"

Da Fei was deeply concerned.

Samael chuckled, "However, fate has brought dramatic change; your enemies have appeared. Actually, not only have I observed you for two or three days, but they have watched you even longer. The reason they haven't attacked could be various; for example, perhaps they haven't seen a ship or, most likely, they mistook you for the Misfortune Demon King's ally. Not until you sang did I realize you weren't the Demon God's people. In short, when your enemy appears, the excess Power of Misfortune will automatically seek release, so when it's your turn to experience misfortune and you don't, someone else will take the fall!"

Da Fei understood suddenly, "When I'm not misfortunate, someone else must be!"

Doesn't this align with the Gambling God's theory of 'when someone is lucky, others must be unlucky'?

Samael smiled, "Exactly. The concept of the Misfortune Demon King I mentioned is based on this principle. They draw power from misfortune but aren't affected by it themselves, thus can bring misfortune to others. Meaning, if you could completely master misfortune—although that's quite unrealistic, as even God-level Luck Skill or Misfortune Skill can't achieve this—my advice remains: don't use the Misfortune Coin again in the future."

—System Prompt: You have obtained information about the Misfortune Demon King. You have obtained information about the Misfortune Skill.

Da Fei had a sudden realization!

He obtained information about the Misfortune Skill! Should he visit the Gambling God for guidance? He mentioned something about a goblin city called Las Vistas? If both God-level Luck and Misfortune Skills can't master misfortune, what about a profession superior to those skills? Like, the something Misfortune Knight the Gambling God mentioned, surely that's a profession?

At that moment, a loud splash was heard from the coast, followed by a scream!

Da Fei immediately turned around to see that a sailor unloading cargo slipped and fell into the water, blood blooming on the sea's surface. Selvia quickly rushed to rescue him.

Samael sighed, "Did you see that? This is absolute misfortune. Can you guarantee you won't make a single mistake? Of course, if you truly manage to make no errors in the remaining time, then congratulations, you'll advance to a God-level Luck Skill realm unfathomable to mortals. However, I'd suggest you spend the rest of your time peacefully on my island until the danger period passes."

—System Prompt: You have obtained information about the God-level Luck Skill.

Da Fei's pupils contracted in shock! More information surfaced!

Da Fei urgently said, "My lord, if I ensure I make no mistakes myself while troubling my enemies, can they help share the Power of Misfortune I'd endure?"

Samael was taken aback, then laughed, "Aren't you afraid of being beaten? Anyway, once you leave the boundary of this island, no one can help you anymore. It's your decision."

For a while, Da Fei felt torn. Undoubtedly, this absolute misfortune was the chance to advance the God-level Luck Skill. Yet, with important responsibilities, he couldn't afford any mistake. Thus, the safest and

most reasonable course would be to rest on the island for over twenty days to get through this dangerous misfortune period.

In other words, should he use the Misfortune Coin to hone skills when there's nothing else to do? But the NPC already stated—don't use it! NPC advice equates to system advice, which surely has its reason.

Thinking carefully, will the system really give players such an overpowering coin? If just one use leads to enormous benefits for the player, what if it's used multiple times? Players might waste even an entire account, then transfer all the obtained items to another account and start a new character from scratch?

Such a boon seems to run counter to a game company's usual tendencies!

In other words, it's likely the coin can only be used once, and using it again spells doom! Meaning, could this current absolute misfortune state be my only chance for advancement?

Samael laughed, "Alright, I'll start repairing your crystal. In your spare time, you can have a look around the island and plan for future construction."

With that, Samael's hand emitted a faint light, and he crushed the Netherworld Gem into powder, which fell like stardust onto the crystal and seeped in with a flash of light.

Da Fei promptly said, "Then I won't disturb you, my lord. I'll go explore the island."

Calming his tangled feelings, Da Fei and his group began a tour of the lush and vibrant small island. The island was not large, about the size of ten football fields, and if it were in the South Sea, it could host a small airport, which indeed holds great potential. As for construction, being a player, Da Fei obviously had no clue.

However, seems Coltner is a noble, right? He must know!

Da Fei asked, "Baron, what insights do you have on the construction?"

Coltner replied quickly, "Judging by the island's many years of safety in the Nether Sea, it appears security is not an issue, so we need not invest heavily in military facilities. So, the first step is constructing a large dock capable of berthing big ships. I attended the completion ceremony of Dock Seven in Elorin. Based on that standard, it may require at most 10,000 units of stone. Extra materials can be used for warehouses and housing. Obviously, there's no stone on this island, so we'll have to transport it from the surface world... How about I draw up a plan for study!"

Da Fei nodded repeatedly! Having a noble on the team really is useful! Who says nobles are only good for eating, drinking, and playing? Their skills are classy, extravagant, and of high status!

