

## God level 91

Chapter 91: The Growth of Charming Emperor Once Again

Catherine turned around and gave Da Fei a sweet smile: "Captain, give me 500 Gold Coins!"

Da Fei was shocked: "You aren't really going for training, are you?" Hey, I'm really busy now, I'm about to go into battle soon, where is the time for me to fuss about this with you? However, facing the sweet smile of his sweetheart, Da Fei simply couldn't utter these words. Well, it's just a few Magic Towers, emblem selling for a trivial issue, I have countless plans to deal with it, so it's not urgent.

Da Fei chuckled and handed over 500 Gold Coins.

Catherine smiled and said: "It's easy to learn bad habits, but hard to learn good ones, these kids were born bad little sisters, such matters should be nipped in the bud, and learning piracy is right up their alley!" While saying this, she swayed two Gold Coins in front of two Little Banshees: "Want them?"

The two Little Banshees' eyes lit up.

Deirdre incited from the side: "Listen to what this big sister says, being obedient has its perks."

The two Little Banshees nodded repeatedly.

Catherine smiled: "If you want them, come and snatch them! Make sure not to let the Gold Coins fall to the ground! Otherwise, the Earth God will take them away, and you will be left with nothing." Saying that, she purposely let a Gold Coin slip through her fingers.

The two Little Banshees, being very clever, flapped their wings and flew forward to catch it.

Da Fei couldn't help but feel delighted, there's hope!

Catherine laughed out loud: "There are more!" From between her fingers, two more Gold Coins slipped out, and the Little Banshees once again pounced and caught them.

Catherine laughed heartily: "Your desires can't be just two Gold Coins, right? Come on, there's more."

The Gold Coins in Catherine's hand began to slip out faster, and as her hand moved to grab the Gold Coins also shifted, the two Little Banshees looked up, like puppies waiting to be fed by their owner, scrambling in all directions.

Da Fei was shocked and flabbergasted! Is this training pirates? They can't really become pirates, can they? Da Fei glanced at Deirdre nearby, only to see her eyes bright and serious, a bead of sweat rolled down her forehead to her neck, and then to her cleavage, onto the plains... For a moment, Da Fei was entranced! Uh, got to focus on the important stuff!

Da Fei then coughed lightly and asked softly, "Baby, what do you think?"

Deirdre seriously said: "If these two little ones can catch all the Gold Coins before their Stamina runs out, then their advancement will be successful, otherwise, it will fail!"

Da Fei exclaimed: "So it works this way too!"

Deirdre nodded: "As juveniles, they have infinite possibilities. Especially the Banshee Race, they are naturally smart and have a higher chance of learning various skills than ordinary demons. Moreover, what Grand Lady Catherine said makes a lot of sense, Banshees as demons are naturally suited for espionage and trickery, making them highly compatible with learning various stealth and thieving techniques, which is why they can successfully become Scouts. And after becoming Scouts, their abilities are enhanced, which laid the foundation for their training this time, not to mention they also have one successful Independent Expedition experience, all in all, as long as they successfully advance, then the Master's this operation will be more assured!"

Da Fei suddenly realized! So that's how it is! Banshees are smart, brother has seen it from you!

Now, Da Fei watched tensely at the two obviously slowing down little ones, hey hey! Hang in there!

Catherine chuckled: "Can't you manage this? If you win, you will gain great benefits!"

Deirdre shouted angrily: "Wake up, if you fail, no food for you! You will go to the battlefield with empty stomachs waiting to die!"

Da Fei was startled, hey hey hey! Don't be so harsh to the kids, okay? These are brother's  
350+500+250=1100 Gold Coins treasures!

Under the temptation of victory and the threat of failure, the two Little Banshees shuddered, their eyes faintly emitting the red glow common in Demon eyes, and their movements became agile again.

Deirdre exclaimed loudly, "Yes! That's the way!"

"Go for it!" Da Fei tensely clenched his fists.

Finally, Catherine chuckled, "Last three, catch them!"

With a crisp ting, Katrina suddenly tossed three gold coins from each hand into the air. The six gold coins spiraled towards the sky, marking the final moment. Da Fei clenched tight, Katrina's smile froze, and Deirdre was biting her lip even harder!

The gold coins rose, higher and higher, reaching their peak! And in that instant, two little banshees suddenly leaped and flapped their wings, soaring during this nearly still moment of the gold coins, grabbing one with the left hand, and another with the right, then biting another with their mouths!

In that moment, two beams of white light descended from the sky, enveloping the two little banshees!

"Oh yeah!!!" Catherine's excited scream echoed through the palace!

—System Prompt: Congratulations! Your Charming Emperor Species has gained improved attributes and acquired new skills!

“Oh yeah!!!” Da Fei, after much internal struggle, also excitedly jumped up.

Deirdre leaned on Da Fei, her eyes shimmering with tears as she sobbed, “The children have grown again, learning so many skills while they’re still so young, it’s hard to imagine how powerful they’ll become when they grow up.”

Da Fei hugged her shoulders chuckling, “This is the fruit of our love!” Hey hey, why so motherly now? You weren’t really going to starve them just now, were you?

Selvia then coldly said, “I think they should wear some clothes now.”

Pff! Pretending I didn’t hear that.

As the light faded, the two little banshees landed on the ground, appearing to have grown a bit bigger — yes, even their chests!

Da Fei excitedly said, “Come here, my Little Baby, let your master check your attributes!”

—Underage Charming Emperor: Attack 2, Defense 0, Damage 2-3, Health 5, Attack Speed 8, Special Skill: Flying Creature, Advanced Reconnaissance Skill, Stealth, Independent Expedition, Agile Evasion, War Plunder, Chain Shooting.

