

God level 56

Chapter 56: The First No-Cost Transaction

Now, all the players died, leaving only those tiny boats with just one or two sailors.

In battles, once the leading hero is killed, the morale of the remaining troops would drop to negative. However, a large portion will still fight to the death, a small portion will flee, and a small portion will be captured. Captured ones are usually the lowest level units.

With the hero fallen, these sailors had no fight left and resolutely jumped into the sea.

Da Fei panicked, “Surrender and you won’t be killed! Damn it, don’t run! Where do you think you can swim to?”

Catherine also yelled angrily, “No one move! Those who stay won’t be killed! Those who run can feed the sharks themselves!” This seemed to be a pirate intimidation skill.

Finally, six sailors stayed, clutching their heads. As for those who jumped into the sea, they turned into white streaks, disappearing at the horizon.

Damn, they really can escape, huh? Just as he was reflecting, a message arrived.

—System Prompt: Congratulations! You achieved the “Victory in the Second Battle,” earning an experience reward of +1140, with an additional reward of +1 Command Power.

—System Prompt: Congratulations! You won the battle, captured six Apprentice Sailors, and found spoils of 200 units of fruit wine, 3 units of fresh water, and 2 units of dry bread after clearing the battlefield.

—System Prompt: Fruit wine is considered large cargo and must be transferred to your ship’s hold to be taken away.

—Apprentice Sailor: Attack 0, Defense 0, Life 4, Damage 0-1, Attack Speed 8, Move Speed 10, Command Value 1, special skills: Sailing Skill, Swimming.

Fruit wine? Da Fei hurriedly checked the purchase order in his hand and smiled calmly.

The purchase price of 1 unit of fruit wine is 50 Gold Coins, so 200 units amount to 10,000 Gold Coins. Helping them run this errand should at least yield 11,200, right? This solves the money problem for repairing my reputation, and I get 6 sailors for free, thank you.

Of course, it's not because I'm selfish—okay, it's because I'm selfish. But isn't it suicidal for a merchant to stop doing business and start robbing players and pirates? If you don't seek death, you won't die, don't you understand now? Wahahaha!

Catherine threw ropes and nets to the small boat, and scolded those six sailors, "Get all the cargo up here quickly, anyone who slacks off will be thrown into the sea to feed the sharks!"

The sailors hurriedly accelerated their actions to tie and hoist the cargo boxes.

Da Fei laughed heartily, "I'll help too, I'll help too!"

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Meanwhile, the resurrected Skyshattering Cannon was fuming and arguing with Blood Sea Wave: "Boss, I'm sending you the video now! You said he was just a single player, now look at what's this beauty? A vice hero! And a pirate! They took all our cargo! Had we known he had a vice hero, we wouldn't have suffered such a big loss, isn't it your fault for giving incorrect information? Now the cargo is gone, the ship is lost too, boss, what do we do now?"

Blood Sea Wave, staring at the familiar ship corridor in the video and the dimly seen female pirate swinging her bloody knife, was so shocked that he didn't have the time to listen to Skyshattering Cannon's complaints and said impatiently, "I told you, you'll be compensated with a bounty!"

Skyshattering Cannon was relentless: "Boss, I know you got a lot of RMB, but Gold Coins are the hard currency in the game! They're the real value now. Even our studio doesn't sell Gold Coins during the starting stages. We lost 10,000 Gold Coins worth of cargo, 10,000 Gold Coins! Nowadays, you can't buy them even if you have money; this is our brothers' blood earnings from grinding day and night for a week. Boss, your bounty doesn't do us justice! Who will care about your server-wide bounty next time?"

Blood Sea Wave grew more impatient, "10,000 each person!"

Skyshattering Cannon finally chuckled, "As expected from the big boss, generous as always. Our brothers didn't die in vain! We'll be here for you if you need us in Elorin."

Blood Sea Wave chuckled, "I feel like you guys still died in vain. I'd like to ask you for a small favor."

Skyshattering Cannon was taken aback, "We don't even have a boat now..."

Blood Sea Wave sneered, "I think he's not infamous enough yet, I want to make him a superstar. So I'd like you to help me spread the word in the city; people who die because of him, I'll pay them double bounty as compensation for their lost cargo. Anyway, since that garbage lost its reputation, let's make it lose more so it can't dock anymore. Best if it goes on a long exile 'overseas'!"

Skyshattering Cannon laughed, "Sure thing, it's a small effort!" The so-called overseas vacation was, of course, referring to those notorious players banished to remote places by the system.

Blood Sea Wave let out a long sigh. After experiencing the initial shock, Blood Sea Wave began to feel numb. That he snatched away the rewards from my God-level Hero, no matter how this garbage develops, it's nothing shocking anymore. What's crucial is, the video signals he's hired a Pirate Hero, and it's an enviable beautiful hero. What does this indicate? It indicates he has been ashore, and ashore on pirate territory at that.

From the prompt message indicating everyone lost their purchase orders after being killed, it seems the pirate profession is indeed powerful at loot plundering! Blood Sea Wave's heart pounded—I work hard running business, how can it compare to the effortless pirate trade? When I was on the deserted island, wasn't I planning to become a pirate and rob NPC merchant convoys?

Seeing that this Da Fei hasn't even changed careers yet, the prerequisite for peaceful contact with pirates surely is not changing careers. And coincidentally, with many things ongoing at the studio these days, I haven't had time to level up and change careers; I should meet the conditions to see pirates.

