

GREED: ALL FOR WHAT?

GREED: ALL FOR WHAT? #Chapter 1761: The Banquet And The Monster. - Read GREED: ALL FOR WHAT? Chapter 1761: The Banquet And The Monster.

Chapter 1761: The Banquet And The Monster.

It was like attracting bees with honey. They didn't call, but the god seeds still came. A fight with one god seed turned into a fight with two. That fight increased in size as more god seeds decided to partake in it. Soon, a free for all was created.

At this point, the divine orbs that Legion was carrying about have stopped being the impetus for fighting. The god seeds were fighting just to kill other god seeds for their divine orbs or to steal the divine orbs that dead god seeds dropped.

It was as if someone had dropped a spark into a barrel of flammable oil. The fires of violence spread quickly and wide. It was a calamity for some. But for others, it was an all you could eat banquet.

Legion was among the latter. All they saw was food, and they were determined to take full advantage of the ease of access to these foods that has been granted to them. So they made Legion-1 absorb the divine orbs they gained while the rest scattered to avoid fighting.

The other clones stuck around, but they only watched from afar to grant Legion-1 a complete 3-dimensional view of his surroundings. This way he could use his power efficiently.

Their preparation was overkill. He was already too strong and capable of killing other god seeds with a single attack, thanks to the 272 divinity in strength.

He didn't need to be adding the divinity he gained to speed, and he certainly didn't need to be able to see behind his back or know which god seeds have been fighting for a while and are vulnerable. These extra things made him a monster.

The god seeds, despite being in a frenzy for divinity, noticed the monster in their midst. They might not care about their lives as much as they should, but they certainly don't want to lose the little divinity they have to this monster.

A few minutes ago, they thought they had a chance to gain divinity, so they gambled. Now they know that their divinity is likely to be funneled towards the monster. It killed their motivation to fight, so they ditched the fight and ran.

The free for all ended, leaving Legion-1 and the other clones wanting more. Unfortunately, no one was willing to take the bait of divine orbs anymore. Not even the large amount of divine artifacts that the dead gods left in their wake could tempt them.

So the clones had to give up on their quick money-making scheme and return to Gemmis. They were determined not to return empty-handed, so one of the clones returned first to acquire ropes from the forges in the city. It was only after the rope arrived did they all return, dragging a train of armor and artifacts behind them.

The first thing they did when they got to Gemmis was go to the forges to sell the divine artifacts they picked up. They were offered the opportunity to exchange them for better equipment. They didn't have much choice in the matter, so they agreed.

Of course there was an alternative, which was to sell the divine artifacts to the other gods for divine crystals. But not only would it take time, the god seeds also have a cheaper alternative, which is to get it from their believers.

Besides, even if that option were feasible, they felt that they could always get divine crystals from divine beasts but could only get bona fide divine artifacts here. So Legion-1 changed his equipment to acquire divine artifacts that granted him a 10% boost to his stats.

The remaining divine artifacts were exchanged for store credit that they can use to purchase new equipment or upgrade their previous ones.

Next, they went to the temple. They used the divine investiture to contact Warshaw in the mortal realm and instructed her to begin the preparation for the annexation of the surrounding tribes. They told her to prepare for war.

They knew that believers were important, but they didn't want to start fighting with other tribes yet until they got more information to plan and make decisions. It is not a good idea to be rash, especially when they are ignorant about this world.

But now they don't mind a little rashness after they have gotten a taste of the power of divine spells. They want their Authority to increase at all costs, and they want a large supply of the divine energy needed to use divine spells.

Besides, the souls they will gain from sacrificed enemies and their dead believers will help them create their altar. So regardless of their interests in Authority or Divine Energy, they must have mortal souls if they are to build their altar.

Only their need for war has changed. The reasons they didn't want to have war haven't changed. They still haven't found a way to overcome the risk of war yet.

For one, it will be very difficult and inefficient without their presence there in the mortal realm to oversee and direct Warshaw. Plus, they won't be able to assist with miracles, so anything can go wrong.

They can even lose the Authority they have. It is a possible outcome of war. However, those reasons won't hold them back anymore. At the very least, Warshaw has to start collecting data about the surrounding tribes and compiling it for them to make a decision.

The next thing they did was replenish their divine energy. They received a notification immediately after they did that.

-You have converted Prayers of the faithful to Divine Energy.

-You have received 612 Divine Energy.

-You have 7 prayers left.

This is why they didn't leave behind one of their clones at the divine investiture earlier to assist them with divine energy. It is because Divine Energy is not endless. It comes from the prayers of their believers, and there was very little of it when they just ascended.

It wouldn't have been worth it to keep an extra set of eyes and manpower behind for very few prayers. It was only after a few hours of fighting that their storage of prayers increased, and now they are almost out of it again.

A/N: Check out my new book DESTINY GAMES. <http://wbnv.in/a/4fidVs5>

GREED: ALL FOR WHAT? #Chapter 1762: More Gambling. - Read GREED: ALL FOR WHAT? Chapter 1762: More Gambling.

Chapter 1762: More Gambling.

If their believers don't pray frequently, then they will be on their way to death. As it is, they had spent a little more than 600 DE in their fights. It is a little more than the total DE of a single clone and about 12.8% of their total DE. That expenditure was just in a few hours of fighting, but they are already running out of prayers to replenish it.

As it is, they can only look forward to the evening prayers to get another bump in their supply of prayers. They may have a lot of DE between them, but they won't be able to replenish it if their expenditure increases more than their current rate.