So many special skills! Da Fei’s in-app purchase-laden eyes are blind with excitement! And don’t forget these attributes are already on par with a level 1 Skeleton Soldier’s combat level! What does this mean? This is as if a child can directly compete with full-grown regular troops, how formidable will they be when they grow up? Once grown and they learn the Banshee Race’s own Transformation Skill, Charming Technique, Chain Shooting, they’ll totally be adept at tricking, stealing, and all rogue activities, a tragedy for society!!!

Catherine laughed heartily, “Although they didn’t turn into pirates, they’ve learned the pirates’ Agile Evasion and War Plunder, what good kids!”

Deirdre nodded, "Indeed, they even self-taught the Banshee Race's Chain Shooting skill, this makes our mission much easier."

Da Fei laughed even more, "Great! Everyone, take a good rest, and then we shall begin our operation!"

(Note: Agile Evasion: This species has a 20% chance to dodge physical attacks. This effect can be stacked with the Defense sub-skill, Mobile Evasion, and the ability to dodge arrows.

War Plunder: Soldiers with this special skill have a Space Bag slot, can obtain an equipment item or a certain amount of Gold Coins or resources from fallen enemies or destroyed enemy buildings, with a carrying limit of not more than 10 units.)

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#### Chapter 92: Infiltrating Behind Enemy Lines

The final strategy was completed, and the two Little Banshees took the time to eat and rest. Catherine returned to the cockpit and began piloting the Magic Energy Wind Sailing Flying Ship toward the target location.

Da Fei used a Skill Point obtained at level 26 to learn Phantom March, then assembled the Phantom Crossbow Cannon in the Gun Cabin as part of the pre-battle preparations.

This operation was mainly a special forces infiltration mission with warship coastal cannon support as a backup. The NPCs had helped as much as they could; it was up to the player, as the Commander, to decide the tactics and troop deployment. It was time for this master to show his expertise and showcase his strategic prowess.

The Phantom Crossbow Cannon was assembled, and its legendary glory finally appeared in the world! This was a crossbow cannon so dazzling with magical light and bejeweled brilliance that it was difficult to look at directly. Those unaware might think it was a luxurious limited edition made by a tycoon to show off, but those who knew understood that it indeed was a luxurious limited edition made by a tycoon, but not for show.

Other than the material differences, the Phantom Crossbow Cannon's structure and components were no different from an ordinary crossbow cannon, which meant that physical damage was the same as a regular crossbow cannon. The difference was in the crossbow arrows.

Da Fei took out a special crossbow arrow from the machine bag.

—Phantom Crossbow Cannon Special Arrow: Enchanted with Master Level Ice Pillar Magic, adding 30 points of Magic Power to the arrow.

Now, Destruction Magic finally appeared. Let's briefly introduce Destruction Magic here.

As the name suggests, Destruction Magic includes spells like Fireball, Lightning, Ice Pillar, Meteor Shower, and Chain Lightning. You need to master Destruction Magic Skills to learn them. It is divided into Single-target Attack Magic and Group Attack Magic.

Since a hero's attributes and skills can affect the entire army, it stands to reason that the hero's attack skills could also affect the entire opposing army. Therefore, Single-target Attack Magic doesn't just hit one soldier; it hits an entire tactical position, which means an entire troop type! For example, a gunner with 10 health and no Magic Resistance would be annihilated by a single 100-damage Lightning spell, killing 10 gunners.

Players might object: "What's the point in that? I worked hard for days to gather 10 soldiers, and they're gone in one shot!"

Don't worry. The reason a hero is a hero is because they have the power to rally people's hearts and unify them. If magic attacks the entire army, then the damage is also borne by the entire army. If a player has 11 gunners and encounters a 100-damage Lightning spell, the result isn't that only 1 soldier remains alive but that 11 soldiers with 0.9 health each are left. The 100 damage is distributed among 11 soldiers, leaving each with 9.1 damage. If there are wounded soldiers in the unit with less than 9 health, then that wounded soldier would become a casualty. This setup prevents situations, typical in traditional games, where a Magic God player could challenge an entire legion, use a Meteor Shower to decimate countless troops, and then make a stylish escape.

In short, you have to bring more soldiers when facing a mage. One enjoys the thrill of striking, while the other is at ease taking the hits. In the early stages of the game, where players are running single heroes without any damage-sponging cannon fodder, getting one-shot by magic is not feasible.

Since it attacks a tactical position, a problem arises. For example, if a player has 10 gunners and hides 9 from magical attacks in a room, and 1 gunner goes out to reveal themselves to the mage, if a 100-damage Lightning spell strikes, what happens? The answer is that one gunner is killed, while the other 9 remain unharmed.

And the power of magic increases with the hero's Magic Power and the Skill Level of magic skills. Taking Ice Pillar Magic as an example, the damage calculation at each skill level is as follows:

Basic Destruction Magic:  $60 + 12 \times \text{Magic Power}$ , consuming 8 points of Mana.

Intermediate Destruction Magic:  $72 + 12 \times \text{Magic Power}$ , consuming 9 points of Mana.

Advanced Destruction Magic:  $84 + 12 \times \text{Magic Power}$ , consuming 10 points of Mana.

Expert Destruction Magic:  $96 + 12 \times \text{Magic Power}$ , consuming 11 points of Mana.

Master Destruction Magic:  $108 + 12 \times \text{Magic Power}$ , consuming 12 points of Mana.

