

D. of Pride 66

Chapter 66: Rewards (3)

It was only after a long time that Simon opened his eyes. Looking around, he found himself on top of a large rock as he propped himself up, he scouted his surroundings.

As he stood up, he realised that he was still on the ninth floor. The next second his eyes fell on his body only to find that his wounds had mostly healed and his depleted strength had recovered for the most part. Simon was amazed by the healing ability of a Demon Viscount.

Even the dungeon floor that had suffered so much damage during their clash, was rapidly mending itself. The floor, the topography... everything was reconstructing itself at a speed visible to the eye.

Calling the Bloodthorn Demonic Warhorse who was guarding him by his side, Simon swiftly teleported to the twentieth floor which was also the floor where the dungeon core was located.

The [Dungeon] option of the dungeon's menu not only allowed him to see all of the floors, but it also allowed the dungeon to swiftly teleport in any of the floors he desired.

Arriving on the twentieth floor he immediately flumped himself on his jade sofa. Even though all his wounds have mostly healed, his body was still too exhausted after that fight. Relaxing his sore body, Simon looked at all the notifications that had appeared while he had passed out.

Looking at all those notifications, Simon was quite excited. Winning the dungeon war meant that his dungeon was strong enough to fend off enemies at the level of Gelgar. That in itself said that he and his dungeon was making progress.

[One of the hidden achievements for increasing dungeon rank has been cleared. Dungeon rank has increased from [E] -> [D]] notification that indicated that the Dungeon's rank had increased was the most eye-catching one.

[New functions and new listings in the shop have been added. Maximum floors that can be added to the dungeon have increased to fifty. As the rank of the dungeon increases, new functions and listings would be added to the dungeon menu].

His efforts had finally paid off. The rank of his dungeon had finally increased from [E] to [D]. If anybody knew that the rank of a newly emerged dungeon had gone up in less than three months, they would be absolutely gobsmacked.

It takes dozens of years for the rank of the dungeon to go up and the time period increases as the rank of the dungeon goes up. A newly emerged dungeon whose rank had increased in merely three months have never appeared in the history of Althaea.

Reading the contents of the system, Simon hurriedly opened his dungeon menu. But before he could explore the changes that had been added, his eyes were inadvertently attracted to the huge amount of DP that he had collected in these past few days.

The total amount of DP that he had with him was a staggering 454,955,000 DP. The amount was so great that Simon was dazed for a few seconds. The DP he used to earn before, seemed like pocket change compared to the DP he earned now.

Simon opened all the notifications that had popped up before quickly founding the source of the income.

After defeating Gelgar, he had won the dungeon war and as a result, he was rewarded with a 100,000,000 DP along with a skill and an increase in the dungeon's rank.

Before today, Simon thought that the reason behind Gelgar starting a dungeon war was because of the [B] rank warhorse of his. However, it seems he was wrong. It all made sense now that he thought about it.

To start a dungeon war, one needed a huge amount of DP. It would be a huge waste to start a war just to get the subordinate of the other party if there was no other catch.

Not only was Gelgar eyeing his Bloodthorn Demonic Warhorse, he even had his eyes on the reward that one could get after winning a dungeon war.

What Simon failed to realise was that Gelgar had it all planned. He might even have succeeded if it was any other Demon Baron. Nonetheless in this world, there was no foolish Demon Baron like Simon to create his own dungeon.

Those who tried didn't have a good ending. A Demon Baron was the lowest ranking demon and due to their impure bloodline, they didn't have any growth aspect. If they created a dungeon using their Demon core, it would be like leaving their lives out in the open. If the dungeon got conquered, their lives would be forsaken.

Another thing of note was that after the rank of Simon's dungeon went up, the base rate at which the dungeon produced DP increased significantly. That goes to show that after each increase in rank, the rate at which the dungeon produces DP will also increase.

One of the many reasons to grow his dungeon along with his level. Not to mention that after the rank of the dungeon increased, Simon is now able to name his dungeon. All this while, the dungeon name was blank. It was only after the rank of the dungeon increases to [D] that one is able to name their dungeon.

Thinking about the name for a long time, Simon's mind slowly drifted towards the time while he was still on earth. He remembered those three years he spent painstakingly developing the game LAPLACE.