Chapter 287: Choosing A Specialty, Challenging the God-Level Luck Skill

Walking around the small island, Coltner went off to do some mapping. The rest of Da Fei's crew returned to the shore.

Samael was still concentrated on repairing the Crystal Ball, while the sailors continued unloading the cargo. To eliminate all risks, Da Fei directed his entire family to oversee the safe execution of the unloading process. Back in the day, Da Fei used to work in high-rise painting and renovations, so he had a bit of insight into safety. In short, all sailors transporting goods on the ship had a rope tied around their waist as a safety line to prevent them from falling into the sea.

Getting injured was one thing, but damaging the cargo? That was a different story! Of course, it seemed that the cargo was a bunch of ores, which wouldn't break from a fall—excellent. From now on, this kind of sturdy cargo was the way to go. Fruits, meat, cloth, and porcelain, which easily spoil, burn, or break, should be avoided.

With Da Fei personally overseeing, the unloading work proceeded safely and orderly.

Meanwhile, Da Fei began to grapple with the issue of the Misfortune Period. Should he brave the misfortune by setting sail to challenge the God-level Luck Skill? Or should he spend the remaining twenty-plus days on the island?

As a master player, there was no question that he should constantly challenge and surpass himself. But if things went wrong, could he handle the consequences?

Bah! Samael was right. If mortals calculated everything as precisely as gods, what fun would there be in this world? Moreover, when mortals think, God laughs. Mortals end up calculating and recalculating for themselves, ending up with nothing but a headache over profits and losses!

Even if bro ends up failing this trip, I've still got the Flying, right? It's not like I can't make a comeback!

And if it fails, the first thing I'll do is to sell this damn unlucky Gold Coin. It's a Divine Artifact! Who knows how much it could sell for? It's way more upscale than that Bloodsucking Scroll—it's definitely not going for less than 2 million!

Suddenly realizing this, Da Fei stood up with a jolt!

Yes, exactly! At worst, I'll just sell this Divine Artifact if things fall apart! Heck, bro could rake in millions; I'm set for life! Why sweat the small stuff?

Thinking of the Flying, Da Fei suddenly remembered its special skills: Divine's Blessing, Sailor's Luck +2; Ship of Misfortune, both enemies' and allies' luck -3! What did this indicate? Fate, man! It seemed that bro's destiny in the game was to be blessed (or cursed) with luck right from the moment he was born on Miracle Island.

Da Fei made up his mind to set sail and challenge the God-level Luck Skill! Life is about never-ending struggle!

This might be the biggest challenge he has faced in the game so far, concerning not only the unspecified millions of Gold Coin's worth of cargo but also the survival of the world's first Dragon Cavalry Chamber of Commerce with its sole Dragon Cavalry. He needed to be fully prepared! What else had he missed?

Da Fei remembered his specialties, which were still blank!

At first, he received the Divine Wisdom Scroll from Renior's collection, converting his Storm Navigation talent into Navigator's talent, and has left his talent blank ever since. He wanted to choose a God-level Skill as a specialty, almost opting for Phantom March at the time. But hesitation made him think there might be something better later, so he kept postponing until he forgot he even had the specialty option.

Why forget? Because bro is just too awesome! So awesome that a specialty isn't even needed; his current level had transcended specialty, transcended skills in the tactical realm!

Wa ha ha ha! Exactly, for bro, a "specialty" as an important indicator for evaluating a hero's value was no longer crucial! With that in mind, the best specialty should be the one that helps bro through this crucial challenge! What specialty could be better?

Da Fei selected his specialty tab!

—System Prompt: Do you wish to reselect your talent specialty? You can spend 1 Skill Point to choose a specialty from any skill you've learned.

He just leveled up to 35 and gained another Skill Point, so he picked Luck Skill!

—System Prompt: Are you sure you want to choose Luck Skill as your specialty?

Yes! A golden light descended from the heavens!

—System Prompt: You spent 1 Skill Point and obtained the Luck Skill specialty!

—Luck Skill Specialty: Every 2 hero levels, the effect of Luck Skill increases by 5%!

No doubt! For Da Fei, who just grasped the essence of luck, Luck Skill was indeed the most suitable specialty. Not just at sea, it was applicable everywhere!

Da Fei grinned wryly, shaking his head in disbelief. Who would have thought that after all the waiting, he ended up choosing the most common specialty, like a cabbage on the market! Just like a mature single woman who always wanted a richer, more handsome partner in her youth, and after many unsuccessful attempts, she eventually realized that the best partner is the one who truly suits her, not necessarily the richest or handsomest one.

Actually, even if people could choose this specialty, few players would. Even treasure-hunting professionals would rather choose the Reconnaissance Skill specialty than opt for this unreliable Luck Skill specialty.