Decided, be a pirate! Knightly priests are too conservative, truly unsuitable for naval warfare, only pirates do justice to my God-level specialty!

Blood Sea Wave immediately shared his plan with Brother Tian, Shaodong, and Little Ma. Everyone exclaimed, "We've all changed professions, and now you tell us?"

Blood Sea Wave laughed, "Brothers, still walk the righteous path. After I become a pirate, all the loot I rob will be handed over to you guys to sell."

Shaodong wondered, "But now we run a studio, right? If becoming a pirate tarnishes our reputation, wouldn't it be troublesome?"

Brother Tian chuckled, "It's fine, reputation is nothing. Some people spend their whole lives as good people, only to do one wrong deed at the end and get criticized, their lifelong reputation ruined. Some people eat, drink, and dominate their entire lives as evil ones, but in the end, turn over a new leaf and are praised as reforming prodigals. You tell me, do you want to be good first or be bad first?"

Everyone laughed heartily, "That's no question! Of course, indulge in wealth, make everyone fear us, and then become good people. At that time, others would be grateful, kowtow to us, and grovel!"

Blood Sea Wave laughed heartily, "Brother Tian is correct. We should upgrade ourselves by any means. Even if the homeland curses us, it doesn't matter. In the future, we can go to the National War Zone to fight foreigners, fight Koreans. We are national heroes. Who will dare speak against us?"

Everyone laughed heartily, "Sure! Atao, go sail without worries. We've got the shore!"

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At this time, Da Fei was sweating profusely moving goods on the ship, when Catherine suddenly alerted, “Captain, another small boat is approaching us!”

Huh? One boat? Da Fei immediately took out the binoculars for a look, sure enough, a little white sail from afar was riding the waves; it really was a small boat.

Damn! Are you kidding me, a single small boat dares to rob me? The previous twenty boats were already beaten by me, I bet your Chamber of Commerce channel has already blown up. Yet you still dare to come alone? Could it be an ultimate master capable of taking down cities single-handedly?

Da Fei's heart tensed up, he looked more closely, Player name “One Sword Westward”! Damn, what a name! Seems like an expert!

Chapter 57: Assassin or Mover?

Close! Master-level Reconnaissance Skill not only allows one to see the opponent's level, but also to remotely check the equipment worn by the opponent.

—Player name “One Sword Westward,” Level 20, Level 1 Elf Clan Dual Blade Warrior Wind Dancer, outfitted with complete store-bought gear! Under his command are two Apprentice Sailors, troop Morale +1, unknown goods on board amounting to 10 units.

What's this? I can't make heads or tails of it. Could there be a Magic Scroll or something on him to one-shot Brother? Can't see through it, but Brother neither has the interest nor the time to figure it out.

A pro, right? Let's see them perform a bit of water floating.

Da Fei waved his hand, immediately commanding a sailor to take position at the Crossbow Cannon in the Gun Cabin.

For a Crossbow Cannon Player, if one has troops, a small soldier (must be a medium or small humanoid creature) can operate the Crossbow Cannon, with the damage counted as the hero's own, and no special Skill Attributes required from the soldier. Of course, a warship can be equipped with over a

dozen Crossbow Cannons, but only the one used by the player can be freely assigned to a small soldier. Other Crossbow Cannons won't benefit from the player's War Machine Skill unless you hire an artilleryman with high attribute points. Vice Heroes are, of course, a different story.

One Sword Westward's boat has come within range, no more need to talk, just bomb it!

—Boom! Two shots from the Crossbow Cannon, wooden planks from the small boat splinter as it shudders explosively.

One Sword Westward cries out in a panic, "Brother Fei! Don't attack yet! I'm here to deliver goods to you! Let me finish delivering the goods, then you can kill me, it won't be too late!"

Da Fei is momentarily startled, what is he talking about? Brother didn't catch that!

One Sword Westward continues yelling: "Brother Fei, don't fire! If you do, it'll sink! There was a big boss who spoke up on the channel just now, asking us to bring you heads and red envelopes. I'm a businessman driven by profit, of course I had to come. It's not like I'm intentionally making trouble with you, Brother Fei. Even if I didn't come, others would have, they're right behind me. So I might as well deliver the goods as a favor, if it sinks, the goods will be gone, and you, Brother Fei, will be at a loss!"

Da Fei suddenly understands. What does sending heads and red envelopes mean? Obviously, it's these fools forcing Brother to kill, making Brother's crimson name grow even more notorious. He's dead anyway, why is he still nagging and begging to hold off?

Of course, there's a difference between sinking a ship, drowning the person, and directly chopping him to death—the fall in reputation is significantly different. What's the difference? Simply sinking the ship is just a malicious attack on merchants, but if someone falls into the water, it's not Brother's problem because falling into water doesn't equal drowning, right? They can still hold onto a piece of wood waiting for someone else to pass by and save them or drift back. This logic is like leading monsters to harm others; factually, the person indeed dies because of Brother, but the system can't determine Brother as the murderer since Brother hasn't touched him at all, right? Who knows if he just fell into the water by accident?

But if you directly chop someone to death, that's murder plus malicious attack on merchants, two crimes and a much larger loss in reputation.

That so-called big boss is definitely paying based on reputation, huh? A Level 1 head's red envelope is different from a Level 20's, Level 1 is only a 10-point reputation drop, but Level 20 is 200 points, can the price be the same?