The one game for which he had forsaken everything in his life. He recalled how his health deteriorated day after day, month after month, year after year but he still kept going on. All for the day he could see the launch of this game however fate had something else stored up for him.

After he fell asleep in his previous world, he suddenly woke up to find himself in a completely different place. Just when he was leaning towards thinking this was all a dream, reality struck him.

He was up for a rude awakening as his naïve thinking was shaken off and reality dawned upon him. After that many other things happened and Simon vowed to live his life thoroughly in the new world he found himself into.

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Dungeon Name:- [Blank] Dungeon Rank:- [D]

Dungeon

Shop

Summon

Archive

Spawn

Main Menu

—

[Main Menu]

Character

Party

Inventory

Armoury

Shortcuts

Settings

Shop

Gacha

Heroes Altar

—

Chapter 67: Bug

Relishing on the memories from his past life for a while, Simon finally arrived at a decision.

He decided on naming his dungeon Laplace “Since I wasn’t able to fulfil my dream in the previous life, I will realize it in this life. The dungeon Laplace, I will make it the greatest dungeon in this world”. Simon pledged with an unwavering will.

He had dedicated three whole years of his life to this game, Simon had always felt a special connection with it. Even when he died and reincarnated to a different, the [Main Menu] of the game Laplace came along with him. It was enough to tell him how deep of a bond they had.

Without further delay, he set the name of his dungeon.

[Ding]

[Dungeon Name:- Laplace has been set.]

After setting the name, Simon looked at the changes that had taken place after the increase in the dungeon rank.

First of all, there were some new items added to the shop such as the Tree of Manas which gathers the mystical energy present in the surrounding before condensing and releasing them into the dungeon, nourishing it in the process.

Mystical energy commonly known as manas is the essence of the world which nourishes and holds every being. All the creatures of the world increase their level so as to feel the mystical energy more strongly and utilise it. Those with higher levels have a greater grasp of the mystical energy and vice versa.

Even the stats were nothing but a representation of how much mystical energy one holds inside their body. The same goes for the skills.

The density of manas inside his dungeon was quite low compared to some of the places in the Ghastly Winding Forest. An area with a higher concentration of manas will have many mystical objects growing in it.

From his inherited memories, Simon knew that increasing the density of manas inside the dungeon is crucial in increasing its rank. The higher the rank of the dungeon, the greater the concentration of manas inside it.

Since the trees of manas were important to further increase the rank of his dungeon, Simon unhesitantly decided to buy it.

The thing that was listed in the shop were seeds of the trees of Manas. It costs around 500,000 DP each and can be bought in any amount. If Simon wanted to increase the density of manas inside his dungeon, he has to plant these seeds and wait for them to grow before they can display their uses.

Since the Trees of Manas would take time to grow, he couldn't rush it. As such, Simon decided to shift his attention to the other things that were listed in the shop.

There were quite a few new items that were listed, but the one that caught his eyes was the palace. There was also the new function of spawning crystals and chests across the dungeon floors. Ores such as iron, black steel, white silver can now be produced and mined across the floors. As for the higher tier ores like Black-gold and mithril can only be produced inside a dungeon where the concentration of manas has reached a high degree.

There were only a few places and dungeons in this whole world which can produce ores of that level and higher.

Treasure chests on the other hand are used to lure human adventurers into the dungeon. From his inherited memories, Simon learned that humans are a good source of income and can bring a stable amount of DP.

Humans who call themselves adventurers dive into the dungeons looking for treasures and riches. A dungeon is also a place for them to increase their levels and hone their skills while at the same time a source of income. The adventurers hunt monsters for their parts as well as mine the dungeon for treasure chests and ores.

Due to these reasons, adventurers all over the world dive into the dungeons even while knowing about the associated risks of losing their lives.

Birds die in pursuit of food, humans die in pursuit of wealth. The allure of treasure and riches that can be found inside the dungeon is so great that even while knowing the risks they still dive inside the dungeon.

Then again humans are a clever species, to mitigate the risks, they form large groups of teams called guilds to tackle the problems that arise while diving into the dungeon.

The dungeon core in itself is a huge treasure. kingdoms and empires provide a huge amount of treasures and bestow peerage to people that have conquered the dungeon and brought the fragments of dungeon core back.