It is because while they have access to each other's DE, they have the same believers. A single god would be content with the amount of prayers they are getting, but it is not nearly enough for 9 of them.

Legion-9 said with optimism, "At the very least, we should be getting more prayers soon. War always increases the faith of believers."

Legion-1 didn't agree. He said, "But we should not prioritize prayers above our believers. War will cause us to lose more believers than prayers if we are not careful."

Legion-9 insisted, "Even so, war is the only way to get believers quickly. The alternative is to wait for childbirth and the maturity of the next generation before we can harness their faith. On the other hand, we can gain new believers by stealing them through war. The boon to prayers is just a side effect."

Legion-5 suggested, "Authority is powerful, but divinity cannot be neglected either. It rendered about half of our Authority useless and rendered the Authority of others completely useless."

This led to a discussion on what their next plans should be. They have learned a lot from their fights, apart from the material gain that they earned. For one, they know what it means to have a fight where both sides lose something.

They won the skirmish with the god seeds that ambushed them by a landslide. Their enemies didn't manage to hit them once because they protected themselves with Divine Shield. But they still lost DE because of it. It is something that having a lot of divinity in Endurance would have prevented.

On the other hand, their enemies had more Divinity than them, but they lost badly because their Authority was severely lacking.

The importance of Authority is clear. Unfortunately, they have reached a plateau for it. They can't gain more in a short amount of time without resorting to drastic actions that might lead to them losing the amount of Authority they have currently. To gain more Authority is to gamble the ones they have.

Divinity is not exempted from that risk either. The god seeds that they killed lost half of their divinity when they died. They could have gained more of they had won, but they lost the gamble.

Their saving grace is that their Authority is intact. As long as their believers don't know that their gods are weak, their Authority will not reduce even if they die over and over again.

Now Legion is on an edge. They want to maintain their advantage in Authority so they are getting their tribe ready for war. It is a gamble that they might lose and therefore lose their advantage in Authority. It is a dilemma that every god must face.

Unfortunately, there are no easy solutions. What's more, it might affect their goal of acquiring divinity and divine crystals because chasing after one will take up their time and energy to acquire the other others.

Killing gods doesn't drop divine crystals, and killing beasts doesn't drop divinity. They had asked their angel why divine beasts as divine creatures don't drop divinity. It had said that the divinity of the slain beasts was taken or stolen from them.

They can't do anything to stop that. So they have to decide to pursue and prioritize either one.

They need divinity badly because they are running out of prayers. If they use Divine Energy the way they just did, they will run out of Divine Energy very soon and die. Until they find other ways to acquire Divinity, killing other gods is what they have to do.

The clones understand the importance of divinity and also realize how easier it would be for them to acquire Divine crystals if they had a lot of Divinity. Unfortunately, pursuing Divinity means they will have to delay the acquisition of Divine crystals, which might be detrimental to their goal of being the first 100 godlings.

They were bouncing ideas off each other when they heard an announcement throughout Gemmis.

-Regional Announcement.

-Congratulations to Crystal Hoard for being the 1st Godling in the Northern Realm.
[n/ô/vel/b//in dot c//om](#)

-The ranking list is now available.

The clones heard that and made up their minds. They have realized that nothing is certain. Everything is a gamble. Any decision they make might make them lose out on something else. They can only do their best. That means they have to utilize their advantage over other gods.

Currently, their advantage is their high Authority and their ability to share divine energy with each other. They gained the advantage of Authority because they stayed longer in the mortal realm. That means the god seeds who are currently in the mortal will take away their advantage when they ascend. So they are running out of time to fully utilize their advantage.

The best thing to do to make sure that they are not rendered obsolete when that happens is to have a lot of divinity to resist divine spells. So they are going to use their current advantage over Authority to acquire Divinity first.

The next thing they decided on was not to make the same mistakes that the other god seeds make. The group of 10 that attacked them were working together. Their cooperation was good, and it worked well for them as they divided the divinity they earned evenly between each of them. This made them strong as a group. But Legion is not going to do that.

GREED: ALL FOR WHAT? #Chapter 1763: The God Hunter. - Read GREED: ALL FOR WHAT? Chapter 1763: The God Hunter.

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They are already strong as a group since they share Authority amongst each other. They are not going to create nine mediocre god seeds. Instead, they intend to create one extraordinary god seed.

Unlike the other god seeds, they can trust each other unconditionally. So only one of them will absorb the divinity they gain. The addition of all their divine energy and Authority will lead to the creation of one super-extraordinary god seed.

The success that Legion-1 enjoyed in the free for all has proven that their decision is correct and that they should continue with it. The next thing to decide was if they should continue with Legion-1 or create a new super-extraordinary clone specifically for hunting god seeds. They chose the latter, and the clone they chose for this great work is Legion-2. He has a bow, so he has the longest range of attack amongst all of them. This will solve the problem of gods running away that they encountered with Legion-1.

The arrows he shoots always return to his quiver, so he has unlimited armory. He is also the only one who can perform best on his own with blind spots in his vision. After all, an arrow only needs to see one target.

They didn't choose Legion-1 for this because his mission is to help them acquire divine crystals. He will protect them from the ice wolves and the ambush of god seeds.

Acquiring divine crystals is their failsafe plan since divine crystals are still a priority if they want to become one of the first godlings. But first, he has to help Legion-2 acquire energy divinity to become deadly to the other god seeds.

The free for all has taught them that only one of them is needed to hunt god seeds. So while Legion-2 is doing that, Legion-1 and the rest of them will be hunting divine beasts.