Damn, Brother thought he had encountered a master who could take a city alone! Turns out it's a shrewd calculating merchant! Fine, it's a fair exchange for both parties, let's part on good terms and I'll spare your life for now.

Da Fei squats on the gunwale and shouts, "Alright, come over here!"

One Sword Westward hurriedly responds, "Understood! Understood!" Meanwhile, he feels secretly delighted inside, seeing a chance!

One Sword Westward is an ordinary Elf Clan merchant, originating as a common Level 1 Wind Dancer, with a native professional specialty "Wind Dancer Instructor" – every 2 levels increases the Attack and Defense of Wind Dancers in the unit by 1 point each. The skills he learned were just the standard Attack Skill and Luck Skill.

But there is an extraordinary aspect about him not known to others – his professional specialty as a Ranger. During the job change trial instance at Level 10, he discovered a hidden quest and completed it outstandingly, thus obtaining the Hidden Professional Specialty, Revenge's Fury! When the hero is attacked by an enemy, he can consume 50% of Stamina and strike back with a hit dealing 3 times the damage.

Once luck strikes, that becomes 6 times the damage, enough to instantly kill someone; even if it doesn't kill, it's still a significant advantage. What does this mean? It means ordinary people are no longer ordinary. Of course, even Master Level Luck Skill has just a 10% chance of dealing double damage, which obviously isn't reliable. Thus, treasures are needed to increase it, such as the most common Clover luck +1, Luck Card luck +1, and of course there are also superior treasures like the Golden Horseshoe luck +2, Velvet Cloak +2, and even the elusive premium treasure, Lionheart Head Crown with +3 to both luck and morale, and so on.

To buy a full set of these luck-enhancing treasures, to fulfill his own path of instant kills, One Sword Westward, a merchant who knows neither Sailing Skill nor Accounting Skill, embarked on a trading career. Soon, One Sword Westward found that trading was actually quite leisurely and enjoyable, not to

mention selling goods grants Experience and money, and selling goods that are in high demand in the city might also bring additional rewards like more Experience, prestige, equipment, and even treasures.

All in all, One Sword Westward believes his hidden trick can change his fate, and he'd eventually have his moment of glory.

And opportunity only comes to those who are always prepared, so for this day, he kept a bottle of health potion from a quest reward and a bottle of stamina potion on him. In this game, potions are crucial items that can change the outcome of a battle, and they are not cheap compared to other games. With these two potions, One Sword Westward is confident enough to take on two enemies at once!

Not only that, every time before setting sail, One Sword Westward would worship at the city's Goddess Altar to gain a temporary luck bonus of 1-3, so today, with his Master Level Luck Skill, his luck value is 8, giving him a 16% chance of dealing double damage. And since Wind Dancers are Dual Blade Warriors, each blade's strike could be lucky, so his chance of dealing double damage could be simply estimated as 32%, which is quite high.

Today, while on his trading route, the local area's business channel exploded as the famous Brother Cannon's fleet was raided by the infamous Da Fei. Who is Da Fei? One Sword Westward has heard of him. In fact, trading as a merchant can be dull, so most merchants let NPC sailors handle the sailing while they browse forums, watch movies online, and chat on channels. It's impossible not to know about Da Fei, as merchants are sensitive to infamous characters.

One Sword Westward longs for fame, and he too desires to be known across the national service like Da Fei. However, he certainly does not wish to become famous in the same way as Da Fei.

Then, the big boss made his offer – anyone who goes to deliver their head and a red packet to the enemy would be compensated with a bounty to offset the drop in reputation. For a merchant, this calculation is very straightforward and worthwhile. But even if the big boss is trustworthy, the question remains: can a merchant's small ship catch up to a large one? And if it does catch up, what could a small ship really do against it? If it neither catches up nor inflicts any harm, wouldn't it just be a waste of time without collecting the bounty?

While others were still hesitating, One Sword Westward, the merchant unskilled in sailing, made a quick decision to strike first.

This might just be the long-awaited opportunity to change his fate!

If he succeeds and devastates this notorious player, he could rise to greatness instantly. Failing, he merely gets killed and goes back to collect the bounty, which means in any case, he wouldn't lose out.

And now, the other party has agreed to let him approach, marking the first step to success! Opportunities need to be created slowly.

Approaching, surrounded by twenty or so small ships laden with goods, several NPC sailors busily hoisted the cargo up and down. That legendary notorious figure squatted on the side of the large ship, gazing down high from above at One Sword Westward on the small boat, behind him the sun casting his dark silhouette and that despicable glance that made One Sword Westward unable to face directly.

He chuckled and said: "Brother, can you help me out? You see I'm short on crew here, could you start by helping me move these goods?"

Chapter 58: Deceiving the Entire Server

Studios The azure sky, seagulls soaring. The azure sea, waves rippling. The towering and dilapidated Flying vessel, quiet yet bustling.

Sprinkles of white sails from trade routes converge towards the Flying. After all, organized fleets like the Skyshattering Cannon are rare, most players are scattered individual traders. And it's better that way!

One Sword Westward, from under the ship, calls out and berates: "Newbies, sync up! Help Brother Fei load the goods onto the ship!"

What's herd effect, bandwagon effect? This is it! Seeing One Sword Westward obediently helping to load goods under the ship, when a second boat arrived menacingly and was taken aback.

