## D. of Pride 46

Chapter 46: Dungeon War (3)

[Sandworms X10 had died, reward 117,000 DP]

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The system kept on notifying him of the DP that he has earned after the hordes of sandworms died on the second floor. These continuous alerts rang in his ears just like a beautiful song and he couldn't help but feel exhilarated.

Pyrophoric Elixir an item available for purchase from the [Shop] of the [Main Menu]. It is an item that contains liquid that ignites in flame when it comes in contact with water. Simon designed the item so that the players could grind mobs of weak monsters in his previous life easily. But the item did not get a positive reaction from the beta players as the might of the elixir was very limited and quickly diminished after some time. The Pyrophoric Elixir didn't work as planned however, this couldn't be said for the monsters of this world.

This time he used hundreds of those bottles of elixirs and smeared them on the ceiling of the second floor. One could imagine the effects of hundreds of these elixirs when used at once would have. The result was monsters getting combusted again and again until they were nothing but a pile of ashes. No matter how they thrashed or tried to put off the fire, in this closed space where everything was covered in pyrophoric liquid there was no way weak monsters would get out of it alive.

One could even say that the way Simon used it was dirty and unscrupulous but who cares, it was his dungeon and they were the ones who were intruding. It was only natural for him to use any methods he thought suitable to defend his dungeon.

Looking at the numbers of the invading monster army which were quietly dwindling a smile crawled up to his face. He felt like he was being rewarded for the work he had done for the visitors as he listened to the continuous alert of the system.

[Corpse Mummies X13 had died, reward 53,000 DP]

"I couldn't have imagined for you to have prepared such a great gift for me Gelgar. Allow me to repay you for visiting my dungeon with utmost hospitality and make it more fun for you" Simon

spoke to himself as he looked at the dungeon window. This was just the starting of a neverending nightmare that Gelgar would find himself into, unable to get out or do anything.

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The invading monster group soon found the entrance to the third floor after spreading and probing the whole floor. Since the second floor was much larger than the first floor, it took them more than two hours to find the entrance to the next floor. Under the commands of Mike and Berd, the monsters quickly organized themselves before delving into the third floor. As Gelgar was about to pass through the entrance to the third floor, he suddenly turned around and looked at the empty, dark second floor. He didn't know but he had a feeling that something was amiss but couldn't pinpoint it. Thinking that it was just his imagination, he discarded the thought and swiftly descended the floor.

He soon found the anomaly that plagued him as he reached the third floor. The monster army that organized itself before him was clearly fewer in number from when they entered the dungeon. He didn't even have to think about what happened to them as there was only one possible reason for them to not be present and that was they are all dead.

Gelgar couldn't contain the frustration in his voice as he roared out "What is the meaning of this? how did our numbers decrease this much after only descending two floors". They haven't even descended more than two floors and not even met a single guardian monster but their number was already starting to dwindle. How could he not be mad?

"..." Mike who felt that something had gone amiss during the exploration of the second floor bowed his head and chose to keep quiet. He didn't want to enrage Gelgar any further by making any excuses or such.

Berd hurriedly tried to salvage the situation sensing that it was going downhill "Sir Gelgar, the visibility of the second floor was pretty low which made the traps laid in the dungeon all the more effective. But since the third has plenty of visibility there shall not be any mistakes this time".

Gelgar took a deep breath of air and hurriedly controlled his emotions. He waved his hand and said in a tone that contained a bit of annoyance "Leaving the matter aside, quickly find me the entrance of the fourth floor, and this time make sure not to fall for those petty traps". He turned around after leaving his orders behind and surveyed his surrounding.

"Yes, Sir Gelgar" Mike and Berd replied in unison and started commanding the monster army as they spread and explored the third floor.

This time around the monsters were more aware of the traps inlaid and easily dodged most of them.

As Gelgar surveyed his surroundings he noticed that the third floor was similar to the second floor but was much wider and the ceiling had phosphorescence crystal protruding that lit the floor. "Hmph I don't know how much DP you spent creating the floors but I know one thing that the DP available to a mere lowborn Demon Baron cant be higher than mine" he said with his brows knit together and started walking and exploring the floor.