When all of that was decided, they left Gemmis again, leaving one clone behind in the temple. They chose Legion-3 because he is too weak to use his daggers to hunt ice wolves.

Daggers are short range weapons, but fighting in that range will expose him to danger, which is why he is usually at the back of the squad, providing protection, overhead view, and ambush warning to the clones.

But now he will sit in front of the investiture Steele to use prayers to replenish divine energy and remain in contact with Warshaw as she tries to increase their numbers of believers. Staying in contact is the most important reason they have decided to let him stay behind, seeing as they are preparing for war.

The other eight clones left Gemmis and killed every god seed they encountered. It was not efficient like the free for all since god seeds were running away from them in different

directions. But they eventually managed to reach their goal of raising Legion-2 to a respectable level.

NAME: Number 2

RACE: Local Deity (Orc)

TITLE: Second Crown.

TIER: 0

LEVEL: 23

DIVINE ENERGY: 532

STRENGTH: 109+5

ENDURANCE: 27+3

SPEED: 95+7

AUTHORITY: 532

DIVINE ABILITIES: DIVINE MATRIX NETWORK. INSIGHT. BLESSING. LESSER MIRACLE

DIVINE SPELLS: DIVINE STRIKE, DIVINE SHIELD, DIVINE HOLD.

WEAPONS: Light Leather Armor (+3 Endurance). Hunting Bow (+5 Strength). Hunting shoes (+7 Speed).

They prioritized his speed and strength over endurance. This is important because god seeds can't have more than 1,000 divinity. They will stop gaining levels when they reach level 100. This will continue until they evolve. Until then, they have to prioritize which aspect of their existence they want to empower with Divinity.

Legion-1 is to focus on Endurance and Strength while Legion-2 would focus on Strength and Speed. This way, they will be able to do their respective jobs effectively.

The remaining 7 clones, including Legion-1, continued to the elemental zones to kill divine beasts, while Legion-2 separated from them to hunt gods.

Legion-3 was communicating with Warshaw. He could only get information when she prayed to him. Information and her memories were transmitted to the divine investiture as prayers. He can only gain access to those prayers when he is in contact with the stele.

Every god seed that has ascended can only use this method of communication for now. They can't see what their Oracles are currently doing or what situation they are in. They have to wait for their Oracles to pray to them. Then they have to come to Gemmis to access the prayers.

If they want to mobilize their believers and Oracles in the mortal realm to help them expand their religion, this method of communication ensures that it would be very difficult to do, and they won't even be able to offer help. That's why they told Warshaw to only gather information about the surrounding tribes for now.

Warshaw gave them the information she had about the surrounding tribes first before she sent warriors and scouts to check up on them.

From what she said, there are 3 tribes nearby. They plan to target the weakest tribe first. If they can convert them without bloodshed, it would be good. If not, then they will kill a lot of them and use their souls to create their altar.

Sacrifice will also grant them divine energy so they are not against a fight. But above all, they intend to be cautious lest they become the ones whose believers would be used to create altars and supply divine energy for other gods.

While other gods were fighting each other for divinity and using their divinity to hunt for divine crystals only to return to the temple to direct their Oracles in the acquisition of living sacrifice, Legion was doing all three at once.

Legion-2 first targeted the god seeds that were hunting divine beasts. This way he was able to see them fight and estimate their strength before taking action. He didn't fight anyone he met on the way or those not fighting. He made sure to only target the weak.

This cautious approach made hunting slow as he had to observe his targets. But then his hunting speed picked up after a few hours spent killing more than a hundred god seeds. He began to target anyone in sight.

A/N: Bonus chapter for Avadon.

GREED: ALL FOR WHAT? #Chapter 1764: One Shot Man. - Read GREED: ALL FOR WHAT? Chapter 1764: One Shot Man.

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He had gained a lot of confidence when he reached level 50. At that time, he had 50 divinity in Endurance, 200 in Speed and 250 Strength. The fact that he had acquired half of the maximum divinity after 26 hours of ascending to the divine plane and his high Authority were the foundation of his confidence.

He decided to attack first instead of using Insight, which would warn his targets. He also decided to attack every god seed he laid eyes on. This caused his hunting speed to increase. Things got a little dangerous when he offended a group of powerful god seeds. They targeted him and didn't give up as they chased him. It is the benefit of infinite stamina.

He led them around in a circle and managed to kill half of them. But then he saw that they wanted to pick up his loot and absorb it. After all, as a bow user, he was too far away from his target. That made him target the god seed that wanted to steal his loot to kill him.

Eventually he killed enough of them to discourage them. But that didn't discourage some god seeds. They decided to surround him to prevent him from escaping.

Their plan almost worked, except that some random god seeds broke their encirclement from outside of it. They were 7 to be exact. They helped Legion-2 escape from them.

He too didn't give up after escaping. He kept stalking and hunting them. This led to a series of harrowing events where the bulk of the god seeds decided to retreat to Gemmis and refused to come out.

Legion-2 shrugged and changed his target to the god seeds lurking around the four city gates. These god seeds prey on weakened god seeds returning to the divine city to replenish their divine energy.

They forewent the acquisition of Divine crystals in favor of divinity, so they are very strong. Most of them were at least level 10. Some had even reached level 30, the same level legion-1 started out with.

But their strength didn't intimidate Legion. He smiled and said, "Where have you been all my life?"

