D. of Pride 391

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Bolan's expression was red, he had the urge to punch the face of the latter, however, he controlled his anger and asked "Hoh, is that so? Good luck with that. Anyway, why are you all who have reached the ninth floor doing on the eight floor?".

The moment he was asked that question, Harris' expression became ugly and his mood became sour.

"We are on the eighth floor became we have some commission that we must complete or else we wouldn't bother to be here".

A lie, anyone listening to it, can clearly tell that. he must have suffered a devastating defeat on the ninth floor and scurried back up on the eighth floor.

Nevertheless, Bolan wasn't interested in the other party's business and thus did not probe much. He looked all around the place, found an empty spot far from the other teams and started directing his teammates.

"Newbie you also go there and start mining. Remember this is a dungeon, you don't know when you will be attacked so stay on your guard".

Simon did not comment much, took the pickaxe and started mining. From the moment he created the dungeon, this was his first time looking at it from the perspective of an adventurer. Him deciding to join Bolan's party was precisely to know what motive drives the adventurers to dive inside his dungeon.

After a while, when Simon was starting to get bored of mining, he saw the man named Harris approach Bolan from the corner of his eyes. As his sense of hearing was much sharper than an ordinary human, he could hear them just fine from this distance.

"What are you doing here? The ores in this place are being farmed by my team, find someplace else" Bolan said dismissively, he wasn't pleased with Harris approaching the place his team was already mining.

"Haha, don't worry. We have already mined plenty and have no room with us to bring more. You can mine as many ores as you want from this place. I'm here to ask you about something else".

Hearing that the other party wasn't here to hog their mining place, Bolan gestured with his head for Harris to go on and state his business.

"Have you heard of this rumour of a strong adventurer team that was newly spotted in this town?" Harris asked.

"There are lots of new and strong adventurers team coming and going in this town every day. You think I keep a tab of every single one of them?" Boris said swinging his pickaxe hard.

"That's not what I'm saying... don't tell this to anyone, but my informant told me that in just a week this team cleared more than twenty floors. Not only that, but they are also the ones that are currently leading the exploration to newer floors".

Bolan stopped swinging his axe and glanced towards Harris who had a serious expression plastered on his face.

"Which team are you talking about?" He asked, since there were so many strong teams arriving in this town, that it was hard to tell which team harris was talking about.

"You know the team who all uses a mask to cover their faces and have no insignia on their armours?" Harris explained.

"You don't mean the No Named Party? Hasn't it only been a week since they arrived here? Are you telling me that they have already cleared more than twenty floors?" Bolan asked, disbelief was apparent on his face.

The team he just mentioned did not have any name when registering with the adventurer's association which was already a peculiarity since one cannot dive inside the dungeon without registering a name for their party.

'No Name' was a name that the surrounding adventurer gave them since they always covered their faces with masks and wear robes to cover themselves. Because of this, the No Name party garnered much of the attention of the town.

Harris nodded "Yeah, that's what my informant told me. However, that is not the point, what is even more astonishing is that one of the rumours that he told me, said that they have already breached the thirtieth floor and are on their way to explore the next one".

SILENCE... the moment, Harris reported that the two of them became silent, only the continuous sound of pickaxe hitting the cave walls rang out in the surrounding.

Bolan's face continuously twitched, his eyes and mouth wide open. One couldn't blame him, he was an adventurer who belonged to the lowest hierarchy amongst the adventurers. He who had spent months of his time reaching the current floor, couldn't believe his ears.

Apart from that, there was also this weird chill in the air that made one's hair stand on end coming from somewhere.

Bolan was just about to say something when he realised that he was suddenly feeling lightheaded and dizzy. The world around him started spinning and he fell on the floor. What was bizarre was that before fainting he noticed that it was not only him but also his teammates and the other teams similarly fainting on the floor.

Simon who was listening to their conversation, was also exposed to this sudden chilliness in the air but because he was much higher level than the ones around him and because of him being a demon noble, he was able to easily fend off the effect.

"Did somebody break the effects of my artefact?" a foreign voice came from the distance.

The moment Simon heard the voice, he narrowed his eyes, took out the phoenix's sigh and hid himself.

STEP... a few seconds later, sounds of footsteps approaching near could be heard before a group of people showed their appearance from amidst the midst.

"Hmm? That's weird, it's gone. I definitely felt the presence coming from here?" a person wearing a mask and a robe to cover themselves said.

"You must be mistaken there is no way, an adventurer capable of only roaming on the upper floors would be able to break the effects of an artefact like that, Sable" The person who was also dressed similarly like the former, stated.

When Simon who was hiding in a corner, saw who it was, a frown hung on his face. As per their comments, it looked like they used some kind of artefact to put everyone around this part of the dungeon to sleep.

More importantly, that mask and that appearance, there was no doubt in his mind that the No Name Party Bolan and Harris were talking about just a few moments ago, was definitely the ones in front of him.

What was their objective behind doing something like this?

The person addressed as Sable, glanced at the bodies lying around the floor before nodding his head. For some reason, he felt like the numbers did not add up. There were twenty-three people lying around the floor in total.

As per the guidelines set by the adventurer's association, a minimum of six people was needed to tackle this floor. That is to say, if there were four teams around this part of the floor, there should be one more person.

Just as Sable was getting suspicious, his teammate beside him called him out.

"Hey, are you coming or not? If we are late, the guild master will not leave us be. You already know important this mission is for us, we cannot screw it up. he is already waiting for us on the thirty-first floor"...

"I Know, I know... you don't have to repeat it every time. I tell you, it is all because of that traitor Boris and his incompetent brother. If not for him spilling out the secrets of Forest Spring Spirits to them we wouldn't have to go through all this trouble" Sable complained, with his hands clenched and eyes burning with anger.

"Hey didn't I tell you not to mention that? What's the point of us being so secretive in diving inside the dungeon if you simply start shouting our objective" the other person complained.

"Relax, there is no one around, you said it yourself. Besides, it's not like walls have ears"... the voice kept on coming from the distance before it disappeared altogether.

The Mist suddenly shifted as if being willed by someone and Simon's appearance came into view. Right now, his crimson eyes were glowing brightly, and his horns and fangs protruding out threateningly.

The effects of the trinket was deactivated and a thick amount of bloodlust surrounded his body. The reason for that was none other than the conversation the people who had just travelled from here had.

From what he heard, these people were here for the Forest Spring Spirits that he had taken under his wing. How did they know they were here? Who were they? Simon had many questions.

Suppressing the urge to just charge at them this instant and spill all the information out of them, Simon took a deep breath before muttering [Teleport].

The scene around him changed and he was back to the place he was most familiar with. Or that should have been the case given that the place he was now, looked very different than the last time he left the place.

"Is this Main Floor?" there was so much change that Simon doubted his eyes. For starters, the mountains he had installed here, were now full of greeneries and various kinds of mystical trees.

The gardens had beautiful flowers with speckles of multiple coloured lights roaming around. What's more, when he looked towards the centre of the floor, he saw a splendid canopy of crystals. The trees of mana crystals had grown up to a height of twenty meters and surrounded the pond in the centre magnificently.

The pond itself looked more mythical than before. However, it was not all of this that was the most mind-boggling thing that he saw, nor was it the white palace beside the pond but the clouds looming over the ceiling of his main floor.

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Yes, there was no mistaking it, there were actual clouds in his dungeon covering the phosphorescence crystals on the ceiling. When Simon examined them carefully, he noticed that they weren't just ordinary clouds but condensation of thick amounts of mystical energy.

That is to say, the mana around the main floor had turned so dense that they formed clouds.

"What was going on?" Simon was confounded, just as he was marvelling at the changes that had occurred on his main floor, he felt a sudden presence that was quickly rushing towards him.

Simon was quickly alerted sensing how powerful it was; however, when he saw the being that released such an aura, all his guard relaxed and he couldn't help but make a delighted smile.

WHOOSH... the Blackthorn Demonic Warhorse quickly landed in front of him and greeted him with a bow of his head. Simon smiled and patted the latter "It seems you have improved dramatically since the last time I saw you".

The warhorse was not only releasing a powerful aura, but even its appearance and temperament had changed a little. Of course, it looked as nightmarish as before, donning an ancient armour and flames erupting out of its body. But now there was also an aura of nobility around it too.

"You flatter me my Lord"...

Simon blinked his eyes, just now he heard the warhorse utter something. Was it his imagination or did the warhorse really speak? As if to answer his question, the warhorse spoke once again.

"Is there a matter my lord?".

This time, there was no mistaking it, the warhorse was actually speaking!!

"Y-You can speak?" Simon asked baffled.

The Blackthorn Demonic warhorse finally understood why his lord was acting surprised and answered.

"Indeed my Lord, after my first evolution, I am now capable of speech".

Simon nodded his head, now that he thought about it, it wasn't anything unusual for powerful beasts to speak. In fact, many strong beasts that he had seen in the Ghastly Winding Forest were sentient and capable of speech.