If I can trick the first one, how far is the second? Da Fei shouts from the high deck: "Newbies, hand over the goods!"

Of course, the newcomer isn't convinced: "Why should I?"

What are you here for then? Da Fei coldly says: "Because he can make 10,000, and you can't even make 5,000!"

One Sword Westward immediately chimes in: "Brother, since we're all here to get our heads handed to us, we can't keep the goods anyway. Consider it a favor for Brother Fei, us merchants should look for benefits after all, there's no need to offend Brother Fei."

Da Fei slaps his head on the ship and chuckles: "The brother is right, after a while you won't be able to keep your soldiers anyway, just give them to me too."

One Sword Westward chuckles: "No problem!" But he sneers inwardly, the moment you act is the moment I take you down.

The newcomer thinks it over, sure that the big boss would reimburse and there's steady earnings, so there's indeed no need to offend red names. Thus, he joins the loading party too.

With the second, the third comes even easier: "What are you guys doing?"

The two reply: "Just lending a hand, unneeded soldiers and goods are all given away."

"Is this arranged by the boss?"

Da Fei scoffs: "Do I look like your boss?"

One Sword Westward continues to assist: "Brother Fei is busy, get to work."

"Oh." Whatever, as long as the big boss pays the bounty.

Thus, came the fourth: "What's this?"

The crowd replies: "Don't ask too much, hurry up and finish up we can clock out early."

"Oh..."

Then came the fifth, sixth, and thus the current bustling construction site formed. Brother Fei's sailor army, like a snowball, enlisted dozens. Faced with such a massive force and such an orderly scene, these scattered players have seemed to have forgotten their original intentions.

Do you know what you're doing? Actually, Brother also doesn't know what you're doing.

This is the herd effect, the bandwagon effect; subconsciously, people have been led by the nose. This is the commonality between humans and sheep, unconsciously obeying the majority, always feeling since so many people are doing it, might as well join in. Da Fei, having once engaged in pyramid schemes, is well versed in this method.

But what's the next step? Looking at the continuously arriving boats, Da Fei's gaze is profound and distant.

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—"Hello, friends in the audience, Hero News meets you once again. We have received direct live footage from enthusiastic players in the game, the much-watched Da Fei has finally appeared before the players, now near Elorin Port of Elf Kingdom, after drifting at sea for several days since leaving Newbie Trial Island, this is his first time ashore. Just half an hour ago, Da Fei killed twenty merchant players who responded to the Blood Sea Wave's bounty, demonstrating impressive combat capabilities. Now, Da Fei has reached an agreement with the merchants, abiding by the principle of not offending either side, in players' words, continuing to respond to the Blood Sea Wave's bounty and compensating Da Fei's reputation loss with goods, now the scene is busy and heated."

—"We are now broadcasting another set of footage sent by players, clearly capturing the entirety of Da Fei's Flying vessel. Here we connect with Dragon Teeth of the Dragon Slayer Guild, and China's famous competitive player Chang Liang, for a phone interview."

Host: "Hello, Mr. Chang Liang?"

The excited voice came through the phone: "Hello! Host! Greetings to all the gamers, I am Chang Liang, Dragon Teeth of the Dragon Slayer Guild, the largest guild in China. I am glad to meet everyone... well, meet over the phone."

The host laughed: "I heard that the newly established Blood Sea Wave Studio has joined the Dragon Slayer Guild. What players are worried about is how will the Dragon Slayer Guild treat Da Fei then?"

Chang Liang laughed: "That's a private grudge between Blood Sea Wave and the players, it doesn't represent the stance of our Dragon Slayer Guild. Our guild's purpose is to let everyone have fun playing."

Host: "Now player Da Fei has come back with such a huge ship. The players at the scene must have a deep understanding of the vastness of its compartments. What impact will such a big ship have on the current players?"

Chang Liang sighed: "Personally, I think it's like cheating, right? I believe all the merchant players present would have the same thoughts as me. However, from the videos, the ship is all cracks and patches, and the wood in the cracks has rotted into mud. So I guess the lifespan of this ship won't be very long, maybe it's just a one-time item rewarded by the system, hopefully."

The host laughed: "Currently, there are nearly 100 merchant ships in place. According to statistics from players at the scene, there are 60 players above level 10, and 30 players around level 20. How many Gold Coins are needed to clear the red name for killing all these players? Can the value of the goods traded by these merchant players cover his red-name clearing fees?"

Chang Liang chuckled: "The ratio of red-name reputation to ransom is nearly 1:1, but the lower the reputation, the higher the cost to clear it. It's said that on the island, he slashed Blood Sea Wave down to at least negative 3000 reputation, and just now he killed a 20-person merchant team averaging level 20, slashing down another negative 4000 reputation, 10,000 Gold Coins just can't be shaken off. If the negative reputation breaks 10,000, his title will directly become criminal, and he might not even have the chance to clear his red name, directly getting arrested by NPC coast guards and exiled to the legendary Evil Island for penal labor. Honestly, I'm quite curious to see what Evil Island is set up like."

The host laughed: "I heard it's an independent server, where red-name players from all over the world are exiled."

Chang Liang laughed: "I guess he would be very lonely if he goes there."

At this moment, there was a commotion in the background screen.

The host exclaimed: "The order has been disrupted, and there's a new development!"