## Chapter 47: Dungeon War (4)

This time the group of monsters exploring the floor was more aware of the traps and due to the increased visibility from the phosphorescence crystals on the ceiling, they easily dodged all the traps set. The pit traps and acid swamps were easily avoided and passed through with no efforts to the point where the traps just felt like decorations to them.

Mike and Berd explored the area and soon found that there was no presence of any guardian monsters on this floor too. Though they found the matter quite strange, but since the exploration was progressing well, they didn't bother to delve into this matter too much. Looking at the monster army that swiftly explored the areas with ease and suffered no casualties, the both of them nodded towards each other and immediately started increasing the pace of their exploration.

The third floor was twice the size of the second which made fully exploring the area twice as time-consuming as before. Each of the winding areas was similar and kept on messing with your sense of direction. After surveying the surrounding for a while, Mike commented "The floor is quite big and it would be a tedious work if we explored it at our current rate. Since the monster army can easily avoid the traps laid, we should increase our exploration pace."

Berd who was beside him pondered for a while before coming to a conclusion "The limited visibility on the second floor was what increased the effectiveness of the traps. But now that nothing is restricting the visibility on this floor, there shouldn't be any casualties on our side. The monsters have already adapted to the traps and are able to avoid them without any effort. That being the case we should hurry up and increase the pace, if not I'm afraid it'll irritate Sir Gelgar even more."

Mike had a similar thought process as Berd and immediately agreed. Unaware of the dangers that lay ahead, they started laying down orders and increased the exploration rate of the monsters as they spread throughout the floor probing and dodging the traps with ease.

Gelgar who was exploring on his own easily avoided a pitfall and swiftly dodged a swamp of acid. Jumping onto the other side of the area, he snorted and looked back at the acid swamp from which

bubbles and smoke rose making it quite deadly for low-rank monsters. However, it was not worth his caution since he was Demon Viscount and even if he fell for these traps, there would hardly be any damage. A body of a Demon Viscount was very strong and their high defence stats made them impervious to such paltry tricks. Even if there was any damage, it would swiftly recover thanks to his innate regeneration.

Nevertheless, even though he would suffer no damage, Gelgar felt that it was beneath him to even fall for such petty traps in the first place and would tarnish his image as a noble Demon Viscount. He swiftly dodged another pit trap and smashed the blade that came slicing at his head from the walls with a punch. BANG... the force behind his punch was so great that it shattered the blade that was aiming for his neck and made countless cracks on the walls. Just like on the other floors the cracks immediately mended themselves and the wall was back to its previous state.

"Do you think such petty tricks will work on me?. Well what can I expect more from the intelligence of a mere lowborn demon" he said as he promptly passed through areas after areas. no matter what traps lay in front of him, none of them was even able to touch the edge of his clothes.

As everyone explored the areas, all of them failed to notice small mushrooms growing at the edges of the wall. The mushrooms were so inconspicuous that they failed to attract any attention, even if someone did notice them, they eventually ignored it as something naturally grown from the abundant manas of the dungeon. That also goes for Gelgar and his two Demon Baron subordinates. who would notice some random mushrooms on the edges of the walls? As such most of their focus was on finding the entrance to the next floor and dodging the traps that were in front of them.

A group of fifteen Scavenger Mummies that were three meters tall each and had bandages wrapped all over them was exploring a certain part of the floor. A large number of mushrooms dotted the walls as far as their hollow eyes could see. Some of them casually plucked the mushrooms and munched on them as they explored further. It began with some of the Scavenger mummies casually picking the mushrooms and munching but after some time most of the Scavenger mummies began frantically eating the mushrooms whenever they saw some growing on the walls.

what happened next was all of the fifteen Scavenger Mummies frantically rushing to eat more of the mushrooms whenever they passed by new areas and some of them even fell on the traps that they could easily dodge before due to their negligence. The ones that fell for the trap died slowly and excruciatingly while the rest ignored them as all of their attention was on finding the mushrooms growing on the walls and frantically start munching on them. A peculiar scene to watch.

This scene was not only playing in this part but also on the other areas of the floor. The monsters that could easily dodge the traps before were getting killed by those very same traps while rushing to eat more of the mushrooms, a frantic look in their eyes.

