

## God-level Hero

Chapter 6: Chapter 3 A Deserted Island for Two Chapter 6: Chapter 3 A Deserted Island for Two Editor: Atlas Studios This was a barren rocky island just a hundred meters around. Apart from a few coconut trees and a decayed large sailboat beached on the shore for an unknown number of years, there was nothing else! A Newbie Village without people! The difficulty of this beginning could be described as hopeless!

Could it be that my specialty was also a Divine Skill, so I received the same starting treatment as this Admiral? Before entering the game, Da Fei had already done extensive homework. The better the specialty a player randomly gets, the more difficult the start. Of course, no matter how difficult, or how treacherous the examiner, there was at least one thing: the examiner would definitely assign professionally, i.e., it would be impossible to assign an Admiral to a desert mountain area. It was precisely because of this point that Blood Sea Wave dared to provocatively anger the examiner without any hesitation and was then assigned to this hellhole! And the worse the place, the greater the potential harvest!

Damn! An uninhabited island, a mysterious treasure shipwreck, unimaginable rewards, all of it should have been prepared for the protagonist alone! And yet? There was actually one more person! My god! Did you send this God-level Hero to disgust me, or did you send me to disgust him?

Now, Da Fei and Blood Sea Wave turned their eyes away from the clearly suspicious stranded sailboat and looked at each other in dismay!

Feeling the other's unfriendly gaze, Da Fei couldn't help but feel a bit tense! Isn't this kind of place supposed to not accommodate two competing tigers? He wouldn't try to PK me, would he? Level 3 Soldier, that's quite incomprehensible. One could beat three of me without negotiation!

Da Fei quickly laughed sensibly, "Hey bro, hello, hello. You and I meeting on this deserted island is fate, let's take care of each other from now on."

Blood Sea Wave coldly said, "I've seen you, you were in the same Newbie Hall with me just now."

Da Fei was suddenly stunned! This kid had a photographic memory? He could remember dozens of people from the hall? He had no choice but to laugh, "Good eyesight, bro. We both came out of the same Newbie Hall, which makes it even more fateful."

Blood Sea Wave gripped the sword hilt coldly, "Since you know my talent specialty, I must also know your talent specialty and skills. I'll be straight, my skill is Basic Attack Skill!"

(Note: Basic Attack Skill—increases melee damage of hero troops by 10%)

Sigh, although it was an unpleasant demand for Da Fei, cooperation was always better than internal conflict in such a predicament! Mainly because I couldn't beat him!

Da Fei busily laughed, "A trash specialty, not worth mentioning," then revealed his own specialty and skills.

Blood Sea Wave coldly said, "I don't take people with me!"

Da Fei was suddenly dumbfounded, "Well, bro, I didn't say you had to take me. It's normal for us two players to look out for each other and cooperate, isn't it?"

With a clang, Blood Sea Wave unsheathed his iron sword, pointing it at Da Fei's throat, and laughed, "Look out? Cooperate? With a trash gunner like you? If it weren't for your garbage specialty not being worth the reputation loss of PK, I would've chopped you up right away. Every time I see you, I'd cut you once, leaving you in a weakened state for life with no chance of recovery!"

Damn, so blunt! Worried about precisely that!

Da Fei's face changed, stunned. "I mean bro, it's our first time playing a game together. We don't have any deep-seated hatred. Is it necessary? Besides, your God-level Hero has endless prospects. Why worsen relations over this small matter?"

Blood Sea Wave laughed wildly, "I play the game however I want. If you're not happy, come cut me! I trust players the least! To be clear, as a God-level Hero, as soon as I speak, millions will flood in. If I get tired of killing and part with my account, bosses will immediately sail over to take over! You get it?"

Damn! Another person who believes they can run the game however they want, just like me back in the day, insolvable!

Does the Yangtze River wave push forward the wave in front? Da Fei had no choice but to sigh, "Yeah, yeah, you're awesome."

Blood Sea Wave coldly said, "This ship is my territory, you get lost!"

The earlier wave dying on the beach, huh? Da Fei helplessly raised his hands while retreating, "Fine, fine! I'll go play by myself..."

Blood Sea Wave coldly said, "Smart move!" After speaking, he turned aloofly, wading towards the shipwreck.

A million grass mud horses galloped in Da Fei's heart! Retribution! I could only bear it and think openly, I now have careers and goals, I can't mess around like back in the day for no reason.

Now, what to do? There's nothing on this birdless island, and the shipwreck is occupied by this jerk, only the sea is left to explore. Back in the day, I was a scoundrel in adversity, carefully searching there should be a way.

The island wasn't big, but the near-shore area was indeed large. Waist-deep blue seawater had plenty of yellow-named starfish, crabs, fish, and shells, but their specific values couldn't be viewed. On the Hero Continent, every player could directly view the attributes of creatures in the official information, but here, these animals were mysterious.

Da Fei killed several starfish and small fish along the way, gaining no experience, but collected quite a bit of seafood, which was fine as it was all food. Every player was born with a week's worth of water and food, along with tools for cooking and camping. Game time to real-time was 1:10, meaning a day in the game was 2.4 hours in reality. Without food, stamina would decrease and weaken. Of course, players are heroes, the Child of Destiny, and wouldn't starve. But leading troops into battle required enough food, or troops would flee, possibly even disband.

But always killing small fry without experience wasn't a solution, and that lobster looked terrifying with its pincers while the turtle seemed tough. That red name was... a sea snake! Damn, keep away from it!

Finally, Da Fei saw a half-human-sized fish leisurely swimming, didn't seem too fierce; this big one might give experience? It's the one!

