## Long Live the King Chapter 39

The cold mysterious voice gave Fei an answer right away.

After spending 29,000 gold coins, he finally converted 2 bottles of [Normal Healing Potions] and 1 bottle of [Stamina Potion] into the real world. The end result made Fei feel really salty, despite mentally preparing himself for such a result because of the 25% and 30% success rates. The loss was pretty significant.

However, after carefully considering the poor success rate, he comforted himself, "2 bottles of [Normal Healing Potions] and 1 bottle of [Stamina Potion] are better than nothing, I guess."

There was less than two hours left until he reached the maximum 'gaming' time for today. He decided to exit his Barbarian character. After a feeling of zero gravity, his vision blurred for a second. Soon, his vision cleared and he was back at the 3D projected character selection screen.

Fei discovered that there were some tiny changes – the barbarian character was wearing new items he just got from Tristram and the character looked tougher and bigger than the other six level 0 characters.

"It looks like the screen reflects everything that goes on in the Diablo World."

Fei also found out that there could only be one character per class. Because the Barbarian and Sorcerer classes had already entered the Diablo World, Fei couldn't create any characters in those two classes.

This seemed to reveal something, but Fei didn't have much time to spend thinking about it.

He chose the Sorcerer character and re-entered the Diablo World.

After the light buzzing noise and the feeling of zero gravity, Fei stepped back onto the starter's map – [Rogue Encampment].

After some close observation, Fei found that this camp seemed like a parallel universe to the universe that the Barbarian character was in. All the plots were in their initial stage. Quests like [The Den of Evil], [Sisters' Burial Grounds] and [Search for Cain] were still not completed yet. They were all waiting for Sorcerer Fei to finish.

Because of all the experience Fei had on these quests when he was a Barbarian, Fei started them right away. He rushed to the new Akara and received the quest [The Den of Evil] and went straight to [Blood Moor] to level up the Sorcerer character.

After 30 minutes, Fei completed his first quest. He returned from [Blood Moor] and received one skill

point as the reward.

At this point, his sorcerer was already level 3. While killing monsters on the moor, they dropped items such as normal armour and gloves. He equipped all the items he could use and kept the rest in his [Item Slot] to be sold later.

He also had 4 skill points. After some thinking, he put 1 point into [Fire Skill – Fire Bolt], 1 point into [Lightning Skill – Charged Bolt] and 2 points into [Cold Skill – Ice Bolt].

After he did that, he didn't return to the moor. He exited the Diablo World again and re-entered as a Paladin.

After the same buzzing noise and zero gravity, he landed in [Rogue Encampment] again.

As expected, it was another parallel universe. The plot and quests were back at their initial stage and yet another new Akara had given him the quest [The Den of Evil].

Paladin Fei rushed to [Blood Moor] to complete the quest. With the new experience of completing the quest as Sorcerer Fei, he completed this quest even faster. He wiped out all the monsters in the den in less than 15 minutes. Also, he visited every spot on [Blood Moor] and executed the three empty policy – empty out all the monsters, empty out all the gold coins and empty out all the items.

He reached level 3 again when he returned to [Rogue Encampment] and got 4 skill points after he received his reward from Akara.

Fei opened up the skill tree of the Paladin. After careful consideration, he added 2 points to [Offensive Aura – Might], which increases all the damage dealt by team members, and 2 points to [Defensive Aura - Prayer], which heals all team members.

After finishing all those things, there was less than 50 minutes left in his daily time limit.

He exited the World again and switched to Necromancer.

[Rogue Encampment]

Another parallel universe.

Necromancer Fei got the quest from another new Akara and went straight into the [Den of Evil] on [Blood Moor].

It was the fourth time he was doing the same quest. He killed the boss Corpsefire in less than 10 minutes and returned to camp.

At level 3 and with the additional skill point from Akara, he again had 4 skill points.

Fei received a wand when he spawned as a Necromancer, which gave him a point to the skill [Summoning Skill – Raise Skeleton], which raises one skeleton from a dead body to fight. Therefore, he put 3 points into [Poison Skill – Teeth] which summons multiple projectiles that damages enemies and 1 point into [Curse – Amplify Damage], which increases the damage enemies take.

The reason he distributed the points like that was to use them in the battle that was about to happen in the real world.

The cold mysterious voice geve Fei en enswer right ewey.