This means that the Master Level arrow Da Fei held, with an additional 30 points of Magic Power, dealt magical damage of 468. Considering that the Hell Race commonly resists fire and fears the cold, the actual damage might be near a thousand!

Of course, it was just the basic damage enchanted onto it. Even 468 damage is not particularly impressive. Destruction Magic also has sub-skills like Frost Master, Fiery Fire Master, and Storm Master that can significantly boost spell damage, as well as composite sub-skills with other abilities. A magic hero becomes undoubtedly powerful in the later stages when they resolve the issue of mana sustainability. At that time, war would be a tycoon war where a fireball could wipe out a whole army of cannon fodder. Group attack magic, of course, targets multiple tactical positions, with Chain Lightning being the most notable example. Although its power isn't very strong, it indeed affects the entire army without exception.

Looking at this arrow, Da Fei's inner shock was imaginable. How many miscellaneous soldiers could be blasted to death with one shot? Of course, killing enemies wasn't the remarkable part, but the fact that the crossbow cannon's range exceeded that of any mage! It was a strike beyond visual range! When could I develop a Phantom Crossbow Cannon myself? By then, with 32 Phantom Crossbow Cannons in my luxury battleship, a row of shots would make the magic explode everywhere, wahaha!

A sailor reported: "Captain, we've reached our destination!"

Da Fei took a deep breath, placing all the special crossbow arrows in the backpack into the ammo box, then patted the sailor's shoulder: "Do your best work!"

"Yes, Captain!"

The Flying approached the boundary of the barrier and hid its massive form behind a forest of tree roots. Then, the Flying lowered the landing craft, and Da Fei, along with a rowing sailor, quietly rowed a small boat to continue forward. At this moment, two Little Charm Emperors quietly flew over the small boat in Stealth.

Seeing the golden barrier's light curtain, the small boat stopped. Da Fei activated Stealth and Phantom March, and under the effect of dual skills, Da Fei's entire figure blurred like a shadow. As for the Little Banshees, they didn't have shadows at all; Da Fei could barely see they existed.

Great! Just the effect needed. This time, Da Fei, as the commander, personally came to the front line to enhance their God-level skills. If the action failed, Da Fei was ready to sacrifice himself, but he had to distract the enemy to buy time for the two Little Banshees to escape.

To the Captain, if he were to die in battle, he would resurrect back in the Captain's cabin. If all the sailors perished, they would only return to the city.

Da Fei silently slipped off the small boat into the water, carefully diving toward the barrier. The lake water of the Pool of Radiance might be terrible strong acid to Demons, but for a good person like Da Fei, it posed no problem at all.

All actions aimed to approach the target without the knowledge of ghosts or gods. Even to avoid being detected by Demons' detection spells, the Spell blessings strongly requested by Selvia were not added.

He reached the shore without being discovered. Da Fei still didn't dare go ashore, staying motionless in the water.

Da Fei began to direct the two Little Banshees to fly out through the barrier and quietly observe from the air. When soldiers are under a hero's leadership and command, it means that their vision is shared with the hero.

Two teams of mobile patrol soldiers made up of Nightmare Beasts and Hellhounds appeared. Hellhounds! Da Fei immediately took a breath and submerged. Yes, Hellhound noses are incredibly keen, and only by hiding in the water could he avoid being detected. This was the reason Da Fei was soaking in the water and not going ashore.

The two patrol teams passed by. If not now, then when? As if emerging from water, Da Fei crawled through the barrier, crawling past the 0-level Demon Infant workers who bounced around with effort. If my God-level skills combined with Stealth were discovered by these weaklings, there would be no justice!

At last, he followed the pre-battle planned route and crawled into a construction puddle left by what seemed like a Siege Car on the shore. Oh yeah! Success! In the puddle, Hellhounds wouldn't detect him.

Now was the time to show off this master's skill in troop control.

Da Fei directed the two banshees to cautiously fly near the observation window of a newly completed Magic Tower, peeking in with their half-transparent faces. More accurately, this kind of tower should be called a Magic Watchtower; it couldn't compare to the true Magic Towers that Grand Mages studied in, of course, nor to their cost, otherwise it wouldn't be affordable for mass production.

Inside the tower room, various masked mages were adding potions, casting Spells on Arrays, transporting spell materials from boxes, lecturing imps, flipping books, busy with hectic activity. Damn, there were a lot of people, but their flustered, unpracticed appearance indeed didn't seem like veterans, probably Mage Apprentices, as Deirdre had guessed.

The room was lined with various apparatuses emitting lights and bottles filled with strange boiling liquids, intricate-looking, inciting a strong desire to cause chaos. However, it wasn't the right time to act.

So, Da Fei sent a Little Charm Emperor to see the first floor below the Magic Tower. The first floor appeared to be a storage warehouse, with various imps and Demon Infants rushing up the spiral staircase, carrying boxes upstairs. Watching those imps trembling as they carried boxes, Da Fei sighed; it was clearly inviting me to give it a helpful nudge!

Da Fei immediately directed the Little Charm Emperor toward the frontmost box on the staircase, lightly stepping on it! The box tilted that way!

An imp shrieked, "Wow!!!"

Clang! The box slipped, tumbling down the stairs, crashing into the boxes behind it, amidst shrieks and clangs, like a toppled row of dominoes, the entire stairway cargo line collapsed in chaos, instantly alarming the mages upstairs.

—"You idiots!!! Those are precious materials!!!"

Some mages went downstairs, others turned around—now was the moment, infiltrate!

Da Fei directed the upstairs Charm Emperor to fly into the room, hiding beside a shelf full of instruments and bottles. Excellent, unnoticed. Then let's sabotage this shelf.