The higher the rank of the dungeon, the higher the value of that dungeon core.

While Simon did not know what use a destroyed dungeon core had, he was still aware that there had to be something that made it valuable to kingdoms and empires for them to put a huge amount of treasures in exchange for it.

“Earning DP through this way is like a dual-edge sword, you have to constantly fortify your dungeon so as to prevent the greedy adventurers from destroying the dungeon core”.

“Be that as it may, it still one of the fastest possible ways of securing a stable amount of DP and also one of the conditions for improving and increasing the rank of the dungeon” Simon pondered as he recalled all the memories and information he inherited after reincarnating in this world.

From these memories, he also became aware that after the rank of the dungeon increases, the monster that it can spawn also becomes stronger and there is even a possibility of a variant or stronger species being spawned.

Organizing his thoughts, Simon bought twenty seeds of the Trees of Manas for a total of 10,000,000 DP. The seeds were as big as an egg and the analysis displayed that they were germinated and ready to be planted.

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Name:- Simon

Race:- Demon Viscount

Titles:- Demon of Pride [Incomplete Fragment 1/5]

Stats:-

Level:- 262

HP:- 38,442

MP:- 50,555

Strength:- 2686

Defence:- 2886

Agility:- 3210

Magic:- 3610

Endurance:- 2948

Luck:- 2024

Skills:- Language Comprehension, Analysis, Flame Magic Mastery, Gale Magic Mastery, Electro Magic Mastery, Thought Processing, Regeneration, High-Speed Flight, Super Strength, Body Enhancement, Fire Resistance, Wind Resistance, Pain Resistance, Blunt Damage Resistance, Sense Presence, Demonic Eyes

Amalgamation Skills:- [Flame-Gale Mastery]

Inherent Skills:- Dungeon Creation, Main Menu, Ancestral Symbol Ignition

Chapter 68: Bug (2)

Simon chose to plant all the seeds of the Trees of Manas on the floor where the dungeon core was located and decided to call the place the main floor. Since it was the place of most importance and also the place where he stayed and operated from.

He started by greatly expanding the area of the main floor and increased the height of the ceiling by a few hundred meters. Now the main floor was three kilometres wide and the ceiling was more than three hundred meters tall while big phosphorescence crystals dotted the ceiling, illuminating the whole floor.

Simon wondered if there would be any options unlocking in the future that allowed him to simulate the vast sky in place of this dark ceiling. Snapping out of his thoughts, he continued upgrading the main floor of his dungeon.

All these changes cost Simon a little more than 2,000,000 DP. Though the main floor looked empty, he could renovate it in his leisure time.

Next, he decided to buy the palace listed for around 35,000,000 DP in the shop. The reason for the palace being so pricey was because it nourishes the dungeon core and works as its final defence line. You can call it a fortification of some sort.

Although there were various other options available in the shop that fortified and guarded the dungeon core, Simon decided to buy the palace as it had few other practical uses other than what was mentioned.

[Ding]

A white light so bright that it illuminated the entire place came from the centre of the floor, a silhouette of a beautiful palace came into view after the light settled down.

The palace was more than seven hundred meters wide and sat at the centre of the room. Its exterior and walls were completely white and were made of a rare stone. The grandeur of the palace was something to marvel at. Maybe it was his imagination but the palace he bought from the dungeon menu's [Shop] was exactly what he had in mind.

Before purchasing the palace, Simon had a faint outline, shape, and colour in his mind. Perhaps the palace was influenced by his vision and imagination and appeared exactly as he wanted it to be.

The main floor which was previously empty and only had the dungeon core and some of the collectables he got from the [Gacha], now had an impressive white palace sitting at the centre of the floor.

Similar to the floors of the dungeon, since the white palace was also part of the dungeon, it could be modified and expanded whenever Simon wanted.

That is to say that if Simon wanted to add more rooms or change the position of the palace somewhere else, he could do it through the dungeon menu. Once the palace was installed, it was now time to check it out.

Yes, other than acting as the fortification for the dungeon core, the palace also worked as a housing system. Now that the main floor was expanded by quite a bit, it would be weird if he slept and ate out.