The fact that the Bloodthorn Demonic Warhorse could suddenly talk was what took him by surprise. The Bloodthorn Demonic Warhorse was undergoing its first evolution when Simon was yet to leave the dungeon.

p Now after its evolution, its powers and abilities had soared to new unimaginable heights. Just like how Demon Nobles have their rank up and humans their class change, Beasts have their own way of getting stronger and that was through evolution.

From the memories that he inherited, Simon knew that whenever a monster or a beast undergoes an evolution, the physical structure of their body, levels, skills, abilities and bloodline receives a huge buff.

For example, a Battle Grizzly who is the evolution of Battle Bear was far more stronger and physically different than the latter. Even their skills and basic abilities are on another level.

Different Beasts or monster have their own evolution chain and the higher the bloodline the Beast possessed the more evolutionary path it has. In Battle grizzly's case, its evolutionary chain will only take it till level 300 before it reaches a limit and because its bloodline isn't pure, it could be said that it won't undergo any further evolution.

The chains of bloodline binds every being of this world whether it be humans, Demon nobles or Beasts, no one was an exception. In any case, the Bloodthorn Demonic warhorse had undergone its first transformation. Even though it did not have much change in its appearance, one cannot discount its huge buff in level and skills.

Right now, the Bloodthorn demonic warhorse was at level 548 with powerful advanced tier magic and Lost tier powerful skills. Simon had a pleased expression plastered on his face, why would he not? It was not only him that was progressing but even his subordinates.

As Simon was catching up with his buddy whom he hadn't seen for some time, a jubilant voice full of life and innocence rang out from the direction of the pond.

"Big Brother!!" Cecilia called out while rushing towards him in a tackle.

Simon hugged the latter and tussled her emerald green hair.

"Big Brother, you are finally back," Cecilia said, her bright green eyes excited to finally see her brother.

Simon smiled with affection too, in these past few months Cecilia had grown a little mature and an inch taller. He also noticed that some of her powers that were sleeping inside her were starting to awaken.

The vast natural aura that she released was much more denser than before. Even amongst the Forest Spring Spirit race, she was an extremely rare and sacred race. Thus no matter what, he must protect this little sister of his who treated him just like her own family.

"Where is Irene?" Simon asked unable to sense the presence of Irene on the Main Floor.

"Big Sister Irene went up to the thirty sixth floor to talk with Sir Lightning Serpent" Cecilia reported, expecting to be patted for being able to use the [Main Menu] properly.

Cecilia was one of the three guardians of his dungeon thus she is able to enjoy some of the functions of the [Main Menu] excluding the exclusive options that need special permission from the Dungeon Master.

Patting Cecilia for doing a good job, Simon started walking towards his White Palace that was located at the centre of the floor and also where his dungeon core was stationed.

Approaching the white palace Simon noticed that it was a little different than before. In terms of appearance, it looked the same but the aura the walls of the palace and the thick clouds of mana looming over it, suggested something else.

In any case, the white palace looked more majestic than before and since it was a special mechanism that needed a constant supply of mystical energy, Simon could tell that these changes weren't a bad thing.

Simon opened the door and stepped inside only to be bathed by a burst of refreshing energy that came flooding towards him. He felt his body soar, all his pores open up and the mana inside him circulate at a faster rate.

Simon took a deep breath of air and relished in the feeling and familiarity of finally coming home. The trip back outside was harsh on him but it also gave him the opportunity to grow both physically and mentally.

He was no longer that amiable Demon noble who subconsciously felt closer to the humans. Nor was he easy and gullible enough to be taken advantage of again. He had embraced who he was and fully accepted himself.

Simon did not know if these changes were good or bad for him; however, after he shed those emotions, he felt like he was finally true to himself and have undergone a spiritual change of some sort.

Shaking his head, Simon arrived in front of a huge lavish hall and flumped himself on one of the sofas. The Bloodthorn demonic warhorse with huge size, decided to lay down on the floor beside him while Cecilia sat next to him curdling in his embrace.

For Cecilia, Simon's absence was very significant, not only was he the one who saved her and her clansmen from their nightmare, he was also the pillar that she relied on to live. Not being able to see him every day scared and even tormented her inside.

Seeing her delicate body tremble like that, Simon patted her head to comfort her.

"Big brother, please don't leave like that. It is scary, I'm scared that I will end up alone once again... please" Cecilia said with a trembling voice.

Simon could tell that the scar that was left deep inside her heart was yet to fully heal.

"Yeah, I will not leave like that again" Simon apologised, he was so concerned to keep his dungeon safe that he totally forget to bid Cecilia who was in the Forest Spring Spirit village at that time, to bid goodbye.

He felt partly responsible that she felt like that. Simon knew how big of an existence he was for her and her clansmen that depended on him. No matter how selfish he acted in the future he must always bear this in mind that he carried the life of dozens of forest spring spirits on his shoulders.

'One more reason that I cannot die' Simon muttered in his heart. While he waited for Irene to arrive from the thirty sixth floor, he looked around the vast hall which was just one of the many halls of the white palace and felt this sudden sense of desolation...

Hmm, if Simon had to put this feeling in words, he felt this emotion of emptiness when glancing at his big white palace. Make no mistake, the palace had many pieces of decorations and furniture and stuff that filled the place.

Nonetheless, Simon still felt it was a little empty. What was it lacking? The answer arrived to him in that instant.

What made a place wholesome was not inanimate things of decorations but people. Simon wanted more subordinates that he could trust living along with him inside the white palace.

He did make a floor for the forest spring spirits and if he wanted to, he can just go and live in the house they made for him. However, that was different from the thing Simon wanted.

It was not like Simon did not trust the Frost Spring Spirits, he did; but at the same time, he also had some reservations towards bringing them here on the main floor where his dungeon core was located.

They were a clan that could be considered a foreign race from the perspective of his dungeon before they were accepted as its inhabitants.

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Now that he looked back, it was a huge risk on his part to bring them on the main floor at that time. If by any chance they had some malevolence hidden, his dungeon core would have been compromised.

Although he had the white palace to protect his dungeon core it was still a considerable risk. It did not matter if the race was the Forest Sring Sprits considered to be the blessings of the nature and had nothing to do with violence, he cannot be acting all trusting and gullible and have to consider many factors before allowing anyone to his main floor.

To put it bluntly, Simon did not trust the [Role] function of the dungeon fully yet. Thus he only wanted those subordinates living on his main floor that he could wholeheartedly trust.

This notion did not occur to him when summoning Irene or when he brought the Forest Spring Spirits here. It was too inconsiderate of him and would have put his life in jeopardy had any of them bore ill intent towards him.

In the end though, fate worked in his favour and after living with them, he could trust them fully. However, it did not mean that he would commit the same mistake again, the current Simon was different, he had undergone a huge shift in character and temperament and was no longer as trusting as before.

That is why...

"I guess I'll make new floors to summon new subordinates and when I have any visitors in the future" Simon stated looking at the five emblems produced by his dungeon sitting on his inventory.

His dungeon produces an emblem each month, five of them meant that it had been five months since he was away from his dungeon. Though for a demon like him who had a considerable lifespan, it couldn't even be considered much.

However, he who had lived the life of a human in his previous world, felt it was a long time.

'Five emblems.. huh' Simon recalled the time when he summoned the Null elemental now named Wisp and frowned. The [???????] function of his [Main Menu] had become something unique by summoning weird beings after another.

Null Elemental for the case, who in Irene's perspective was something exorbitantly rare and wasn't something that should exist in their plane of world. However, to Simon, it did not strike as something super broken and only seemed like a ball of light with an ego.

In any case, his earlier experiment to see if the option can take in four emblems at once was a success. So this time, Simon wanted to try his luck and see if he could get something good with five emblems.

"Come to think of it, on Irene's insistence I created a floor for it, I wonder what happened to it".

The last time he left it there, it disappeared into the ground. After that, the events unfolded in a way that left him no choice but to leave the dungeon. Now that he was back, there were lots of things to

pay attention to, the Null elementals floor and the forest spring spirit village was some of the few amongst them.

Just as he was about to open the dungeon function of his [Main menu] and see if there was any change that he could spot in the layout of the floor, Irene's beautiful figure abruptly appeared in front of him.

A lovely fragrance that could make one delve in it endlessly, wafted from her. It has been more than a month since he last saw her figure, it would be a lie if he said that he didn't wish to see her once again.

Now face to face once again, her crystal blue eyes which for some reason felt distant, landed on him. Her gaze scanned his body for a second or two before she shifted it away without saying anything.

What was with that behaviour, why did she suddenly act all distant and cold, Simon was confounded.

On the contrary, Cecilia understood why Irene was being like that. She laughed and muttered "Fufu, Big brother, it seems that big sister Irene is angry at you".

'What?!... But why' Simon thought internally, he had just arrived in the dungeon not long ago so how could he possibly anger Irene?

Looking at his puzzled face, Cecilia pouted and tugged his clothes.

"Why does big brother looks so confused? It's your fault, it's because you were absent from the dungeon so long that big sister is angry. And even when you came back, you decided to roam at the upper levels without even bothering to come to the main floor. Naturally, I'm angry too... hmph".

Cecilia crossed her hands and looked away.

Ah!!... Realising the reason behind why they were angry, Simon felt guilty and at the same time, this sudden foreign feeling of warmth gushed over his body. He lightly apologised before telling them that he would make up for it by cooking something delicious for them.