## Chapter 48: Dungeon War (5)

Mushroom of Appetite, a [D] rank item that popped up from the [Gacha]. As its name suggests, it is a mushroom that fills your appetite. Its seeds once sown will continue to grow until the mushrooms cover most of the ground and the only way to stop them is to burn them down. Once eaten, the mushroom will fill your stomach but at the same time increases your appetite to eat more and more of them.

It was an emergency food item in those popular games back on earth, that was used by players in a crisis when the food in their inventory ran out. Of course, the downside of the item made it undesirable but the effects could easily be negated by using Elixir of No Ailment and such. Thus all of the players made sure to stock one sort of as a last resort whenever they went for exploration. It was also one of the items imported from the other games and put into the [Gacha].

At present the third floor was full of Mushroom of Appetite which was the real trap set for these unaware monsters who were only concentrating on the obvious traps that were in front of them. Since they did not have any skills to negate the effect of the mushroom their only choice was to keep on satiating their never-ending appetite.

Simon who was lounging on his jade sofa made a wicked smile as he looked at the scenes displayed by his dungeon window. "Just when you think everything is going alright and you let your guard down, that is when the dungeon truly bares its fangs" he said every word slowly and deeply. the mushroom of appetite was displaying its full might in his dungeon right now.

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Gelgar explored the areas for quite a while before frowning, that was because he suddenly found himself back in the same place where he started. The paths were so much alike that even he a Demon Viscount was having difficulty navigating through. Suddenly he received a sound transmission from Mike and hurriedly started walking towards a particular area. Even before he reached the place where his subordinates had called him, he saw groups of monsters lying dead around the area. Some cleanly split in half, others melted in a half-burnt corpse and some caught in pit traps and became swiss cheese.

A gruesome sight spread all over the area as he got close. He did not know what face he was making, but he was sure that it was anything other than calm. Veins bulged in his forehead, his eyes glared murderously and his body trembled intensely as he looked down at his kneeling subordinates.

"What is the meaning of this? Why are all of them caught up in those pathetic traps and dead... are you guys even taking this seriously?" at the end of his sentence, he narrowed his eyes and questioned as killing intent leaked from his body. His killing intent was strong that it made the cowering subordinates shudder even more. One could imagine how much killing you had to do to materialise your killing intent.

His two subordinates were aware of Gelgar's cruelty and knew the amount of blood the man had bathed in. All of his enemies died after being subjugated to an inhumane torture and right now those crimson eyes were staring at them murderously. They had no doubts in their heart that if they were not useful, Gelgar would show no mercy even if they had served him for dozens of years.

"S-Sir Gelgar b-by the time we reached here they were already dead. We immediately rushed here after we detected a strange occurrence among the monsters" Mike said as he lowered his head even more deeply due to the immense pressure weighing down on him. Everything was going according to plan when things suddenly started going haywire and even he couldn't comprehend what had led to this incident. No matter how much he thought he couldn't figure out why the monsters would get caught up in such obvious traps and even if they did, the others could have easily saved them as the traps were not lethal enough to kill them in one hit. All of the behaviour of the monsters were peculiar up until the moment they died. The third floor that was supposedly easier than the second floor suddenly turned into a disaster zone.

"Sir Gelgar, I believe it is not that the monster became negligent but because they got caught up in another trap that was carefully set up for them" Berd knitted his brows together as he replied after pondering for a while. He flipped one of the corpses and saw it body covered in tiny mushrooms similar to the ones growing everywhere on this floor, these mushrooms were unremarkable and didn't seem poisonous; however, every corpse that he had come across had these mushrooms growing all over them.

"What do you mean speak clearly!?" Gelgar who was irritated due to the inability of his subordinates spoke out in an annoyed tone. One could even see that the man was barely holding onto his rage.

"When I sensed the disturbance among the monsters, I immediately rushed here to check on them. And to my surprise, I saw them ignoring all the traps and easily getting caught up in them. It wasn't that the monsters immediately died but those that could have helped them had ignored them altogether. I believe the trap laid out was very obvious but at the same time extremely inconspicuous. It is that mushroom that is growing all over this floor that is the cause of this incident." Berd explained as he got up and plucked a mushroom from the wall.

Chapter 49: Dungeon War (6)

"Mushrooms you say?" Gelgar looked at the mushrooms growing in the surrounding walls with a puzzled expression. These mushrooms which seemingly grew everywhere on the floor was the reason behind the death of spawned monster? He couldn't figure out how were these insignificant mushrooms the cause of all these incidents.