The Little Banshee quietly flew to the top of the shelf, then—push! Creak—creak—the shelf swayed slightly, damn! Didn't topple!

Da Fei immediately directed another Charm Emperor to fly to the upstairs window. The room was still in chaos. Excellent, continue infiltration! Two working together!

Creak—creak—creak—

The creaking from the shelf startled the mage in the room. As he turned, he saw the shelf toppling like the sky falling, exclaiming in horror, “Ah!!!”

Crash!!! Boom!!! The shelf collapsed with a crash, glass bottles exploded violently; smoke from fallen dust and exploded fumes filled the room with pandemonium!

Great opportunity, retreat!

—“Idiots!!! What now!” yelled the angry mage’s voice from downstairs!

At that moment, the Magic Array flickered uncertainly in the room, while the crystal ball, wrapped in demon light outside the watchtower, flickered like an old fluorescent tube before finally dimming!

Oh yeah! It worked! Now it was time for the battleship to deploy! As long as it was ready before the tower recovered, I could blast open a breach.

#### Chapter 93: Growing through Battle

The watchtower became even busier, with curses and scolding clearly reaching Da Fei hiding in the puddle.

—“Idiots! Who did this! How could the scaffold possibly collapse!”

—“You trash, clean up all the debris within 2 minutes, otherwise you’ll become part of the trash!”

Having succeeded in the first strike, Da Fei dared not make any rash moves, and immediately directed the two Little Charm Emperors to fly high into the sky to a safe spot.

However, as the Little Charm Emperors flew over the top of the tower holding the Flower Demons captive, Da Fei suddenly saw a large golden exclamation mark—a task exclamation mark bursting forth from above the head of a Flower Demon locked in a cage! A Task!

As expected! Just like when he encountered the Captain at the bottom of the sunken ship, players could only see the exclamation mark task hints if they were on the scene in person, reconnaissance and photography were not feasible.

The task goes without saying, it must be to rescue the Flower Demons. Meanwhile, with the extinguishing of the watchtower's lights, the Magic Array that held these Flower Demons captive also faintly showed signs of disappearing.

Da Fei's eyebrows twitched—should he rescue them or not? What if they restore the Magic Tower before the battleships arrive? What if my battleship destroys the Magic Tower and crushes these Flower Demons to death? And on top of the tower, the guard force consisted only of four Horned Demon Governors and several dozen Level 0 Demon Infants carrying water, all weak as trash!

To be exact, these could not be considered forces, but mere workers. In normal circumstances, how could a player undertaking this task possibly have flying soldiers to air-drop like Da Fei does? How could normal players possibly bypass all surveillance and sneak directly into the tower to sabotage the watchtower like me? This meant I was doing extraordinary things in extraordinary circumstances! If not now, then when?

Da Fei began to quickly calculate the combat power comparison between both sides.

—Horned Demon Governor: Attack 2, Defense 3, Health 13, Damage 1-3, Attack Speed 8, Move Speed 5, Special Skills: Intimidate, Enrage.

This is a standard form of the Hell Race's Second-level Soldiers, the low-level form of the previously mentioned Hell Elite Second-level Soldier Screaming Jumping Demon with the reputation of mixing into the ranks of higher-tier soldiers due to their higher health and abundance. Of course, compared with the same level 17 HP zombies, these two advantages are again completely overshadowed.

—Demon Infant: Attack 0, Defense 0, Health 2, Damage 0-1, Attack Speed 6, Move Speed 6, Special Skills: Laborer, Mana Collection, Unable to Join Battle.

This is the Hell Race's peasant, easy to kill, combat power negligible.

As for the Charming Emperor's attributes: Attack 2, Defense 0, Damage 2-3, Health 5, Attack Speed 8, now under my command, the attributes are:

Attack 21, Defense 1, Damage 3-4, Health 7, Attack Speed 9, Morale 3, Luck 1

(Note: Da Fei is Level 26, 18 Strategic Attack, plus the 5 attribute points from the Navigator, and 7 attribute points from leveling up, a total of 12 Attribute Points still undecided whether to add to Defense or not. Captain's Sword provides a land-based army boost of Attack, Defense, Damage, Attack Speed +1, the achievement of 100 consecutive victories gives the whole army +2 Health,.)

Then, balancing out the Governor's 3 Defense against the Charming Emperor's 3 Attack, it's 18 Attack. Each one point of Attack boosts damage by 5%, which makes it 90%, so 3-4 Damage becomes 5.7-7.6, plus my Master Level Archery's 50% increase to ranged damage, it's then 8.5-11.4. With the Governor's 13 HP, two Banshees can easily kill one Governor with a single shot and even waste damage!

Let's do it! As long as we succeed, I'll immediately take these Flower Demons and flee. Even if we fail, we just need to shout for the two Little Charm Emperors to fly away! skillfully using flying stunts is the mark of an expert, and I, am precisely an expert.

Da Fei commanded the two Little Banshees to silently descend near the cage holding the Flower Demon Instructor tasked with the mission, at that moment Da Fei finally saw her name—Flower Demon Instructor!

I see! With barracks and an instructor, this task was definitely about rescuing them back to the barracks within the barrier, then to repair the barracks for development and growth!

Continue to approach!

The Flower Demon Instructor spoke, "You must have been sent by the heroes to rescue me, hero, please save us! Our sisters are enslaved by the Demons, constantly providing energy to weaken the World Tree Barrier, we can't let the Demons' schemes succeed!"