...Indeed, a new situation arose! Just now, a sudden strong wind came, and the small boats around Flying shook violently. The perfect moment for Da Fei had just arrived!

What's the best timing for? Of course, it's for all sailors to immediately take their positions and set sail! Big ships in calm nearby seas are naturally slow, and they're even slower to start because they stopped due to anti-piracy efforts, desperately needing a strong wind for assistance. The small boats couldn't even steady themselves in the strong wind, let alone chase and surround ships. If not now, then when? You really think Bro would kill you all? Then what would Bro do in the future? Rather offend all server players than offend NPCs! Haha, wowahaha!

Sure enough, realizing they were deceived, the player merchants cursed in anger: "Scammer! Rubbish scammer!"

"Everyone chase, smash his ship and sink it, don't let him escape!"

"I've always felt something was off about him, so I recorded a video and uploaded it!"

"This One Sword Westward is his accomplice, throw him into the sea to feed the turtles!"

One Sword Westward exclaimed: "I was a victim too, I was also deceived!"

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The fully staffed Flying started sailing with the wind, several small boats bumping and swaying as they furiously hit the Flying's hull. Da Fei smiled calmly, "Take your time smashing, Bro's heading out first." At the same time, he felt incredibly relieved inside, knowing if it weren't for this gust of wind forcing a breakout, escaping without major damages would not have been possible, massive slaughter inevitable.

Watching One Sword Westward thrown into the sea by angry players with a splash, Da Fei sighed inwardly. Just like in a pyramid scheme, the trick is very simple, but once the atmosphere and order are created, many still fall for it, and One Sword Westward's role is the most crucial in a pyramid scheme, a cadre!

Bro's not hurting you, Bro's educating you. It's better to be tricked in a game than in reality. This is called knowing evil and guarding virtue, haha!

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At this moment, in the Hero News live broadcast room, the host stared at the live broadcast screen behind him for a long time, speechless.

Finally, Chang Liang spoke: "Host, would you allow me to say a dirty word in front of the audience?"

Chapter 59: Clearing the Red Name

The entire China Region's hero forum is in an uproar.

Deceiving people is one thing, PK-ing is another, robbing goods yet another, but committing deception, PK-ing, and robbing goods in front of tens of millions of TV viewers is a huge scandal—it's a disgrace that spreads worldwide! One can imagine how this segment is going to be mocked and replayed by media in various countries.

While everyone is watching, how should Blood Sea Wave, the mastermind behind this, respond? Logically speaking, it's the merchants' own greed and folly that got them deceived. Especially the exchange deal with the enemy—Blood Sea Wave finds this absolutely intolerable! But if he does nothing at all, what's the point of Blood Sea Wave's bounty? Where would the studio's credibility be?

Fortunately, players didn't suffer life losses, so after a brief discussion, Blood Sea Wave Studio's management decided to compensate in cash based on the loss of goods, a move that would somewhat comfort the wounded souls of the merchants. The deceived merchants also issued a call on the forum, decreeing to all of China Region that no one should resell their purchase orders to the trash Da Fei, making sure even if he has big ships, he couldn't transport much goods. Soon, the follow-up posts surged like clouds, and responses flooded in.

For Blood Sea Wave, the real goal was achieved. Da Fei has now become the shame of the entire China Region, a true public enemy. Let's see how long he can last now! Contending with me? Pfft! I'll ruin you!

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Now, Da Fei, whose ship is filled with goods worth 40,000 Gold Coins and 800 orders, is about to dock, as a few Dragonhawk Golden Knights descend from the sky.

— “We suspect you have records of illegal activity, we will detain your ship and restrict your movements. Please come with us to assist in the investigation.”

These are the legendary urban management officers, with their mysterious combat power. You might think when you reach levels in the tens or hundreds, you could overpower them, but when you actually reach level one hundred, you'll humbly realize, the closer to god you are, the more insignificant you feel.

As a Red Name who people desperately try to block and attack at all costs, Da Fei suddenly feels like he's found his organization! A sense of relief washes over him: “I'm willing to cooperate with the investigation!”

With a flash of white light, the scene changes, and Da Fei appears in a solemn, imposing black hall, where in the center on a high platform, a black-robed NPC named “Judge” strikes his gavel, dominating the hall with his majestic voice: “Do you know your crimes?”

— System Prompt: As a Red Named player, you will face the following judgments, and you can accept one of the punishments.

1. Church confession. Confession time counts during your online time, and you cannot leave the church during confession. Real-time confession (7 days 3 hours 21 minutes).
2. Exiled labor. Your labor value determines the exile, and you cannot move freely during the period.
3. Fined for bail. You will get a chance for bail if you pay enough Gold Coins or equivalent value goods.

What else is there to say, why did I scam so much goods?

Da Fei nods: "I acknowledge my sins, I will change! I am willing to give up my goods and confess my faults."

The judge, satisfied, says: "Money cannot wash away your sins, but it grants you a chance to reform. You must cherish God's forgiveness. Conduct yourself properly, and be a better person in your next life!"

— System Prompt: You have handed over goods worth 12,310 Gold Coins of 235 orders and obtained the right to bail, turning your status into Yellow Name.

— Yellow Name: Possesses the same civil rights as White Named players and protected by law, but still has a negative reputation. You must build your own reputation or solicit donations at the church to truly wash away your bad name.

The scene changes once again, and Da Fei appears at the dock.