A flash of cold light first came, followed by a spear thrust like a dragon!

...

Da Fei resurrected in the coconut grove on the island, looking at his weakened state for the next 10 minutes, feeling melancholic. The spearman's life was indeed fragile! Looking over to the shipwreck, skeletal figures were constantly rushing to the deck from the stern's cabin door, where Blood Sea Wave was happily slaughtering skeletons! Da Fei gritted his teeth in hatred!

Why were there skeletons? Wasn't it obvious? Shipwrecks were filled with those, with chests, and Skeleton Captain boss who dropped Divine Artifacts, and so forth!

Hmm? Those with shields? Those weren't ordinary skeletons! They were the most elite Skeleton Warriors, known for defense in Level 1 soldiers, the nemesis of ranged troops, only belonging to NPC forces!

—Skeleton Warrior: Attack 2, Defense 6, Damage 1–3, Life 5, Attack Speed 10, Move Speed 6, Command Value 1, special skill: Large Shield, Hollow Skeleton, Undying Creature, Killing Experience 10.

(Note: Large Shield and Hollow Skeleton both reduce ranged damage by 50%, but Hollow Skeleton reduces an additional 50% after Large Shield, so Skeleton Warriors actually reduce ranged damage by 75%)

And the attributes of Human Race Level 3 Soldier Shield Guard:

—Shield Guard: Attack 2, Defense 8, Damage 2–5, Life 20, Attack Speed 12, Move Speed 8, Command Value 2, special skill: Large Shield, Shield Formation. Killing Experience 17.

Regarding attack and defense attributes, they weren't much different! Even if as a player, Blood Sea Wave started with 2 attack points, he couldn't break the defense of the Skeleton Warrior. Calculating the formula would put his damage value at under 85% of normal, where two hits might kill if lucky; if not, then three hits!

Sure enough, at this time Blood Sea Wave needed two or three hits to kill one skeleton, and also had to take two hits himself!

What kind of person is this! If only we teamed up, I could take advantage of my spearlong weapon for a free stab before they reached us, we'd finish them up together with no effort, breezing through upgrades without even needing a break?

Damn it wanting to swallow everything whole! Back then, I wasn't as \*\* as you, at least I coordinated before parting ways. Da Fei thought more angrily and whammed the tree beside him!

—System Prompt: You obtained one Coconut Juice Fruit!

—Coconut Juice Fruit: Life temporarily +1, restore stamina by 100 points, the island's only freshwater source!

Da Fei's eyebrow jumped! The only freshwater source? So, there were still goods on the island! I thought, the system couldn't really leave players in an absolute dead-end! Great! Da Fei knocked down all the trees and obtained 5 Coconut Juice Fruits.

—System Prompt: Unable to obtain more Coconut Juice Fruits, please return next month when the fruits are mature.

Next month? That equates to 3 days in reality! Hahaha! Definitely a cheat! Kid, try dry gnawing away without freshwater! Dry gnawing is bound to lower status to some extent, right? All in all, seize every chance to irk him!

As the weakened time elapsed, Da Fei went back into the sea. He then attempted to challenge various unknown sea creatures, failing repeatedly!

I don't believe I can't find something beatable! Continue!

By now, it was getting dark, and waist-deep seawater was retreating with a clatter, low tide! In the starlit sky, the island's area after the tide had retreated was so much larger!

So, there's low tide in the game! Da Fei was inspired, if some unbeatable big fish didn't withdraw in time, lying on the beach would turn them into meat on the chopping board! With this thought, Da Fei suddenly was refreshed, searching everywhere. Unfortunately, there was a large gap between imagination and reality.

No way? Is the shipwreck the only way out? Da Fei angrily looked at the shipwreck, which was teeming with ghost lights and skeletons at night; Blood Sea Wave seemed to be leveling up, the more he killed, the more invigorated he became, damn!

In distress and anger, Da Fei suddenly noticed a glowing red patch in the distance. What was that?

Da Fei hurriedly approached to check; it was a cluster of squishy little creatures wielding tentacles in a pool left by the receding tide! What creatures? Anyway, Da Fei had died enough, like a dead pig unafraid of boiling water, fearlessly approached, yet these red-named creatures remained unresponsive!

Even at such proximity, no reaction? Looked like coral? Anemone? Was it an Anemone?! Maybe a Plant Monster? Whatever it is, deal with whatever comes!

Aiming at a target, Da Fei thrust with his spear "—2!"

The tiny creature squeaked, tentacles sweeping counterattacks! But they couldn't reach Da Fei! Indeed, the special skill of the Long Spear Soldier was "Long Weapon"!

Da Fei rejoiced! Another thrust "—3!" The anemone still swung its tentacles in vain!

Da Fei laughed heartily! Found it! Heaven doesn't shut all doors, I finally found it! This is truly a great place; without low tide, I wouldn't have known there was another world here! People say Plant Monsters are weird, right? The Long Spear Soldier may be weak, but I've got you!

Another three shots, the anemone collapsed with a plop and died!

—System Prompt: You defeated an unknown creature, gaining 10 experience points!

Hahaha, I can finally level up! Miracle Island truly lived up to its name, this whole area of anemones was all my experience!

Chapter 7: Chapter 4: The Relics of the Sailing Captain Chapter 7: Chapter 4: The Relics of the Sailing Captain Editor: Atlas Studios Under the starry sky, by the tide pool at low tide, Da Fei's flying spear moved like a dragon as he sweat profusely, slaughtering these defenseless anemones!