—System Prompt: You have received the Epic Quest "Purifying the Pool of Radiance" sub-quest "Rescue Enslaved Flower Demons"!

—Task Hint: The more Flower Demons you rescue, the more it will benefit the completion progress of purifying the Pool of Light. Current number of rescued Flower Demons: 0.

As expected! I easily saw through the game developers' mannerisms. And once the Flower Demons spoke, it immediately alarmed those four Governors!

—System Prompt: Your Phantom March has been exposed, battle begins!

Then battle it is!

The two Little Charm Emperors waved their little hands, and two Magic Bullets whistled out, -9, -4!

—System Prompt: Your troops have killed a Horned Demon Governor, you gain 11 Experience points, and your underage Charming Emperor has grown!

Growth? Da Fei's eyelids twitched—do minors really grow up faster on the battlefield? Without further thought, the two Little Charm Emperors fired another shot and took out another Military Governor. The remaining two Military Governors let out a furious roar as the dozens of water-carrying Demon Infants hopped and jumped into the fray to join the encirclement.

Pff, flying + ranged troops, dealing with these slowpokes with only 5 Move Speed, it's just too easy!

After the two Little Charm Emperors blasted away the third Horned Demon that charged at them, Da Fei immediately made them take flight, flew over the enemies' heads to the other side of the tower top, and with a raise of their hands, they instantly killed two pitiful Demon Infants with just 2 HP each. You're all children, you have nothing to complain about, blame the fact that you were behind right from the start.

—System Prompt: Your troops have killed a Demon Infant, you have gained 1 Experience point, and your minor Charm Emperors have grown!

Da Fei's eyebrows twitched again, it was confirmed. The more they killed, the faster they would grow up! What would they become if they slaughtered these several dozen Demon Infants? How many would they have to kill to mature? If they reached the predicted stature of Level 7 Soldiers upon maturing, wouldn't this infiltration mission be like the legendary special forces of the Allies? The legendary 007? If so, could he avoid launching a costly siege?

Da Fei's mind raced, but his actions didn't stop. Flying back and forth, in just a couple of ups and downs, he annihilated the dozens of Demon Infants. Wahaha! So useful, these special soldiers are too handy! Flying ranged troops, seems like they haven't appeared anywhere in the game yet, this is simply heaven-defying!

—System Prompt: The battle is over, your troops have re-entered Phantom Marching Form.

—System Prompt: Your Charming Emperor's Army has used the War Plunder Skill to retrieve a Magic Bottle holding 17 points of Mana from the corpses of the Demon Infants.

—System Prompt: Your Charming Emperor's Army has used the War Plunder Skill to retrieve a Magic Bottle holding 28 points of Mana from the corpses of the Demon Infants.

—System Prompt: Your Charming Emperor's Army has used the War Plunder Skill to extract 19 points of Mana from the Magic Bottles of the Demon Infants' corpses.

—System Prompt: Your Charming Emperor's Army has used the War Plunder Skill to extract 21 points of Mana from the Magic Bottles of the Demon Infants' corpses.

Wahaha! This War Plunder really came in handy! Although War Plunder can only rob one item, Magic Bottles are different; you can concentrate the mana from other bottles.

Speaking of which, because of the existence of the Level 0 special soldier Demon Infant, which has a special skill for collecting Mana, one of the biggest advantages of the Hell Race is that they never lack Mana. It's a pity that players still have problems with Mana before they have a castle and Demon Infants. And the Level 1 Demon Child soldiers of the Hell Race, which are just bigger Demon Infants with plump bodies and a pair of small fleshy wings, are adorable little red Demons with a special skill to steal Magic. Whenever an opposing hero or Magic Species casts a spell, they can steal that Magic and replenish their own heroes or Casting Army. They are truly the strategic force among Level 1 Soldiers,

shaming the Second-level Soldiers Horned Demons, and of course, they are the first target of the enemy Commander in a battle.

Da Fei let the two Little Banshees gleefully search the bodies while he eagerly checked the basic attributes of the Charm Emperors.

—Growing Charm Emperor: Attack 4, Defense 1, Damage 3-4, Health 8, Attack Speed 8...

Wahaha! The name changed to “Growing Charm Emperor,” and they gained 2 Attack, 1 Defense, 1 Damage, and 3 Health. That’s on par with Level 1 Soldiers, and their damage is even approaching that of Level 3 Soldiers! So that’s how they grow, by continuously killing enemies!

And at this moment, the light from the Array at the top of the tower disappeared, and all the imprisoned Flower Demons regained their freedom!

—Task Hint: You have rescued 105 Flower Demons! 105 Flower Demons have joined your army and will follow your commands!

—Task Hint: Flower Demons are very fragile, melee combat is not advised.

—System Prompt: Your Flower Demon Army has entered Phantom Marching Form.

Oh yeah! Rescued at last, two pieces of good news!

Just then, the Flower Demon Instructor in the cage shouted, “Hero, quickly take the sisters and escape into the Barrier, don’t worry about me!”

Oh man! There’s one still locked in the cage! Is a key needed? The normal course of the quest must involve attacking up from the bottom of the Watchtower, killing a leader with the key or something, right? Damn, how am I supposed to restore the barracks without the Instructor? I have to rescue the Instructor!

At that moment, another loud shout came from downstairs: "You fools! Hurry up to the rooftop and check—if one slave escapes, I'll feed your heads to the Three-headed Dog!"

Da Fei was startled—a party was coming from below! It's a NPC Mage Apprentice, whose combat strength cannot be measured by the data of regular soldiers. Fight or withdraw?