Looking at the blue sky, flying seagulls, noisy crowd, and busy dock, Da Fei finally felt a sense of belonging back in civilization, taking a long sigh of relief. I'm finally safe, such a feeling of security is truly wonderful!

Now, of course, it's time to board the ship and see my beloved.

Without a doubt, Da Fei was greeted with his beloved's enthusiastic embrace: "Captain, it's so great that you got out so quickly!"

Ah~~ Enjoying the pressing pleasure against her bosom, Da Fei caressed her back and chuckled, “Who am I, they can’t keep me locked up? Wahahaha!”

Catherine laughed and said, “Exactly, if the Captain couldn’t come out, I couldn’t leave the ship for a day, and that would have killed me.”

Da Fei smiled, “Let’s go, we’ll first go to the Marine Association to get a sailing permit, then off to sell goods. Once we make some money, the first thing I’ll do is buy you beautiful clothes.”

Catherine laughed, “We’re tight on funds now, no rush to buy clothes. We just got 235 batches of goods impounded, some of the remaining goods are local, selling them will only fetch 70% of the buying price, some are from nearby ports, we can make a small profit, expecting to sell for about 30,000 Gold Coins, then fixing the ship, probably leaving us with about 20,000 Gold Coins, that’s enough to pay the Guild’s transport mission deposit.”

Who says she’s a gold digger? She’s a frugal and wise helper!

Da Fei emotionally said, “Alright, let’s do as you say!” Probably just now scamming so many traders has stirred up public anger, right? Getting purchase orders from players is mostly unfeasible now, we can only take the long-distance transport missions from the association.

Now Da Fei, this big Yellow Name, walking on the street with Catherine, immediately drew countless players’ attention, blowing up the entire city channel.

“Trash scammer Da Fei is here!”

“This garbage cleansed his Red Name with scammed goods!”

“Don’t sell purchase orders to this trash! Even with a big ship, he’s useless!”

...

Da Fei was infinitely emotional, it's been so many years, after many years I haven't heard such enthusiastic shouting. That's the youth that has passed, the passion I've long missed, the unregretful era of my fiery blood!

A group of players blocked Da Fei's way, led by a player named Skyshattering Cannon. These players glared fiercely at Da Fei, then looked at the fiery Catherine with infinite envy and greed.

Da Fei looked down at the dwarf in front of him and helplessly sighed, "Excuse me, blocking traffic is illegal, everyone should be law-abiding, good players!"

—Ah-choo! People burst into laughter! Skyshattering Cannon pointed at Da Fei angrily and threatened, "You'll see! Don't let us brothers come across you!"

Who's this guy? Da Fei shook his head, squeezed through the crowd, leaving behind a group of people cursing incessantly.

Then off to the Alliance Sea Commerce Association for a sailing permit. The place of application is very particular, if it's done in Elorin, it allows purchasing more goods in this city, which is why many foreign players travel miles to Elorin. Of course, foreign players still can't buy as much as the local players, but foreign players naturally have their national advantages.

After getting the sailing permit, of course, it was time to go to the exchange to sell goods, although only half of the purchase orders remained, but this is my first pot of gold, Wahahaha!

At the entrance of the trading post, a player sat despondently, One Sword Westward. Amid a wave of curses, he looked up and saw Da Fei approaching him, his expression complex.

Da Fei shook his head, stepped forward, and patted his shoulder, sighing, "Brother, you've been wronged!"

Surrounding players cursed loudly, "Look, they really are in cahoots!"

One Sword Westward forcefully slapped away Da Fei's hand and stood up, roaring, "He's a swindler, I'm not with him!"

Da Fei sighed, "Life is like the waves at sea—sometimes high, sometimes low; only those who dare to fight have a chance to win..."

One Sword Westward said bitterly, "Easy for you to sing! I've lost all my capital, the boss thinks I'm a scammer and won't compensate me, my reputation is ruined, I can't continue like this."

Oh, the main issue is that the boss didn't pay? Da Fei sighed, "And then?"

One Sword Westward stared into Da Fei's eyes and said somberly, "I have one last request! I want a one-on-one duel with you in the arena!"

PK in the arena won't kill anyone or cause any real loss.

Da Fei uttered, "So, you mean you had plans to fight back then?"

One Sword Westward firmly confirmed, "Exactly!"

Da Fei shook his head, "You don't stand a chance."

One Sword Westward gritted his teeth, "It doesn't matter whether there's a chance or not!"

Da Fei sighed, "Alright, since you've helped me before, I'll let you clear your mind."

Amidst the cursing of the players along the way, both of them arrived at the city's Arena.

Da Fei suggested, "Let's make it public."

One Sword Westward exclaimed, “I want to make a final stand against the swindler Da Fei in the arena! Those interested, come watch!”

The players cursed, “Putting on an act again, if you’re brave, PK in the wild!”

One Sword Westward looked even more aggrieved. Nevertheless, when the two entered the arena, dozens of players still came to watch.

Facing Da Fei and his Vice Hero, One Sword Westward declared, “Let’s start!”

Da Fei crouched on the ground and shook his head, “Wait a moment.”

“For what?”

Da Fei remained silent. Nonsense, of course, it’s for more spectators to gather—surely some people will believe you. And if absolutely no one believes you, you might as well take the wrong step and follow me. I see you have the makings of achieving great things from your external loyalty and internal treachery—much stronger than Da Wei. You don’t understand my concern.

