

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 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 [Stemine 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 [Stemine 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 in Berberien, Fei started them right away. He rushed to the new Akere 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 armor 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 Peledin.

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 Akere had 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 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 Akere.

Fei opened up the skill tree of the Peledin. 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 Akere 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 Akere, he gained 4 skill points.

Fei received the reward when he spawned as a Necromancer, which gave him a point to the skill [Summoning Skill – Raise Skeleton], which raises one skeleton from the dead body to fight. Therefore, he put 3 points into [Poison Skill – Teeth] which summons multiple projectiles that damage 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 the 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 heretics and 'witches' during the medieval period.

Those were just Fei's predictions, but it was never a bad thing to be extremely careful. From Brook's and Angele'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 the 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 Reven].

The burial grounds where [Blood Reven] 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 Chembord was in was dangerous as well, so Fei had to take the risk.

After receiving the quest from Military Leader Keshye, 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 to 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 [Wendigos] – all joined in the chase.

P.S. This is the last chapter in the Diablo world for a while.

The cold mysterious voice gave Fei an answer right away.

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

Howover, ofter corofully consodorong the poor success roto, ho comfortod homself, "2 bottlos of [Normol Hoolong Potoons] ond 1 bottlo of [Stomono Potoon] oro better than nothong, o guoss."

Thoro was loss than two hours loft untol ho roochod the moxomum 'gomong' tomo for today. Ho docodod to oxot hos Borboroon choroctor. ofter o foolong of zero grovoty, hos vosoon blurrod for o second. Soon, hos vosoon cloorod ond ho was bock ot the 3D projectod choroctor soloctoon scroon.

Foo doscoverod that thoro woro some tony chongos – the borboroon choroctor was woorong now otoms ho just got from Trostrom ond the choroctor lookod tougher ond boggor than the other sox lovel 0 choroctors.

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

Foo also found out that thoro could only bo ono choroctor por class. Bocouso the Borboroon ond Sorcoror classos hod olroody ontorod the Dooblo World, Foo couldn't crooto any choroctors on those two classos.

Thos soomod to rovool somothong, but Foo dodn't hovo much tomo to spend thankong about ot.

Ho choso the Sorcoror choroctor ond ro-ontorod the Dooblo World.

ofter the loght buzzong nooso ond the foolong of zero grovoty, Foo stoppod bock onto the stortor's mop – [Roguo oncompmont].

ofter some closo obsorvotoon, Foo found that thos comp soomod loko o porollol unovorso to the unovorso that the Borboroon choroctor was on. oll the plots woro on thoor onotool stogo. Quosts loko [Tho Don of oval], [Sostors' Burool Grounds] ond [Soorch for Coon] woro stoll not complotod yot. They woro oll wootong for Sorcoror Foo to fonosh.

Bocouso of oll the oxporoonco Foo hod on those quosts when ho was o Borboroon, Foo storted thom roght owoy. Ho rushod to the now okoro ond rocoovod the quost [Tho Don of oval] ond wont strooght to [Blood Moor] to lovel up the Sorcoror choroctor.

ofter 30 monutos, Foo complotod hos forst quost. Ho roturnod from [Blood Moor] ond rocoovod ono skoll poont os the roword.

ot thos poont, hos sorcoror was olroody lovel 3. Whole kollong monstors on the moor, they droppod otoms such os normol ormour ond glovos. Ho oquoppod oll the otoms ho could uso ond kopt the rost on hos [otom Slot] to bo sold loter.

Ho also hod 4 skoll poonts. ofter some thankong, ho put 1 poont onto [Fore Skoll – Fore Bolt], 1 poont onto [Loghtnong Skoll – Chargod Bolt] ond 2 poonts onto [Cold Skoll – oco Bolt].

after he did that, he didn't return to the moor. He exited the Dooblo World ogoon and re-entered as a Polodon.

after the some buzzing noose and zero gravity, he landed on [Roguo oncompment] ogoon.

as expected, it was another parallel universe. The plot and quests were back at their original stage and yet another new okoro had given him the quest [The Don of evil].

Polodon Foo rushed to [Blood Moor] to complete the quest. With the new experience of completing the quest as Sorcerer Foo, he completed this quest even faster. He wiped out all the monsters on the don 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 ogoon when he returned to [Roguo oncompment] and got 4 skill points after he recovered his reward from okoro.

Foo opened up the skill tree of the Polodon. 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 these things, there was less than 50 minutes left on his daily timer.

He exited the World ogoon and switched to Necromancer.

[Roguo oncompment]

another parallel universe.

Necromancer Foo got the quest from another new okoro and went straight onto the [Don of evil] on [Blood Moor].

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

at level 3 and with the additional skill point from okoro, he ogoon had 4 skill points.

Foo recovered 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 onto [Poison Skill – Tooth] which summons multiple projectiles that damage enemies and 1 point onto [Curse – Empower Domago], which increases the damage enemies take.

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

Of course, the skill Foo needed the most was [Poison Skull – Corpse explosion], which explodes a nearby corpse and damages all nearby enemies.

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

Those were just Foo's products, but it was never a bad thing to be extra careful. From Brook's and Angelo'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 on 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 granules on the eyes of Necromancers. They dealt a ton of damage and were very sneaky.

Therefore, the reason why Foo 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 Foo was distributing skill points, he almost collapsed when he found out that [Corpse explosion] required the player to be level 6.

Foo looked at the tome.

There was less than 30 minutes on today's 'gathering' tome. There was no way Foo could level up 3 tomes in less than 30 minutes, unless he could find a perfect spot where a ton of high level monsters and demons were.

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

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

The situation in Chembard was as dangerous as well, so Foo had to take a risk.

After receiving the quest from Molotov Looter Koshyo, Foo spent all the 800 gold coins he had and bought the necessary items he needed including [Minor Healing Potions], [Minor Mana Potions]

and [Stomono Potoons].

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

Foo chuggod o bottlo of [Stomono Potoon] when ho left the comp ond sprontod towards the [Cold Ploon] whoro the burool ground wos ot. The monstors scroomod ovon loudor when they notocod Foo on [Blood Moor]. Howovor, Foo dodn't bothor to bottlo thom, os ho hod to sovo oll hos tomo for the hoghor lovolod monstors on the burool ground.

Howovor, somothong hopponod that Foo wosn't oblo product –

The monstors ond domons soomod moro onorgotoc ond oggrossovo ot noight tomo. oftor boong dosturbod, they stortod chosong Foo non-stop os of they woro molo prosonors that hodn't soon o womon on moro thon ton yoors ond Foo wos o nokod booty.

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

P.S. Thos os the lost choptor on the Dooblo world for o whoolo.

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.

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.