Entering the palace, Simon was greeted by a wide hall. Paintings and plants decorated the place. Sofa sets, glass tables, and a grand chandelier were placed at the centre of the hall bringing a unique kind of magnificence to the room.

Looking around, Simon soon found out that the palace had more than three halls, thirty rooms and two floors. All the decoration and interior designs that were on the palace were all influenced by things that Simon had seen in his previous life and which could only be found on earth.

For example one of the three halls had a big aquarium inspired by the memories from his time on earth. A huge kitchen with all the latest instruments, a big dining hall adjacent to it.

The library had bookshelves filled with books that he had read on earth and books that he had not even heard of. A wine cellar filled with liquors that could only be found on earth, a wide game room with billiard tables, and a bowling alley.

An indoor pool and huge bathtub that could easily accommodate few dozen people at once were some of the things that were influenced by what Simon experienced in his previous life.

It would be too much to say coincidence. However, it seemed that the palace purchased from the shop would borrow the ideal shape and memories from the buyer to create the palace of their desire.

Simon placed the Dungeon Core inside the facility of the palace that was specially built for fortifying and nourishing the dungeon. The area where the dungeon core was placed was wide and a multi-layered intrinsic array that spun in an anticlockwise manner surrounded it.

It seemed that as soon as he placed the dungeon core, the mechanism was activated. Another thing of note was that the mechanism consumed DP to operate. Simon knew it because as soon as he placed the core, 100,000 DP was deducted from the total amount of DP he had.

“It seems that everything inside the palace can be replenished with the help of DP” Simon observed.

He placed all of the collectables also known as joke items that he got from the [Gacha] in one of the rooms before finding a wide bed to laze on.

Now that he had started focusing on developing his dungeon, Simon had few other things he wanted to sort out before that. First was the insane jump of level. He was only level 212 when he fought with Gelgar, but after he lost his consciousness and woke up to check his status, he found out that his level had gone up from level 212 -> 262 in one go.

Even if he defeated Gelgar and his two subordinates, the level jump shouldn't be this insane. This is to say that there was another reason behind his level jump.

Looking at all the notifications, none of them detailed anything about his increase in level. Thinking about it carefully, Simon arrived at the answer that he thought was the most probable and that was the increase in his dungeon rank.

The dungeon core was once a part of him, then wouldn't it mean an increase in the rank of the dungeon would mean an increase in his level too, and vice-versa.

Chapter 69: Bug (3)

A thousand kilometres south of the Ghastly Winding Forest is the fortress city of Mountmend that connects the Central Continent with the Demon Continent.

The city of Mountmend was protected by tall ramparts all around which protected the city from monsters that occasionally came out from the Ghastly Winding Forest. The population of the city was around a million and the mayor of the city was just a baron (A title bestowed onto a person, marking them as a member of nobility).

Sixty percent of the population were adventurers by profession who hunted monsters inside the Ghastly Winding Forest. The city mostly lives off from the trade of the monster parts with other neighbouring cities.

Since the city is the first line of defence against any monsters that comes out of the Ghastly Winding Forest, many adventurers and guilds have established their branches in Mountmend in hopes of earning their livelihood from hunting and gathering monster parts.

The city wasn't rich but it was full of life with a lot of hustle and bustle as its inhabitants busied themselves with their daily life.

In one of the rooms of the most luxurious mansion in the city, three men were seated facing each other. The one seated opposite of the two was a middle-aged man and had curly ash grey hair and a wide moustache.

He donned a clean set of clothes and had an air of nobility around him. The man was none other than the mayor of the city of Mountmend and a baron, Alfred Eude Bergest. Three sets of teacups releasing white smoke sat at the centre of the table.

"Sir Godwin, I believe you are already aware of why I called you here?" Alfred gave a friendly smile as he spoke to one of the men facing him.

In contrast to the formal wear of Alfred, the man named Godwin was decked out in a heavy armour plate that gave off a blue sheen whenever the sunlight shone on it. Indicating that it was no ordinary armour.

Even without a careful examination, Alfred was sure that the armour was made of rare metal. Although he was not a combatant, he could tell. The peculiar lustre given off by that armour was something only the strongest of metals could have, that is to say, that the armour was either made of Mythril or the even rarer metal Adamantium.