In the eyes of average players, the Luck Skill specialty wasn't only unreliable but downright trash!

For example, the Luck Skill specialty improves the effect of Luck Skill by 5% every 2 levels. So when a player is at level 30, that's a 75% increase, meaning a Master Level Luck Value of +5 becomes +8.75. A specialty only increasing by 3 Luck Points? Any random luck item could easily surpass it.

And for sub-skills of Luck Skill, such as the mostly negligible Treasure Intuition, guild tests show about a 3% increase in treasure-hunting success. Thus, the 75% specialty increase means further addition in the base percentage, from 3% to about 5.25%! Still negligible.

Then there's the sub-skill Fortune of Resources. This skill increases the resources gained from killing mobs, mining, looting outdoor items, and gathering spawned resources by 10%. A 10% increase to 17.5% due to the 75% increase in specialty looks appealing, doesn't it? Well, Reconnaissance Skill specialty is even more appealing! It guarantees more resource gathering, compensating for the Luck Skill specialty gains.

However, where Luck Skill Specialty shines is in its sub-skill, Anti-Magic Luck, which combines with Defense Skill.

—Anti-Magic Luck: When affected by magical strikes, there's a 5% chance for the hero's units to completely ignore any magic damage!

This anti-magic doesn't reduce magic damage; it completely nullifies it! A 5% chance increased by 75% becomes 8.75%! That means out of 100 people, 8 people won't receive any magic damage, which is quite a formidable anti-magic chance! Particularly, Dwarven soldiers naturally have Lucky Magic Resistance and the Elven Unicorn's notable 15% Anti-Magic Barrier, which directly stack, making the Unicorn's Anti-Magic Barrier a 23% chance!

Certainly, this sub-skill's brilliance makes it a must-learn for Da Fei, but his current Defense Level is only advanced. He'd need 3 Skill Points to boost his Defense Level to Master Level to cross-discipline and combine skills.

Still, for a Battle Hero, especially the main Battle Hero, evaluating from any angle, Anti-Magic Luck is not a decisive factor. Plus, it can only be maximized by Dwarves and Elves, which languishes the Luck Skill specialty to the realm of common cabbages.

Nevertheless, for Da Fei, who understood the mysteries of Luck and mastered skill advancement techniques, the situation was entirely different. It wasn't just about slightly improving Luck Values, raising Treasure Intuition chances, or increasing the recently acquired Treasure Appraiser's Sharp Insight probability. The most crucial aspect was that Da Fei's Luck Skill was infinitely close to God-level!

The earlier he reached God-level, the sooner Da Fei could break the stagnation!

Finally, fulfilling a long-held wish, Da Fei breathed a sigh of relief.

The next task was obviously to rest well and rejuvenate after the unloading was complete. With over twenty days left, that meant pulling two all-nighters. These all-nighters must be flawless! By the end of those, the World Cup qualifiers would be over, leading to the official finals!

Bro's schedule was tight indeed; there was no room for lingering on the island.

...

When Da Fei's alarm went off, two in-game days had passed. Five hours of sleep was enough!

Upon logging in, Spielberg quickly approached to report, "Captain, the ship's hull is completely repaired and reinforced. With the help of the Divine Envoy, we've also chopped down some trees on the island to provide temporary supports in the cargo hold. This significantly alleviated the pressure of the cargo on the hold, ensuring my ship can withstand the journey much longer!"

At this moment, Samael appeared with a smile, asking, "Have you decided?"

Da Fei hurriedly saluted and replied, "Thanks again for your help, my Lord. I've decided to set sail and challenge the God-level Luck Skill!"

Samael laughed heartily, "You are indeed a mortal worthy of my aid. I admire you greatly. Since that's the case, let me help you a little more. I will bless you against the invasion of Netherworld Energy, so no need to attract unnecessary attention with singing!"

Da Fei was elated, "Thank you once again, my Lord!"

Samael handed over the Crystal and seriously said, "This Crystal is very ancient. Although I've repaired it, it can only be used twice—once to get out and the other for the next entry. Also, its power is limited, usable only in weak points of Space Barriers, like the Miracle Island you mentioned. I'll repair it for your next entry, so use it wisely!"

"Will do, my Lord!" Da Fei took the swirling, ethereal Crystal, only to be surprised—it wasn't blue as before. Did it change colors?

—Vortex Crystal: Incomplete Divine Artifact, Magic Power +10, Knowledge +10, Special Skill: Netherworld Vortex Space Gate (Use Count: 2 times).

—Netherworld Vortex Space Gate: Can open a Vortex Space Gate leading to the Netherworld and the surface world.

Da Fei exclaimed, "Why did it become a Netherworld Space Gate?" That's not what its original attributes were!