Although he could just use the [Shop] function of the main menu and dish out some food, Irene and Cecilia who had the authority to use the function were already used to eating such foods. Thus, buying food from that option wouldn't work for them.

In that case, the only option he had left was to cook himself. Additionally, if the matter could be solved with food, he was more than willing to cook.

It's been a while since he came to the kitchen, the last time he cooked something was when he was still a human and had yet to undertake the game that would become his legacy.

Recalling all those days, Simon smiled, he donned an apron which by the way he got as a gag item from the [Ga??????] in one of his pulls and entered the kitchen. What effects did the apron have? Obviously, there was none. It wasn't like it increased the efficiency of cooking or the taste of the food, it was just a normal apron.

Cecilia and Irene as a matter of factly, made themselves comfortable on the dining table while the Bloodthorn demonic warhorse exited the palace to guard it. Although there was no need for it to do that, Simon's felt its loyalty through its actions and allowed it to do whatever it wanted.

Plus, the build of the Bloodthorn demonic warhorse was different thus it did not eat the same food as them.

Under the curious gaze of two pairs of eyes, Simon took out the ingredients from the kitchen and supplied the rest from the [Shop]. Sea Crabs, Potatoes, garlic, onions, mushroom and pork lined up as the ingredients.

Since the white palace was set up in a way that replenished the items inside it on its own, Simon did not have to worry about running out of ingredients as long as he had DP.

Simon took out the knife from the holder and skilfully wielded it evoking a peal of surprise from Cecilia. Although he rarely cooked, he had no shame in saying that he was a skilled chef.

He thinly sliced the meat, and chopped the vegetables while simultaneously boiling the crab in a pot of water. After about seven to eight minutes of boiling it, he left the crab to cool.

Next, he took out a pan, put it on the burner, poured oil and heated it up at the right temperature for a while before frying the ingredients. He didn't forget to boil the pork and season it too.

Seeing the figure of Simon diligently cooking them a meal to quench her anger, Irene couldn't find it in herself to stay angry at him any longer. A beautiful smile that hardly appeared on her face, bloomed at this moment but was quickly concealed by her.

She supported her chin with her hand as she gazed at the back of the man who seemed to have grown dramatically from this trip outside. His back was wide, his shoulders broad and his eyes carried an unconcealed determination.

Also, the way he conducted himself now, spoke volumes of his renewed confidence. Unknown to even herself, Irene found herself lost in her thoughts as she gazed more and more at the back of Simon who had undergone a pleasant transformation of some sort.

Looking at that expression of hers, Cecilia smiled craftily, her notorious eyes were knitting their own plans.

After about half an hour, Simon decorated the plates and served them to the two eagerly waiting customers of his.

Sniff Sniff... a delicious smell wafted in the air enticing their appetite. Cecilia, grabbed her silverware and smiled blissfully, she had long awaited for a day where they dined together like this.

Seeing the eagerness and the drool coming from the corner of Cecilia's mouth, Simon nodded in appreciation and presented the dish he prepared for them.

"Crab Stuffed Pork fillet with spring sauce" Simon recited the name of his dish like a master chef who was proud of his work.

Pffft... seeing his goofy attitude, a laugh leaked out from Irene.

"Nom... Nom... Big bobur dis iz delizaous... Spring Fillet Crab sauce" to his surprise, Cecilia had already started munching on her food.

Simon wanted to retort that she had completely butchered the name of the dish, but when he saw her enjoying her food, he felt the name of the food didn't matter anymore.

Unlike the voracious style of Cecilia, Irene was much more refined in her conduct while eating. She grabbed the crab tongs, carefully dissected the meaty parts of the crabs before dipping it on the sauce and taking small size bites.

Simon too served himself a plate, grabbed a seat and sat down. The three of them sat around the dining table, peacefully enjoying their food.

"Hehe... I must say, big brother is quite the cook" Cecilia commented finishing her plate clean. 394 Chapter 394

Irene nodded in agreement. After they all finished their food, their anger seemed to dissipate into thin air.

"Alright, leaving the fact that you didn't bother to say anything after coming back to the dungeon, what took you so long? And where is that sassy little girl?" Irene asked in an indifferent voice.

However, to Simon who was already familiar with her, he could detect a touch of concern from her tone. Simon recited his adventure from the time he left the dungeon all to the point where he reached the capital city Ellesmere.

Of course, he left some details such as the forbidden trials and events that happened on the final day of the tournament. The reason for him skipping on some of the detail was because he didn't want them to be worried and secondly, if he went to explain all of it, it would have taken a long time.

Right now, there were other pressing matters that needs to be addressed before anything else.

Simon asked how their days were inside the dungeon for the past few months before moving on to the main topic.

"How is the dungeon been faring?" Simon asked, as Guardians responsible for protecting the dungeon there was no one else who would be better knowledgeable about the dungeon while he was absent.

The look on Cecilia's face immediately turned a little dire while Irene had a complicated face. She pondered over how to answer his query and started stating the events that started happening after he left the dungeon.

Simon was amazed to find that only two months after he left the place, his dungeon was besieged by the strongest guild from the city of Mountmend. How the Bloodthorn demonic warhorse who was responsible for ending their advance, became a topic for the adventurers and the constant flooding of adventurers from all the nearby cities after that.

The guilds that came targeting their dungeon after hearing the news were initially as strong as the Burning Arrows Guild; however, as time passed by many more strong adventurer teams and guilds started coming to their dungeon and before anyone knew it, established a small town around the dungeon.

Irene restructured some of the floors and the monsters there; however, it was still too easy for the veteran adventurers to clear the upper floors. With the passage of time, more and more floors were being cleared at a rapid speed and when it seemed like they would reach the floor where the Lightning Draconic Serpent was, the third guardian awakened.

It sent its troops which were strong enough to successfully stall even those veteran adventurers to different floors. The matter was still manageable at that moment in time; however, for some reason unknown to them, an even greater flood of adventurers started diving inside their dungeon a few weeks later, their levels and power even greater than before.

Their powers were so great that the spawned monsters couldn't even hold a candle to them leading Bloodthorn demonic warhorse to interfere on multiple occasions and scurry away those greedy adventurers targeting his dungeon core.

It wasn't just one or two groups that were coming after his dungeon, but hordes of them. It hadn't been long since the third guardian awakened and thus even it had difficulty sending enough troops to deter all of them.

Thanks to Irene's management and efforts they were still able to hold the adventurers around floor thirty but to make matters worse, a week ago another incredible team of adventurers appeared in the tower town and cleared the floors of the dungeon at an astronomical rate.

Their clearing rate was so fast that in just a week they reached the thirtieth floor and were on their way to attempt the thirty-first floor. Normally, Irene would have sent the Bloodthorn demonic warhorse to scare them away and to think twice before attempting to proceed forward.

However, the team that was attempting to clear the thirty first floor was unlike all the other teams and had more than fifteen members each above level 400 with some even approaching level 500.

Sending just the warhorse was a foolish choice thus Irene was forming a plan, to restrict the advance of the adventurers on the floor where the Lightning Draconic Serpent was.

This floor was their last defence line after which came the third guardians floor, the Forest Spring Spirit village and ultimately the Main floor where the dungeon core was. Thankfully, before the situation could get any worse, Simon had appeared.

After listening to the overall situation of his dungeon, Simon couldn't help but make an ugly face. His dungeon was exposed to such dangers and he was so far away that he wasn't even aware of it. Fortunately, he returned back before the situation developed till that point.

Simon calmed the anxious Cecilia down before opening the [Archive] function of the [Main Menu] that showed a three dimensional structure of his dungeon, the floors and all the inhabitants/ entities currently inside it, to monitor the status of all the adventurers.

It was as Irene had stated, all the floors from twenty to thirty were currently being besieged by adventurers and if nothing is done, soon they would reach the last floor. It was a good thing that he the dungeon master was here now, only he had the authority to make huge changes to his dungeon such as adding new floors and such.

Even the guardians like Irene and Cecilia didn't have this authority. It was true that their dungeon was being besieged by strong adventurers and was in danger now, but if one looked at it another way, the dungeon was also being benefitted from it.

The DP these hordes of strong adventurers provided was also marginal and couldn't be compared with the average adventurers. Thus, even amidst all this chaos, there was still this silver lining.

Simon saw the huge amount of DP that has been accumulated over the years and a smile crept over his face. Where else would he use his DP if not on his dungeon to advance it? It was not only his home, but also a part of him.. so much so that he even named it after the game he was so proud of but was unable to see it sailing off.

With this amount of DP that was more than twice what it was previously, he could add dozens of new floors, new mechanisms and monsters to slow down the advance of the adventurers.

The adventurers diving inside his dungeon had gotten stronger? So what, As long as he advanced his dungeon and himself, it was not a problem that he couldn't handle. His composure during moments of crisis and his problem-solving line of thought, even surprised himself.

It turned out that the trip outside had helped develop his frame of mind and made it stronger and firmer than before.

Simon explained his decision of adding new floors to his Guardians dissolving some of their worries. Especially Cecilia who still had a scar in her heart from her last experience where her village was invaded.