Plant monsters are actually not weak, it's just that their inability to move is a deadly disadvantage. But the advantages of plant monsters are bizarrely heaven-defying. Currently, the most ferocious plant monster released on the official website is the Cannibal Tree, located in the border areas between the Elf Kingdom of Farolan and the human Griffin Empire, where the entire forest teems with them. Unwitting outsiders get snared by ground vines and swallowed by tree trunks in no time – no matter their rank or size; small ones are instantly annihilated, bigger ones might struggle for a few seconds. Even if an army marched into that forest, they would be instantly annihilated! Moreover, the Cannibal Tree also harbors symbiotic Forest Demons and Tree Snakes, making the Cannibal Tree woods an unsolvable deadly territory. After all, the combination of troop types is most crucial.

Of course, there are very few types of plant monsters, and the environments in which they survive are also very bizarre. Currently, the official website has revealed plant monsters like Cannibal Tree, Poisonous Dandelion, Hallucinogenic Poppy, Exploding Sweet Potato, etc., all of which possess the heaven-defying ability to destroy entire legions!

How lucky is Da Fei to encounter a new type of plant monster in the sea? No, this isn't luck! This is strength! There's a reason why the NPC assigned me, this trashy gunner, to be here! This is the discovery reward I deserve! After all, I am still an expert with years of experience! Wahaha!

Finally, when the 100th anemone burst and died, a golden light descended from the sky!

— System Prompt: Congratulations! You have leveled up to Level 2! You have gained 1 strategic attribute point, 1 skill point, Life +2, Command Power +1.

— Newbie Hint: Players can independently distribute their strategic attribute points across Attack, Defense, Magic Power, and Knowledge. During the newbie phase before job-change, each level up grants only one strategic attribute point, so players must distribute them carefully. If unsure about which direction to develop in the future, you can accumulate attribute points without distributing them right away. Strategic attribute points can also be acquired through methods like arena training and schooling.

— Newbie Hint: You have gained 1 skill point. You can purchase a Skill Book from schools, barracks, or town skill tutors to learn a new main skill, enhance your existing main skill level, or learn branch skills from the Skill Books you already own. Skill points can also be obtained through mission rewards.

— Newbie Hint: Your Command Power has increased by 1 point. Now you can lead 1 soldier in battle. The more powerful the soldier, the more Command Power is required; the Command Value on the soldier's attributes indicates the required Command Power to lead that soldier. Command Power is mainly acquired through completing missions and obtaining official titles from the country.

Da Fei wiped his sweat and let out a long sigh.

For an unclassed newbie, leveling up wasn't much of a boost, and the key issue was that the Killing Value was still pitifully weak at 1-3. If only I had learned the Attack Skill—it's probably the first skill chosen by most players who begin as battle heroes, as it's essential. The problem is, I only have a Sailing Skill book on me! There's not even a Skill Tutor in this godforsaken place! If I knew I would be stranded here, I wouldn't have chosen Sailing to start with. Plus, what's the use of having Sailing now when there's no ship? Although my Command Power did increase a bit, where can I recruit soldiers here?

This is so frustrating! The system and the players are conspiring to screw me over!

I bet those normal players who started out, whether they chose gunner or archer specialties or the Attack Skill, are happily collecting missions and rewards from the barracks instructors, probably already leading a few minor soldiers into instances by now, right? As the Goddess says, not supporting player lotteries is a wise choice, getting a crappy talent and being dispatched to a crappy place really affects development. Luckily I'm an expert and can still find a glimmer of hope, otherwise, a noob might just die from being isolated on this desert island!

Die from isolation? Wait! Surely I can't swim back from this deserted island? There must be a ship, right? Could it be that the ship stranded on the shore is actually functional? Is the player's task to drive that ship back?

Da Fei's heart skipped a beat! That's a big ship! If I really could sail that ship away, I could save a huge amount of money and time spent on building reputation! But before talking about the ship, that guy definitely won't hand the ship over willingly! As for him having a change of heart to bring me back on his route? I guess with his black heart, it's unlikely!

Da Fei's brows furrowed! At the end of the day, I must take on Blood Sea Wave! Even if I can't beat him, I must at least pose a threat to him, otherwise, I wouldn't even qualify to negotiate!

No more talking, time to level up! Da Fei allocated the strategic attribute point he received to Attack; 1 point in Attack could increase the hero's and troops' Damage Value by 5%. After all, adding to Attack is never wrong! I don't believe I can't catch up with him killing skeletons if I continue to kill these defenseless monsters!

Da Fei continued moving from one tide pool of anemones to another. Unknowingly, dawn was approaching, and the rumbling sound of the tide carried from the horizon, the edge of the sea and sky turned into a strip of silver ribbon, the tide was rising!

Da Fei suddenly realized he was very far from the island, he couldn't even see the ship on the island clearly! Damn! Not like this! Am I going to drown in the sea? When I wasn't leveled up, dying didn't matter, but now if I die and lose experience, that would really hurt!

What to do? Da Fei looked around and suddenly saw a small protruding islet in the sea not far away. Since there's no time to run back to the island, that place probably won't get submerged by the rising tide!

Da Fei immediately rushed into the sea and started swimming vigorously, racing against the tide!

As the tide rolled in, Da Fei clearly felt the sea level rising rapidly, and he was running out of stamina halfway through! Damn! Hurriedly, he pulled out a coconut, smashed it open, and drank it all – Stamina +100! Oh yeah!

It's getting close! The sound of the tide was like thunder, the waves like walls! Almost there! All out! Da Fei clenched his teeth for the last sprint! Although no matter how he clenched his teeth in the game, it didn't help!

