

The Boss Behind The Game Chapter 667

After the exploration team got the specific route to the Second World, they continued to move forward for a while and finally ended their journey.

After that, for convenience's sake, they chose the simplest and crudest way to return to hell.

That would be suicide!

After the party members turned off the pain sensation, they did a high-altitude bungee jump on the edge of the cliff. It only took them three hours to return to the initial resurrection point, which was underworld city.

After being resurrected, the members of the expedition team first opened a 'discussion group' on the official forum and began to plan the specific route. Then, they shared their map on the forum and opened a strategy post to explain the things to pay attention to on the way.

At this moment, the players from the central and European servers all understood how to quickly reach the Second World of hell from the First World of the path of hell.

However, the players in the central server did not care about this problem at all.

What they were more concerned about was that the demon ape tribe was not at the entrance of the Second World of the path of hell. Instead, they were on the other side of this big domain.

This undoubtedly gave the players in the central server a headache.

They would need to spend a large amount of time traveling to reach the Second World. However, what came next was only the beginning. The later part of the journey would require them to cross the territory of the soul devouring beast.

This made the players hesitate whether they should start the exploration.

This was because the result was very likely to be wasting a lot of energy but gaining nothing, because this journey was bound to be very dangerous.

However, many players quickly expressed their opinions.

What attracted the players the most was that if they killed the soul devouring beast, they could also get precious items or materials.

In fact, some players had asked this question in the livestream room before, but the problem was that the exploration team members' levels were not very high, so they could not challenge a soul devouring beast above the ghost king realm. In the end, they chose to give up.

Therefore, he could not get an answer to this question.

However, the enthusiasm of the players from the Chinese server quickly rose again.

The reason for this was the Western server. Like the players from the central server, they had also watched the live broadcast of the exploration of the Second World of the path of hell.

Unlike the players on the Chinese server, the Knight players on the European server were fired up after seeing the analysis panel of the soul devouring beast.

A Mount that could change its form, and its strength was above the ghost king realm. To them, this was simply a Mount that they could only dream of.

However, at this stage, there were only two ways for Knight players to capture a Mount.

One was to cultivate feelings, and when the favorability reached a certain stage, one could sign a contract. The other simplest and crudest method was to put the creature that wanted to sign a contract into a "near-death" state, and force the contract to be signed when it was at its weakest.

The first method was undoubtedly a lot of effort, and it might not necessarily succeed. Therefore, most of the players in the European server chose the second method, which was to beat him to death and force him to sign the contract.

This was also the way Lionheart and Hakkar concluded their contract.

Therefore, the players from the major guilds in the European server began to form groups on the forum excitedly, ready to go to the Second World of the path of hell to capture the soul devouring beast.

However, the players from the European server soon discovered a problem.

With their strength, it was extremely difficult to form a small team to capture a soul devouring beast.

In terms of individual strength, most of the European server players were ghost inspectors. Ghost generals were very rare, and only a few people like Reinhardt were ghost kings. It could be said that the number of people who could fight against the soul-devouring beast could be counted on one hand.

In the face of this problem, the players from the European server turned their attention to the central server.

This was because they knew that at this stage, there were many high-end players in the central server who could defeat ghost kings. Even if they could not invite the top-tier cheater players of Beiqi, they could still invite some ghost general players. As long as there were enough people, defeating ghost kings was not a problem at all.

Very quickly, the players in the Chinese server received this news.

At this moment, many of the players in the central server were all smiles.

It's your father's turn now, right? no problem, it's not a big deal to give money.

Many of the players who had worked hard to level up and saved up money to buy a set of good equipment had finally received their rewards.

At this time, the cross-server party interface was filled with advertising messages from players from the Chinese and European servers.

"The sanguine organization is recruiting eight players who have passed the ghost Governor trial to head to the Second World of the path of hell. 1000 soul coins per person. If they successfully help the leader obtain a Mount, they will be given an additional 1000 soul coins. Sorcerers are given priority, and it would be best if they are elemental sorcerers!"

[Beiqi Level 198 player, has just passed the beginner trial of ghost general. He has half a set of blue equipment and half a set of green equipment. His class is runic strongman. He has sold himself to the

boss of the European server. A trip to the path of hell only costs 2000 soul coins. If the team is short of people, they can be directly pulled away!]

[Level 205 player from Beiqi. He has passed the initial trial of the ghost general. He is wearing an epic equipment, and the rest are all blue equipment. His class is a Warlock of the five elements. His combat awareness is very high. He is of the Platinum tier in the arena. He is selling for 3888 soul coins per trip. If he wants it, the boss of the European server will directly send an invitation to form a team. His skills are absolutely excellent!]

[Zero's Guild's second Knight, Jason, is looking for mid-tier players. The team only needs players who have passed the later stages of the ghost general trial. The recruitment price is 10000 soul coins, and the price will be increased depending on the individual's strength. Members of the Beiqi adventurer team can be paid more than 50000 soul coins. Those who want to join the team will have to pass the application to form a team. There is no limit to the number of members. Also, no assassins are allowed!]