Gradually, hundreds more arrived in the arena, and amidst noisy jeers and shouts, it was enough.

Da Fei didn’t stand up, simply saying, “Start.”

Double swords unsheathed, an already prepared One Sword Westward charged forward.

Katelina met him head-on!

Instant silence in the crowd, this was the second-ranked female hero on the server, the players highly anticipated her power! Although they were not optimistic about the Level 20 One Sword Westward, both wielded dual swords and both had high Attack Speed—everyone wanted to see how big the gap between them was!

Blood light and white lines intersected!

—System Prompt: Your vice heroine Katelina has inflicted 46 damage on One Sword Westward, causing paralysis, interrupting his action!

Thunderous applause from the crowd!

A second blood light followed!

—System Prompt: Your vice heroine Katelina inflicted 14 damage on One Sword Westward, and defeated One Sword Westward!

Silence fell over the crowd.

Da Fei sighed, “If this had been at sea, you would have been cut down instantly by the first strike. I don’t know what your special move was, perhaps a lethal scroll, but truly, you had no chance.”

At that moment, One Sword Westward, lying on the ground, slowly sat up, his face pale and trembling; the end of his dream was disillusioned!

After a brief silence, boos filled the arena.

One Sword Westward, using his last bit of strength, shrieked loudly, “I, One Sword Westward, did not deceive everyone! To prove my innocence, I’ll log off and delete my account!!!”

Amid roaring from the crowd, One Sword Westward logged off and vanished!

What? Really deleting his account? Da Fei couldn’t help sighing deeply, what use is deleting your account? You’re just a nobody, how much is your innocence worth? Did you think you could shake the public’s heart or make anyone shed a tear for you?

No matter what, I've treated another internet-addicted youth, huh? Damn, I'm a professional gamer alright, curing patients, what am I supposed to live on?

Chapter 60: Contribution of Golden Spearfish Eggs

Da Fei returned to the exchange, surrounded by merchants cursing up a storm.

Psh, are you guys done with your righteous indignation? Are you sure you are the victims just now? Say, you must have been paid by that idiot to smear me, right? Fine, Blood Sea Wave, from today on I'll respectfully call you the Director of Poverty Alleviation! Just wait, I'll also make sure you're recognized as one of the Top Ten Youths in the country! And have you become the chairman of the Red Cross!

Da Fei nonchalantly began his first trade with the NPCs of the exchange.

— System Prompt: You sold 80 units of fruit wine at the price of 38 Gold Coins per batch, earning a total of 3040 Gold Coins.

— Newbie Tip: Since your selling price is lower than the purchase price on the bill of lading, you will not gain Experience from this trade.

It couldn't be helped, after all, fruit wine is a product of this city, and the fact that they are willing to buy it at half price was already decent enough. If it were not necessary to clear the stock for ship repairs, of course, I wouldn't be willing to sell at a loss.

— System Prompt: You sold 125 units of fragrance nuts at the price of 65 Gold Coins per batch, earning a total of 8125 Gold Coins, and you made a profit of 1825 Gold Coins from this trade, gaining +182 Experience.

— System Prompt: You sold 40 units of Lavender at the price of 200 Gold Coins per batch, earning a total of 8000 Gold Coins, and you made a profit of 1500 Gold Coins from this trade, gaining +150 Experience.

— System Prompt: You sold 300 units of Morning Light Wheat at the price of 45 Gold Coins per batch, earning a total of 13500 Gold Coins, and you made a profit of 1700 Gold Coins from this trade, gaining +170 Experience.

The trade was completed, earning a total of 32665 Gold Coins, which could be considered a substantial fortune in the hands of current players.

As the saying goes, one can't get rich without some windfall. Honestly, I didn't want to rake in so much money; I just wanted to clear my red name. Alas, sometimes you just can't stop the God of Wealth from knocking on your door, wahahaha!

When it comes to business dealings, one must mention the experience in commerce and city specialties.

Normally, the Experience gained from trading is only 10% of the profit, but this is also the fundamental difference between high-level merchants and ordinary low-level peddlers and trainers.

Trading is very skillful, and the market prices are always changing. There are several scenarios that can give merchants bonus Experience. The most common one is the city's urgent need.

For example, if a trader mutters to himself, "Oh dear, the city urgently needs fragrance nuts!" then merchants immediately transport a batch of fragrance nuts from the port and sell them back in the city, and Experience is directly doubled, meaning Experience = Profit, plus a reputation reward, and sometimes the trader is so happy that they directly reward an equipment or even a low-grade treasure. In the case of urgent city needs, the profits are quite high, essentially harvesting Gold Coins, Experience, and Reputation.

Then there are disasters; if a city experiences diseases, famine, and other negative states, merchants who transport medicine, food, etc., can also get a 100% bonus. Then there are festivals; when a city celebrates a festival, merchants who transport alcohol, sweets, flowers, etc., to sell also get their Experience doubled by 100%.

Even so, even if a city simultaneously experiences these three boosted states, giving a 300% bonus, the Experience earned by merchants still pales in comparison to that of those players who fight monsters. After all, peddling takes time, and at the same time, beginner merchants have small ships and trade in smaller quantities.

Then comes the real bombshell, cross-country trade, especially the transport of special products!