— Boom!!! The tide hit the shore and the waves reached the heavens! In that instant, even as Da Fei clung to the rocks with his back against the massive waves, he could still feel the shocking vibrations coming from the rock!

“Finally...” Da Fei let out a long sigh of relief, slowly climbed up the rocks, and suddenly shuddered!

There was someone on the rocks! A rotting skeleton of a dead person!

Da Fei immediately raised his gun, fully alert!

The standoff lasted for quite a while, but these dry bones eventually did not turn into a skeleton rising up. It seems they're not monsters! If they're not monsters, what does that imply? It means there's a chance!

Excited, Da Fei began searching through the pile of ragged armored bones.

— System Prompt: You search the remains of the deceased and find an old travel bag and a tattered Sailor Battle Armor!

— Tattered Sailor Battle Armor: Increases personal defense by 3 points, durability 22/100. (Note: Personal defense only affects the hero himself, not the troops)

Hahaha! Finally got something to wear! Da Fei laughed heartily towards the sky! It's not necessarily about getting something good, but getting something at all in this desperate situation is immensely thrilling! Now Da Fei could finally understand how Robinson Crusoe felt when he found a small knife after being stranded on a deserted island in "Robinson Crusoe"!

But, the real excitement is still to come! Da Fei immediately put on the tattered leather armor, then couldn't wait to open the travel bag, and a golden glow shone out, stopping Da Fei's breath!

It was a book with a golden cover! Exactly like the book he had!

— System Prompt: You have obtained a Reconnaissance Skill Book, use 1 Skill Point and you will learn Basic Reconnaissance Skill!

— System Prompt: You have obtained a C-grade strategic treasure telescope!

— System Prompt: You have obtained an old Sailing Captain's log (quest item).

Ha ha! Hahaha! Just when I was worried about not having a place to learn skills, the Skill Book appeared right at my door!

I get it! I get it now! Although this Newbie Village appears deserted, it has a Skill Book! How could the system actually dispatch new players to a place where they can't even learn skills? It means, the specialty of this uninhabited Newbie Village is for players to explore and discover by themselves! And undoubtedly, the sunken ship must be the jackpot!

Thinking of the sunken ship, Da Fei felt a sense of urgency and quickly checked the remaining items.

— Telescope: Increases hero's vision by 50%, a C-grade strategic treasure.

Strategic treasure! Hahaha! Hahaha! It's only the first day and I've found a strategic treasure! Strategic treasures are not like ordinary weapons and equipment; they are crucial in determining the outcome of a war! What does a 50% increase in vision mean? It means seeing things half as far away as normal! I can see him, but he can't see me! This is a must-have divine artifact for sailing and guarding against pirates!

Elated, Da Fei casually looked through the telescope towards the deserted island, where the previously blurred sunken ship was now clearly visible, and the figure of Blood Sea Wave still fervently battling on the deck! Damn!

Then he opened the page kept with a bookmark in the Sailing Captain's log.

— To the fortunate adventurer who finds this:

I am Juan Sebastian, the Imperial Navy Sergeant and the Sailing Captain of the Saint Anthony Expedition Ship. I must record the truth to inform the public, for the scholar and astrologer Sir Markar is the main culprit behind the tragedy! On the night of April 21, 156, during our return voyage, we encountered a storm and got stranded on a deserted island. When everyone was exhausted, Markar took the opportunity to use Black Magic to murder everyone on the ship, intending to claim our astonishing discoveries for himself!

Ever since we discovered the underground sea and Mithril Island in the New World, I sensed something was off with Sir Markar. I expressed my doubts to the Captain, but no one would suspect Sir Markar, the Great Mage of the Empire, and for this, Captain Renior scolded me. However, I remained wary of Markar, which allowed me to escape the massacre that night, but trapped on this rock, I won't live much longer! This log of mine records the entire process of our great adventures, especially our astonishing secret discovery, the underground sea's Mithril Island! To the adventurer who finds this, please ensure my journal reaches His Majesty to stop Markar's ambitions!

— System Prompt: You have obtained the Sea Chart for the New World's Mithril Island!

— System Prompt: You have triggered the Epic Mission "Conspirator on the Great Sea Route"!

— Newbie Hint: Epic Missions can change the world's balance and are extremely difficult. The Great Sea Route was a massive naval expedition organized by the kingdoms of Hero Continent in Genesis 145th Year to find the passage to the Otherworld's New World, sacrificing countless sailors. Markar is now the Chief Court Grand Mage of the Empire, a Great Duke, and the Governor General of the New World colonies.

— Task Hint: You can directly present the journal to the Emperor. You might receive a generous reward from the Emperor and rise to success overnight, or you might be overlooked by the Emperor due to certain concerns, or potentially be harmed by the high-ranking Great Duke Markar. You can also keep the Sea Chart for yourself or auction it off at a high price on the black market. Any decision you make will change the world.

Da Fei, stunned and jaw-dropping, exclaims, "Holy crap! Picking up a corpse and it leads to an epic mission!"

Chapter 8: Chapter 5: Learning Reconnaissance Skill Chapter 8: Chapter 5: Learning Reconnaissance Skill Editor: Atlas Studios Creation Era Year, the gods grew weary of the endless conflicts among races on the Hero Continent and opened up a supercontinent in the Otherworld, the New World! All the racial countries of the Hero Continent indeed ceased large-scale conflicts and started a frenzy of colonization and exploration in the New World! However, only a few strong individuals from the Old World could reach the New World through the Space Gates opened by mages. Various production resources and weapons could not be transported in large quantities, and the New World's treasures couldn't be brought back on a large scale. Coupled with the presence of countless powerful monsters, the development of the New World proceeded slowly for a hundred years.