Samael shook his head with a smile, explaining, "Because I used the Netherworld Gem to repair it. This Crystal, filled with Netherworld energy, can only take you to the Netherworld, nowhere else. In fact, the majority of the Vortex Crystal's components are Netherworld Gems as well, so its primary use is still for traveling to the Netherworld!"

Ugh! A once infinitely mobile Space Divine Artifact has been turned into a fixed round-trip ticket!

Now there was nothing more to say. After another day of loading preparations, under Samael's blessing, Da Fei's fleet gradually sailed away from Fatalon.

Chapter 288: New "Friend" One Sword Eastward

Da Fei's fleet broke through the circle of ghostly blue curtains surrounding the small island, revealing a gray, overcast sky and a pitch-black sea.

—System Prompt: You have explored an unexplored sea area and discovered Fatalon, earning an additional exploration experience of 200,000!

Da Fei looked back to see Fatalon shrouded in a half-circle of darkness, with a faint white light beam shooting skywards into the gloomy heavens of the Netherworld.

It sure does have the vibe of a little paradise in the Nether Sea! Just for this showy aura, I'll set up a base here!

Da Fei opened the Sea Chart, and finally, there was a bright spot on the previously pitch-black chart. Fatalon's location seemed further than Miracle Island. There's nothing more to say; the ship's repaired, so let's all be on high alert and advance at full speed!

Not long after, Da Fei's communicator beeped.

Oh, who could be coming to this lonely part of the Nether Sea, was it not delightful to see a goddess from afar! Da Fei eagerly opened the message, only to find, damn it, Invincible Soldier! What a buzzkill.

Invincible Soldier: "Hey Brother Fei, is One Sword Eastward your friend?"

Da Fei was taken aback, One Sword Eastward? Wasn't he the one I took down in the match two days ago? Could it be that I, using his name in the Royal Family group, have attracted my enemies?

Da Fei said, "What's up?"

Da Bing quickly responded, "This One Sword Eastward is mingling at the Elorin Chamber of Commerce, and the Blood Sea Studio heard he has connections with Big Brother, and they're causing trouble for him."

Da Fei's eyebrow twitched, causing him trouble? Da Fei quickly asked, "Has the Blood Sea Studio given you any trouble?"

Da Bing laughed heartily, "They've tried, been staring daggers at us in the city every day! But rest assured, Big Brother, we're tough and haven't lost face for you! We dealt with that little issue without bothering you."

Oh, could it be code for "if you dare touch us, our Big Brother will...?" Damn! Back when I wasn't the Guild Leader, I hated hearing this kind of bootlicking. Encountering such sycophants, I'd take them down mercilessly! But now that I am the Guild Leader, I love this talk! People do change when they're in power, wahahaha!

Da Fei then jokingly asked, "So, what about this One Sword Eastward?"

Da Bing sighed, "He's quite audacious! Surrounded and just said, does it matter if I know him or not? Does my grandpa fear you? So, I came to ask Brother Fei what's going on."

Da Fei laughed heartily! Why is he so arrogant? But yeah, during the preliminaries I did have a duel with him. If it wasn't for my God-level Reconnaissance Technique giving me an edge, I might have been defeated by him. Across the entire China Region, he can be considered a top expert, right? No matter what game it is, these ambush experts are the most dangerous. Even if I don't want to be friends, it's better not to make enemies.

Besides, the enemy of my enemy often has a high chance of becoming a friend, right? Well, meeting him could be considered lucky or something. I'm a firm believer in coincidences right now.

Da Fei confidently said, "If he has any problems he can't handle, just take care of him, the sky falls, I'll hold it up, can you guys cover him?"

Having joined the guild for so many days, finally being used by Brother Fei! Da Bing was overjoyed, "Brother Fei is the world amateur number one, as long as Brother Fei is backing us, I'd even dare to stab even a god!"

Wow, the quintessential bootlicker, I love it! Da Fei laughed heartily, "Alright, at that time, don't say anything, just say I fancy him."

"Understood!"

...

Every young person has a yearning to become famous, but most fall along the way.

In the past two days, One Sword Eastward has been utterly confused. Originally, he was full of confidence, hoping to make a name for himself at the preliminaries. Unfortunately, he encountered Da Fei, and even more unfortunately, his results were zero.

Then, with great unwillingness, he watched Da Fei's video and realized the gap between him and Da Fei. Could someone chased by Thunderstorm for several streets and facing a hundred-person siege without dying be beheaded by him? Maybe, but the chance was infinitesimal.

Moreover, he found that he was not Da Fei's match, not even the match of the players who kept bombarding Da Fei without success. Over the past few days of preliminaries in the China Region, experts appeared in large numbers, and he found himself unsure of handling any of them. Perhaps, having lost the precious head start as a player who remade his account, it meant a gap that was hard to bridge.

