

NEW EDEN: LIVE TO PLAY, PLAY TO LIVE

Chapter 14 In Extremis, Part 1

* * * Kloud Stryph's POV * * *

After seeing the young man running into the cave, Kloud sighed in relief.

'At least he won't see me get torn to shreds.' He thought.

He steeled his mind for the fight to come, but the Alpha standing in front of him was still not attacking. So he inspected it.

Dire Wolf Alpha:

Level: 41

Grade: Special Zone Boss

Str: 61 Agi: 82 Con: 62

Int: 62 Wis: 41

HP: 43'500

MP: 1'645

Attack Power Str (bite): 305

Attack Power Agi (claw): 410

Defense: 6.2%

Abilities: Tearing Claw, Crushing Bite, ???

Tearing Claw: Uses a powerful claw attack that does more damage and causes bleeding. Can be seen by the sheen around the claws. +100% claw damage, causes bleed 1% HP/s that stops when treated. Cooldown 1 minute.

Crushing Bite: This creature's bite can ground rocks to dust. Don't get caught.
+100% bite damage. Possibility of incapacitating a limb that is bitten.
Cooldown 30s.

'This is going to be a tough fight.' He thought.

Even without the dozen wolves surrounding him, the Alpha alone would be a worthy opponent. But with them, his chances might as well be nil.

"Come on! You big dumb dog!" Kloud provoked it.

"I don't have all day! If you want to kill me, then make it quick!" He added.

The Alpha just looked at him derisively, like he was just food ready to be chomped.

"Fine then. I'll go to you instead!" Kloud yelled, pulling his sword back into a draw position.

"Ghost Blade: Thousand Slash Blood Festival." He then whispered.

All around him, in a 100-meter radius, blades of ethereal energy started manifesting. The blades multiplied until a thousand of them covered the sky.

From above, one would only see ghostly swords. Then the swords started falling, one by one.

-37 *-37* *-37* *-37*....

The rain of blades lasted for a full minute, with most of the swords landing on the Alpha. The Dire wolves all took 50 slashes each, and the Alpha received a whopping 400!

There was dust everywhere for a few seconds after the last blade hit the ground. Once it cleared up, Kloud was seen standing in the middle, panting heavily.

Around him, heavily injured Dire Wolves.

Dire Wolf (3):

Level: 30

Grade: Common

Str: 40 Agi: 59 Con: 40

Int: 40 Wis 30

Health: 550/4'250

Mana: 800

Attack Power Str (Bite): 200 Attack Power Agi (Claw): 295

Defense: 4%

Dire Wolf (2):

Level: 31

Grade: Common

Str: 41 Agi: 62 Con: 42

Int: 41 Wis 31

Health: 1'050/4'750

Mana: 845

Attack Power Str (Bite): 205 Attack Power Agi (Claw): 310

Defense: 4.2%

Dire Wolf (1):

Level: 32

Grade: Common

Str: 43 Agi: 65 Con: 44

Int: 43 Wis 32

Health: 2'050/5'750

Mana: 915

Attack Power Str (Bite): 215 Attack Power Agi (Claw): 325

Defense: 4.4%

Dire Wolf (1):

Level: 33

Grade: Common

Str: 45 Agi: 68 Con: 45

Int: 45 Wis 33

Health: 3'050/6'750

Mana: 985

Attack Power Str (Bite): 225 Attack Power Agi (Claw): 340

Defense: 4.5%

Dire Wolf (4):

Level: 34

Grade: Common

Str: 47 Agi: 71 Con: 47

Int: 46 Wis 34

Health: 3'550/7'250

Mana: 1'030

Attack Power Str (Bite): 235 Attack Power Agi (Claw): 355

Defense: 4.7%

Dire Wolf (1):

Level: 35

Grade: Common

Str: 48 Agi: 74 Con: 49

Int: 48 Wis 35

Health: 4'550/8'250

Mana: 1'100

Attack Power Str (Bite): 240 Attack Power Agi (Claw): 370

Defense: 4.9%

He glanced them to assess their numbers. Then he looked forward, hoping to see only a carcass where the Alpha had stood.

But what he saw instead doused his mind in cold water. There was a white cocoon where the Alpha's body should be.

After a few seconds, it started cracking. From inside it came the Alpha, enraged, eyes glowing red.

Dire Wolf Alpha:

Level: 41

Grade: Special

Str: 61 Agi: 82 Con: 62

Int: 62 Wis: 41

HP: 4'350/43'500

MP: 1'645

Attack Power Str (bite): 305

Attack Power Agi (claw): 410

Defense: 6.2%

Abilities: Tearing Claw, Crushing Bite, Indomitable Soul

Tearing Claw: Uses a powerful claw attack that does more damage and causes bleeding. Can be seen by the sheen around the claws. +100% claw damage, causes bleed 1% HP/s that stops when treated. Cooldown 1 minute.

Crushing Bite: This creature's bite can ground rocks to dust. Don't get caught. +100% bite damage. Can incapacitate a limb that is bitten. Cooldown 30s.

Indomitable Soul: When an attack takes away over 10% of this creature's Hp, bringing it to death's door, the creature instead forms a cocoon, locking its HP at 10% and becoming invulnerable for the next 30 seconds.

Kloud Instantly understood what had happened. Despair filled his thoughts.

That was his only chance for victory, and now it was gone. He gripped the hilt of his sword tightly and took the deepest breath he could through the panting.

"I'm not gonna go down easily, you muts! Come on! Bring it on!" He yelled as he got ready to fight to the death.