

Strongest

Chapter 1317 – White River City Promoted

White River City, Teleportation Hall:

Shortly after Shi Feng arrived in the Teleportation Hall, the system notified him of a communication request from Blackie.

“Guild Leader, you’re back! Have you completed your promotion quest?!” Blackie asked eagerly.

Only a few people in the Guild knew that Shi Feng had challenged his promotion quest. Blackie was one of those people.

Currently, Tier 2 was still an unknown realm to players like him. Moreover, Shi Feng had constantly told them that only by reaching Tier 2 would they emerge in God’s Domain as a true adventurer player. Tier 1 was only a warm-up phase to help them familiarize themselves with the game’s combat. Unlike the Tier 1 promotion, not every player would complete their Tier 2 promotion.

The fact that Shi Feng’s class was a hidden class meant that his Tier 2 Promotion Quest would be all the more difficult.

Although Blackie trusted Shi Feng’s strength, the Guild Leader had previously mentioned that he would need at least five days to complete his quest. However, Shi Feng had emerged long before those five days were up. Hence, Blackie was surprised to see his friend so soon.

“I just need to register with the Adventurer’s Association,” Shi Feng said, nodding. “But since you’ve contacted me, has something urgent happened?”

“Yesterday, a particular group of people showed up in the Battle Arena, and they’ve been challenging various experts constantly. Even now, those players are undefeated. They even defeated the previous champion. The group then issued a public challenge against Zero Wing’s experts. But we’ve run out of qualified experts already...” Blackie awkwardly explained.

“Run out of qualified experts?” Shi Feng asked, “Did you lose as well?”

“Mhm. The group’s Assassin defeated me. That player was too fast. Even I had trouble keeping up with him. Eventually, the Assassin whittled me down,” Blackie said reluctantly.

“This is interesting. Do you know their in-game IDs?” Shi Feng asked curiously.

Blackie might not have much combat talent, but after training for so long, he had become extraordinarily strong. With his powerful weapon and equipment, ordinary peak experts should not be a match for Blackie, yet he had been defeated. Clearly, their opponents couldn’t be underestimated. The Assassin must be a well-known expert in God’s Domain.

“We only found out one of their IDs. You’ve met the player before. It’s that Evil Fire kid that fought in the friendly competition. His in-game ID is also Evil Fire. He’s the group’s leader. As for the others, they’ve been wearing Black Cloaks, keeping their names hidden,” Blackie said.

“Evil Fire?” No matter how hard Shi Feng racked his mind, he couldn’t remember an expert named Evil Fire from the past. However, the fact that even Evil Fire’s companions could defeat Blackie proved that they weren’t a bunch of noobs. “I got it. Notify Aqua and have her deal with the group for now. I’ll head over once I’m done here.”

“Understood.” Blackie then disconnected the call and contacted Aqua Rose.

Meanwhile, Shi Feng rode an advanced horse carriage to the Adventurer’s Association.

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Adventurer’s Association:

As more leveling maps were discovered around the White River City region, the Adventurer’s Association had become one of the four most frequented spots in White River City. Countless players gathered in the Association every day to pick up quests that increased their Reputation with the Association and offered high rewards.

Upon entering the splendorous building, Shi Feng was greeted by the sight of long lines of players queuing up for the quest counters. Plenty of players also loitered as they formed parties or drank and chatted in the Association’s bar. Among these players, there were quite a few Level 40 expert players wearing impressive equipment. Even the most inferior piece these experts wore was Level 40 Secret-Silver Equipment, with the majority being Level 40 Fine-Gold Equipment.

Normally, one only encountered such a commotion in the Adventurer’s Associations in empires’ capitals.

“The quests in the Eclipse Gate this time are awesome! Did you know; my party made a huge profit from a single quest. It’s a pity that the team from the Rhine Kingdom snatched the rare herb stalks. Otherwise, every member of our party would’ve earned at least 50 Silver Coins.”

“That much?”

“Of course! The Eclipse Gate is awesome. You can easily find rare herbs and ores. Moreover, the monsters provide above average EXP. And that’s only the tip of the iceberg. I’ve heard that some teams even got their hands on Energy Essence! It can nurture Guild Mounts! Several Guilds are offering to purchase Energy Essence in bulk. I hear that each essence can sell for 45 Silver. If we can grind ten a day, after including other random loot, each of our party members can earn 1 Gold per day!”

“Is the Eclipse Gate really that good? We have an expert leading our party, and we’re doing quite well, but even then, we’re only making around 30 Silver per day. Who knows how long it will take me to save up for a Mount? You sure are lucky. At this rate, you should be able to buy a Mount within a month, right?”

“Hehe. Didn’t I already ask you to join my party? If you do, you can get your own Mount within a month, too.”

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The majority of the players in the hall were talking about the Eclipse Gate. They all yearned to head to the Eclipse Gate and earn enough money to buy a Mount as soon as possible.