[Silver Wing is recruiting high-level players from both the Chinese and European servers. The threshold is the late stage of ghost Overlord. Wizards, 1500 soul coins. Warriors, 1500 soul coins. Assassins, 1000. Players who have sold themselves, please come as soon as possible. The team is still short of 30 people. If you don't reply, it means that the team is full!]

[Beiqi player, Level 259, diamond rank in the arena, just passed the mid-stage trial of ghost general, a full set of level 250 blue equipment, profession is an assassin, strength is absolutely guaranteed, selling for 5888 soul coins a trip, this is an opportunity that can't be missed, if you need it, directly send a team invitation, don't f * cking come to bargain, what kind of Mount are you poor for, ride on a pig!]

"Bosses who are hunting for mounts, our team will sell ourselves together. There are a total of 15 people, and all of us have passed the later stage of the ghost Governor trial. Three mages, seven warriors, and five assassins. If you need them, you can pack them up and take them away. The price is 2200 soul coins per person. No bargaining is allowed!"

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After discovering a good way to earn money, the players from the Chinese server went crazy with the players from the European server.

The Knight players from the European server wanted to catch mounts, while the players from the central server only wanted to make money.

Now that he had a clear map, it would only take him about half a month to get to the Second World of hell. However, the profit he would make from this trip was terrifyingly high, much faster than the money he made from carrying bricks.

Moreover, many teams' bids were bizarrely high. It was as if they had money but nowhere to spend it. Many players from the central server were overjoyed.

In fact, it was no wonder that the players of the Knight class in the European server were so excited.

At this stage of the game, the strongest Mount in the European server was Hakkar the nether Dragon. After seeing Hakkar's combat power, which Knight player would not be envious?

However, summoning an netherwyrms was extremely expensive, and it was impossible for an individual to afford it. Even if one had the money to afford the cost, it would be even more difficult to subdue it in the future.

Lionheart had relied on the mid-server players to recruit Hakkar, but they didn't dare to do that.

Doing so would definitely anger the players from the Chinese server. If that happened, it would implicate the entire group of players from the European server. It would be difficult for them to even think of a safe zone in the future, and they would definitely become the sinners of the entire European server.

Therefore, many Knight players in the European server were very distressed. They wanted it but could not get it, so they could only look at it with envy.

However, it was impossible to find a Mount in the blue Void big domain, even if one had money. Unless one was strong enough, they could go to other big domains to find one.

However, after seeing the "soul devouring beast", the passion in the hearts of the players of the European Knight was reignited.

The most desired Mount for the Knight players in the European server was a creature that could fight in the sea, land, and air, and such creatures were very rare.

However, the soul devouring beast's unique characteristic was that it could change its form at will and imitate the innate abilities of that race. This was even more perfect than the mounts that the European Knight players imagined.

Therefore, in order to catch such a Mount as soon as possible, the major guilds in the European server began to recruit strong players, ready to help the knight players who contributed to the Guild to catch a "soul devouring beast" and improve the combat power of the Guild at the same time.

However, all the major guilds in the European server did this, which led to a problem. At this stage, there were not enough high-end players for them to recruit.

Therefore, they turned their attention to the central server market, which had a large number of players above the ghost Governor realm.

The players of the central server naturally welcomed this, saying that as long as they were paid soul coins, it wouldn't be a problem for them to be hired thugs.

This was also the reason for the large number of advertisements on the team list.

As long as the players in the central server were above the middle stage of the ghost Governor realm, they could easily join this kind of pay-to-win group and become a helper.

Although the price offered by small teams in the European server was much lower than that of large teams, the problem was that their targets were basically soul devouring beasts in the early or mid-stage of the ghost king realm. The risk was also relatively lower, and they would generally be given additional subsidies after successfully capturing them.

As for the high-end teams, although they offered extremely high prices and only recruited powerful members, they wanted to capture powerful soul devouring beasts around the ghost emperor realm, so the risk was also multiplied.

The entire party market quickly began to operate in an orderly manner, and the players of the two servers took what they wanted.

As the "pay-to-win teams" that captured soul-devouring beasts were put together, the price of soul coins in the European server began to fluctuate greatly.

Due to the large number of players to be recruited, some players don't have enough soul coins to pay the reward. Under such circumstances, they could only choose to buy soul coins at the 'soul coin exchange' to pay for the hired thugs.

However, there was more than one team that did this.

After all, to form a team to capture a soul devouring beast, it would cost at least tens of thousands of soul coins.

This was especially so for those solo players who were pay-to-win Knights. Without any Guild to provide financial assistance, it was equivalent to saying that the entire team, except for him, was full of fighters. The amount of money they had to pay for a single trip was unusually large.

However, there was never a lack of rich and willful players in the war, no matter which server it was.

In order to order some powerful players in the central server in advance, these Knight players from the European server immediately activated the pay-to-win mode and crazily swept up soul coins in the "soul coin exchange", which caused fluctuations in the soul coin market of the European server. As the number of Knight players who paid money increased, the number of players in the European server also increased.

The price of soul coins in the European server had reached a new high!