Each of these metals had high defensive usability and were extremely sturdy. Because of their characteristics, the metals could only be mined in places with an extremely high density of manas.

Their availability made them the costliest metals and it was rumoured that the metal was so unyielding that only a master blacksmith could truly mould it and give it the desired shape.

Godwin was a fairly built man with sharp looks. His short dark brown hair and emerald green eyes along with his armour gave him a heroic aura. His entire presence was like a calm lake with no ripples.

He nodded at Alfred's question and replied "Lord Alfred I'm afraid there is not even a single soul in this city who is not aware of the incidents happening near the borders of the city".

It was as Godwin said, the entire news was a hot topic that the average population gossiped about every day. They have to be deaf to not be aware of it.

The other man seated near Godwin bobbed his head, he had a hood covering his face and was wearing lightweight armour and carried two shortswords on his back. The man seemed like a shadow that could swiftly blend in with the environment with how little presence he had. Similar to Godwin, his gears were not any subpar.

Alfred wasn't shocked by this response instead, he gave a helpless smile and said "The situation is exactly how Sir Godwin and Sir Raven have heard. A month ago we detected strange movements inside the Ghastly Winding Forest and not long after monsters started appearing near the outskirts of the city. It is normal for monsters to appear near the outskirts but the numbers at which they appeared was clearly unusual and different than before".

Since the city was close to the forest, it was a daily occurrence for a straggling monster or two to appear near the border of the cities. During those times, the guards placed nearby would quickly dispose of them. However, the situation was different this time.

Godwin narrowed his eyes as he organised his thoughts before inquiring "Even if the monsters appeared in hordes near the outskirts of the city, with abilities of the soldiers stationed there, it shouldn't be a problem. I believe that the reason lord Alfred called us here isn't about that right?".

Godwin was a seasoned warrior and the vice guild master of the Sea God's Trident so he quickly noticed that what Alfred is concerned about wasn't just some monster outbreak. If it was just that, he could issue a commission for the adventurers to dispose of the monsters appearing on the border.

On the other hand, the man named Raven seated beside Godwin just sat there silently, nobody knew what he was thinking.

"Haha as expected of the vice guild master of the famed guild Sea God's Trident. You truly live up to your reputation as one of the top five guilds within the entire Ellesmere Kingdom. It is indeed as

you have said, what I'm worried about isn't those hordes of monsters that ran away from the forest, but the ones they are running from." Alfred looked at Godwin in the eye and said.

"The monsters that ran from the Ghastly Winding Forest were only at the normal and strong class at the beginning but as time passes, even some elite class are being spotted near the edges of the forest. My guess is that something huge is happening inside the forest and I want the branch of your Sea God's guild that is situated here to lead an exploration team inside the forest." drinking his cup of tea, Alfred scrunched his brows and requested.

It was at this time that Raven who was silent all this time decided to open his mouth "You could have just put up a commission to our branch guild. why come to us?"

Alfred gave a friendly smile towards Raven before saying "Rather than requesting it through a commision with the branch manager of your guild, it would be much faster and effective if I had a talk with someone higher up don't you think? Besides I am aware of your goals for coming to this remote region. I can permit the usage of the teleportation gate of our city of Mountmend for your main guild for as long as you want".

—

Ranks given to monsters by the Guild

level Class

100 Normal

200 Strong

300 Elite

400 Super

500 Disaster

600 Calamity

700 Catastrophe

800+ ???

Chapter 70: Bug (4)

The next day, Simon woke up on top of his comfortable bed inside his newly installed white palace. Though there was a kitchen now, it was much easier to just use the [Shop] function of his [Main Menu] to choose the food of his liking.

After finishing his breakfast, he immediately set out on upgrading the dungeon. The dungeon core was inside the basement of the palace, protected by multiple layers of barriers and walls.

Not to mention the array that was inside, even the barriers and walls were so thick that a Demon Viscount like him didn't have enough power to break through them.

The size of the dungeon core after the rank up was now more than thirty centimetres. Simon was finally at ease leaving the dungeon core inside the palace. Even if he went out of the dungeon, he wouldn't have to worry about someone or something destroying his dungeon core in an instant.