Genesis 145th Year, the pioneers working at the New World port suddenly discovered a drifting bottle from the Old World, proving that there was a natural oceanic Otherworld gate between the Old and New Worlds. A large number of resources could be transported between the two worlds by sea! A tragic "Great Route" campaign to find the New World shipping lanes unfolded!

January 1, 150, fully prepared and with elite personnel, the Saint Anthony Expedition Ship, led by the experienced navigator Captain Renior, set sail from Saint Paul Port, filled with the Empire's blessings and hopes, following in the pioneers' footsteps to challenge the unknown and dangerous domain once more! Sir Makar, the Court Astrologer, was also part of the expedition team.

April 20, 156, the Saint Anthony created a miracle by successfully returning from the New World! However, on the way back, it was attacked by the Undead Fleet! Sir Makar became the last survivor who fought until the final moment and was stranded on a deserted island, holding out until the Empire's rescue team arrived! To commemorate this great achievement, the unnamed desert isle was named Miracle Island!

January 1, 157, Sir Makar, having recovered from his injuries, officially accepted the Empire's conferment ceremony for his outstanding feat of opening the Great Route, being elevated to a Duke and becoming the Lionheart Empire's chief Court Astrologer, becoming the greatest scholar, navigator, and explorer of the century!

159, the maritime exploration of the New World route was officially completed, with the Light Camp and Dark Camp each controlling an oceanic Otherworld gate leading to the New World, heavily guarded. The exploration movement of the New World was able to fully unfold.

Genesis 160th Year, to accelerate the pace of exploration, the gods dispatched the Child of Destiny (i.e., players) to descend upon Genesis!

...

Now is the year 160, this is the official website's introduction to the game's background and the related details of the Great Route. There was not a single mention of Mithril Island, and the Empire's New World map had no Mithril Island, nor any underground sea. The cause of the accident was also somewhat different from the tearful accusations in the notebook. Of course, the differences suggest a conspiracy, perhaps Makar intended to secretly seize Mithril Island himself?

However, Epic Quests or Legendary Tasks, these are distant clouds! They're not things considered by a brother who is only level 2 right now, the urgent matter now is to figure out how to get rid of Blood Sea Wave! Besides, upon receiving this task, this account's value would surely surge a hundredfold, wouldn't it? As he said, even if he couldn't mix in any longer, it wouldn't be a big deal to log off and then contact someone to sell the account, naturally, there would be a boss arriving by ship to collect him! So, he didn't have any qualms anymore, wahahaha!

The greatest gain now is this Reconnaissance Technique Skill Book.

—Basic Reconnaissance Skill: Increases the hero's vision range by 20%, can obtain information on enemy numbers, morale, and logistics.

—Intermediate Reconnaissance Skill: Increases the hero's vision range by 40%, has a certain chance to discover hidden enemies around, and can give early warnings on attacks from discovered hidden enemies, increasing the player's chance to evade attacks.

—Advanced Reconnaissance Skill: Increases the hero's vision range by 60%, can draw maps, has a certain chance to discover hidden resources or treasures that are difficult for normal people to find.

—Expert Reconnaissance Skill: Increases the hero's vision range by 80%, can view the opposing hero's equipment from a distance, can train troops in the hero's own castle: Scout.

Scout: Level 1 troop, Attack 0, Defense 0, HP 10, Damage 0-1, Attack Speed 10, Move Speed 15, Command Value 1, Special Skill: Advanced Reconnaissance Skill, Stealth. Training cost: 500 Gold Coins (the most expensive level 1 troop).

—Master Reconnaissance Skill: Increases the hero's vision range by 100%, gains night vision ability, can maintain normal vision at night. (Note: Night vision is reduced by 90%)

Sub-skills as follows:

—Intelligence Collection: When battling with unknown monsters, heroes can obtain the monster's attributes and create Intelligence Cards. Selling the cards to scholars or nobles can earn money, reputation, and some NPCs' favor.

—Disarm Traps: Possesses lockpicking and trap disarming abilities.

—Disguise: Counter-reconnaissance, making it difficult for enemy heroes or wild monsters to discern your army's specific composition.

—Stealth: Allows the hero to remain undetected by enemy troops and monsters within a certain range; the effect depends on the level of Reconnaissance Skill, monster level, weather conditions, and terrain. When using Stealth, the hero cannot lead any troops. Prerequisite for learning: Advanced Reconnaissance Skill.

—Ambush: Allows the hero's army to hide in the wild, making it difficult for enemies to discover. The skill's effect depends on weather conditions, terrain, army size, and the enemy's reconnaissance skill level. During ambush, the army cannot move. Prerequisite for learning: Must master the Master-level Reconnaissance Skill.

—Intelligence Analysis: After obtaining all detailed intelligence of unknown creatures, heroes can discover the creature's fatal weakness, ignoring its defense by 25%~100% during combat. Learning requirement: Master-level Reconnaissance Skill.

—Phantom March: Your army is difficult for enemies to discover when marching in the wild. Learning requirement: God-level Reconnaissance Technique.

...

This is the Reconnaissance Skill! A skill similar to a thief class in traditional games! In the hands of players with high imagination and creativity, the thief class often creates unbelievable miracles!