Then he notched his arrow and began killing them from afar. The ambushers became ambushed. They tried to fight back, but he was too far away. They eventually retreated into Gemmis after realizing the errors of their way. But they still died enough to help him reach level 100.

That was the maximum level. He had to upgrade his tier and evolve from a god seed into a true god to gain more divinity. But he didn't stop hunting god seeds. It would be foolish to do so when it has become so easy for him to kill.

He couldn't use the divine orbs he gained from killing god seeds anymore, but the other clones who were hunting ice wolves surely could. They also need divinity to purchase divine spells from the divine investiture.

At this time, one arrow was enough to kill most god seeds because he put most of his divinity into strength. His strength was at 600, Endurance at 100, Speed at 300, for a total of 1,000.

So unless someone is level 60 and they put all their divinity in Endurance, they will always be damaged by his attacks if they don't use Divine Shield or have an insanely powerful divine artifact to defend themselves with.

If they use Divine Shield, it would take authority of 6,000 at 10% to completely block his attacks. Even then, they would still lose 10 DE for using the shield.

Those with Authority at 6,000 don't currently exist. There aren't even god seeds with 1,000 Authority yet, but even if there were those with 10,000, they will still lose 10 DE after taking two hits from him.

The best part is that it costs him nothing to produce the attack, and he can produce 3.5 of them in a second. His high speed is to be thanked for the latter.

Unlike speed from artifacts, the speed granted by divinity affects both movement speed and attack speed. This effect increases with every doubling of 10% of total divinity. So from 1 to 100, 200, and finally 300 for a total 3.5 attack speed in a second.

His killing efficiency didn't increase when he reached level 100 because most gods don't need up to 600 Strength in an attack for their heads to explode. 100 would do nicely. But the acquisition of divine crystals increased as the 7 clones loaded up on divinity he got from killing god seeds.

Once all of them had up to 10 divinity in Endurance, the ice wolves at the edge of the ice domain stopped being a threat to them. So all of them could face ice wolves on their own and didn't need Legion-1 to defend for them.

They had to move deeper into the ice domain after clearing out the edge, but it was still easy thanks to Legion-2's steady supply of divinity. When they accumulated enough divine crystals, they joined Legion-2 in hunting god seeds so that they could all reach level 100. Meanwhile, Legion-3 was at the temple working with Warshaw. He has been standing in front of the divine investiture, maintaining contact with it for over 24 hours now.

The divine investiture is the only way to communicate with Oracles since god seeds can't descend to the mortal realm after ascending. But he didn't have to stay at the base of the Steele. As long as he is in the temple, he will be able to access the divine investiture.

However, he chose this position because it grants him a good view of the city and a vantage point to monitor the goings and comings of other god seeds. He has seen a lot because a lot has happened since he entrenched himself in his position.

For one, more gods have ascended and more golden names have appeared on the stele. These have made the temple more crowded, which made it increase in size to accommodate the god seeds. But Gemmis as a whole didn't increase in size, so the increase in population density could be seen clearly.

GREED: ALL FOR WHAT? #Chapter 1765 History Repeats. - Read GREED: ALL FOR WHAT? Chapter 1765 History Repeats.

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The second thing he saw and would have noticed even if he wasn't connected to Legion-2's mind is the frequent resurrection of god seeds in front of the temple. The sight was enough to clue him in to the devastating effect that Legion-2's actions were having on the divine populace of Gemmis.

Most of these god seeds that resurrected didn't leave Gemmis. They went up to the various boots in the temple to sit. Their numbers were endless, but the temple accommodated them. It continued to grow taller to create more rooms for the god seeds.

Legion-3 was at the base of the temple, so he saw a lot of things. One particular god seed was reformed in front of the temple in a flash of light. It was a glorious scene displaying the defiance of death by gods, but the sacredness was destroyed as the god seed yelled into the sky.

"Noooooooooooooooo!"

"Nooooooooo."

"I worked so hard, and you ruined it."

Other god seeds approached her and began conversing. Unlike Legion, they couldn't communicate telepathically, so Legion-3 could hear what they were saying.

Someone asked her, "Were you killed by an arrow?"

The god seed looked up and replied, "Yes."

The same person asked, "Was it one hit?"

"Yes."

"Then it should be the same orc deity."

The god seed that was just killed was surprised. She asked, "You know him."

The person she asked spread his hands wide and said, "Look around you. We all know him."

The god seed was surprised. She asked, "He is that famous?"

"I don't like that word. Let's use notorious. Anyway. When you kill a lot of people, you become notorious."

She asked, "What are we going to do about the orc?"

"Nothing. We sit here and try to gain more believers."

"Why not? Are we to watch as he bullies everyone?"

"It seems you are new here. I have been here for a while. This world is not like the realm of high heaven. It is easy to gain power. But it is also easy to lose it. A single death will lead to the loss of your divinity, while a single victory will lead to the acquisition of half of the power of your enemy. The interaction of these two mechanics makes it important for us to be very careful."

"Divinity is absolute. Skill cannot overcome power at all. Unless you have greater Authority we will all be slaughtered if we go to fight the orc archer. That will only make him stronger. It won't reduce his threat at all. Do you understand?"

The new god seed replied, "I understand. The best thing we can do now is acquire Authority."

The one explaining the situation nodded, "Besides, this is not the first time this has happened. I ascended early, but I was later than the god seed called Crystal Hoard."

The mention of that name drew Legion-3's interest. The newcomer also recognized the name. She said, "Isn't he the first one to become a godling and the highest on the ranking list?"

