

Long Live the King Chapter 113

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[Rogue Encampment]

The boiling hot flame sparked up and down in the furnace.

The big chest beauty blacksmith Charsi's magical iron hammer drew beautiful residual shadows in the air one after another. "Ding ding dong dong" sounds landed on a burning red big sword that was on the forging anvil at a strange rhythm, and droplets of sweat dropped onto it, turning into vapor.

On the other side of the iron furnace, Barbarian Fei was pulling on the lever of the bellows, forcefully feeding into it to make sure the demon-tongue-like flame could fully lick the metal in the fire every time.

Ding!

When Charsi's last hammer fell on the sword, it was like drawing the period on the beautiful storm-like symphony. In the next instant, a hint of magic started distributing out of the sword, and then the orchid-colored flame started blinking. The sword started issuing waves of noise, and it actually started vibrating.

"God bless, it's finally done!"

The big chested beauty Charsi got really excited and didn't even bother wiping the cluster of sweat on her forehead as she picked up the still-blazing hot blade and waved it forcefully. A blue flame flashed out, and the blue air force actually opened a big gap on the whole blacksmith wood shed.

"It really worked?"

Fei saw the scene and was also pleasantly surprised. He took over the blue broad sword, felt the temperature coming from the hilt, looked at it, and then he saw the stats of the sword in his eyes: One-handed damage: 4 – 9, double-handed damage: 8-14, +3 ice damage, durability 16/16, no level requirement, no strength point requirement.

"Although the damage isn't as high as [Purple Green Dual Blades], the quality definitely isn't low, and it actually doesn't have any requirements on strength points and level, so this is a completely sharp weapon for low level characters!"

Fei felt ecstatic.

Half an hour ago, Fei really couldn't be more patient. He really felt bored sitting beside the First Princess, so he might as well take advantage of this opportunity to choose the option to enter the Diablo World in his dream. He went to [Rogue Encampment], found blacksmith Charsi in [Barbarian Mode], and asked her about the progress on using gems to forge magic weapons. He coincidentally came when Charsi was conducting the last experiment, and decided to lend a hand, and finally got to witness the whole process of successfully using [Chipped Gems] to forge the first magic sword.

Although this blue magic sword served no useful purpose for Fei, its meaning was extraordinary.

First, the birth of this ice-style magic sword meant that blacksmith Charsi's forging skills finally leveled up, capable of using gems to forge higher level magic weapons. As long as she continued working hard and practicing, she would definitely be able to forge an even sharper magic weapon. Under Fei's almost limitless supply of gems, maybe one day, Charsi would be able to forge a super weapon beyond yellow or golden equipment. That way, Fei wouldn't need to clear bosses daily to collect all the equipment.

Second, for Fei, all the equipment and weapons in the past were acquired from killing monsters or purchased from NPCs. These weapons were all finished goods, so Fei only had the right to choose, but now it was different. Whatever style of weapon or magic property, Fei could directly let Charsi forge it. The range of selection was much bigger, and the degree of focus was also stronger, and it was even possible to invent new weapons.

"Haha, this is awesome! I swear, I can see the birth of a great forging master on the Rogue Continent..." Fei buttered up to Charsi, and then took out 20 pieces or so of all kinds of gems and a dozen already prepared sheepskin manuscript scrolls and handed them to Charsi, and then smiled. "This time I will need you to forge me some armor, you just have to follow these drawings..."

"These are.... armor blueprints?"

Charisi opened up the goatskin scrolls, carefully looked over them once, and frowned as she said, "These are beautiful armors... But armor is harder to forge than weapons. Master Fei, with my current forging skill level, I'm afraid that I won't have a 100% success rate. To complete the forging of these armors, I might need to waste a bit more elemental gems."

"That's no problem, you can use however many you want," Fei said with full confidence.

With the Horadric Cube, Fei just needed 3 [Chipped Gems] to make one [Flawed Gem], and then exchange the one [Flawed gem] to exchange for 100 [Chipped Gems] in the real world. Fei felt like he was sitting on a gold mountain, and he never had to worry about money in the future anymore.

"Yes. Oh right, Charsi, in fact, you can go to the real world to try to build these weapons. Chambord City has a few quite skilled blacksmiths, and maybe they can help you." Fei suggested.

Charsi wiped off the sweat on her forehead, then thought about what she saw in the stone maze like those big and perfect furnace facilities. Her eyes brightened and was pleasantly surprised after hearing it. "That's right, how did I not think of it? Master Fei, I will go find them right now..."

This female blacksmith had a short temper.

After sending away the big chested beauty Charsi, Fei stored the ice sword into his inventory, and then found aunt Akara, and started following her to study how to identify herbs, configure agents and produce magic scrolls.

Of course, the things he learned in the beginning were all very basic knowledge.

Fei was originally quite impatient for these things, and aunt Akara was extremely sneaky, forcing him to sign the [apprenticeship contract], so now he had to force himself to learn these things. However, as he gained more knowledge, Fei surprisingly found himself actually starting to getting interested in the knowledge. It was just that his memory was still as blurry as his past life, and often he remembered things wrong...

He spent very little time studying with Akara, around half an hour. After that, Fei logged out of his Barbarian mode, and then came to the 3D holographic projection screen and selected Druid mode, entering another parallel universe of the Diablo World, and began to challenge the first little map.

In this space, the mercenary Fei had the female flame archer Kayle.

Ultimately, there were some differences with Barbarian mode, and that was that the mercenary was a lot less agile and vivid than Elena, appearing a bit stiff and having rusty cooperation while fighting. Actually, aside from the flame archer Kayle, in his Druid mode, even the other NPCs in [Rogue Encampment] looked more like a computer program, far different from that dimension under his Barbarian mode where the NPCs had emotions.

This situation was very similar to Fei's experience in the second map [Lut Gholein], making Fei very confused again, not knowing what caused this weird situation.

Under all the modes, only the NPCs in [Rogue Encampment] under Barbarian mode were real flesh-and-blood people.

With his doubts, during the next three hours, Fei actually cleared Druid mode's final challenge in one go, eliminating Rogue Continent's final boss Andalier in the temple's basement. He also got a few nice golden gears.

At this time, his Druid had leveled up to 16.

After getting fully geared, Fei's real combat strength in the real world was approximately at an intermediate 3-star level warrior. Of course, if his Druid character had all kinds of magical summoning and transforming skills, maybe it could bring a challenge even when facing beginner 4-star elites.