At this stage of the game, plenty of powerful elite players had already reached Level 40. It was only a matter of time before mainstream players reached Level 40 as well.

After reaching Level 40, Mounts would become the dividing factor between ordinary players and elites.

The difference in leveling efficiency between players with Mounts and players without would be as vast as the difference between heaven and earth. Moreover, thanks to Mounts, players could explore further within a certain amount of time. This, in turn, would increase players' daily income.

In God's Domain, ores and herbs weren't concentrated to specific locations. However, they weren't usually found near cities. Hence, a player's daily income largely depended on how much distance they could cover in a given time. As the majority of players hadn't obtained their Mounts yet, distant locations would have less competition. As a result, players could obtain even more profit.

The sooner one obtained a Mount, the sooner they could pull ahead of the pack and enjoy more resources. One could say that Mounts were irreplaceable in determining how fast players leveled up and increased their strength.

Hearing the players in the hall talk about the Eclipse Gate, Shi Feng understood why so many Level 40 and above players had gathered in the Adventurer's Association.

According to his original estimates, White River City still needed at least ten days before it could be promoted. However, he had never imagined that White River City would fulfill that requirement while he had been in the Dark Canyon. This was definitely an unexpected surprise.

With a high-resource map like the Eclipse Gate, Zero Wing wouldn't have to worry about its development in White River City. They could send a large group of players to the Eclipse Gate to level up instead of crowding in the limited, high-resource maps in the White River City region. In addition, Guild members could level up far more quickly at the Eclipse Gate.

Most importantly, however, this was a huge opportunity for Zero Wing to make a fortune.

The Eclipse Gate's outer area might be bearable for most players, but the farther players ventured, the more severe the environment would become. At the same time, players would encounter more resources and Bosses. The drop-rate for Energy Essence would also increase. If players wanted to obtain these resources easily, they first needed to increase their Ice and Fire Resistance.

After activating the Eclipse Gate, Star-Moon Kingdom descended into madness in the past as players delved farther into the area. The various large Guilds had frantically purchased various potions and equipment that increased Ice and Fire Resistance. These items' prices had inflated crazily. When they appeared in the market for a reasonable price, they were purchased instantly.

Shortly after Shi Feng reached the Adventurer's Association's second-floor VIP lounge, an elegant NPC senior administrator entered the room.

"Lord Protector, how may I serve you today?" the middle-aged man asked Shi Feng respectfully.

"I wish to complete my Tier 2 promotion procedures," Shi Feng quietly announced.

Chapter 1318 – SSS-Rank Reward

When the NPC administrator heard that Shi Feng was there to complete his Tier 2 promotion procedures, he retrieved a crystal ball and placed it atop the table.

“Lord Protector, we need to test your power first. Please place your hands on the crystal ball,” the administrator said respectfully.

Without hesitation, Shi Feng did as he was instructed.

Although the system would upgrade players’ Attributes and physique once they completed their Tier 2 Promotion Quest, players wouldn’t get access to all of the Tier 2 benefits right off the bat. Players first needed to register and get themselves tested at the Adventurer’s Association. Only after proving that they had completed their promotion quest would players be recognized officially as Tier 2 players.

As Shi Feng placed his hands on the crystal ball, golden sparkles flew from the orb.

“It is confirmed that your physique has reached the Tier 2 standard. Lord Protector, please follow me.” The administrator nodded after confirming Shi Feng’s upgrade. He then led Shi Feng out the lounge’s back door.

Shi Feng wasn’t particularly surprised. The crystal ball was only a tool to check whether a player’s physique had reached Tier 2 without the bonus of weapons or equipment. The next part was key and would determine what kind of benefits players received after reaching Tier 2.

Only after players had officially obtained their Tier 2 class would they be recognized as an adventurer in God’s Domain and qualify to receive personal commissions. This was one of the major differences between Tier 1 and Tier 2 players. To independent players, this gap would determine how successful they would be in God’s Domain.

The administrator led Shi Feng to the Adventurer’s Association’s arena. The arena wasn’t particularly large, with less than a 30-yard radius. However, numerous magic arrays enveloped the arena, and dense Mana choked the area. Shi Feng’s Weakened state even subsided temporarily, his Attributes recovering to their peak.

“Lord Protector, we will test your strength next to determine which rank you can reach. This will also help determine which commissions are most suitable for you. Please display your strongest abilities,” the administrator explained.

“Alright. Let’s begin.” Shi Feng nodded. This wasn’t the first time he had taken the test.

After officially becoming a Tier 2 player, players could accept private commissions from the Adventurer’s Association. There were many Tier 2 commissioned quests. However, players could only accept a limited number of such quests each week. This limit was relative to one’s adventurer rank.

To put it simply, the stronger one was, the more quests they could accept. They could also accept more difficult quests. The first strength assessment was the most convenient for players when they became high-ranking adventurers. If one wished to raise their adventurer rank later, they would have to fulfill certain conditions first, and doing so would take a considerable amount of time. Even after completing their promotion quests, many players in the past had chosen to train for some time before taking their first strength assessment.