Da Fei quickly opened the attributes of the Flower Demon troop; these Flower Demons, who had just been freed from torture, only had 2-3 points of Mana on average, not even enough to cast a Swarm Disturbance spell. There's no fight, we have to run!

Wait a minute! Didn't the Little Banshees just loot a lot of Mana bottles from those Demon Infants? How much was it? 300 points! Using all of it could just allow each Flower Demon to cast a spell!

Wahaha! A normal player without the War Plunder Skill can't replenish the Flower Demons' Mana and could only run, but I'm not normal! I choose to fight! With more than a hundred Flower Demons, each casting one spell, are we still afraid of not being able to take down one Apprentice? If we really can't, it's not too late to retreat then!

#### Chapter 94: Defying Heaven Level 0 Soldier: Flower Demon

Here, let's talk about the Flower Demon again.

—Flower Demon: Attack 0, Defense 0, Damage 1-2, Life 2, Attack Speed 13, Command Value 0, Special Skill: Gardener, Flying Creature, Swarm Disturbance, Flower Pollen Strike, Ancient Tree Coexistence, Cannot Be Deployed.

The Flower Demon was born in the ancient spiritual tree, famously the most extraordinary level 0 unit not only because of the mentioned Ancient Tree Coexistence but because as a level 0 unit, it naturally had 10 points of Mana, allowing it to cast the Basic Arcane Swarm Disturbance spell twice. The damage from Swarm Disturbance wasn't high; its essence lay in the word "disturbance." If hit by this spell, soldiers would either clutch their heads or frantically wave their arms, resulting in chaos in this unit. There was also a chance of being blinded (getting stung in the eyes). In short, it was a rather perverted spell but ineffective against the Undead, mechanical beings, and Spiritual Creatures.

The damage from Swarm Disturbance under Basic Arcane =  $3 + 8 \times \text{Magic Power}$ , with a Mana consumption of 5.

Units didn't have magical attributes, so the Flower Demon's spell damage was the base value of 3 points, which was negligible. But that was damage from a single one; if over a hundred attacked simultaneously, that would mean 300 damage, which was quite considerable. Plus, they could cast it twice! In late-game siege defenses, Flower Demons would number in the millions, so the accumulated damage from the swarms was astronomical! Anyone thinking of attacking the Elf City had to consider the Flower Demon's damage.

And the Druid was hailed as a God-level monster due to its Advanced Lightning Technique without Magic Power, but compared to the sheer number of Flower Demons, it didn't stand a chance. God-level and extraordinary weren't of the same class!

While the Flower Demon's magic was spectacular, its melee attack was even more perverted.

—Flower Pollen Strike: When the Flower Demon attacked, it would release suffocating pollen into the enemy's nose and mouth, irritating their eyes with a certain chance of interrupting the enemy's current attack. This was ineffective against ancient trees, machinery, and Spiritual Creatures.

When the Flower Pollen Strike was deployed, pollen would fill the sky in spectacular fashion, having the aura of a domineering mixed-river white dragon scattering lime! Although the attack interruption effect wasn't as infallible as Da Fei's Anemone King's Enchanted Hundred Hits, if a swarm of Flower Demons besieged a single soldier, the unfortunate soldier might not even have a chance to strike back and would directly be mobbed to death. So this special skill was akin to attacks not being counterattacked. Of course, when it really came to the point where the Flower Demon had to engage in melee, that meant the Elf City was about to be breached.

So, open test experts sighed, if the Flower Demon could be deployed, who knows how many 2nd, 3rd level soldiers it could wipe out without losing a single unit! It could even take down some God-level monsters without any issues at all. The only ones capable of countering the Flower Demons were the powerful Undead Race and the Alchemy Magic Statues from the Mage Academy.

Now, in a unique mission scenario, Da Fei nearly achieved the effect of deploying the Flower Demon.

As an expert, how could I retreat with an extraordinary unit? Even if I ended up sacrificing dozens of Flower Demons, if it could provide growth experience for my Charming Emperor special soldier, it was worth it. Unconventional NPC soldiers like Mage Apprentices must be quite valuable.

The frantic footsteps in the stairwell drew nearer, and Da Fei had already divided the troops into four formations: front, back, left, and right, surrounding the stairway.

Four Mages rushed to the rooftop, exclaiming upon seeing the empty ground of corpses: "The slaves have rebelled and escaped!"

And at that moment, a massive swarm descended from the sky! Simultaneously, a large group of Flower Demons flew in for the attack!

—System Prompt: Battle begins! Phantom March effect disappears!

In an instant, the sound of buzzing bees, screams, and slapping echoed everywhere, with dark demon bees and dazzling flower pollen filling the air! Meanwhile, the two Charming Emperors didn't miss the opportunity to assist from the periphery!

The swarm began to dim, and another hive of bees descended from the sky!

Yes, Da Fei had organized the Flower Demon into several groups, releasing swarms in rotation—no matter what, the swarm couldn't stop! Otherwise, if they managed to throw a fireball or something, the consequences would be unthinkable. The swarm's role wasn't in its damage but in its chaos special effect, a critical factor for melee, possibly causing indiscriminate damage due to frenzied swings during an assault, but for Mages and the like, the effect was exceptionally beneficial.

Swarm chaos + Flower Pollen attack interruption, this pair of small but perverted skills established the extraordinary fame of the Flower Demon!

A pitiful scream ensued, and a Mage Apprentice fell first, hitting the ground with his head already swollen into a massive purple flesh pouch, a truly tragic sight!

—System Prompt: Your unit killed a Demon Mage Apprentice, you gained 1,400 experience points, your minor Charming Emperor grew!