"Anyways, you don't have to worry, no intruders will be able to make it past the thirty sixth floor" Simon assured.

"If you say so" Irene looked a little sceptical; Nonetheless, she didn't question him any further.

"By the way about the Bloothorn demonic warhorse when did it..."

"Start talking?" Irene completed his sentence seemingly reading his thought.

"Sentient Beasts with powerful bloodline gain the ability of communication and speech as they reach closer to level 500. That is not all, as they keep growing and advancing their level, they can even gain the ability of humanisation and transform their body into a more humanoid form".

"You shouldn't be surprised at the growth of your own subordinate? From what I could see, this change was bound to happen given the purity of its bloodline. Its diligent character that wants to become stronger just like its master, will push it to new heights".

Simon nodded his head at Irene's explanation. Given the fact that he saw beasts such as Lightning Draconic Serpent and the others talk, he expected the warhorse to talk one day. It's just that he didn't expect that it would be able to do so right after he came back to the dungeon from his trip.

He always felt a special bond with it and was happy that it could talk now. If he had to point out something, it would be the warhorse's voice that sounded just like those headstrong ancient samurai with their atypical virtues.

There was nothing bad about it, just that it felt a little weird when it came from a warhorse.

p Now that he had discussed about the issue of his dungeon and also the warhorse, it was time he asked the question that was eating away at his mind.

"What do you mean that the Third Guardian had awakened and had sent troops to delay the adventurers?" Simon had to get the question out or else he wouldn't be able to calm his heart.

The third guardian recognised by the dungeon was none other than Wisp the Null Elemental who had mysteriously disappeared inside the floor he had created for it.

"Why don't you use the [Main Menu] and close in on the floor below the thirty sixth floor" Irene said with an air of mystery.

"It was amazing, the whole floor moved... little wisp is awesome it can even create those things and they are super powerful.. I even tried to play with it but it always runs away from me" Cecilia added to Irene's explanation.

However, her words were so fragmented that Simon couldn't take anything from it.

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Curious about their words, Simon opened the [Dungeon] function of the [Main Menu] which was crucial for the management of the dungeon. It institutes all of the necessary functions such as upgrading, adding and altering floors, traps and various setups to his dungeon.

In any case, it was a very important option. After Simon opened the [Dungeon] option, he zoomed in on the floor below the thirty-sixth floor and was amazed to find how different the floor was than how he left it.

When he initially created the floor for the Wisp, he only made a small floor and kept it as simple as possible on Irene's insistence. Now though, the floor had changed completely so much so that he can't even recognise it.

It was not only the exterior that had changed, but the whole structure of the floor was different. That was not all, even now, he could see the structure changing little by little. What was more amazing about it was that all these changes had occured without expending any DP.

Yes, all these changes that took place on this floor, did not cost him even a single dime.

"What is going on?" Simon asked gobsmacked.

"It is just one of the many abilities of the Null Elemental. I told you before didn't I, how incredibly lucky you are to even see one of those not to mention subordinate it. This is just the beginning, the Wisp is one of the most mysterious beings in this universe".

"Once it starts to awaken more of its spirituality, abilities improbable to us will start manifesting and you who had established a bond with it, will benefit from it the most" Irene explained.

Then she muttered in a voice that only she could hear "Perhaps with its help you really can stand on the top".

As usual, her words were too cumbersome and deep for the current Simon to understand. However, from all of this, he did realize one thing and that was how the Third Guardian's power didn't lie in combat, and instead its abilities were based on utility.

"What about the troops that you were talking about?" Simon asked to which he only got a simple answer.

"You will have to visit the floor to understand it".

Simon nodded, he along with Irene and Cecilia, teleported to the floor where the third guardian was. Even though he was expecting a totally different floor, the moment he laid eyes on the place, it still stunned him how much it has changed.

If previously, the floor was a small and empty place with nothing to see, then now it was dozens of kilometres big with mountains and rivers popping up everywhere.

These changes were not something installed by Simon nor did he expend any of his DP onto it but instead something that appeared from the abilities of the Null Elemental. The Null Elemental was capable of altering the whole topography of the floor.

"What happened here?!" Simon muttered out involuntarily. His shock was warranted, a dungeon was something that could only be altered by the Dungeon Master or through the use of menu. However, something incredible that defied all logic happened here on this floor.

"Hehe" looking at his shocked expression, Cecilia puffed her chest and smiled proudly for some reason.

Simon shook his head and walked around the floor. Proceeding forward he noticed how all of these mountains were mineral mountains and how tunnels have been dug inside them from which a rail line connected them all.

These rail lines spread like a complex network and all connected at the centre of the floor where a volcanic mountain was.

The scene was astonishing as it is; however, there was also an enormous structure erected near the base of the mountain. These structures looked just like factories and at a glance, it was all around the mountain.

All of these rail lines went inside through the entrances of those structures and into the mountain.

As Simon wondered how they were carrying something through this rail line, he saw a freight car come out through one of the tunnels of the mountains and move towards the factories in the centre.

It was carrying unprocessed and mined ores and was automatically driving itself. As if this marked the start, dozens of other freight carts came in and out of the factories and mountains.

if it wasn't obvious looking at it through the [Dungen] option, now standing in front of it was plainly obvious. The current floor was an industrial area.

As Simon, Irene and Cecilia proceeded towards the factories in the centre of the floor, they found many gigantic and weird equipments finished or unfinished placed on the ground. From what he could see, each of them looked like a component of some machinery used to manufacture something.

As they approached closer to the factory, the temperature started rising up due to the proximity of the volcanic mountain and also they could hear constant metallic noise coming from inside.

"Isn't that" Stepping in through one of the doors, Simon was shell shocked to find a huge workshop that was manufacturing something that could only be called an Andromeda.

Andromedas were powerful war machines from one of the games called Rise of the Demolishers that Simon had worked on in his previous life. In that game, players would have to tackle an army of these dreadful war machines which were built with the most advanced technology that combined physics with magic.

These machines were equipped with all the leading edge weapons and were a force to reckon with even from the perspective of the players. They were designed in a way to have a more humanoid appearance, sleek design, high mobility and high firepower.

These war machines operated like an AI and combined with their tough defence, they were always a tough opponent to beat.

In the Rise of the Demolishers game, players would have to defeat hordes of these war machines with new and upgraded versions of them appearing after every successive quests or storyline.

The one that was being currently manufactured here on this floor, was the lowest grade, Andromeda Mark 11 and there were not just one or two, but thousands of them being manufactured at once.

'What was going on? Why was something, that should have been in a game, doing here?

It was true that the Bloodthorn demonic warhorse was also something that came out of the game but the Andromedas were from a completely different genre of game that he had once worked on in his previous life and was unrelated to Laplace.

"Andromeda Mark 11..." Simon muttered, he was finally aware of the troops that Irene had mentioned.

If it's the Andromeda Mark Eleven, they would no doubt be able to stall the adventurers for some time.

"So you do know what these things are. When you formed a spiritual bond with the Null Elemental, you were connected through a special plane with it. Because of it, the Wisp was able to tap into some of your memories and is currently executing the best course of action to protect your dungeon according to your will" Irene stated dissipating some of his confusion.

"Are you saying that it is doing all that as per my orders?" Simon asked.

"Merging with the floor, creating all these soldiers, altering the floor, is all according to what you willed it. You might not have ordered it directly or consciously, but the Wisp who is linked with you understands what you want the most. That is why, it prioritised defending the dungeon more".

Hearing Irene's explanation, he was amazed for two whole new reasons. First how incredible the Null elemental was to be able to create something from his memories and secondly because of how knowledgeable Irene was about the Null elemental.

As Simon observed the factory that was carved inside the volcanic mountain, he noticed that it was divided into many sections which created different components of the Andromeda, starting from the extraction room where the raw ores were processed to the final assembly room from where the Andromedas are deployed to the various floors of the dungeon.

It was wondrous how the magma and the water from the rivers were funnelled into the various halls of the factory ultimately being used in the manufacturing process.

As he roamed all around the place, he noticed that the place was still slowly expanding with new areas, mountains and buildings slowly being formed on their own just like a living floor. A phenomenon that should have been otherwise impossible without the Null Elemental.

'Where is this guy?' Simon thought internally, by now he had searched most of the areas of the factories but he was still unable to see even a glimpse of the third guardian of his dungeon.

The moment he thought about wanting to see the Null Elemental, he felt a resonance from the latter that came from beneath him. More specifically, from the ground on which they were standing on.

To his surprise, a few seconds later he saw the Wisp permeate out of the ground just like how it disappeared the last time he left it here.

[BEEP-BOOP-PING] Looking at the floating ball of light that released continuous sonar sounds, Simon felt like he could somewhat understand the thing. There was a deeper level of connection between them now than a few months ago.

Simon extended his hands and the ball of light swiftly landed on his palm. Even though he said landed, Wisp was a spiritual entity and thus had no mass.

p [BEEP-BOOP-PING]

"Yeah, it's good to see you too. I see that you have put quite some effort into defending the dungeon... I'm truly grateful. Please keep on supporting my dungeon just like how you did up until now" Simon said thanking the third Guardian.