But in Heroic Creation Era, which is a game of leading troops to battle, this skill seems a bit awkward as there isn't a single offensive skill ahead. Starting leveling up is certainly unfavorable. Although the sub-skill Intelligence Analysis of the Master-level, and the God-level sub-skill Phantom March, are eye-catching, the Master-level and God-level are distant clouds!

After changing jobs at level ten, leveling up becomes increasingly difficult. Before level 10, players who mastered the Attack Skill surely slaughtered monsters fiercely and quickly. Between levels ten and thirty, Leadership Skill to increase troop limit and Defense Skill to boost troops' life and defense are prioritized, so there's no way to spend Skill Points to learn Reconnaissance Skill. After level 30, leveling becomes more difficult, learning Reconnaissance Skill was even less possible, or else it would drag down the leveling speed due to the Reconnaissance Skill, losing the early advantage. Probably only those pure casual players, commercial players who don't like fighting, or large guilds, large teams would specifically train an account with a major in reconnaissance.

And Da Fei, of course, is a commercial player. Da Fei's goal is to make money by running ships, a merchant running ships might not be able to defeat pirates, but at least must be able to spot pirates early for timely evasion, so Reconnaissance Skill is a must for Da Fei! Moreover, having drifted to the edge of this desperate situation, having found a book with much difficulty without learning it would be punished by heaven.

So Da Fei, with a heart full of gratitude, opened the book without hesitation! A flash of golden light!

—System Prompt: You have learned Basic Reconnaissance Skill, your vision increased by 20%! You can obtain information on enemy numbers, morale, and logistics.

Now Da Fei's vision, with the skill and telescope bonuses, was 70% more than a normal person. Da Fei raised the telescope eagerly to look at the shipwreck again and sneered, "Just wait, our mate will learn to stealth overboard!"

However, seeing Blood Sea Wave working so hard to kill monsters day and night, Da Fei was even more displeased! Damned, I was now stranded on a shoal with rising tides, incapable of doing anything, making leveling time half as efficient as him! There was no choice but to wait for low tide at night. With nothing to do now anyway, might as well flip through this diary and see what the so-called Mithril Island is all about.

Chapter 9: Chapter 6 Blood Sea Studio Chapter 9: Chapter 6 Blood Sea Studio Editor: Atlas Studios Shipwreck on a deserted island. With the last Skeleton Warrior on the deck falling, a flash of golden light appeared as Blood Sea Wave leveled up to level 4. He successfully learned the Attack Skill sub-skill "War Maniac."

—War Maniac, increased the basic killing power of the hero and the hero's troops by 1 point, greatly benefiting low-level troops. The prerequisite for learning this skill was mastering the Advanced Attack Skill.

At this moment, Blood Sea Wave's character had been continuously fighting for a day and night in game time, which was 2.4 hours in real-time, and was extremely fatigued, needing to rest. Blood Sea Wave felt satisfied with his leveling speed.

Even though being on the isolated island meant no novice missions from the instructor, no novice instances, and no recruitment points, the leveling speed was actually not as good as those ordinary players who already had a few reward soldiers. However, this was the cost a super account had to bear for surviving in a desperate situation!

However, after learning War Maniac, things changed. The basic killing increased from 2-5 at birth to 3-6, and then upon reaching level 5, the system would reward 1 point of basic killing every 5 levels, resulting in 4-7. Coupled with a 6-attack that neutralized the 6 points of defense from those disgusting shield-holding Skeletons, the expert Attack Skill boosted killing by 40%, making the minimum damage greater than the 5 life value of the Skeleton Warrior. With that, you could take one down with a single hit, speeding

up future monster-slaying significantly. Especially for a Shield Guard with 8 personal defense and 20 life points right from the start, future leveling would be worry-free, allowing for an unstoppable path straight to the bottom of the ship!

If there was anything unsatisfying, it was that his starting point was still a bit lower, being just a Level 3 Soldier felt somewhat unimpressive! Currently, accounts valued at 1 million US dollars started as Level 4 Soldiers. For example, Star Team's Griffin Breeder started with a level 4 Air Force Griffin, which had high attack, fast speed, and could dive into those long-range wild monsters ordinary players wouldn't dare approach, making development far too easy.

In the Heroic Creation Era, the troop levels for each race were divided into 8 levels. Level 0 troops were militias, reserve soldiers like the Human Race's farmer, Elf Clan's Flower Demon, Dwarf Clan's dwarf miner, the Hell Race's Demon Infant, Undead Race's sufferer skeleton, and the Beastman Race's goblin. Their life was extremely fragile, unable to withstand a blow, and players couldn't recruit them. Their primary role was production and defending the city during critical moments. The speed of a castle's development was mainly determined by these level 0 troops' numbers.

Then levels 1, 2, and 3 troops were conventional units, which ordinary players could hire in the main city if their Command Power and tactical position were sufficient. Level 4 troops, however, marked the threshold of advanced units, requiring various challenging tasks and reputation farming.

Starting from level 4, troops gained Magic Resistance and could cast spells. For instance, the neutral faction academy's Grand Mage, the Elf Clan's fearsome Druid, the Hell Race's alluring enchantress, the renowned vampire of the Undead Race, the Beastman Race's melee maniac Shaman, and the Dwarf Clan's thick-skinned and high-health Rune Mage, among others. Level 4 and 5 troops were the backbone of a race, with strong self-fighting capacity, acting as a bridge between other troops. Otherwise, the entire unit's combat power would be disconnected. This was particularly evident in the Undead Race and Human Race.

The Undead Race's army generally had slow move speed, while the vampire had an outstanding speed, often already engaging in battle while the main force was still catching up, resulting in a predicament of fighting alone. Advancing and retreating alongside the main force meant wasting its own speed advantage. Thus, playing the vampire well was crucial for the Undead Race, marking the dividing line between masters and amateurs.