One Sword Eastward began to feel listless and started doubting the upgrade path he had laid out for himself.

Our society strongly advocates for success, but the reality we face should be how to deal with failure. Clearly, One Sword Eastward didn't know how to face failure. He became depressed, irritable, and angry!

While he was pondering what to do next at the Elorin Chamber of Commerce, some unfriendly players came looking for trouble: "Are you One Sword Eastward? Are you Da Fei's friend?"

One Sword Eastward was in a bad mood, and hearing Da Fei's name made it worse! What kind of bullshit! I'm obscure, which dog-eyed person linked me to Da Fei? Oh, wait! Could it be Da Fei's enemies seeking trouble?

Great! I've been wishing Da Fei had more enemies, more formidable foes! Ask me to connect with people on good terms, no way, but to make trouble and provoke, that's easy. Let me do this for Da Fei by making a few more enemies.

One Sword Eastward said coldly, "It's none of your damn business!"

The players' expressions changed as they shouted, "We're asking whether you know Da Fei!"

Know him! This account knows him! But does he know me? Every young person has a streak of arrogance. Even if the thought was to pretend to be his friend to destroy his reputation, One Sword Eastward disdained admitting it outright, so the best way was to neither confirm nor deny it, let them misunderstand.

One Sword Eastward eyed everyone arrogantly, "What does knowing matter or not knowing matter? You think I fear you? What do you count as!"

Damn! That's too arrogant! The surrounding players murmured in shock, and those who asked scowled, "We're from Blood Sea Studio, we're hunting traitorous trash liar Da Fei across the server, you better have no connection with Da Fei, or we'll kill you to level 0 like those cowards who don't dare leave the city!"

One Sword Eastward laughed wildly, "What does having or not having a connection matter? Got the guts to hit me in the city, don't you? Blood Sea Studio is nothing!"

The surrounding players seethed with anger, "You don't want to mix in this city anymore!"

One Sword Eastward pointed at their noses and laughed, "I thought your pathetic studio could keep me out of the entire China Region? Blood Sea Studio, I'm calling you a useless studio, dare you respond?"

The surrounding onlookers laughed.

"Who the hell dared to laugh!" the Blood Sea players angrily scanned the crowd, "Y'all don't want to mix in this city, do you? Don't wanna mix? Just scram, there are plenty of maps for leveling and fighting monsters, but only this city for long-distance trade!"

At this moment, a hearty laugh came from outside the crowd, "One Sword Eastward, dare you shout again that Blood Sea is a useless studio?"

Everyone was stunned and looked outside the crowd, seeing two lackeys of Da Fei's Trading Company, Invincible Soldier and Invincible Wei!

One Sword Eastward didn't recognize them, nor did he care who they were, and wanting things to escalate, he didn't hesitate to shout, "Blood Sea Studio, I'm calling you useless, dare you respond?"

Invincible Soldier laughed wildly, "I'll answer for them! Blood Sea Studio is just nonsense! Not even that!"

One Sword Eastward was taken aback, while the Blood Sea players flew into a rage, "Coward who doesn't dare leave the city!"

Invincible Soldier smiled, "Our Chamber of Commerce members run long-distance trade outside the city every day, yet nobody messes with them?"

Da Bing, of course, knew those were Blood Sea Studio's undercover, so he directly used them to taunt.

At this moment, a group of people approached, and the leader raised their voice, "Our Blood Sea Studio has clear distinctions in grievances, only kills lackey traitors trash scammer accomplices, and doesn't bother regular players."

For a moment, the crowd burst into applause. The person, of course, was "Sea and Sky," a leader of the Blood Sea Studio.

Invincible Soldier sneered, "Yo, Big Tycoon idling daily in the city, is it fear of getting cut by Brother Fei at sea? Rest assured, Brother Fei's busy and can't be bothered to cannon a mosquito like you."

Sea and Sky retorted, "I'm doing Chamber of Commerce tasks, what you know is nothing." Then, smiling at the surrounding player crowd, "Some people, famous or not, trash is trash. Others, thinking they can ride on trash's fame and walk sideways, such lackeys don't last, this farce Da Fei won't jump long, I'll say it here, everyone can post it in the forum. Alright, everyone, mind your business."

In no time, the crowd dispersed in a rumble.

Sea and Sky also disdainfully ignored Invincible Soldier, leaving proudly.

Indeed, Brother Tian had the confidence to speak, because Blood Sea Wave had made progress in the Desolate Islands.