[BEEP-BEEP-BOOP] the Wisp acted flustered, happy that Simon was relying on it.

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"Waah, it's little Wisp!! Big brother no fair, I too want to play with it" Cecilia squealed the moment she saw Wisp and pouted her lips in frustration when she saw it landing on her big brother's hand whereas it never did so when she tried to play with it these past few months.

"Oh yeah!..." Simon suddenly remembered something and asked "Are all these Andromeda Mark Eleven controlled by you?".

[BEEP-BOOP-BOOP]

"I see in that case can you send one of them here, I want to test how strong they are myself".

The Andromedas from that game can be pretty strong or weak depending on which version you are fighting. The Andromeda Mark Eleven that is being manufactured right now, was the weakest version of all the Andromedas..ie. based on the standards of that game.

Now that it has been manufactured in this world, Simon wanted to see for himself how strong they are.

[BEEP-BOOP-PING] the Null Elemental readily agreed and commanded one of the finished Andromeda in the assembly room to fly over.

Yes, the Andromedas were capable of flight through the help of jet boosters located on their feet and back.

WHOOOSH...THUNK...

The Andromeda landed in front of Simon and stood tall. It was almost as big as him and was glaring red in colour. Looking at the thing, that should have been in the game, Simon couldn't help but comment how well the Wisp was able to replicate it.

The Andromeda in front of him had no difference from the one in his memories. Its powerful mechanical noise, sleek design and appearance made Simon's expectations of it rise up.

If it was his previous world, the design and the build of the Andromeda would be able to capture the hearts of millions of boys and the mecha-loving society.

"Alright command it to attack me, I want to see for myself if it is alos as strong as in my memories," Simon said.

"Cecilia let's move back a little" Irene on the side wasn't amazed that Simon would try to check the battle strength of the Andromeda on himself. She held Cecilia's hand and moved back a little giving both the parties enough space to run wild.

The Null Elemental's body which was a ball of light, shone brighter for a fraction of a second and immediately, the Andromeda started making noise and locked onto Simon in front of him.

"If I'm not wrong, the long-distance weapon for the Andromeda Mark Eleven is its Light Blasters, Blast missiles, Light chainsaw and a few others. If it's this distance, it will definitely..." Simon simulated the battle in his head and recalled the information he knew about the game.

ZIIING...

ZSsssTTT... He was right, the Andromeda initiated the attack by immediately bringing out its light blasters and firing them on him.

Woosh... woosh... Simon easily dodged the three light blast attacks that came targeting him. Each of these attacks had enough firepower of some strong novice rank magic. Of course, the attack was fundamentally different from the magic and skills of this world and comprised of the technology and logic from that game.

The light blasters also had enough speed to match up with the agility of an adventurer around level 200. Not to mention it can keep firing those light blasters without stopping for some time.

While dodging the continuous attacks from its light blasters, Simon closed the gap between it and himself so that he can see how the Andromeda would react.

'As expected, its reaction speed is quite fast... hmm maybe around level 300 adventurers' he observed.

The Andromeda standing true to its technology and being called a powerful warmachine reacted splendidly. It observed Simon's agility level, ran many algorithms and increased its own speed by bringing out it's jet boosters and redirecting more energy to its attack systems.

Just like how Simon was observing and learning the Andromeda, it too was scanning Simon and sending back the report back to Wisp. That was not all, if the Andromeda worked just like how it did in the game it should be able to adapt its attack patterns and itself according to the enemy it was facing.

"Hehh... not bad!! Then how about this, how will you deal with this..." Simon said extending out his claws and raising his speed even high. He was just a level or two short of reaching level 400 thus even with the Andromeda increasing its power output, its attacks were still not able to touch Simon.

Dodging left and right, Simon covered the distance between them and made it a close combat match thus rendering the light blasters useless.

To his delight, the Andromeda adapted well and brought out its Light chainsaw in preparation to engage with its enemy's claws.

CLANGGGG... a deep grating noise echoed out whenever their weapons collided and intense spark would generate from their clash. Nonetheless, it was still Simon who came out on top in that clash.

'Those Blast chainsaws are not bad perhaps as good as weapons made of WhiteSilver or even better' Pushing the enemy back with his powerful strength, Simon analysed. He was just about to follow up his attack when he realised that his enemy was now using its B;ast missiles which had the added function of tracing its target locked onto him.

Whoosh...whoosh... ten to fifteen missiles came his way and attacked him no matter where he went or how he tried to dodged.

BOOOM... BOOM all of them found their mark and detonated one after the other. A huge chain of explosions occurred and Simon was caught in the middle of it.

After the dust and the smoke from the destruction settled down, his figure appeared in front of everybody once again. There were a few scratches on his body but other than that, he looked perfectly fine.

"Each of these missiles pack quite some punch and together they might even rival an AOE novice tier magic" Simon deducted after using his body to test their firepower.

"Alright, it's time to finish this" now that he was done examining the Adnromeda, it was time he finish this fight that he started.

BOOM... Simon unfurled his wings and zipped in front of the warmachine, grabbed it and hurled it around before it could even process what was going on.

BANG... the land trembled fiercely and a deep depression appeared after he slammed the Andromeda into the ground.

"Its defence is also good... is it because of the ores that are being used as its component when manufacturing it" Simon mused landing on the ground.

The Andromeda was no longer in the condition to continue the battle. Thus, it was an easy victory for him.

After he landed on the ground, Irene and Cecilia appeared beside him.

"What do you think?" the snow-white beauty asked.

"Hmm... Although there is still a difference in actual combat experience, it is no problem for the Andromedas as they are still in their development process. The more information and data they collect from the adventurers, the more stronger and better they will become. Thus it could be said that their true potential is yet to be unveiled".

"Other than that, their firepower and their judgement is also not bad and combined that with their agility and defence, it is not wrong to say that they can easily content against a level 250 adventurer" that was his observation after fighting with the Andromeda.

Irene and Cecilia nodded their heads, Irene did so because she understood his words while Cecilia only nodded because Irene was doing so.

ZIIING... THUNK... while they were talking, two Adnromedas similar to the one Simon had fought with, landed on the depression made on the ground, picked up the disjointed comrade and disappeared inside the factory.

[BEEP-BOOP-PING] Now that the fight was over, Wisp appeared in front of him and made his usual sonar noise.

"Yeah, they are every bit like how they were in my memories. I'm not surprised that they were able to hold back the adventurer for so long" Simon praised. He was not lying, individually the Andromeda mark eleven might be around a level 250 adventurer but right now there were thousands of them being manufactured.

One also has to factor in the might of these warmachines which lies not only in their individual strength but also in their numbers. Plus, the fact that they are able to get strong through the help of data and information that each Andromeda sends back to Wisp, makes this robot army the worse enemy to face.

"Uh!.." Simon suddenly realised something and asked, "Can you also manufacture the Mark Ten, Mark Seven and the others that were in that game".

His words were incomprehensible for Irene and Cecilia who hadn't witnessed the Rise of the Demolishers game. However, how could Wisp who was linked with him through a special bond, not know about it?

[BEEP-BEEP-BOOP] it made sonar noises to explain things to him.

"I see, so you need time to set up a better manufacturing hub, equipments and materials to produce them. You are right, WhiteSilver is just too fragile to make anything higher than Mark Ten".

Simon understood how hard it was to produce a higher and stronger versions of the Andromedas and the other warmachines. Not only did they need stronger raw materials that were rare and hard to find, one also needed a super high tech and cutting edge workshop to build them.

Both of which cannot be accessed at this current moment in time. Even in that game, players rarely met the higher version of the Andromedas and the other powerful warmachines.

Since even for that Mecha Empire it was hard to make them. Nevertheless, Simon wasn't disappointed. Knowing that there was a possibility that higher versions of the Andromedas can be replicated in this world, was enough to raise his hope.

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It might be impossible for others to build such money burning machines but not for Simon. After all, where was this place? This place was inside the dungeon that was created by him.

A dungeon is a place filled with riches ad unknown dangers according to adventurers; However, Simon disagreed. A dungeon was not some ordinary place but a special dimensional realm that can only be created by the demons.

It has its own laws and rules and is separate from the world outside which makes it a pretty special place. For a demon Noble, a dungeon is just like an extension of themselves and reflects its master.

Based on it, a dungeon can both become a place filled with riches or extreme dangers at every point. Anyways, the point is, as long as he keeps on growing the dungeon, it won't be long in the future when his dungeon will be able to produce all those materials required to manufacture the Andromedas on its own.

Right now it was just a [D] rank low-tier dungeon but that too will change soon enough in the future. When it does, all those things and options locked to him right now in the [Shop], will gradually open up.

Feeling the density of Mana inside his dungeon, Simon reckoned that he wouldn't have to wait for long. Not to mention, he also had the help of Cecilia and the Forest Spring Spirit race with him. That is why, it riled him to no extent that somebody would eye something that already belong to him.

The Forest Spring Spirits Swore an oath of isubordination to him which also made them his subjects. It was only natural that he protected them.

"Should I help you in upgrading the floor?" Simon asked, he as the dungeon master had the ability to do so. In fact, before the wisp came into the picture he was the only one capable of doing such massive alterations to his dungeon.