Goods transported from the Elf Kingdom to the Human Kingdom can make a profit of 8-10 times, and the reason for this exorbitant profit is that these goods are not just any goods, but “specialties” certified by the Alliance! Special products get a 100% bonus in Experience.

Take Da Fei’s current situation as an example, if you spend 30,000 Gold Coins to buy all the “Goddess Oak Statues,” the special product of this city, and then spend a month in the game, which is 3 days in real life, to transport it to the Human Kingdom to sell, then you could earn up to 300,000 Gold Coins, meaning you’d get 300,000 Experience!

Is 300,000 too little?

The purchase price for the Goddess Oak Statue is 100 Gold Coins per batch, and with 30,000 Gold Coins, you could only buy 300 batches, which isn’t enough to fill up the cargo hold, indeed lackluster. So, what if you have a capital of 100,000 Gold Coins, fully loaded with 1000 batches, and then go see? 1 million Experience!

Earning 1 million experience in 3 days of real time, who would complain about that? Well, players level 60 and above probably would. But turning 100,000 gold coins into 1 million in 3 days — now, that’s not something to sneeze at, right?

With 1 million gold coins, what can you do? Angels go for 5,000 gold coins each, so that’s enough to buy 200 of them! If you have enough reputation, you can even build a small city in the New World.

Of course, whether it’s angels, large ships with cargo holds over a thousand, specialties, or city building, those are things for the distant future and not something current players should worry about. Especially the specialties; they have extremely high requirements for player reputation within the city, Alliance Reputation, and the level of the Sea Voyages Certificate. What’s even more frustrating is that specialties are allocated based on the player’s investment share in the city.

What does distribution by investment share mean? A city has a so-called prosperity level; players invest gold coins to increase it, which enhances the production and quality of goods and specialties in the city. When the quality hits its peak, new specialties might even be developed. Of course, it also boosts your

own reputation. For example, a player whose personal investment accounts for 20% of the total city investment can only purchase 20% of the specialty products. Therefore, during open beta, large guilds with deep pockets engaged in commercial warfare, investing like crazy to monopolize ports and squeeze out the investment shares of other individual players. It was as brutal as forcibly taking over someone's territory through warfare, and those who lost ended up broke and disheartened.

In short, getting specialties is no easy feat. Ordinary players should rather focus on high-quality luxury goods; even trading them internationally can yield a profit margin of 2 to 5 times.

At this point, Da Fei, holding 30,000 gold coins in hand, silently sighed amidst the curses of "don't trade with him" from the surrounding merchants, lamenting that there's nowhere to spend his gold coins. If he'd followed the original plan, he'd be shouting "Buying goods at high prices!" and would have had crowds of merchant players coming forward to trade, and his cargo holds would be stuffed full by now. Even if they weren't specialties, just selling them across borders would bring in heaps of experience, reputation, and gold coins. His money would be rolling in like a snowball!

Alas, he incurred public wrath. Even without that, surely someone would've been unable to tolerate his big ship. Life is like the waves upon the sea, life is like floating through the rivers and lakes; it's time to repair the ship and prepare for long-distance missions. What an underutilization of talent.

Wait a minute! Specialties? I have one!

Da Fei quickly checked the items in his bag.

—Golden Spearfish Eggs: Seafood. Can be cultivated in fishing grounds of coastal territories. Golden Spearfish are delicious large sea fish, difficult to catch and very popular in the market.

According to the official website's introduction on how contributing new products works, whether or not this item will be certified by the Alliance as a specialty, just offering it to a city is like adding an industry to it. My reputation will instantly be validated and not only that, but I'll also secure at least a 10% exclusive supply quota of this produce. This at least 10% quota is specially reserved for me, no shopping limits based on the level of Sea Voyages Certificate. Other merchants can't buy it even with money, and can't be squeezed out through commercial warfare!

That means, by that time, I'll be too lazy to go to sea, just head straight to the exchange and buy out my stocks of Golden Spearfish, then nonchalantly announce, "Selling fish at high prices! Big bosses, come and buy!"

Although my original intention was to hold onto it and sell when the market was right, the current situation can't wait. Business opportunities are about being one step ahead; especially now when I'm at a disadvantage, losing my edge, I must break the deadlock with a big move! Of course, the most important thing is to get this off my chest! It's about showing off! If I don't show off, people will think they've got me cornered to death, then they'll pile on even more, and my ears won't get any peace, will they?

Therefore, Da Fei made a quick decision and approached the NPC in charge at the exchange: "I want to contribute seafood."

The attendant looked at it and responded with great surprise, "Thank you for supporting our city's development. We're a coastal city and it's perfect to develop this kind of seafood! You will make a significant contribution to our city's development! Here is my letter of recommendation, please go to the City Hall to receive your reward from Mayor Auselman."

So that's how it is! A direct meeting with the mayor, what does that mean? Classmates, do you know what kind of level it takes to meet the mayor directly?

Amidst the incessant curses of the merchants, Da Fei laughed heartily as he walked out the door, unknown to others as if he brought lychees.

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—Elorin City Broadcast: Congratulations! Da Fei has contributed a new product to Elorin City and has made a significant contribution. Mayor Auselman has awarded the player Da Fei the title of "Honorary Citizen of Elorin City." The reputation of player Da Fei in Elorin City has become "Respected"!

Suddenly, all the players in the city were shocked, then the city's rage exploded, "What the heck! Is there no justice in the world?"