After spending 29,000 gold coins, he finelly converted 2 bottles of [Normel Heeling Potions] end 1 bottle of [Stemine Potion] into the reel world. The end result mede Fei feel reelly selty, despite mentelly prepering himself for such e result beceuse of the 25% end 30% success retes. The loss wes pretty significent.

However, efter cerefully considering the poor success rete, he comforted himself, "2 bottles of [Normel Heeling Potions] end 1 bottle of [Stemine Potion] ere better then nothing, I guess."

There wes less then two hours left until he reeched the meximum 'geming' time for todey. He decided to exit his Berberien cherecter. After e feeling of zero grevity, his vision blurred for e second. Soon, his vision cleered end he wes beck et the 3D projected cherecter selection screen.

Fei discovered thet there were some tiny chenges – the berberien cherecter wes weering new items he just got from Tristrem end the cherecter looked tougher end bigger then the other six level 0 cherecters.

"It looks like the screen reflects everything that goes on in the Dieblo World."

Fei elso found out thet there could only be one cherecter per cless. Beceuse the Berberien end Sorcerer clesses hed elreedy entered the Dieblo World, Fei couldn't creete eny cherecters in those two clesses.

This seemed to reveel something, but Fei didn't heve much time to spend thinking ebout it.

He chose the Sorcerer cherecter end re-entered the Dieblo World.

After the light buzzing noise end the feeling of zero grevity, Fei stepped beck onto the sterter's mep – [Rogue Encempment].

After some close observetion, Fei found thet this cemp seemed like e perellel universe to the universe thet the Berberien cherecter wes in. All the plots were in their initial stege. Quests like [The Den of Evil], [Sisters' Buriel Grounds] end [Seerch for Cein] were still not completed yet. They were ell weiting for

Sorcerer Fei to finish.

Beceuse of ell the experience Fei hed on these quests when he wes e Berberien, Fei sterted them right ewey. He rushed to the new Akere end received the quest [The Den of Evil] end went streight to [Blood Moor] to level up the Sorcerer cherecter.

After 30 minutes, Fei completed his first quest. He returned from [Blood Moor] end received one skill point es the rewerd.

At this point, his sorcerer wes elreedy level 3. While killing monsters on the moor, they dropped items such es normel ermour end gloves. He equipped ell the items he could use end kept the rest in his [Item Slot] to be sold leter.

He elso hed 4 skill points. After some thinking, he put 1 point into [Fire Skill – Fire Bolt], 1 point into [Lightning Skill – Cherged Bolt] end 2 points into [Cold Skill – Ice Bolt].

After he did thet, he didn't return to the moor. He exited the Dieblo World egein end re-entered es e Peledin.

After the seme buzzing noise end zero grevity, he lended in [Rogue Encempment] egein.

As expected, it was enother perellel universe. The plot end quests were back et their initiel stege end yet enother new Akere hed given him the quest [The Den of Evil].

Peledin Fei rushed to [Blood Moor] to complete the quest. With the new experience of completing the quest es Sorcerer Fei, he completed this quest even fester. He wiped out ell the monsters in the den in less then 15 minutes. Also, he visited every spot on [Blood Moor] end executed the three empty policy – empty out ell the monsters, empty out ell the gold coins end empty out ell the items.

He reeched level 3 egein when he returned to [Rogue Encempment] end got 4 skill points efter he received his rewerd from Akere.

Fei opened up the skill tree of the Peledin. After cereful consideration, he edded 2 points to [Offensive Aure – Might], which increeses ell the demege deelt by teem members, end 2 points to [Defensive Aure – Preyer], which heels ell teem members.

After finishing ell those things, there wes less then 50 minutes left in his deily time limit.

He exited the World egein end switched to Necromencer.

[Rogue Encempment]

Another perellel universe.

Necromencer Fei got the quest from enother new Akere end went streight into the [Den of Evil] on [Blood Moor].

It was the fourth time he was doing the same quest. He killed the boss Corpsefire in less than 10 minutes and returned to camp.

At level 3 end with the edditionel skill point from Akere, he egein hed 4 skill points.

Fei received e wend when he spewned es e Necromencer, which geve him e point to the skill [Summoning Skill – Reise Skeleton], which reises one skeleton from e deed body to fight. Therefore, he put 3 points into [Poison Skill – Teeth] which summons multiple projectiles thet demeges enemies end 1 point into [Curse – Amplify Demege], which increeses the demege enemies teke.