Oh yes! Truly worthy of an NPC, such ample experience, plenty of nourishment!

More screams followed, as the remaining three Apprentices turned into nourishment one after another!

Da Fei laughed heartily! What does extraordinary mean? This is it! Looking across all troops, how many units could be besieged without striking back? An epic quest paired with extraordinary units was only right! With level 0 units being this terrifying, the Elf Clan truly deserved its reputation as a long-standing mighty race! No wonder so many players and studios were eager to join the Elf Clan; it wasn't merely about their beauty!

Just then, a violent shout came from downstairs: "You bunch of useless ones, can't even watch over a group of slaves!"

Da Fei sneered coldly; this guy was clueless that he was on the brink of death! Very well, this guy must be the leader or some key-holding captain. Come, I'll let you die knowing.

The loud-mouthed Mage roared while charging up the staircase—buzz! A swarm fell from above, and a group of Flower Demons continued their assault!

"Ahhhhh! It's an attack! It's an attack!!" The loudmouth finally grasped the situation and shouted loudly, then a clump of pollen flew into his mouth: "Cough cough—cough—"

Finally, he coughed to death! Compared to the apprentices, he had much, much more blood.

—System Prompt: Your unit killed 1 Demon Guardian Mage, you gained 6,000 experience! You have obtained the Flower Demon Instructor's cage key.

At that moment, two Charming Emperors flashed with white light.

—System Prompt: After intense battle, your Charming Emperor units grew!

Hahahaha! Flashing white light! This must be a big leap in improvement! Worth it! So worth it! Not to mention having saved everyone without losing a single unit and advancing both of my Little Babies by a stage, watching as the Charming Emperors' forms resembled budding teenage girls, Da Fei grinned from ear to ear; the skin on these teenage-sized Charming Emperors was eerily similar to Deirdre, a soft pink very much like a human's, completely unlike the ordinary Banshee's earthy, startling red skin! Were they truly born of the same mother? Unharmonized Banshee versions?

Da Fei excitedly checked the Charming Emperor's attributes immediately.

—Growing Charming Emperor: Attack 8, Defense 2, Damage 5-8, Life 22, Attack Speed 10.

Da Fei's eyelid twitched; the Banshee's growth was incredibly rapid, approaching the standard of regular adult Banshees! Attack attributes were even 2 points higher than adult Banshees! If that were the case, wouldn't subsequent operations be increasingly smoother?

—System Prompt: Your Charming Emperor unit used the War Plunder Skill to recover 375 gold coins from the Demon Guardian's body.

—System Prompt: Your Charming Emperor unit used the War Plunder Skill to recover 25 gold coins from the Mage Apprentice's body.

Damn! There's money to pick up too! Truly a great skill, a great skill! But no time for that now; the task at hand is to save people immediately!

The cage opened, and the Flower Demon Instructor said excitedly, "Thank you, hero! We should rescue more sisters!"

At this moment,

—System Prompt: Your Flying is now at the target location, would you like to execute the pre-battle plan and attack?

Pre-battle plan attack? No, no, now the Flower Demons are also rescued, this tower has no value for a forced attack anymore. The immediate priority is to retreat with these Flower Demons with no Mana back to the ship to settle them in safely. The Flower Demons are too fragile; no mishaps can occur.

## Chapter 95: Sniper Before the Breakout

As Da Fei was preparing to beat a retreat, the rolling thunder of iron hooves came from the ground, and a group of Horse Dog Patrols sped over, kicking up clouds of dust. Clearly, the sudden darkening of the tower had attracted the attention of the patrols.

Da Fei felt his heart tighten. Trouble!

For the Charming Emperor's Army, having the special skill of an Independent Expedition Scout was no big deal; they could be called to flee at any time. But not the Flower Demons! These regular troops had to escape with their hero. If it weren't for the game rules restricting them, Da Fei would surely blurt out "Just fly into the barrier and forget about me!" But the game is the game; if the commander Da Fei couldn't escape, neither could they. Once Da Fei was taken down, his troops would have to either fight to the death or scatter like birds and beasts according to the game rules. In short, this rescue mission was futile.

Fortunately, Da Fei had still kept a battleship cannon to cover his escape. They just need to pave the way forcefully with the Crossbow Cannon, especially now that the watchtower has drawn their attention, making it more convenient as they haven't discovered the golden barrier and the warship within it.

Here they come! A Blood Armor Knight riding a Nightmare Beast charged ahead, the famous 8-tier soldier, the Hell Baron, right? Da Fei didn't care what title it held, at most it was a BOSS for him to kill; he had slain hundreds, if not a thousand BOSSes before, not to mention now that sixteen Crossbow Cannons were aiming at them!

This Blood Armor Knight rode to the foot of the watchtower and bellowed in rage, "Damn it! What's going with this watchtower! Why isn't it working!"

Da Fei was momentarily startled, an 8-tier soldier that could talk? While troops could say simple commands like "YES, SIR," this was clearly more than a simple command.

No one answered. The impatient Blood Armor Knight dismounted, walked up to the door of the watchtower, and kicked it fiercely, "Open up!"

Da Fei's eyes widened in shock. There was a fiery red Hero Aura under this brute's feet! Holy shit! He was a Hell Race's hero! He hadn't noticed that when the hero was riding a flame-engulfed Hell Horse previously!

In that instant, Da Fei made a snap decision—blast him! The Phantom Crossbow Cannons fired twice in quick succession! All the cannons aimed at the main door! Both the warship and Da Fei were in the same battle area; as the supreme commander, Da Fei could naturally command the troops on-site. This was the convenience of the game.