Though the Desolate Barbarian Pirates had a new leader, internal strife left significant damage, and Barak, severely injured, needed recovery, rendering hunting abilities inadequate. And pirates always respected strength, other factions dissatisfied with mere dividends seized the chance to reinforce Desolate Island under the pretext of assisting in defense against Kingdom forces. The intent to annex was clear. For a moment, pirate strength across the Desolate Islands not only didn't diminish but rather strengthened.

Blood Sea Wave successfully maneuvered alliances among these factions, promising benefits, causing each faction to restrain each other, posing no threat to the Desolate Islands. One must say, impressive diplomatic skills were needed, which Blood Sea Wave accomplished remarkably among pirates who worship strength.

Moreover, being the second-in-command, Blood Sea Wave even vaguely discovered the trick to indirectly mobilize other NPC pirate factions! This was done by Brother Tian from the Kingdom providing NPC trade convoy intel, which Blood Sea Wave passed on to various pirates, achieving the goal of borrowing others to kill! If this development continued, continuously accumulating pirate prestige, in time, Blood Sea Wave might indeed directly lead the pirates!

...

Now, Invincible Soldier patted One Sword Eastward on the shoulder and smiled, "We're from Brother Fei's Dragon Cavalry Chamber of Commerce, you've got style, we really like you, care to be friends?"

One Sword Eastward returned a faint smile, "You're likable too!"

Both laughed heartily, leaving Invincible Wei standing silently aside.

Chapter 289: Sea of Fleeting Blossom Archers

The world's attention was now focused on the World Cup qualifiers of each country. After two days of selection, the crowded registration for the qualifiers was nearing its end, and each region basically had 1,000 players make it through.

Indeed, each area had hundreds of thousands of participants, but only just over a thousand players could ensure they successfully collected 10 heads to qualify. This was the brutal nature of survival battles. Few people could guarantee they wouldn't become someone else's prey in the next second. Most players were taken down from behind in the heat of battle, and then the ambusher was taken down by another from behind.

Though the sheer brutal nature of these rules caused widespread complaints among players who felt unfairly treated, there was no doubt that those who emerged victorious from such a melee were quite strong.

All professional teams wouldn't miss such an opportunity to understand the strengths of the other regions, but they didn't want to reveal too much of their own strength either. Therefore, they initially planned to observe for a few rounds before symbolically sending out a few professional players to test the waters. But Da Fei's appearance completely overturned the professional teams' understanding of the game! To be precise, he terrified them; for one single reason: numbers!

Da Fei had at least over two hundred level-four units! Moreover, they were the most troublesome kind of ranged units! At this stage, this was a terrifying quantity and quality. Under this overwhelming military power, no God-level Hero could match him. Don't talk about tactics of winning with fewer

numbers; even encountering over two hundred stationary level-four ranged wild monsters in the wild was not something current professional players could handle alone. Not to mention he even had a nun that could counter Dark Skills.

For large professional teams at this stage, it wasn't a problem to gather a few hundred level-four troops, or even level-five troops. The problem was, who could command them? No one's Command Power could compare to Da Fei's because he had too many Vice Heroes. This made him an oddity among players who generally rushed to level 50 into the New World without any Vice Heroes. Of course, if any player had the chance to be Da Fei, everyone would want to be such an outlier. In the face of female heroes, nothing else mattered.

However, this didn't mean Da Fei was invincible.

That would be to hire some Command Power heroes from the tavern who were over level 20 and met the arena requirements, then sign up for the competition, and after competing, dismiss those trash heroes. Of course, the levels of heroes in the tavern varied, and it was usually not easy to find a hero over level 20 directly, but for large teams, this wasn't an issue. Could such a large region fail to find five Vice Heroes over level 20?

Certainly, dismissing heroes without reason afterward would reduce the player's prestige, but prestige wasn't an issue for professional players.

All in all, large professional teams worldwide were stirred by the news. On the forums, they offered bounties for their country's players to find heroes over level 20 in the tavern. Then, they equipped the main commander with the finest strategic gear and equipped the Vice Heroes with all equipment that increased Command Power. A Super Hero was thus intensively and methodically being formed with the power of the whole nation.

Although this seemed unfair to ordinary players, Heroic Creation Era was a game that involved national warfare, and national warfare had always been a comprehensive reflection of a country's national power.

That is to say, Da Fei was going to face super professional players on the International Arena who surpassed him in military power, operations, and tactical awareness, even by a long margin!

And no country realized that a truly terrifying Super Hero was also plotting and preparing with their own power.

Lionheart Empire, the central military fortress town, Strong Crossbow Town.

Lionheart Empire's renowned gathering place for Divine Archer mentors, a fortress city specializing in training level-two archer units. It was also the only fortress city built in the empire's central region. Its strategic role was to suppress domestic rebellions and support the borders. Whenever there was an issue in any direction, the forces of this fortress could respond simultaneously. This was what they called "controlling the world from the center." Due to the city's status as a military stronghold, players needed a certain Kingdom Merit reputation to enter.