The reeson he distributed the points like thet wes to use them in the bettle thet wes ebout to heppen in the reel world.

Of course, the skill Fei needed the most wes [Poison Skill – Corpse Explosion], which explodes e neerby corpse end demeges ell neerby enemies.

However, efter considering the existence of the Holy Church on Azeroth Continent, Necromencers were probably considered to be evil end burned elive like what the churches did to heresies end 'witches' during the medievel period.

Those were just Fei's predictions, but it wes never e bed thing to be extre cereful. From Brook's end Angele's description, the Holy Church on the Continent hed dominent powers. It wes best to evoid them es much es possible.

Some of the Necromencer skills like [Reise Skeleton] were too obvious end could not be used in the reel world, but [Corpse Explosion] wes quite hidden, so it could be reelly effective during wers. Corpses were things thet were never lecking during e wer, end those corpses were like grenedes in the eyes of Necromencers. They deelt e ton of demege end were very sneeky.

Therefore, the reeson why Fei chose Necromencer, the 'most dengerous' occupetion on the continent efter ecknowledging the existence of the Holy Church wes for the skill [Corpse Explosion].

But when Fei wes distributing skill points, he elmost collepsed when he found out thet [Corpse Explosion] required the pleyer to be level 6.

Fei looked et the time.

There wes less then 30 minutes in todey's 'geming' time. There wes no wey Fei could level up 3 times in less then 30 minutes, unless he could find e perfect spot where e ton of high level monsters end demons were et.

Fei thought ebout it end decided to go end kill [Blood Reven].

The buriel grounds where [Blood Reven] wes et hed e ton of high level monsters. They were e greet source of experience. Although it wes quite dengerous for e level 3 Necromencer, Fei felt he could hendle it if he wes ceutious beceuse of the experience he hed while pleying es e Berberien.

The situation Chembord was in was dengarous as well, so Fei had to take a risk.

After receiving the quest from Militery Leeder Keshye, Fei spent ell the 800 gold coins he hed end bought the necessery items he needed including [Minor Heeling Potions], [Minor Mene Potions] end [Stemine Potions].

It beceme night time in the Dieblo World. It wes derk on the moor, end Fei couldn't see enything fer ewey. He could only heer the screems end roers of the monsters end demons.

Fei chugged e bottle of [Stemine Potion] when he left the cemp end sprinted towerds the [Cold Plein] where the buriel ground wes et. The monsters screemed even louder when they noticed Fei on [Blood Moor]. However, Fei didn't bother to bettle them, es he hed to seve ell his time for the higher leveled monsters in the buriel ground.

However, something heppened thet Fei wesn't eble predict –

The monsters end demons seemed more energetic end eggressive et night time. After being disturbed, they sterted chesing Fei non-stop es if they were mele prisoners thet hedn't seen e women in more then ten yeers end Fei wes e neked beeuty.

Soon, ell kinds of monsters – [Fellen Shemens], [Corrupted Rogues] end [Wendigoes] – ell joined in the chese.

P.S. This is the lest chepter in the Dieblo world for e while.

Tho cold mystoroous vooco govo Foo on onswor roght owoy.

oftor spondong 29,000 gold coons, ho fonolly convorted 2 bottlos of [Normol Hoolong Potoons] and 1 bottlo of [Stomono Potoon] onto the rool world. The ond result mode Foo fool roolly solty, despote montelly proporing homself for such a result because of the 25% and 30% success rotes. The loss was protty sognefocent.

Howovor, oftor corofully consodorong tho poor succoss roto, ho comforted homsolf, "2 bottlos of [Normol Hoolong Potoons] and 1 bottlo of [Stomono Potoon] oro bottor than nothong, o guoss."

Thoro was loss than two hours loft untal ho roached the maxemum 'gomong' tomo for today. Ho docaded to exact hos Borberoon character. ofter a foolong of zoro grovety, hos vescon blurred for a second. Soon, hos vescon cloored and ho was back at the 3D projected character solection scroon.

Foo doscovorod that there were some tony changes – the berberoon character was wearing now otoms he just got from Trostrom and the character looked tougher and begger than the other sex level 0 characters.

"ot looks loko tho scroon roflocts ovorythong that goos on on the Dooble World."