"Yes, Sir Gelgar it is precisely these mushrooms that were the cause. I believe they are not some ordinary mushrooms you find growing everywhere but mystical mushrooms that have enchanting properties" Berd said carefully observing the monsters that have died inside the traps.

Mike listened intensely to what Berd was saying as he too plucked a mushroom and inspected carefully. The mushroom seemed unremarkable and didn't look poisonous to him.

Gelgar closed his eyes as he pondered for a moment. He wasn't a fool and figured out that they have been played. The real trap wasn't those pitfalls and acid swamps but these extremely inconspicuous mushrooms. Those obvious traps were set to make their guard down while the real trap did its work when they were being negligent. It was only now that he realised why the floors did not have any guarding monsters. it was precisely because of these unorthodox traps that worked as a dual-edged sword, that there were no guarding monsters on this floor.

Berd continued "when I rushed to the scene, I saw something strange. These monsters that were supposed to follow the orders and search for the entrance to the next floor, were frantically rushing to eat mushrooms on the walls. They had a feverish light in their eyes and an intoxicated look which made them fall into the traps that they could previously dodge without any effort. It was as if their minds didn't even register that they had fallen into a trap. But what was surprising was that even while they died they did not scream and even until their death, they didn't show any signs of struggle. Instead, these monsters still had that feverish look on their faces. "

Gelgar narrowed his eyes at this point even a child could figure out what it was. "So the more you eat the mushrooms, the more you crave for it. And the more you eat the deeper the effect it has on your mind" he surmised as he crushed one of the mushrooms in his hand. He must admit that even he had never heard of such a mystical mushroom in his three hundred years of life and this dungeon was full of such mushroom.

"It is as you say Sir Gelgar, the monsters that have died had eaten quite a number of mushrooms that have deprived them of their minds and ultimately..." Berd did not finish his sentence but everybody understood the meaning without having him complete it. These monsters have fallen for the petty traps because of the effects of these mushrooms had on them.

"Tch, truly a wicked move, it seems like I have underestimated that lowborn demon. He is trying to reduce our numbers with these unorthodox traps. Make sure you pass my command to all of the monsters that are not present here. They are not to randomly eat anything on the walls in the future" Gelgar's voice had an added depth at the end as he completed his words. Looking at the corpses of the dead monsters, he admitted that even he didn't know that these mushrooms had such dangerous effects up until now. However, what he didn't understand was how did that low born demon get his hands on such a mystical item.

"We obey Sir Gelgar" Mike and Berd immediately fell on their knees as they said in unison.

"How goes the exploration? Did we not find the entrance to the next floor yet?" he asked as looked at the two of them, his mood quite sour. These mushrooms had reduced their numbers by quite a bit and if they stayed on this floor any longer, he didn't know how many more casualties there would be. Although to him, these monsters were nothing but expandables that would fight and die for his cause, he felt like losing them here would be a waste.

Sensing that the mood of their leader was quite sour, Mike didn't mingle any words and immediately replied "We have almost explored all of the areas of the floor however since the paths always change their direction it becoming a little difficult to pinpoint the exact location of the entrance. But given a little more time, we are sure to find it soon".

Gelgar nodded and the two of them hurriedly left to relay his commands. Now all alone, he stood there in silence for a long time. After a while, he turned his head and looked at the mushroom covered walls "Where did these mushrooms come from? it doesn't look like an item that should be growing on a low-rank dungeon such as this". He thought over it for a while before shaking his head "It doesn't matter... though I must admit that you played me there, but if you think such lowly traps are enough to stop us, then you are thinking too highly of yourself you lowborn demon".

Soon after they found the entrance to the fourth floor and organized themselves before descending to the next floor. During this time there was no added death or injuries among their numbers as they became aware of all the traps that laid in wait for them. After all of them descended the floor became eerily silent, the dead monsters that dotted the floor slowly disintegrating, forever becoming the nourishment of the dungeon.