Overall, six ranks divided adventurer players: Bronze, Mysterious-Iron, Secret-Silver, Fine-Gold, Dark-Gold, and Epic. Once mainstream players reached Level 50, players would start determining strength based on this adventurer rank. This was just like how players judged each other's combat standards based on their achievements in the Divine Colosseum's Trial Tower. However, unlike the Trial Tower, which only judged one's combat techniques, the adventurer ranks were determined by a player's overall strength. Commission quests would also vary based on players' adventurer ranks.

Bronze rank adventurers could accept F-rank and E-rank commissions, Mysterious-Iron adventurers could accept up to D-rank commissions, Secret-Silver up to C-rank, Fine-Gold up to B-rank, and Dark-Gold up to A-rank. Meanwhile, Epic adventurers could accept all commissions, including kingdom-level quests and S-rank commissions.

There was no limit to the number of people who could qualify for the first five ranks. However, each kingdom could only have a maximum of ten Epic adventurers. Once these ten slots had been filled, players who wanted to rise to this rank needed to pass the Epic rank assessment. The Adventurer's Association would also hold a competition each month. In this competition, players that passed the Epic assessment could challenge any one of the ten reigning Epic adventurers. If they won, they would take that person's place. The Epic adventurer that lost would be demoted to Dark-Gold rank. If the challenger failed, however, they would have to wait another month before issuing another challenge.

In the past, the names on this short list had changed practically every month, aside from those monster-like players.

By becoming an Epic adventurer, players received the highest benefits the Adventurer's Association had to offer. They could accept the highest number and difficulty of Tier 2 commissions. This was why Shi Feng had rushed to the Adventurer's Association as soon as he had completed his quest.

Three SSS-rank commission quests would be available in every kingdom's Adventurer's Association in the beginning. Once these quests were accepted, they would no longer be available. Even if the player that accepted the quest failed it, no other players could pick up the quest. Moreover, these quests offered astonishing rewards; the rewards of these first three SSS-rank quests could practically rival that of Legendary Quests. Fortunately, these three SSS-rank quests weren't as difficult as Legendary Quests; they were roughly on par with Epic Quests. This was a kind of bonus offered to the players who became Epic adventurers before the rest of the player population.

By the time Shi Feng had completed his Tier 2 Promotion Quest in the past, plenty of players had already obtained their Tier 2 class. However, none of those players had become Epic adventurers. Even the most powerful player in Star-Moon Kingdom had only achieved Fine-Gold rank. Only after some time had someone reached Epic rank and discovered the three SSS-rank commission quests. However, Shi Feng

had only reached Secret-Silver rank. He had watched enviously as others got to challenge the SSS-rank quests.

But he was much stronger than his past self. He had to try for Epic rank.

As Shi Feng reached the arena's center, the senior administrator activated a magic array.

The instant the magic array activated, a humanoid monster appeared before Shi Feng. The monster wore pitch-black armor, and through the monster's helmet, Shi Feng saw glowing, blood-red eyes staring right at him.

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[Dark Knight] (Illusion, Lord)

Level 53

HP 2,000,000/2,000,000

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"Lord Protector, you may begin," the administrator said.

As a Tier 2 strength assessment, Shi Feng needed to be capable of taking down at Tier 2 monster at the very least. If he couldn't even kill a Tier 2 monster, he would not qualify to become a Tier 2 class.

As soon as the administrator finished speaking, Shi Feng took a step forward and vanished.

Void Steps!

Compared to Shi Feng's previous status as a Tier 1 player, his physique was terrifying. In the blink of an eye, he had crossed a distance of 20 yards and appeared beside the Dark Knight, the Abyssal Blade in his hand lightly slicing at the monster.

Shadow Blade!

Before the Dark Knight could defend itself, nine pitch-black sword lights descended on it.

Immediately, the Dark Knight's HP fell rapidly.

-11,049!

-10,918!

-21,849!

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Suddenly, the Dark Knight lost nearly one-tenth of its HP. Only now did the Dark Knight react and brandished its greatsword at Shi Feng.

Cross Slash!

Two slashes crisscrossed as they flew at Shi Feng. However, rather than dodge, Shi Feng countered the attack with a simple swing with Killing Ray.

Boom!

Shi Feng instantly sliced apart the Dark Knight's Cross Slash. The Swordsman's momentum didn't slow in the slightest as it struck the Dark Knight's helmet. The strike forced the monster to retreat by three steps. The difference between the opponent's Strength was obvious. There was simply no comparison.

In less than 30 seconds, the Dark Knight transformed into particles of black light and disappeared. From beginning to end, it hadn't even been able to counterattack.

"Congratulations, Lord Protector. You have passed the Bronze rank assessment and officially become a Tier 2 Sword Master. Do you wish to continue the strength assessment?" the NPC administrator congratulated.

"Continue!" Shi Feng roared.