"That's the one. There have been other powerful godlings, but no one can shake his position. He was just like this orc archer. He was a terror to everyone else. He used the fact that he came early to quickly gain an advantage in divinity. This advantage continued to increase until his momentum became unstoppable."

"No one wanted to leave Gemmis for up to two days. But his terror eventually stopped after he reached level 100. He switched to hunting divine beasts. His great strength made him acquire divine crystals quickly, but it still took some time for him to acquire enough souls to become the first godling."

The newcomer said in understanding, "So this orc archer will also stop when he reaches level 100. Even if we can't increase our Authority, waiting it out is not bad either."

"Now you know. I hope you won't disappoint world god Everstar."

The reminder of the name of a world god made the newcomer become serious. She said, "I don't dare."

Legion-3 saw a lot of these happen. The god seeds refused to leave Gemmis because of the hunting spree going on outside. They are also sharing information due to their mutual sponsors.

Unlike Legion, who got the invitation for this world on their own, most Origin gods couldn't get it. After all, Monarch High Heaven was selling the slots for participation to only world gods. Legion is probably the only one here participating for their own benefits. The other god seeds are here on behalf of world gods. World gods can't participate directly in God's Domain, so they sent Origin gods to do their bidding. These god seeds who are working for the same world gods to acquire Authority are able to work together. They may be competitors, but they have a common backer to allow for a certain level of cooperation.

Speaking of cooperation. While Legion-2 and the rest of the clones were wrecking havoc outside the divine city, he has also made a lot of progress with the acquisition of Authority. Of the three tribes close to the Bull's Horn tribe, one of them doesn't have any passive or active religion to indicate the presence of any god. The second one has a god, but the god has ascended. The third tribe has two gods who haven't ascended yet.

Warshaw heard the talks of miracles and confirmed the presence of the two gods personally when she went there to scout. She saw their golden figures fighting several times.

Apparently the two of them are at each other's throats. They hinder the spread of each other's religion, which has stalled them both and prevented them from ascending. It made him chuckle because the two of them don't know just how badly they are wasting each other's time. They are already missing out on divinity, but instead of stocking up on Authority, they are spending their divine energy to kill each other's believers, thereby weakening their overall strength.

GREED: ALL FOR WHAT? #Chapter 1766: The Notorious Orc Hunters. - Read GREED: ALL FOR WHAT? Chapter 1766: The Notorious Orc Hunters.

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On the one hand, Legion didn't like what the two god seeds were doing because the mortals they are killing are supposed to become their believers in the future. So the infighting is hurting them too.

On the other hand, the infighting will make it easier for them to annex the tribe. Legion eventually decided to leave them be so that they could fight to their hearts's content. In the meantime, they turned their attention to the other tribes.

Legion-3 had been staying in touch, so he directed Warshaw's every step of the way in annexing the Bear Paw tribe. The orcs of this tribe haven't seen any trace of gods in a long while, so he is sure that they will be quickly won over through the miracle of sacrifice acceptance and the cooperation of wolves with the Bull's Horn tribe.

It had taken over a day for Warshaw to gather this much information and ensure its accuracy. She is only about to start protesizing after more than 24 hours.

This is the progress he has made even though he was completely dedicated. Other god seeds who have been busy hunting divine beasts or other god seeds would have done worse.

He continued to direct his Oracle with the other gods. It was boring work that took hours of time. The god seeds could only chat amongst themselves to while away the time. Things only changed when 8 orcs entered the temple after another 24 hours.

A lot of god seeds recognized them as the ones terrorizing the hunting grounds. Even the ones that had never encountered them realized their identity when they saw the large amount of divine orbs that they were carrying.

Some god seeds didn't care that they were weaker. They cursed the eight of them as loud as they could. No one could attack in Gemmis, as they would freeze and die if they attempted it. But there was no rule against cursing, so they cursed to the nine heavens.

Their curses only reduced a little when they saw the 8 warriors arrive in front of Legion-3 and drop all the divine orbs in front of him. It is because their indignance has turned to shock or surprise.

Legion-3 didn't bat an eye. He just absorbed the divine orbs one by one. Unfortunately, it wasn't enough to get him to level 100. So the eight of them left him to hunt for more.

The god seeds looked at Legion-3 in a new light. Apparently, he is not some random god seed standing at the base of the divine investiture anymore. Some even approached him to speak with him.

Someone asked him, "So you are partners with the orc hunters. Are you open to cooperation?"

A lot of them had a lot to say, but only a few of them were angry with him. Most of them that cursed did so to vent their emotions, but few of them were truly angry. They haven't lost enough to have irreconcilable anger. After all, most of them hadn't reached level 5 before they were killed.

Many of them wanted to cooperate with Legion-3, but he only shook his head. He didn't say anything. Some were unhappy with his reaction, but they couldn't do anything to change his mind or hurt him. Not with the divine spirit watching.

The various god seeds had to watch as the 8 of them returned several times with more divine orbs for Legion-3 to absorb. Even though there were a lot of god seeds hiding in the city, there were still several tens of thousands of them outside hunting for divine crystals or divinity, so Legion was able to continue farming them.

It could be that they were ignorant of the notoriety of the orc hunters or they knew but were confident in their strength or they knew but were hoping to be lucky enough to avoid them. Whichever reason it was, it gave Legion a steady supply of god seeds to kill.

At this point, they have acquired the 11,000 divine crystals they need for their altar. They are only waiting on the 100 souls from the mortal realm. They could have sacrificed the people of the Bull's Horn or the new Bear Paw tribe, but they want to convert them to authority. Then they plan to use the combined might of the two tribes to subdue the two other tribes one at a time.