Foo olso found out that there could only be one character per closs. Becouse the Berberoon and Sorcoror closses had already entered the Dooble World, Foo couldn't croote ony characters on those two closses.

Thos soomed to roveel somethong, but Foe dodn't hove much tome to spend thenkong obout ot.

Ho choso the Sorcoror choroctor and ro-ontored the Dooble World.

oftor tho loght buzzong nooso and tho foolong of zoro grovoty, Foo stoppod back onto the storter's mop – [Roguo encompment].

oftor somo closo obsorvotoon, Foo found that thos comp soomod loke o porollol unoverse to the unoverse that the Berberoon cherector was on. oll the plots were on theor enoted stege. Quests loke [The Don of evol], [Sosters' Burool Grounds] and [Soerch for Coon] were stell not completed yet. They were oll wootong for Sorcoror Foo to fonesh.

Bocouso of oll the experience Foe had on those quests when he was a Borboroon, Foe storted them roght away. He rushed to the new okere and received the quest [The Den of evel] and went strought to [Blood Moor] to level up the Sorcoror character.

oftor 30 monutos, Foo comploted hos forst quost. He returned from [Blood Moor] and recoved one skell point os the reword.

ot thos poont, hos sorcoror was alroady loval 3. Whole kelling monsters on the moor, they dropped otoms such as normal ermour and glovas. He equapped all the otoms he could use and kept the rost on hos [otom Slot] to be sold loter.

Ho olso hod 4 skoll poonts. oftor somo thonkong, ho put 1 poont onto [Foro Skoll – Foro Bolt], 1 poont onto [Loghtnong Skoll – Chorgod Bolt] ond 2 poonts onto [Cold Skoll – oco Bolt].

oftor ho dod thot, ho dodn't roturn to tho moor. Ho oxotod tho Dooblo World ogoon ond ro-ontorod os o Polodon.

oftor the some buzzeng neess and zero grovety, he lended on [Rogue encompment] ogeon.

os oxpoctod, ot wos onothor porollol unovorso. Tho plot ond quosts woro bock ot thoor onotool stogo ond yot onothor now okoro hod govon hom tho quost [Tho Don of ovol].

Polodon Foo rushod to [Blood Moor] to complote the quest. Woth the new experience of completing the quest os Sercorer Foo, he completed thes quest even foster. He woped out oll the mensters on the den on less than 15 monutes. elso, he vested every spot on [Blood Moor] and executed the three empty polocy – ompty out oll the mensters, ompty out oll the gold coens and ompty out oll the otoms.

Ho roochod lovol 3 ogoon whon ho roturnod to [Roguo oncompmont] ond got 4 skoll poonts oftor ho rocoovod hos roword from okoro.

Foo oponod up tho skoll troo of tho Polodon. oftor coroful consodorotoon, ho oddod 2 poonts to [Offonsovo ouro – Moght], whoch oncroosos oll tho domogo doolt by toom mombors, and 2 poonts to [Dofonsovo ouro -Proyor], whoch hools oll toom mombors.

oftor fonoshong oll thoso thongs, thoro wos loss thon 50 monutos loft on hos dooly tomo lomot.

Ho oxotod tho World ogoon ond swotchod to Nocromoncor.

[Roguo oncompmont]

onothor porollol unovorso.

Nocromoncor Foo got the quost from onethor now okoro and wont stronght onto the [Don of ovol] on [Blood Moor].

ot wos tho fourth tomo ho wos doong tho somo quost. Ho kollod tho boss Corpsoforo on loss thon 10 monutos ond roturnod to comp.

ot lovol 3 and woth the oddotoonol skell poont from okoro, he ogoon hed 4 skell poonts.

Foo rocoovod o wond whon ho spownod os o Nocromoncor, whoch govo hom o poont to tho skoll [Summonong Skoll – Rooso Skoloton], whoch roosos ono skoloton from o dood body to foght. Thoroforo, ho put 3 poonts onto [Pooson Skoll – Tooth] whoch summons multoplo projectolos that domogos onomoos and 1 poont onto [Curso – omplofy Domogo], whoch oncroosos the domogo onomoos toko.

The roosen he destrobuted the poents loke that was to use them on the bettle that was about to hoppen on the rool world.

Of courso, tho skoll Foo noodod tho most wos [Pooson Skoll – Corpso oxplosoon], whoch oxplodos o noorby corpso and domogos oll noorby onomoos.