[BEEP-BOOP-BOOP] the answer he received was a negative, the Null Elemental wanted Simon to leave this floor to it. It wanted to share his burdens and not add to them, that is why, it told Simon to focus on the other issues of the dungeon.

"Alright then, I'll leave it to you".

Simon nodded his head feeling the emotions of the Wisp and left the management of this floor to him. Besides, even if he wanted to, the changes brought over by the Wisp was already beyond what he could currently alter with the help of [Main Menu].

The rivers, volcanic Mountains and those factories were already updates beyond the current rank of his dungeon.

After he was done monitoring the floor, Simon saw the Wisp permeate inside the ground and disappear again. Currently, it was merged with this floor and was busy creating more of the andromedas to stop the adventurers.

Thus it cannot leave its place for long or else the entire production will stop. Although Simon wanted to see how it was doing whatever it was doing, he instinctively felt that the Wisp was at a critical juncture of producing the andromedas and shouldn't be disturbed.

Each of these Andromedas Mark Eleven was capable of holding its own against a level 250 adventurer which was a massive aid for the dungeon to stall down the progress rate of the adventurers and the best thing about it all was that producing them did not even need DP.

After observing the floor for a while, Simon along with Irene and Cecilia teleported back to the hall they were in on the Main Floor.

"So how was it, did you see how useful the Null Elemental was?" Irene asked enjoying his reaction.

"Yeah, I was wrong... the Null Elemental; No, Wisp was far more stronger and mysterious than I imagined" Simon replied honestly. His earlier misconception that it was just a floating light of ego, was gone replaced by the scenes that he had seen back on that floor.

The third Guardian was so much more amazing than he thought., not only did it have strong utility abilities, it was even able to merge with his floor and produce things that were not even from this world.

Simon was sure that if it continued to create more and higher versions of those Andromedas, he will soon have himself an army of powerful warmachines just like that Mecha Empire that controlled them in that game.

In any case, Simon was very thankful that the wisp was able to stall the adventurers long enough for him to make more changes to the dungeon.

"Un.. un.. little wisp is amazing" Cecilia added not understanding much of the stuff that was said. Irene smiled seeing the attitude of the little girl, she was clearly very fond of the third guardian and thus became elated whenever someone praised the Wisp.

"What are you going to do now?" Irene asked changing the subject.

"Ah, about that... Cecilia can you go and call all of the [Helpers] for me?" as if remembering something, Simon suddenly asked.

Cecilia immediately nodded and left to carry out the orders of her brother. The moment she left, a grave look appeared on Simon's face and his crimson eyes became dead serious.

"So what is it that you cannot tell in front of Cecilia?" Irene inquired tactfully understanding the gravity of the situation.

"Why would you think that?" Simon asked back to which he only got an eye roll from the latter.

"If you wanted to call the [Helpers], you could have just done it so using the [Main Menu]. However, you went through the trouble to send Cecilia out which means that whatever you are going to say next has to do with her or her clansmen".

This time it was Simon's turn to roll his eyes, this woman was just too perceptive. She not only had beauty going on for her, but even her intellect and powers were on par with her looks.

Simon admitted with a nod of his head and added "A while ago, when I was on loitering on the eighth floor with those adventurers, I came across another team of adventurers, the one that you were talking about who managed to clear thirty floors in just one week".

"They used some weird artefact to make all the other adventurers unconscious so as to cover their steps inside the dungeon. In any case, I hid myself in one of the corner and was able to learn about their objective behind diving inside the dungeon".

Hearing his words, even Irene's crystal blue eyes had some severity appearing on them "Are you trying to say that their objective is not to conquer the dungeon but the Forest Spring Spirits?".

Simon nodded "I don't know how they knew about it, but if I had to guess, it has to do something with the guild that was after Cecilia's clan".

"Could it be it's them?"

"Could be... I was wondering where that guild disappeared to all along. If it's really them, then they spared me the trouble to go look for them. Since they decided to come inside my dungeon I will show them how grave of a mistake they made. Let them continue to struggle and rack their brains, descend all they want, the thirty-sixth floor will be their final resting plae".

Right after saying his piece, Simon started walking away, a baleful demonic aura radiated out of his body.

The place was an empty floor with no features to speak of. It had nothing installed on it and was as simple as can be. The floor was a newly created one and was just there to serve one purpose.

"Hmm, this place is good enough" Simon commented teleporting to the centre of the floor. His hand held five charcoal grey emblems that were produced by his dungeon every month.

The reason for him teleporting to this new floor which was positioned right after the thirty sixth floor and above the Wisp's floor he decided to call the [Workshop] was precisely because he was going to use this place for summoning.

Now that he was more cautious and aware of his surroundings, he knew that it was not a good idea to do the summoning on the [Main Floor]. After all, from his experiment of summoning from the [???????] option he knew one thing and that was after the merger of the two menus, his summoning option was altered and became something completely different.

As can be seen from the beings that were summoned from it, there was no guarantee that the beings that will come out of it will be loyal to him and won't harm his dungeon.

That is why, it was better to do summoning far away from the [Main Floor] from now on.

Simon had created this floor so that he can summon a subordinate using the emblems without any worry.

"Alright, last time I used four emblems to summon the Null Elemental. Let's see what happens when I toss five emblems into it".

Simon always felt excited whenever he used the option, after all, an addition of a powerful subordinate was always a happy occasion. The option had been giving him quite the quirky subordinates from the start, it naturally goes to show that his expectations were quite high this time too.

Simon took a deep breath, opened his [Main Menu] and clicked on the [???????] option. The moment he clicked on it, the window changed and a dark revolving abyss that seemed like a black hole that could devour the whole world appeared on the screen.

Simon tossed the five emblems into the abyss and observed it silently. It seemed that five emblems were still not the upper limit for this strange messed up option.

The abyss inside the option spun faster and faster before suddenly halting.

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Simon was already familiar with the phenomenon and thus was not surprised when the space in front of him was torn open and a pitch black abyss like the one in the option just many many times bigger, appear in front of him.

Space shuddered like crazy and intense sparks started generating around the floor. This continued for a while until the whole dungeon started trembling and peculiar phenomena started appearing around the Ghastly Winding Forest.

The land for a few hundred kilometres around the tower, was in a state of turmoil as the monsters and the humans living in the tower town both felt a peculiar heaviness in the air.

"Did you feel that? is it an earthquake?" One of the adventurers who was just about to dive inside the dungeon asked his teammate.

"Yeah, I don't know for some reason my heart seems to be unsettled".

Such talks were going amongst all the adventurers inside or outside the dungeon. No matter who it was, whether humans or monsters both felt this weird chill in the air.

At the same moment inside the newly created floor, Simon was standing not very far away from the abyss as it rotated intensely. By now he was already used to the unusualness of the option and was prepared for anything and any result to come out of it.

Fortunately for him, this time he did not have to wait long for the spiralling abyss to halt and the being inside to come out.

KLACK... a foot wearing a black high heel came out of the abyss and landed on the dungeon floor. Following which, a creamy white leg wearing fishnet and a figure of a person appeared in front of his eyes.

The being that just appeared, was wearing a tailored maid outfit that accentuated her mesmerising figure beneath the armour she had. If one looked carefully, they would notice that the outfit and the armour she was wearing, seemed to be made of some high quality material.

It was not only the dress she was wearing that appalled one's eyes but even her beauty was so. Her pearly white skin, black supple hair that was casually bound by a hairpin and her eyes that seemed to be analysing everything around her in a composed way, gave her a unique intellectual look.

Coupled with the fact that her body had the right curves in the right areas, gave her even more destructiveness and charm. No matter who it was looking at her, they would no doubt have a nefarious thoughts appear in their minds and an urge to immediately pin the beauty and ravish her.

However, Simon was stunned for a whole different reason. As he looked at her, he couldn't help but have his eyes widen and his mind overwhelmed by the memories that flooded in.

That appearance and that presence, they was no doubt in his mind... the person that just appeared, was someone he created himself while he was working on the game Laplace in his previous life.

To be more specific, the woman was one of the Heroes that was meant to be summoned by the players from the [Heroes Altar] option of the menu. However, after the merge when the option itself disappeared, Simon assumed that he would never be able to see them, who knew that on his third try at using the bugged option, he would summon a character from the Heroes Altar.

At this instant, the eyes of the woman who was curiously analysing her surroundings, landed on Simon and the moment it did, they turned wide and melancholic with emotions. Just like how it was with Simon, she too seemed surprised but more so delighted to see him.

The surprise did not stop there, after the woman who was the first one to step outside, more and more figures came out of the abyss and landed in his dungeon with every one of them donned a similar battle maid outfit.

,m Five women with calamitous beauty stepped out from the abyss and observed their surroundings with their curious eyes. If it was anyone else, looking at this line up of women who each had their own unique points and beauty, they wouldn't be able to resist fantasising and wanting to possess them.

Simon would too, if his mind wasn't overwhelmed by the series of events that unfolded on his third attempt at summoning.

"Valkyries" Simon muttered looking at the five maids that are a part of the twelve heroes that he had set to be the companion of the players when adventuring inside the game. Never did he think that he would be meeting with the characters he had created inside a game, in real life.