For humans, before the mass deployment of level-six Knights, level-two archers were the absolute main force in the conventional army. Many human players essentially used large quantities of level-two troops paired with a small number of level-three Shield Guards to conquer the world before reaching level 50, also known as the archery sea tactic.

At this moment, a large convoy of 20 caravans arrived at the gate of Strong Crossbow Town. A golden-haired Knight Hero named Elanee jumped out of the carriage and handed over a pass to the gate guards, who saluted, and the drawbridge of the town gate lowered. The convoy entered.

Elanee, a golden-haired Knight Hero, Fleeting Blossom's number one Epic Deputy Hero in the China Region, and the world's number one Epic Deputy Hero! This was Fleeting Blossom's convoy. The player pulling the carts, however, was the logistics expert, Harem Beauty.

Players used ships for sea transport and caravans for land hauling. The maximum cargo capacity of a caravan was 10 units, equivalent to a small ship's capacity, and it could carry troops with 100 Commander Value. When encountering enemy forces surrendering in the wild but lacking enough Command Power to carry them, the caravan was the best tool for transporting guests.

Chapter 290: Sea of Fleeting Blossom Archers _2

Under normal circumstances, players can only carry one transport cart at most. After learning the sub-skill "Transport Cart," which is part of the Advanced Logistics Skill, they can carry additional carts depending on the level of their Logistics Skill—three more with Advanced Logistics and a total of five with Master-level Logistics. This means a player can typically carry six carts via their skills. These six carts

can accompany the player in campaigns across different regions. If the player's Vice Hero also masters Logistics, they can carry another six carts.

Then there's the Merchant License. The higher its level, the more transport carts a player can hire from the Chamber of Commerce. However, the additional carts hired from the Chamber of Commerce can only travel on a few fixed trade routes and will not follow the player into battle.

Looking at the entire China Region, there's presently no convoy that can match Fleeting Blossom's standard of 20 transport carts. Of course, even 20 carts only amount to a transport capacity of 200 loads, which is just half of what a Medium Ship can carry, but the expenses for cart drivers and horses are much more costly. Land transport simply cannot compete with sea transport.

Realizing the disparity in land transport, Fleeting Blossom went all out to prepare for the project to dig a sea canal after receiving information about it from Elanee.

Therefore, Fleeting Blossom came here for two major tasks. The first, to seek assistance from the NPC military for the Epic Quest of opening a sea canal. As for the second, naturally, it was to take advantage of the army's power to make an appearance in the competition.

At this moment, a prideful Fleeting Blossom declared from inside the cart, "Luckily, I made it just in time for the last call for registration. I'll give my wife a big surprise in a moment."

After two days of observing the preliminary matches and listening to explanations from various professional experts on television, Little Li had made swift progress and was no longer the novice to the game she once was.

Little Li chuckled, "You don't seriously think you can take first place, do you?"

Fleeting Blossom smiled faintly, "Participation is what counts. After all, strength is paramount in the game. Why do the women of Bloodrose look down on me? They simply think that as a merchant player, I lack combat ability. I admit, under normal circumstances, I can't fight. But the rules of the competition are different. As long as it's your possession, you can bring it to compete, so, I will let them see just how terrifying my strength really is!"

Little Li laughed heartily, "Why bother proving anything to those women."

Fleeting Blossom shook her head with a proud smile, "They're really not worth acknowledging. The main reason is, if I advance in the competition, I'm likely to encounter Da Fei. Currently, professional teams from various countries are preparing Super Heroes to besiege him, and with his amateur level, he probably won't be able to go much further. I can take this opportunity to help him clear some obstacles, as a gift for meeting the world's number one amateur expert."

Little Li's eyes widened, "So that's what you were thinking?"

Fleeting Blossom laughed heartily, "Do you think it's easy to befriend top players? At the very least, one must have considerable strength to be considered useful to them!"

Little Li gave a wry smile, "Aren't you afraid he'll take advantage of you?"

Fleeting Blossom chuckled, "It seems his slogan is 'Chinese don't attack other Chinese.'"

Little Li snorted, "He's killed more Chinese in the country than anyone!"

Amidst the jokes and laughter, the convoy arrived at the station. A one-eyed hero wearing an eyepatch was already waiting at the post.

Elanee got out of the cart with a smile, "General Gandor, the high-proof liquor you requested has been completed on time."

The one-eyed hero emotionlessly opened a jar in the cargo hold. As a rich aroma of alcohol wafted out, his expression brightened, "Good! Excellent! Such high-proof liquor is indeed not for sale. Lady Elanee, Miss Fleeting Blossom, I am truly grateful for your supply of materials."