This is going to take a while. In the meantime, the clones plan to push Legion-3 to level 100. So they were bringing divine orbs occasionally, which was drawing a lot of attention to him.

He didn't care about the attention. He simply bought the remaining 3 divine spells available while watching their Authority increase together with the offerings from their new believers who want to test their existence.

Occasionally there would be regional announcements, but they were about the same thing. -Regional Announcement.

-Congratulations to All-father for being the 31st Godling in the Northern Realm.

He checked the ranking list by calling his angel for it and found that the names on it had indeed increased to 31. Their levels were not all at 100. The lowest on it has level 41.

But he knows that doesn't mean the god is weak. When he switched to the authority ranking, he found the level 41 god seed at the fifth rank. The Authority was not shown, but being fifth out of 31 gods proves that their strength is not lacking.

Unfortunately, he can't tell just how powerful they are because the power ranking list is still empty. His angel told him that it will only be filled when god seeds on the other ranking list fight each other. The victory and defeat between them will determine their ranking on the list.

This ranking will determine the percentage of wealth income of the divine city they earn. He doesn't know how that will work, but his angel said it wasn't available information yet, so he had to give up on it for now.

A/N: Bonus chapter for Rosery Fire.

GREED: ALL FOR WHAT? #Chapter 1767: The Weak Link. - Read GREED: ALL FOR WHAT? Chapter 1767: The Weak Link.

Chapter 1767: The Weak Link.

There was something that had been troubling Legion-3. It is especially so now that he is about to risk Warshaw for more Authority. Fortunately, he didn't need to be troubled by it for long. He just asked his angel.

"When will we get more oracles?"

The angel replied, "You will get another one when you become a true god. You will also get priests for your religion at that time. There's so much to look forward to."

He asked it, "What will happen if my Oracle dies now?"

"Then you will lose your qualifications to become a true god. You will even be on your way to dying permanently."

"Is there no way to get an extra Oracle now? I really need one."

"Unfortunately not. Oracles are precious. You can always replace an Oracle when they die of natural causes. It will only cost you some divine energy. But if you don't replace them quickly or all your Oracles are killed, you would have fulfilled one of the requirements for a permanent death."

"So no Oracle for now. What are the other requirements for permanent death?"

"The destruction of your altar."

"You mean the altar we are about to create?"

"That one."

"What if we don't create the altar? Doesn't that mean we will never die?"

"That is correct. But you will also never become a true god, and you need to be a true god to acquire Domains. Domains can be taken out of this world. If my information source is correct, Domains are what most of the god seeds are after. So unless you don't care for domains and are willing to while away your time here, you don't need to become a god seed."

Legion-3 understood. Legion decided to participate in this project because of the Authority of the Void Universe. In this world or project, the Authority of the void universe is called a Domain. If they are to acquire Domains, they must become gods and compete with the others for them.

To do that, they must create altars and become independent from the divine investiture. There is no other way around it.

As it is, only 4,000,000 of all the 100,000,000 god seeds can become godlings. The rest will be eliminated. So they are not given much of a choice. They either fight for the Authority of the void universe or be eliminated.

Authority of the void universe is so important that even world gods want them. That's why they sent some immortals into this world to acquire it. It means no one is likely to decide to remain as god seeds.

He asked another question, "Is there no way to descend to the mortal realm or help my Oracle?"

"Unfortunately not. At least not currently. You will have to grow stronger as a god and gain new abilities. Maybe one of them will help you. In the meantime, you have to watch your Oracles be in danger."

He sighed and thought to himself, "Fortunately, Hoggings is there to protect her. But we can't let this continue for too long."

He is hating being a god more and more by the moment. Not only do they need the belief of mortals for power, they need their daily dose of faith from the mortals so that they can continue to remain alive, and now they need to protect an Oracle because it is their weakness.

At this point, he doesn't know who is more miserable, the gods that need mortals to survive or the mortals that need the help of fickle gods. But that still didn't stop him from extending his grubby hands to acquire more mortals.

He still had to decide which tribe to attack next. The annexation of the Bear Paw tribe went well. There was no conflict in the process. All that was needed was for the glory of the gods to be displayed.

The feeling of watching their Authority increase ensured that he would be content until he acquired all that he could possibly get. His greed won't be satisfied with just one tribe.

Of the two available tribes nearby, one tribe has a god that has ascended. This god, whoever he is, must be somewhere in the Northern divine realm. They are probably in Gemmis or one of the other nine divine cities in the northern divine realm.

They did do some research on their side, which involved asking their angel for information and asking around. But they only know the title of the god and the race of the god. They can't get much information from that.

The best they could do was to check the ranking list. They relived when they didn't find the title of the god there. That meant that the god seed hadn't become a godling yet.

As for the second tribe, it has two god seeds who are at each other's throats. They are the most dangerous option for them currently. It is not advisable to have their believers attack any tribe with a god seeds, much less a tribe with two god seeds. It will only lead to a calamity. The presence of the two god seeds in the mortal realm has secured the second tribe from that influence, even though they are many times stronger than the two of them combined.

The problem is that they can't use any of their power to assist their mortals currently. If it were only one god seed, they could try to exhaust the god seed by throwing mortals at it and making it spend its divine energy to kill mortals. But that plan will backfire if the god

seed targets their Oracle first. It is bound to backfire since there are two, not one, god seeds.