The palace not only protected the dungeon core but also nourished it. He felt that purchasing the palace was the right choice.

After coming out of the palace, Simon was stunned to see the twenty seeds of the Tree of Manas that he planted in the backside of his palace had grown into saplings that were more than fifty centimetres in height. It was only yesterday that he had sown them and they had already grown so much.

Although he was amazed by the growth of these saplings, it was still too early for them to gather and condense manas as per their function. According to his estimates, it would take more than five months for these Trees of Manas to mature.

A pond about a hundred meters wide sat in the middle surrounded by the saplings. The pond itself was one of the new features listed in the [Shop] after the rank-up called the Pond of Serenity. The reason for Simon installing the pond near the seeds of the Trees of Manas was because the pond provided a buff in the growth of any living organism near it.

The water that the pond of serenity produced was beneficial for the nourishment of these saplings and might even accelerate their growth.

That is not all, later when Simon tried to drink some water from the pond, he realized that the water had a calming effect. It took 10,000,000 DP to install it, but after looking at the growth of saplings, he felt it was all worth it.

After all, if he wanted to increase the rank of his dungeon in the future, he had to increase the density of manas that was present inside his dungeon.

He still had a lot of DP remaining even after purchasing all of that, therefore he decided to add some new floors. The 20th and 21st floor was designed similar to the north side of the Ghastly Winding Forest and spanned more than twenty kilometres. Sabrelions and ogres spawned on these floors.

Though these monsters were moderately strong, in front of someone above level 200 they were nothing more than ants. However, their numbers could still buy him some time. Since both races were aggressive, they started fighting each other as soon as they spawned.

These monsters were trying to build their own ecosystem here and thus Simon did not interfere and left to their own devices. Although he did spawn some weak monsters such as the white-horned rabbit for them to hunt.

The 22nd, 23rd, and 24th floors were similar to the previous floor in size but the place was mostly submerged in water. The stairs were replaced with teleportation gates that led to the next floor.

After the dungeon ranked up, he could now install low-grade teleportation gates that facilitated small distance warp similar to the ones in his dungeon that connected with the next floor.

Monsters such as Great Blue Shark and Serpent Tail were spawned here. These monsters were all aquatic and just like Pirodiles that spawned on the ninth floor, they were predators that hunted in large groups.

The next three floors 25th, 26th, and 27th had low ceiling but was designed as an anthill that spanned tens of kilometres into the ground. The monsters that were spawned here were the Giant Beetle Ants with a defence even higher than the Armoured Drillman which were brought along by Gelgar during the dungeon war. Their outer shell was so strong that it allowed them to stop all those monsters on the upper floors.

The Giant Beetle Ants with their defence and numbers made them quite the tough wall to breach. Plus these monsters had a special sense of cooperation. When one of their members is attacked or killed, the whole colony will go into a frenzy and kill that individual.

The main floor was shifted below and became the present 28th floor.

While he was setting and modelling the floors, he saw the [Settings] function from the [Main Menu] which was previously blurred and inaccessible suddenly become usable once again. He did not know why and how it became functional once again but he did know that the changes must have taken place due to the increase in the rank of the dungeon.

At that time all his attention was on the dungeon menu so he overlooked the changes that appeared on the [Main Menu]. Clearing his thoughts, Simon looked at the only option that was available in the Settings, [Merge].

While Simon was developing the game in his previous life, he made the [Settings] so that players could modify and change some aspects of the game to their liking. But now when he looked at the [Settings] once again, all that function was gone, and instead, there was this unfamiliar option [Merge].

If he had to take a guess, this would allow him to combine something but he didn't know what. Since he did not know, he could just find out. His curious mind got the better of himself and without further deliberation, Simon nonchalantly pressed on the [Merge] option.

At that moment he felt as if the very fabric of the space trembled for a fraction of a second before the [Main Menu] disappeared. The scene felt so odd that Simon went into a daze for a few seconds. "Huh?... it felt as if something was switched off".

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Dungeon Name:- [Laplace] Dungeon Rank:- [D]

Dungeon

Shop

Summon

Archive

Spawn

Main Menu

—

[Main Menu]

Character

Party

Inventory

Armoury

Shortcuts

Settings

Shop

Gacha

Heroes Altar