Similarly, the dilemma for Human Race's Holy Hall was the level 6 Knight, whether to charge or not, which was a very perplexing issue!

Players could establish their own castles in the New World and acquire various diverse troops, known as Soldier Source Bases, developing their unique troops. Especially for the Undead Race, a myriad of strange Undead creatures kept emerging, but no matter

how developed or nurtured, they had to cooperate with the main force. Otherwise, it was better to honestly recruit the system's main city's main combat troops, at least replenishing main combat troops' numbers was convenient.

For Blood Sea Wave, his development and the development of the New World were already planned. Blood Sea Wave planned to construct an impregnable island fortress in the New World and cultivate his unique naval troop type within it. Although the born Shield Guard wasn't of the highest caliber, it was most suited for naval warfare on narrow ships. Meanwhile, weapons like the first-level gunner, large creatures like the fourth-level Griffin, and sixth-level cavalry with horses certainly couldn't conduct naval battles on narrow ships and needed replacing. Then he would dominate the seas across both worlds, for only by conquering the oceans could he truly conquer the world!

In reality, Blood Sea Wave was a naval battle maniac himself. To acquire a naval battle specialty, he purchased over 200 machines in total, drawing 200 times! This was why he only entered the game three days after its launch.

Notably, Blood Sea Wave was incredibly fortunate. On the 200th attempt, he finally obtained the "God-level" specialty of an Admiral! If he really couldn't draw it, he would have had to purchase it at a high price on the market. As for scaring Da Fei with words of getting bored and selling his account, it was just to intimidate him into giving up, showcasing that he feared nothing.

As for handling the 200 machines he purchased, he thought about opening a studio. Although the machines weren't valuable, buying so many took quite a bit of effort.

Blood Sea Wave called his good friend, "Shaodong, what are you doing?"

On the other end of the line, a disgruntled voice replied, "What else can I do? I'm living a life bestowed by the Heavenly Queen."

Blood Sea Wave chuckled, "Still not worn out? I want to open a game studio, let's do it together!"

Shaodong replied in surprise, "Game studio? Are you kidding? We guys don't lack money!"

Blood Sea Wave chuckled, "Actually, it's just playing games, but calling it a studio sounds better. At least those old folks will think we are doing something proper."

Shaodong laughed, "True, which game?"

Blood Sea Wave nodded, "The hottest one! Get Brother Tian and Mr. Ma to play too, tell them to stop racing cars. With all the gas-powered taxis on the street now, hitting one would be like hitting a bomb. It's not worth dying."

Shaodong laughed, "Want me to bring over a bunch of girls? We can play while having fun?"

Blood Sea Wave retorted, "Most annoying are female players, don't want anyone too dumb!"

Shaodong laughed heartily, "Relax, I don't want to mess with someone too dumb either! By the way, what's the studio's name?"

Blood Sea Wave instantly replied, "Blood Sea Studio!"

...

After contacting his wealthy friends, Blood Sea Wave's mood became even better.

The only displeasure was the extra trash on the island! This felt like having a grain of sand in the eye.

Thus, Blood Sea Wave couldn't fully immerse himself in killing monsters, always subconsciously keeping an eye out for that worthless player. Did he die many times during the day? Ha! Trash is trash, this place is no place for trash! But where was that piece of trash now?

Blood Sea Wave looked around, not seeing any sign of him, then checked beneath the ship's side. Still not there! Where did he go? Logged off after failing to adapt? That's wise!

Suddenly, Blood Sea Wave remembered something; he didn't have enough rations! There was no problem with food since fishing and shrimp-catching solved it, but what about the water?

Blood Sea Wave noticed the few coconut trees on the island, thinking they probably held water. He hurriedly went to the island to pick the fruits.

—System Prompt, the fruits have been picked already. Please return in 29 days when the next batch ripens.

Damn it! Blood Sea Wave angrily kicked hard, "When that piece of trash logs on, I'll chop him down immediately!"

Concerning reputation loss, might as well become a pirate! Being a pirate allows openly robbing NPC's merchant ships! Negative reputation rises faster than anything! Of course, soloing can't start off as a pirate, but now that the brothers are all coming to play, there's no problem with that.

Chapter 10: Chapter 7: Mysterious Stealth Navigation Chapter 10: Chapter 7: Mysterious Stealth Navigation Editor: Atlas Studios At this time, Da Fei was sitting on a reef, yawning repeatedly while flipping through this tedious notebook full of various navigation charts and coordinate numbers. He would only stop to take a closer look where there were words, but it was just various climate and hydrology geographical annotations. As for the location of Mithril Island, even if he saw it, it was as if he were in the dark.

Come to think of it, mithril should be a strategic resource more precious than gold in the eyes of a mage, right? So how should Brother handle this map? Offer it up? Sell it? Develop it myself?

Offering or selling it seems too shortsighted, and developing it myself would mean directly opposing that Duke Makar, wouldn't it? In the game, the next major instance is said to require the power of a large guild. How could an epic quest possibly be something a regular player like me could handle alone? Find someone to collaborate with? Damn, Brother, like that Blood Sea Wave, can't trust players either!

Just then, a line of text popped up.

—May 12, 155, fog. Today is my dear Selvia's 10th birthday, but I am not by her side. I have been away from home for five years now. I wonder if she has gotten used to life at the church? I wonder if she still waits for me at the docks of Saint Paul Port every morning? I wonder if she can still recognize her father now? Over these five years, we have endured various extreme survival challenges at sea, and we are now unrecognizable; even when I look in the mirror, I can hardly recognize myself. May God bless my Selvia with all that is good.