[Scavenger Mummies X15 died, acquired 225,000 DP]

[Big Poison Scorpion X25 died, acquired 190,000 DP]

[Scavenger Mummies X20 died, acquired 300,000 DP]

## Chapter 50: Dungeon War (7)

The fourth floor was similar to the third floor but the walls and ceiling were much much wider and taller. Unlike the third floor, the visibility on this floor was restricted by an endlessly drifting white mist. The walls were of ash grey colour and the floor was uneven and irregular. The thick mist made it difficult to see what lay ahead and even the people near you. If one did not pay attention to their footing, one might even end up tripping due to the uneven ground.

After descending the stairs and coming down to the fourth floor, Gelgar surveyed his surroundings and couldn't help but click his tongue "Tch so now it's mist huh." It was as he said, everywhere he laid his gaze on, was covered in a thick layer of white mist.

After searching for a while, he quickly spotted the two subordinates of his that were waiting for him near the entrance. Mike walked up to him, put his hand on his chest, and bowed. "Sir Gelgar, since the vision is obstructed by the mist and there are an unknown number of traps, we have decided to send larger groups of monsters to explore at once so as to avoid falling for the devious traps that lowborn demon has set. Since we are not spreading our numbers, this may take finding the entrance to the next floor a little longer compared to the previous floors".

He did not want to commit any more mistakes by spreading their numbers all across the floor like before. He was worried that traps that were carefully hidden inside the mist would end up taking more lives from the monster army and hence did not dare to thin their numbers when sending them to explore. but doing so would increase the time taken to explore each floor and would also delay finding the entrance to the next floor.

Realising what the other party was thinking, Berd chipped in "Deliberately spreading and thinning our numbers would directly be playing into the enemy's hands and knowing that there might be even more traps like those mushrooms waiting for us, I believe it would be unwise for us to do so. Plus seeing these monsters spawned by Sir Gelgar's precious DP die for nothing would be a huge waste ". Berd was aware that Gelgar saw all of them as nothing but pawns that are useful to him and do his bidding. However, he did not have the guts to oppose a Demon Viscount and he believed that as long as he was useful, he wouldn't be discarded easily.

Gelgar nodded and said after contemplating over their opinions "Very well do what you must but remember to be at your guard at all times. Immediately send a sound transmission if you find anything unusual."

When the two of them heard what he said, they immediately nodded and sighed in relief. they were concerned that delaying the exploration rate would make Gelgar displeased and would earn them his ire. After organizing the monsters and relaying all of the commands, they immediately dived

into the mist. The moment they stepped in, their silhouette became blurry, then a shadow and after a while, they completely disappeared into the white mist.

Right after they disappeared into the mist, hundreds of crimson sets of eyes looked at them from all across the floor for a split moment before fading into the mist.

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Simon who was having a meal on his unusually big dining table looked at the scene displayed by his dungeon and smiled. "Hmm, the fourth huh... its time to see how useful you guys are," he said as he chewed on his steak.

The fourth floor was the territory of white-horned rabbits. Their piercing scarlet eyes could easily penetrate through the dense fog and their small frame and natural color make them hard to discern in this dense mist. This race has a large pointed horn on their head and unusually strong hind legs that make their charge terrifyingly lethal. Especially their horn, it was so sharp and sturdy that monsters with low defence would easily be pierced by those weapons. on top of that, the White-Horned Rabbits were a bloodthirsty race and loved feasting on its prey's blood.

But they are not the only predators present on this floor. The albino spiders that are a meter tall each and produce a sticky thread all over the walls and ceiling also inhabit the fourth floor. The thread they lay was transparent and very difficult to break.

Starting from the fourth floor, monsters spawn in the dungeon that naturally defends it from the intruders.

As Simon had predicted soon after all of the intruders dived into the mist some of them started getting killed by the horned rabbits and albino spiders. For these monsters, this floor was their optimum environment, and for the invading monsters the worst place to be at. The horned rabbits pierced them with their horns as they leapt across the walls, the albino spiders captured their prey deprived of their freedom of movement with their sticky nets and bound them on the ceiling.

A large number of the invading monsters died exploring and finding the entrance to the next floor. However, this didn't last long as the invading monsters quickly became aware of their presence and they soon started fighting back. Due to their large number, the tide soon started to turn and it was the guarding monsters of the floor, the white-horned rabbits and the albino spiders who found themselves at a disadvantage after a while.

Even though a large number of spawned monsters were dying, Simon did not worry much as they can be spawned again using the DP. As long as these monsters could delay the invaders and reduce their numbers a little, that would already be enough.