On the other hand, the first tribe with the ascended god will be just as vulnerable as they. No matter how powerful that god seed is, it won't be able to assist its tribe in their moment of great need.

GREED: ALL FOR WHAT? #Chapter 1768: A Plan Of Attack. - Read GREED: ALL FOR WHAT? Chapter 1768: A Plan Of Attack.

Chapter 1768: A Plan Of Attack.

The next thing they decided on was how to attack the first tribe. Now that they know the importance of Oracles, they have made it a priority to eliminate the Oracle first.

To do that, Legion-3 instructed Warshaw against attacking the tribe directly. They have the advantage of troop size and even have wolves to assist them, but they are not willing to put their believers in danger when it can be avoided.

That's why he instructed her to sneak into the tribe and assassinate the Oracle. That way the ascended god will become cut off from the tribe. His tribe will also become cut off from their god. They either surrender or Warshaw kills all of them for souls.

It is a good plan. But Legion was still anxious because they couldn't get live update yet. Warshaw had to be updated first about events before she could update them through prayer. That kind of delay can lead to catastrophic consequences in battle. Unfortunately, there was nothing he could do but watch.

Warshaw had some warriors visit the enemy tribe during the day in the name of trading. Orcs from different tribes are usually enemies. Because they live close to each other, they compete for resources, which makes them hostile to each other. But occasionally trading is allowed.

In fact, trading is welcomed. But no tribe wants to trade with others because they feel that they are losing out when they trade. They would rather raid than trade. So when these warriors came with hides and weapons for trade, they were welcomed openly instead of being despised.

The warriors came with the façade of trading for meat, but their job was to acquire

information about the identity of the Oracle and where they live. They also scouted the tribe for entry and exit points.

Their fake mission didn't go well. The tribe they visited cheated them in the trade. It is a common occurrence. Even though the influence of the ancient Orc Empire has made orcs learn to trade instead of raiding and pillaging, they still enjoy getting more for less in their exchanges to feel superior and happy.

The warriors pretended to be angry while subtly asking about the new religion in the tribe and its leader. Their hosts were all too glad to regale them with the stories of miracles and more. So their real mission was a success.

The warriors then returned to the Bull Horn tribe to inform Warshaw. Warshaw informed the 9 Crowns, and the 9 Crowns instructed her on what to do. She passed this order to the tribe, and soon every warrior and capable wolf was assembled for battle.

They set immediately and camped far away from the enemy tribe. Then they waited until nightfall to advance on the tribe.

This is not how orcs usually attack each other. They usually attack during the day and openly, but their god demanded that they do this, so they have to do it.

There was moonlight, so walking through the forest was easy. They were able to get close to the tribe without making much noise. Unfortunately, they couldn't do anything about the birds that were scared running because of them.

That didn't change much except that it made the enemies alert. They had lookouts on the wall, staring in their direction to see what was happening.

Warshaw directed them to stay still and wait. It took two hours, but the lookouts eventually got bored and left their posts. This gave them the opportunity to advance on the tribe. This time there were no more birds or other animals to create noise this close to the tribe.

They didn't attack the gate like they always do. They circled around and approached the wall from the point closest to the Oracle's encampment. Then they helped some warriors over the wooden wall into the tribe.

These warriors are the ones that came to trade earlier in the day. They know who the Oracle is and where he lives. They also know that the Oracle is a young orc and would be easy to subdue, so they only brought 5 of them to kill him.

The second group also entered the camp silently. They were the bulk of the warriors. Their job is to set fire to the tribe, create chaos, and attack their enemies from the side.

There were more warriors in this second group. They were instructed to move into action after hearing the whistle call from the ones that were sent to kill the Oracle.

The third group would attack the gate as a form of distraction in case something goes wrong. They are composed of only the wolves. An attack by wolves in the night is sure to draw attention, while the second group would attack from within.

The fourth group is the group that will reinforce the wolves. They have a battling ram and incendiary projectiles ready to be lit and thrown into the tribe.

The fifth group is where Warshaw is. She is overseeing everything from the top of a tree. Her job is to report to the 9 Crowns when something happens. She is surrounded by warriors who are to protect her with their lives.

So there are 5 groups in total. This is not how they usually do warfare. They don't have so many plans when they attack each other. It is because of the instructions of the 9 crowns that they are doing all of this.

Most of the second group remained silent and hidden by the walls. Only the first group were moving towards the Oracle. Their actions and the whistle calls will determine how the others react.

They were able to find the Oracle's encampment without being spotted. But they couldn't move further because they found five warriors patrolling the area.

There was no way to move forward without alerting the whole tribe to their presence. So they did what they were ordered to do. They returned to get more warriors from the second group. Their numbers increased to 30. Then they returned to the encampment of the Oracle.

GREED: ALL FOR WHAT? #Chapter 1769: Caution And More Caution. - Read GREED: ALL FOR WHAT? Chapter 1769: Caution And More Caution.

Chapter 1769: Caution And More Caution.

Even with 25 more men, they stayed still and didn't move. They are sure that they can overpower the 5 guards and the Oracle quickly, but their Oracle insisted that they wait. So they waited.

This continued for 20 minutes until there was the howl of a wolf outside the tribe. The howl rang out clearly through the night and woke everyone up. The warriors of the tribe reacted quickly. They got their weapons and rushed towards the gate.
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The Oracle was also awakened. As a young orc, it is not his duty to defend the tribe. He should stay out of the way. But he is the Oracle, so he should at least be aware of

what's going on. The young Oracle wanted to go to the gate, but his guards advised him to stay away from danger.