CHIII... at this moment, the black abyss started becoming smaller and smaller and along with the shattered space, it completely disappeared.

The place descended into silence with the two sides eyeing each other. The stiffening silence lasted for a while before it was shattered by the woman who was the first one to come out from the abyss.

"Master?!" she said, her eyes had a genuine surprise and glee in them.

"HUH?!!!"...

Inside one of the halls of the white palace, a group of women wearing maid clothes underneath their armour, could be seen seated on one side of the sofa while Simon, Irene, Ceilia and the [Helpers] were on the other.

"So you are saying that all of you are his creation and that makes him your master?" Irene asked clarifying things right from the start.

"Yes lady Irene, Master is the one who created us sisters and gave the moniker of 'Valkyrie'".

The woman who spoke up was the second eldest of all the sisters, her name was Annette. Incidentally, she was also the first one who came out of the abyss.

"I see, so what do you think?" Irene nodded her head and turned her question towards Simon.

"Indeed, they are my creations, all five of them. It's just that I didn't think they would recognise me" Simon stated. He was amazed when he found out that they recognised him after all, when he created them, they were just characters meant to be in the game.

Now that he was reincarnated in this world and that too with the menu he had created for his game, it came out as a surprise to him that the characters remembered him.

"What are you saying Master, there is no way we will forget you who created us with such love and care" The one who spoke now, was the youngest among them named Alice. She had short blonde hair, rubellite eyes and the charms of a young girl. Her smile was like blooming flowers and she radiated a youthful, carefree aura.

"Alice is right Master, your feeling was conveyed to all of us even though we were not in the same plane," Bea said, she was the third eldest amongst the sisters and came out from the abyss after Annette.

Just like the latter, she was a mature beauty radiating off a gentle yet sadistic aura. Her hair was the colour of peach tied with a hair band on her head.

The other two sisters were Emma and Bianca who were both older than Alice. Emma was an odd beauty with droopy black hair, sleepy eyes and released a gloomy aura. She was anti-social and always avoided eye contact.

Contrary to her, Bianca was like a doll that hardly showed any emotions. She wore her beloved hat underneath her long brown hair designed by Simon.

Annette the second eldest, Bea, Emma, Bianca and Alice. Looking at all the five sisters, their appearance and how they acted, Simon had no doubt in his mind that they were the Valkyries he had created.

He was sure of it, not only because they acted how he initially set them as but because he could feel a special bond between them and him. This kind of bond was like the one he had with the third guardian.

Just that in this case, the bond was formed as soon as they were summoned and without any initiation from him. It was also due to this bond that he could tell that the battle maids were absolutely loyal to him.

This factor was very important since it ensured that they won't be able to harm him or his dungeon in any way. The Valkyrie sisters were no longer simply characters from the game whose loyalty was already set to be with the players but actual living beings who can think and move for themselves.

They might no longer be bound by the setting and mechanics of the game.

For a Dungeon Master, it was very important to have subordinates who are loyal to him. The dungeon and the Dungeon Master are like one entity, in times of need or when in danger, they depend or rely on these very subordinates to defend the dungeon.

It can be said that the subordinates are like the pillar of the dungeon who hold it in place for them. That is why, the [Summon] option given to the Dungeon Master always summoned subordinates loyal to them.

Think of it as like a defensive mechanism of the dungeon to protect itself, the stronger the subordinates, the more difficult it is to conquer. One could even say that rank of the dungeon is directly or indirectly related to the number of subordinates the Dungeon Master has and their power levels.

That is why the [Summon] option is such an important function of the dungeon menu. Unfortunately for Simon, the merger of his two menus cost him both the [Heroes Altar] and the [Summon] function.

Or that's what he thought until he summoned the 'Valkyries' who were a part of the 'Twelve Heroes'.

After the option was bugged, he thought that the [Heroes Altar] had disappeared permanently. Who knew that it was still possible to summon the 'Twelve Heroes'.

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'Could it be that both the function hadn't actually disappeared and just got incorporated with the new option instead?' Simon pondered. He thought that he might get some clues if he discussed it with the maid sisters.

"Annette... you said that you all were in a different plane and were aware of my existence after I created you? What kind of plane were you in before I summoned you?".

"Yes Master, the plane we were in after you created us, was a void that had nothing. There was no concept of time and space and things would always be stagnant there. Everything was in a state of suspended animation".

"While we were conscious and aware of our surroundings, we couldn't move. Nonetheless, things weren't all that boring since we all could see master from there, experience his feelings, memories and the things he was going through". Annete replied, her tone was respectful and filled with adoration and devotion for Simon.

The other sisters nodded their heads agreeing with her.

Simon closed his eyes and mused, according to Annette, they were in a void-like plane fully aware and conscious of their surroundings after he created them. He did not know whether these changes occurred to them who were supposed to be characters from the game Laplace because of him reincarnating in this world or due to the merger of the two options.

He needed more information to arrive at a definite answer. Nevertheless, the experience today at least told Simon that the Twelve Heroes from the [Heroes Altar] function he created, might not have completely disappeared.

Just like the Valkyrie sisters, they too could be in a special plane waiting for him to summon them. The reason for him being so fixated with the option was because they were the character he had created after days and weeks of deliberation and efforts.

Although they were meant to be characters to be summoned by the players to aid them in their journey, in a way they represented the people or friends that Simon wanted to have in his life when he was all alone.

Simon did not think that Annette was lying since he could easily tell so when they do because of the bond he had with them. Furthermore, those words made more sense when she said that they could see him from where they were; after all, they seemed to know about Irene, Cecilia and the dungeon even before he introduced it to them.

Irene who was listening to their conversation, made an amused face. She was no stranger when it came to [Main Menu] and its bizarre functions; after all, she herself was summoned through the [???????] option.

"Could it be..."Irene narrowed her crystal blue eyes and mumbled in a voice that only she could hear.

At this moment, the five sisters that were sitting on the sofa, stood up in perfect synchrony and got on their knees to perform a bow.

"Master, it was no coincidence that the portal that opened in the void led us to you. On behalf of all my sisters, please allow me to say this. 'We want to devote our lives to you, Master Simon. Please allow us to serve you".

"Please allow us to serve you" All the Valkyries said in a unison.

The target of their devotion, Simon silently observed them. Thanks to the bond that was established when he summoned them, he could tell that they were being absolutely sincere which could also be seen from their conduct and how they looked at him.

Simon nodded his head and accepted their fealty. He used the option in the first place to summon powerful subordinates, there was no way he wouldn't accept them especially when they were so loyal to him. He would be a fool not to do so.

The Valkyrie sisters that he summoned using the five emblems, were not ordinary maids but instead one of the 'Twelve Heroes'. They were incredibly powerful and trustful companions for the players.

After Simon accepted taking them in, the sisters got up looking extremely delighted, one could even feel their excitement and happiness from their aura.

DING... [New Role has opened up, the 'Valkyries' are now eligible to be the administrators of Laplace. Set the Valkyries as Administrators? YES/NO].

Of course, just like how the Forest Spring Spirits were taken in as the inhabitants, the moment he accepted them, a prompt came from the dungeon.

Administrator was a role that was two levels lower than Guardians which was the most powerful position after the Dungeon Master. It granted them many access and control of the dungeon and was only given to those subordinates that are powerful and are trusted by the dungeon master.

Some of the privileges that include in this role are the usage of [Teleport] to any floors of this dungeon, altering areas of the floors, absolute command over all the spawned monsters and over the role that are lower than it.

Just like the Guardians, the Administrators are also able to use some of the functions of the [Main Menu] such as [Shop], [Archive], [Dungeon] and [Spawn]. Although their degree of access is a little lower than Guardians like Irene, Cecilia and Wisp.

Simon pondered over bestowing them the role or not for a while before pressing the YES button. In any case, they were loyal subordinates summoned by him to guard and take care of the dungeon. How else were they supposed to do that if they were not given any authority?

Not to mention from his recent experience of coming back to find the dungeon in peril, he understood how important delegating some of the authority over the dungeon to others was. It was a good thing he came in time, if he was a few days late, the adventurers might have been able to reach the thirty sixth floor, their last line of defence.

Worse, if they breached it, it would be the workshop and the Forest Spring Spirit village next that would have been in danger.

His Main floor was protected by Irene so the dungeon might not have been in immediate danger but the inhabitants of his dungeon would have been endangered. Therefore, Simon decided to make a mental note to increase the degree of authority of his Guardians and make it so that they are also able to add, update and install new floors and mechanisms to the dungeon.

Right after he pressed the YES button, Simon felt a new link establish between him and the Valkyrie sisters. It was not only him, but Irene, Cecilia, the [Helpers] and the sisters themselves felt this link establish.

Simon always felt that the [Delegation] feature of the [Main Menu] wasn't simple, it was not only about simply handing down some of the access of the dungeon to others, but had a lot more areas about it that were yet to be understood.

For example, when he granted the role of [Helpers] to Coleus and the other Forest Spring Spirits. At that time, he felt as if his influence and even his control over them increased a lot. That link, as days passed was growing stronger and stronger.