At that moment, the hero roared, "Daring to neglect duties! I'll strangle you myself!"

Another kick—Boom! The watchtower's door burst open explosively!

Da Fei's eyes widened in shock. That's the door of the watchtower, equivalent to a small city gate! Could his strength alone smash city gates? Just how ferocious was this hero! Thinking of how powerful the hero he was targeting was, Da Fei's heart raced to his throat! Simultaneously, a more fanatic thought uncontrollably surged in his mind—kill him!

What would killing such a powerful hero mean? Such a mighty hero was simply unheard of in regular times! Right, 8-tier soldiers were the imperial guards of the Demon King Hall, not seen by ordinary people in ordinary circumstances. What was an 8-tier hero equivalent to? A 7-tier troop in the Human Race is an Angel, so this 8-tier hero must be akin to an Angel Leader or something? Now, this scenario where my sixteen Crossbow Cannons, known as the legendary Phantom Crossbow Cannons, were aiming at him yet he was completely unaware—it was a once in a lifetime opportunity! Da Fei clenched his fist tight!

—Clang! Another fierce kick, and the watchtower door burst open with a loud bang!

—Now is the time!!!

From within the barrier, a dozen Crossbow Arrows shot out. Perhaps the loud noise of kicking the door masked the sound of the Crossbow Arrows, or perhaps the hero, who was just raising his leg to kick, couldn't adjust his position or strength, only managed to tilt his head slightly—Bang Bang Bang Bang Bang!!!

Amidst the spray of ice shards, he was blasted into the watchtower! This was the effect they needed, and Da Fei was so thrilled he almost jumped!

In that instant, the outside troops went berserk!

—Whoo-whoo-whoo-whoo!!! A second volley from the Crossbow Cannon followed, bombarding into the watchtower door, with ice shards from the Phantom Crossbow Arrows exploding again!

During the bombing of ice shards, the dozens of Hellhounds from the patrol outside could no longer withstand the second magic attack and burst violently!

Da Fei's eyes widened in shock! No system prompt! The hero wasn't dead yet! Ten plus Crossbow Arrows and a Magic Arrow directly hit his back, and he's still not dead! Could this be a Boss-level hero? A hero like Renior?

Saturate the attack!!! Blast! Continue blasting! Furiously demolish this tower!!! Da Fei clenched his teeth, his expression contorted grotesquely!

The entire Demon Camp's alarm sounded! Large patrol squads began to converge here; at the same time, the gates of the Demon Race's mechanical workshop rumbled open, and the huge sound of machinery grinding echoed throughout the camp. Although unknown, it sounded like a secret weapon.

Da Fei's heart tangled in knots. Battling a hero who could annihilate level 8 soldiers seemed utterly unrealistic, didn't it? He wasn't resigned! He would wait for one last cannon shot, successful or not, and then break through forcefully!

One second! Two seconds! Time seemed to come to a standstill for Da Fei. He had never imagined that the passage of time could feel so slow; so the slow-motion replays of critical goals in TV shows were indeed a real thing! That was the actual portrayal of the world from a player's viewpoint!

As if transcending time and space, a row of Crossbow Cannons pierced through the golden screen! At this moment, Da Fei felt his vision twisting! Was it the sweat blurring his eyes? Was he hallucinating from the tension?

— Boom Boom Boom Boom!!! Debris flew around the Watchtower!

Da Fei's eyes widened! It wasn't sweat blurring his vision, nor was it a hallucination, but indeed something appeared before him! A red object not far in front of him! It was a Blood Armor Knight, its back bristling with Crossbow Arrows and coated in frost!

Da Fei's jaw dropped! This was the Teleportation Movement of a Great Demon! He transcended even a Great Demon; he could teleport! He moved to a position where the current range of the Crossbow Cannon couldn't reach! He, kneeling on the ground, wasn't in good condition!

Finish him off!!!

In that instant, without thinking of anything else, Da Fei swung his hand, and the hidden Flower Demon Charm Emperor in the illusion leapt forward!

— System Prompt: Your troops have engaged in battle, the effects of Phantom March are lost!

Faced with the sudden onslaught by the overpowering Flower Demon, the hero of level 8 soldiers let out a shrill and desperate scream: "Help!!!"

The Hell Horse Army at the Watchtower entrance, indecisive a moment ago, now spurred their blazing hooves and charged over furiously!

Da Fei realized his mistake, and this one could mean scattering the Flower Demon Army like birds and beasts. No, even if it was a mistake, he would brave the onslaught to finish off this hero! He could still send away the Charm Emperor before the defeat!

Da Fei charged towards the critically wounded hero amidst the swirling sparkling dust, with a chrysanthemum reaching first, followed by a spear thrusting like a dragon!

- System Prompt: Congratulations! You've defeated the Epic Hero Asmode, gaining Experience +500,000! You receive 20,000 Gold Coins! You've acquired the enemy's strategic treasure "Misfortune Hourglass"!
- System Prompt: Congratulations! You earned the achievement "Third Campaign Victory", awarding a Command Power +10.
- System Prompt: Congratulations! You have leveled up to level 27! You gain +1 free attribute point...
- System Prompt: Congratulations! Your Vice Hero Selvia has leveled up to level 22!
- System Prompt: Congratulations! Your Charm Emperor's Army has endured the harshest battle and grown into qualified soldiers!

Da Fei laughed heartily! With the hero's defeat, a part of the charging Nightmare Beasts collapsed thunderously, while another part continued their assault!

Break out! Escape as much as possible!