— System Prompt: You donated 200 units of high-proof wheat liquor urgently needed by Strong Crossbow Town, earning +20,000 reputation with Strong Crossbow Town, +1000 Kingdom Merit, and your reputation in Strong Crossbow Town has become Trusted!

Finally trusted! It was worth the effort after all the gifts I gave to you, the grain I personally cultivated for you, and all the good liquor I brewed!

Fleeting Blossom smiled and said, "For the glory of the Empire, it is necessary. Oh, General, do you remember the canal security plan I mentioned last time?"

The General nodded with satisfaction, "You have demonstrated your capability numerous times; contributing to the grand canal undertaking of the Empire is also our military duty. Moreover, currently there are no wars, and the troops indeed need an opportunity to stretch their legs! I will give you 1500 Command Value worth of troops, you can go to the Ministry of War and collect them!"

Finally, she had troops! Fleeting Blossom was ecstatic: "Thank you, General!"

— System Prompt: You have completed the first stage of the Epic Quest, "The Grand Canal of the Empire," titled "Project Safety Preparation," and you have been granted an army with 1500 Command Value. You gain +500,000 experience...

Indeed, Fleeting Blossom focused on gaining influence in Strong Crossbow Town precisely because of the archer's unique status as the town's main unit type. Now with an official position and 500 points of Command Power, and Elanee being a Knight Lord with 1000 Command Power since her recruitment, if she recruited all archers, that would make 1500 men!

She truly is the world's number one in military strength!

Here, let us introduce the Human Race's level 2 unit.

The regular form of level 2 units is known as the archer: Attack 4, Defense 3, Damage 2-4, Health 7, Attack Speed 9, Move Speed 9, Command Value 1, special skill: Scattershot. Recruitment cost, 50 Gold Coins.

Looking at the real history of ancient warfare, archers were in fact quite difficult to train; the bow is not an easy weapon to master. Therefore, the hit rate of regular archers was very problematic, leading instructors to develop individualized training - the "Scattershot" special skill was thus conceived, sacrificing damage for a wild barrage of arrows. This could be remarkably effective with large numbers.

Even the hit rate of level 2 archers is problematic, so one can imagine the hit rate of level 1 Skeleton Archers from the Undead Race. In short, while level 2 units are the main force of the Human Race, regular level 2 units are basically unfit for combat; wasting ammunition is a minor issue, but missing a tactical opportunity is a serious problem.

It is precisely because bows, seemingly simple weapons, are hard to master that crossbows, terrifying mechanical inventions of human ingenuity, appeared. In European history, the crossbow was once regarded as a prohibited weapon among civilians. One of the most famous assessments is that "a lowly peasant could use it to kill a noble knight."

The formal military form of a level 2 unit is the Crossbowman: Attack 4, Defense 4, Damage 2-8, Health 10, Attack Speed 10, Move Speed 9, special skill: Precise Shot. Recruitment cost, 120 Gold Coins.

The biggest difference between archers and Crossbowmen in terms of data is that the damage increases from a terrifying 2-4 to 2-8 and the hit rate is greatly improved, making them completely different units. Once Crossbowmen are enhanced with Master-level Light Magic "Extraordinary Divine Power," the damage floor equals the ceiling, making it 8 points, which reaches the damage level of level 4 units—extremely terrifying!

This is indeed the main force for human players to dominate the world before level 50.

In reality, the Jungle Hunters, touted as the strongest level 3 unit of the Elf Clan, also have a damage range of 5-8, but the output is simply incomparable. However, the fatal gap between Crossbowmen and Jungle Shooters is in the speed of firing, coupled with Crossbowmen being more fragile, which leads to a miserable end when facing Jungle Shooters.

Additionally, with Crossbowmen's lower damage limit being too low, once hit with Master-level Dark Magic "Weakness Curse," their upper damage limit equals the lower limit of 2! Truly a pitiful sight.

Also, the recruitment cost of Crossbowmen at 120 Gold Coins is known as the most expensive for level 2 units. Ordinary players genuinely can't afford to die, for should they be harassed by a player specializing in annoying lightning Magic, it would bring them to tears.

In short, this is a unit type with equally obvious strengths and weaknesses, easy to start but difficult to master, and serves as an important dividing line between skilled and unskilled players.

As for the elite form of level 2 units, it is the Double Crossbow, capable of firing two arrows at once! However, elite units are generally only usable by NPC forces, so they are not up for discussion here.

Strong Crossbow Town, being the Imperial Center fortress, obviously would not just nurture these three forms of units. There is also a legendary level 4 special forces unit, Longbow Apache!

That's right, Fleeting Blossom has her eyes set on this very unit!