Simon felt like in the near future, he would be even able to influence and read some of the memories of the [Helpers]. Although right now the effects he could achieve could hardly be called influencing, Simon could tell his authority over them was getting stronger with the strengthening of the link.

p Perhaps he was not the only one who felt that, Irene who was also connected to this link via the role of Guardian, felt that too. As the second highest position after the dungeon master, even she could influence the roles under her if she wanted to in the future.

There was so much more about the role that was yet to be understood and discovered. However, what Simon did know was that the link that was established through the role, cannot be broken unless he relieves them from their role.

From this, one could see how mystical the function was.

"Master Simon is truly benevolent. Not only did he take us in, he also bestowed us this incredible position of the [Administrators]. I, Annette on behalf of all us sisters, am truly grateful for being thought so highly by Master. We shall work hard to be worthy of this position" Annette stated performing a deep bow of gratitude followed by the other Valkyrie sisters.

It seemed that they had received the notification of them being appointed as the [Administrators] of the dungeon.

Simon who was not used to such mannerism and formality, told the Valkyries to raise their heads up and disperse with the ceremony only to be turned down in return.

"How can we do that, Master Simon is our lord and must always be addressed with respect at all times. As your battle maid who has sworn to serve you till my last breath, I cannot forgive anyone that disrespects you" Bea spoke, her second nature that was masked underneath her gentle appearance was coming out.

"That's right... that's right, Master please don't worry about all this minor stuff. As your creation, it is only but normal for us to bow to you...hehe". Alice the youngest amongst the sister, added innocently.

While Annette, Emma and Bianca repeatedly nodded. Seeing that things were progressing nowhere, Simon decided it would be quicker for him to adapt and get used to their form of address.

After the issue of how they will address him was resolved or more like forced upon him, Simon changed the topic of conversation.

"I don't see Mercedes, was she not there with you on that plane?".

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Mercedes was the eldest of all the sisters and was the leader of the Valkyries. She alone took one of the spots from the 'Twelve Heroes', that was how powerful she was.

"Elder sister was along with us in that void. When the portal that brought us here opened, Elder sister was the one who sensed it and told us to go inside it as it would lead us to the place where master was".

"When we asked why elder sister was not coming with us, she said that the energy of the portal wasn't powerful enough to bring her too. Thus she chose to send us first and decided to wait for master to summon her later".

Annette explained, a little sad that their elder sister had to stay behind in that void.

Simon nodded his head in understanding, although Mercedes was also one of the Valkyries, she was designed by him to be far stronger than all her sisters. It came as no surprise to him that he wasn't able to summon her along with the Valkyries.

The five emblems that he had initiated the [??????] with, was used to summon the five of them, the number of emblems corresponded with the number of Valkyrie sisters that were summoned.

Given how strong Mercedes was, Simon reckoned that he needed to at least save up two to three emblems to summon her. That is, given the premise that the next time he summons, the [???????] will be able to connect with that void again.

"I see, you don't have to worry about her, I will summon her at the earliest after I have sufficient emblems" Simon said dispersing their worries.

"We are very thankful, Master" the Valkyries sisters thanked sincerely.

"Alright, this is now your home, you all should get familiar with it. Cecilia, why don't you show them around?" Simon looked at Cecilia beside him who was eager to talk with them and tasked her with this job.

The moment he called her name, Cecilia jumped down from the couch, puffed her chest and said energetically "Leave it to me big brother. Miss Annette, Miss Bea, Miss Emma..umm Miss Bianca and Miss Alice please follow me".

The battle maids performed a courteous bow and followed behind her "It is our honour princess Cecilia".

"Eh?! P-Princess?" Cecilia fumbled on her words, shocked by their form of address.

"Hehe, you are the little sister of our lord and creator. Given his status, of course that makes you a princess" Alice who had a playful nature just like Cecilia, explained.

"I-Is that so.."

Their voices that kept on sounding from the distance, disappeared at this moment.

"What are you thinking?" Irene asked seeing that Simon looked a little lost. Simon snapped out of his thoughts and shook his head saying it was nothing much. He was just wondering how mysterious the [???????] option was.

The abyss inside that looked extremely dangerous at a glance was capable of connecting two different places separated by worlds or even dimensions. Not only that, the option was powerful enough to breach even a void where there is no concept of space and time and summon the battle maids from there.

The conversation he had with the Valkyries, made him wonder how the option actually worked. If he were to believe their words, the option created a portal of sorts that connected his dungeon with some other place using which the summons were able to enter this world.

Are summons beings that are called forth from a different plane or do they get summoned from this planet only? Simon had many questions, the answer of which could be found gradually with time.

After sending the Valkyries and Cecilia, Simon turned around and addressed the [Helpers].

"It's been a while, Lord Simon. We are truly delighted and glad to see you safe and sound" Coleus, the head of the [Helpers] said.

Simon acknowledged their concern with a nod of his head. All the five helpers were currently assembled here in the hall of his Main floor.

"I assume that all of you have been well these past few months?".

The five [Helpers] nodded their heads "It's all thanks to Lord Simon and Mistress Irene providing their protection".

"I just provided you with a place to live. In any case, I called you here not to discuss all that. Tell me about the progress of the floors that you have been monitoring" Simon stated getting to the point immediately.

The role of the [Helpers] was like the staff of a company employed to take care of its dealings and businesses. In this case, the company was his dungeon and he was the CEO of it. It was only natural that he inspects and monitors his employees and see whether they were doing a good job or not.

What about the payment and stuff? Ahem, Simon decided not to fret about the small stuff now.

"Floor one to ten is in excellent working condition, there have been no problems so far. Though it seems like there is a need for increasing the number of monsters spawned on floor nine and ten. That way, I believe the progress rate of the adventurers will slow down".

The first one to report was Coleus. From how he suggested a solution, it seemed that he was being very observant in his job.

Simon nodded his head and then looked at the others.

"Due to the swamp in floors eleven and twelve, the pirodiles and Lizardmen are somehow able to stall the adventurers for some time. However, it seems that the Anemodactly on floors thirteen and fourteen are too easy of a target for the veteran adventurers in a wide plane".

"I believe the numbers are not the issue but the terrain. I request Lord Simon to give me permission to install some mountains and trees so that the anemodactly can have more room to manoeuvre".

Birch one of the three adult Forest Spring spirits said. He was attentive enough to understand which of the floors he was given to monitor worked fine and which needed changes.

"L-lord Simon, floor twenty to thirty needs the most changes. It seemed that the adventurers are far too powerful for the current monsters to take them on" the one to speak after Birch was Maya.

Since most of the adventurers diving inside those floors were from powerful guilds from the surrounding regions, the dungeon was in quite a mess.

"Thanks to Mistress Irene and the golems the third guardian provided we were somehow able to stop their progress. However, the root of the problem is still unsolved and if we don't address it soon, they will be able to breach through these floors in a few weeks of time" Fay who was the only other girl other than Maya, added.

Simon nodded his head and looked towards the last person who was yet to speak.

"Before coming here, I was monitoring the team that has dived inside the thirty-first floor. Therefore I can tell pretty much that the Desert Cactopus and the Giant Purple Scorpion won't be able to stop them for long."

"Although the desert works out in the favour of the monsters and their poison can be deadly, the average level of that team is just too high and one of them even has mastery over water magic" Jarred straightened his back and reported.

Hearing their first hand reports, Simon once again realised how dire the situation looked for his dungeon. At the same time, he felt pleased that his [Helpers] were doing a magnificent task by looking after the floor in his stead.

As the dungeon master, he had the most authority in the dungeon. However, it was not like he was omnipotent and can solve every problem before it even arises. Heck, he wasn't even aware of some of the changes that needed to be done before it was mentioned by his helpers.

He realised that he cannot always devote all his time looking after all of the floor of his dungeon. After all, he was just one person.

That is where the Role function comes in. They who were assigned as [Helpers] had the duty to shave some of the load from his share. And from their reports he listened so far, they have been doing an excellent job.

Not only were they far more detailed on the problems happening all around the floors of the dungeon, they even know what changes needs to be done. 'It was a good call to bring them here and listen to them' Simon thought internally.

Even in an organisation, the top level management cannot always know what happens at the lower and middle levels of the organisation. Thus it is crucial to communicate and take the output of those who are engaged in that area first hand. "

So what do you suggest we do?" Simon asked, wanting to know how well they could solve the problem at hand.

Coleus: "Perhaps we should increase the spawn rate and the number of monsters".

Birch: "I believe structural changes are necessary to blend the monster with their natural environment".

Maya: "Umm we can increase the traps and make it trickier to progress?".

Fay: "The treasure chest and the rewards that are spawned, are too plain in sight. Maybe we could stall more of their time if we make it spawn in risky and complex places".

"Even if we deal with the current batch of adventurers, more are sure to come after the news spreads. At that time, they will only be stronger. That is why I think we should increase the number of floors my lord" Jarred said looking straight at Simon.

Listening to all their suggestion, Simon nodded his head. The solutions they provided weren't bad, perhaps it was necessary with how fast the changes around the dungeon are occurring. But the thing that was the most necessary was what Jarred said.