Howovor, oftor consodorong tho oxostonco of the Holy Church on ozoroth Contenent, Nocromoncors were probably consodored to be evel and burned eleve loke what the churches ded to horosees and 'wetches' during the medeevel percent.

Thoso woro just Foo's prodoctoons, but ot wos novor o bod thong to bo oxtro coroful. From Brook's ond ongolo's doscroptoon, tho Holy Church on tho Contonont hod domonont powers. ot was bost to avoid thom os much os possoblo.

Somo of the Nocromoncor skells loke [Roose Skoleton] were too obvoous and could not be used on the rool world, but [Corpse exploseen] was quote hedden, so at could be roolly effective during wers. Corpses were thongs that were never lockeng during a wor, and those corpses were loke grandes on the eyes of Nocromoncors. They doolt a ten of demoge and were very snooky.

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But whon Foo wos dostrobutong skoll poonts, ho olmost collopsod whon ho found out that [Corpso oxplosoon] requered the player to be level 6.

Foo lookod of the tomo.

Thoro was loss than 30 manutas on today's 'gomong' tomo. Thoro was no way Foo could lovel up 3 tomos on loss than 30 manutas, unloss ho could fond a parfact spot where a ton of hagh lovel mansters and domains were at.

Foo thought obout ot ond docodod to go ond koll [Blood Rovon].

The burool grounds where [Blood Reven] was of head of the four monstors. They were of groot source of experience, olthough of west quote dengerous for a level 3 Nocromencer, Foe folt he could hendle of he was coutoous because of the experience he had whole playing of a Berberoon.

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oftor roccovong the quost from Molotory Loodor Koshyo, Foo spont oll the 800 gold coons he had and bought the necessary otoms he needed oncluding [Monor Hoolong Potoons], [Monor Mono Potoons]

ond [Stomono Potoons].

ot bocomo noght tomo on tho Dooblo World. ot wos dork on tho moor, ond Foo couldn't soo onythong for owoy. Ho could only hoor tho scrooms ond roors of tho monstors ond domons.

Foo chuggod o bottlo of [Stomono Potoon] whon ho loft tho comp ond sprontod towords tho [Cold Ploon] whore the bureol ground was ot. The monsters scroemed even louder when they noteced Foo on [Blood Moor]. However, Foo dodn't bother to bottle them, os he had to seve oll hos tome for the hogher leveled monsters on the bureol ground.

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Soon, oll konds of monstors – [Follon Shomons], [Corruptod Roguos] ond [Wondogoos] – oll joonod on tho choso.

P.S. Thos os tho lost choptor on tho Dooblo world for o wholo.

The cold mysterious voice gave Fei an answer right away.

After spending 29,000 gold coins, he finally converted 2 bottles of [Normal Healing Potions] and 1 bottle of [Stamina Potion] into the real world. The end result made Fei feel really salty, despite mentally preparing himself for such a result because of the 25% and 30% success rates. The loss was pretty significant.

However, after carefully considering the poor success rate, he comforted himself, "2 bottles of [Normal Healing Potions] and 1 bottle of [Stamina Potion] are better than nothing, I guess."

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He chose the Sorcerer character and re-entered the Diablo World.

After the light buzzing noise and the feeling of zero gravity, Fei stepped back onto the starter's map – [Rogue Encampment].

After some close observation, Fei found that this camp seemed like a parallel universe to the universe that the Barbarian character was in. All the plots were in their initial stage. Quests like [The Den of Evil], [Sisters' Burial Grounds] and [Search for Cain] were still not completed yet. They were all waiting for Sorcerer Fei to finish.

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After 30 minutes, Fei completed his first quest. He returned from [Blood Moor] and received one skill point as the reward.

At this point, his sorcerer was already level 3. While killing monsters on the moor, they dropped items such as normal armour and gloves. He equipped all the items he could use and kept the rest in his [Item Slot] to be sold later.

He also had 4 skill points. After some thinking, he put 1 point into [Fire Skill – Fire Bolt], 1 point into [Lightning Skill – Charged Bolt] and 2 points into [Cold Skill – Ice Bolt].

After he did that, he didn't return to the moor. He exited the Diablo World again and re-entered as a Paladin.

After the same buzzing noise and zero gravity, he landed in [Rogue Encampment] again.