Da Fei furrowed his brow. There was content, huh? What is this? Is this a hidden storyline? It must be, right? Brother is a self-taught expert! Saint Paul Port, the daughter living at the church, is that right? Yes, it seems in the game, those sailors without relatives leave their children at the church for care. In 155, she was 10, so now she'd be 15?

Fifteen years old! Ha ha ha! Uncle, you can go in peace; Brother thanks you for the gift of skill, and I will surely look after her!

Excitedly, Da Fei continued to turn the pages.

—Sept 24, 155, sunny. The months-long autumn haze finally ended. Everyone took out their blankets and duvets to sun them out, pleasantly surprised to find they were filled with fleas, so everyone caught a bottle full, mixed it with cherished butter, and spread it on dry bread for an amusing lunch!

Oh, crap!

—Nov 4, 155, sunny. The ocean was calm, and the sky was clear. We reached the edge of the pirate-infested New Caribbean waters, and I kept a vigilant lookout, not daring to slack off. At noon, while everyone was having lunch, I suddenly noticed an unnatural ripple in the water, far away on the side of the ship. Was it a mere optical illusion, a hallucination, or a fish?

No! None of these! My intuition told me it was definitely the legendary Pirate King's "Mysterious Stealth Navigation!" They could use water screens to create an illusion to obscure the ship's body, approaching their prey undetected even in broad daylight! I immediately sounded the alarm, eliciting laughter from the crew! I began to regret my rashness and paranoia!

But Captain Renior firmly supported me, and the entire ship immediately changed course. With the wind at full sail, we fled at full speed. At that moment, an astonishing scene unfolded as a pitch-black pirate warship suddenly appeared on the open sea! It truly was the feared Pirate King Red Beard! Seeing us flee, he immediately dropped his disguise and pursued us at full speed!

At that moment, a golden light bathed my body, and I finally broke through my limit, reaching the Master-level Reconnaissance Skill! I succeeded! God! I praise you! I could finally step into the God-level realm!

...

Seeing this, Da Fei couldn't help but freeze! Understanding others through the skill upgrade to master level was easy enough, but what did "finally able to step into the God-level realm" mean? Could it be that after the master level, God-level becomes simple?

Da Fei hurriedly turned the pages forward!

The subsequent content was about how Juan would occasionally approach Captain Renior and the onboard mage Makar to discuss the principles of this skill. Their comprehensive analysis suggested that this Mysterious Stealth Navigation wasn't just within the realm of the Sailing Skill, possibly incorporating some magic, some reconnaissance skill, and maybe even having something to do with the vessel's material itself. Moreover, it didn't seem like a skill that one person could accomplish alone; it should be a combination skill achieved by a team working together.

So, it was a combination skill! Just as Da Fei turned the page again,

—System Prompt: You studied the esteemed predecessor's treatise, gaining 2,000 experience points. You obtained information related to the skill "Mysterious Stealth Navigation."

—Novice Hint: By obtaining skill information, players trigger the skill development system, enabling self-research or acquisition of more detailed intelligence from various NPC conversations or mentorship to learn the skill among others.

—System Prompt: Congratulations! You have reached level 3! You have gained 1 strategic attribute point, 1 skill point, your Life Value has increased by 2, and your Command Power has increased by 1.

Skill information! Da Fei's jaw hit the floor!

This Mysterious Stealth Navigation wasn't recorded in the sailing skill book! Could it be a pirate's exclusive skill? A God-level Skill? Meaning this journal is an important research treasure! It's the key item for Brother to learn a God-level skill, and Brother can't turn it in yet!

Da Fei carefully read through it once more, and the later content showed how, after more interactions with Makar, Juan began to notice something was off about Makar and other random details. There were no further system prompts.

This meant that to learn this skill, he needed to assemble a team filled with talents. Naturally, even without this skill, talents were necessary, as the reason the Saint Anthony could repeatedly escape peril and perform miracles was because the ship was full of talented people.

And recruiting such a team might be too far-fetched for a lone wolf like Da Fei, meaning he'd have to recruit NPC talents. To recruit excellent NPC talents, or even NPC heroes, a player's reputation was essential. Nobody wanted to follow an obscure nobody.

There were many ways to gain reputation, like quests, military achievements, etc. Da Fei happened to have a method to gain reputation because of the sub-skill of reconnaissance, Intelligence Collection!

—Intelligence Collection: When the hero battles against unknown monsters, it can gain the monster's attribute and create an Intelligence Card. Selling this Intelligence Card to scholars or nobles could yield money, reputation, and favorable impressions from certain NPCs.

The area around this deserted island was teeming with unknown ocean creatures, perfect for gathering intelligence! Among them, there were bound to be one or two pieces of intelligence that were particularly valuable. For example, this Plant Monster Anemone!

Just recently leveling up to level 3 meant having another skill point. In any case, regardless of long-term goals or current plans, learning a skill was imperative. Da Fei decisively pulled out the skill book and acquired it!

—System Prompt: You spent a skill point to learn the passive skill Intelligence Collection! The longer you engage with unknown entities, the more detailed the intelligence collection becomes.

Yes, passive skills were good; Brother's favorite skills were passive skills.

The sky had darkened by this time, and with the sound of rushing tides, a large stretch of moist land was exposed. Fully prepared and in top condition, Da Fei invigorated himself and with a splash jumped into the sea, swimming towards the distant, glowing water puddles...