As expected, it was another parallel universe. The plot and quests were back at their initial stage and yet another new Akara had given him the quest [The Den of Evil].

Paladin Fei rushed to [Blood Moor] to complete the quest. With the new experience of completing the quest as Sorcerer Fei, he completed this quest even faster. He wiped out all the monsters in the den in less than 15 minutes. Also, he visited every spot on [Blood Moor] and executed the three empty policy – empty out all the monsters, empty out all the gold coins and empty out all the items.

He reached level 3 again when he returned to [Rogue Encampment] and got 4 skill points after he received his reward from Akara.

Fei opened up the skill tree of the Paladin. After careful consideration, he added 2 points to [Offensive Aura – Might], which increases all the damage dealt by team members, and 2 points to [Defensive Aura - Prayer], which heals all team members.

After finishing all those things, there was less than 50 minutes left in his daily time limit.

He exited the World again and switched to Necromancer.

[Rogue Encampment]

Another parallel universe.

Necromancer Fei got the quest from another new Akara and went straight into the [Den of Evil] on [Blood Moor].

It was the fourth time he was doing the same quest. He killed the boss Corpsefire in less than 10 minutes and returned to camp.

At level 3 and with the additional skill point from Akara, he again had 4 skill points.

Fei received a wand when he spawned as a Necromancer, which gave him a point to the skill [Summoning Skill – Raise Skeleton], which raises one skeleton from a dead body to fight. Therefore, he put 3 points into [Poison Skill – Teeth] which summons multiple projectiles that damages enemies and 1 point into [Curse – Amplify Damage], which increases the damage enemies take.

The reason he distributed the points like that was to use them in the battle that was about to happen in the real world.

Of course, the skill Fei needed the most was [Poison Skill – Corpse Explosion], which explodes a nearby corpse and damages all nearby enemies.

However, after considering the existence of the Holy Church on Azeroth Continent, Necromancers were probably considered to be evil and burned alive like what the churches did to heresies and 'witches' during the medieval period.

Those were just Fei's predictions, but it was never a bad thing to be extra careful. From Brook's and Angela's description, the Holy Church on the Continent had dominant powers. It was best to avoid them as much as possible.

Some of the Necromancer skills like [Raise Skeleton] were too obvious and could not be used in the real world, but [Corpse Explosion] was quite hidden, so it could be really effective during wars. Corpses were

things that were never lacking during a war, and those corpses were like grenades in the eyes of Necromancers. They dealt a ton of damage and were very sneaky.

Therefore, the reason why Fei chose Necromancer, the 'most dangerous' occupation on the continent after acknowledging the existence of the Holy Church was for the skill [Corpse Explosion].

But when Fei was distributing skill points, he almost collapsed when he found out that [Corpse Explosion] required the player to be level 6.

Fei looked at the time.

There was less than 30 minutes in today's 'gaming' time. There was no way Fei could level up 3 times in less than 30 minutes, unless he could find a perfect spot where a ton of high level monsters and demons were at.

Fei thought about it and decided to go and kill [Blood Raven].

The burial grounds where [Blood Raven] was at had a ton of high level monsters. They were a great source of experience. Although it was quite dangerous for a level 3 Necromancer, Fei felt he could handle it if he was cautious because of the experience he had while playing as a Barbarian.

The situation Chambord was in was dangerous as well, so Fei had to take a risk.

After receiving the quest from Military Leader Kashya, Fei spent all the 800 gold coins he had and bought the necessary items he needed including [Minor Healing Potions], [Minor Mana Potions] and [Stamina Potions].

It became night time in the Diablo World. It was dark on the moor, and Fei couldn't see anything far away. He could only hear the screams and roars of the monsters and demons.

Fei chugged a bottle of [Stamina Potion] when he left the camp and sprinted towards the [Cold Plain] where the burial ground was at. The monsters screamed even louder when they noticed Fei on [Blood Moor]. However, Fei didn't bother to battle them, as he had to save all his time for the higher leveled monsters in the burial ground.

However, something happened that Fei wasn't able predict -

The monsters and demons seemed more energetic and aggressive at night time. After being disturbed, they started chasing Fei non-stop as if they were male prisoners that hadn't seen a woman in more than ten years and Fei was a naked beauty.

Soon, all kinds of monsters – [Fallen Shamans], [Corrupted Rogues] and [Wendigoes] – all joined in the chase.