It was good advice in that it prevented the first group from ambushing them on their way to the gate. But it also made the distance between them and the bulk of the warriors of the tribe increase by every passing moment.

So the first group waited until most of the warriors had gone to the gate to defend it. Then they pounced on the Oracle and his guards.

It was a massacre. They were outnumbered 6 to 1. The fight was quick, but they still drew attention.

The guards screamed, "Help, intruders."

This would have been very bad had they attacked when the warriors of the tribe were around. They would have been surrounded quickly and would suffer. But the warriors were at the gate defending the tribe.

The first group finished their mission and whistled loudly into the night. Their whistle certainly drew the attention of the warriors, if they hadn't heard the previous call for help. They looked back in horror and anger. Then they rushed back to assist.

They were on their way back when they were ambushed by the second group. Their situation became worse when the first group joined in the fight. The fourth group threw in the burning incendiaries into the tribe, broke down the gate, and rushed in with the wolves. They attacked the warriors from behind to complete the encirclement.

The warriors were doomed. They were caught off guard and surrounded. They thought they were defending from wolves from the safety of their walls, so they had only taken their bows, and they didn't wear any armor because they were in a rush. Their enemies, on the other hand, were well prepared. The result was set in stone. They surrendered quickly after their strongest, the chief, was killed.

Warshaw waited outside of the tribe with the fifth group until Axec came to inform her of their victory. Only then did she enter the tribe.

She first informed 9 crowns of their progress and waited for direction. If Legion-3 was not on standby, she would have had to wait for a long time. Fortunately, he had all the time in the world to dedicate to the mission, so his instruction came very quickly.

She said to the captives, "You have done wrong. You have gone astray. You have worshipped false gods. For that, you must be punished. 99 of your most sinful will use your blood to atone for your sins in hopes that the 9 Crowns will save your souls. The rest of you will denounce the false god that led you astray and accept the embrace of the 9 crowns."

The 99 that were selected were the family members of the staunchest believers. Warshaw found them through the unpleasant glow of faith she saw on them. That glow marked them as believers in other gods.

They were not up to 99, so she added the family of the dead Oracle to make up the number. Then she personally slit their throats on the new altar that was erected for the 9 Crowns.

Everyone from the expanded Bull Horn tribe cheered as each sacrifice disappeared into golden motes of light. They also sacrificed all the gold coins they could find. Then they danced until morning came to celebrate their victory.

---Up In Divine Realm.

One of the god seeds in the temple roared in frustration. Legion-3 didn't think it was the god seed whose Oracle they just killed, as many god seeds have roared recently. But he can imagine that the god seed will also be frustrated for losing their Oracle.

The repercussions of the death of the Oracle are dire right now. With their Oracles dead, the connection of the god seeds to the mortal realm has been cut off. They will need to create an altar very quickly so that they can interfere directly in the mortal realm again. But how can they do so when they have stopped receiving prayers and sacrifices?

Without prayers, god seeds won't be able to replenish their divine energy, and without divine energy, a god seed is on their way to death. Plus, there is no way to get the souls they need to build the altar without an Oracle to connect them to the mortal realm. So, without an Oracle, god seeds are all but doomed.

Legion-3 chuckled, thinking about the reaction of the god seed whose Oracle they just killed. Then he looked at the 100 souls in his inventory with satisfaction. This was the main prize, but the divine energy they received from the sacrifice wasn't so bad either.

Legion finally accumulated everything they needed to build their altar. They have their divinity, divine crystals, mortal souls, and mortal gold. All it took them was three days of dedicated work by all the clones.

Legion-3 remained in the temple while the other clone began their journey back to Gemmis. It was after they had reached the gates of Gemmis that he moved away from the divine investiture to go to their destination.

The clones went to the auction house first to buy the core of the altar. They can buy a lot of other things in the auction house, but they need to be godlings for them.

GREED: ALL FOR WHAT? #Chapter 1770: The Two Foundations. - Read GREED: ALL FOR WHAT? Chapter 1770: The Two Foundations.

Chapter 1770: The Two Foundations.

Only the core of the altar didn't require them to be godlings to purchase. It cost them 1,000 divine crystals to buy the core.

The core of the altar was a cube. It was black with golden runes on its surface. They took it to the hotel where Legion-3 was waiting for them. It is where they have decided to set it up.

The altar can be set up anywhere in the divine realm. But it is important that it is set up somewhere safe, as enemies will try to destroy it to cripple the foundation of the god it belongs to.

The altar will be their foundation in the divine realm, while their Oracles will be their connection to the mortal realm. Together they form a connection that will allow a god seed to receive faith and offerings on their own. Together, they form the weak link of gods. So they need to be protected.

Just like divine orbs, they can't put their altar in their inventory. The best they can do is carry it around in their hands or hide it somewhere. Wherever they hide, it is important because it is where they will respawn when they die.

The only place they know that has that kind of protection is the hotel in Gemmis. It is in the divine city, which means no one can attack it. The hotel is a secure place, so no one will steal it. It will cost them 1% of their total divinity every day for each room, though.

1% of their total divinity is undoubtedly expensive to keep things in the hotel. That means they will pay their total divinity in 100 days of renting the room.

Right now, 1% is just 10 divinity, but it will increase in the future. Some god seeds currently don't even have a total of 10 divinity in their divine bodies. But they can afford it.

They are very rich, thanks to the generous donations of many god seeds. Besides, there's 9 of them. So they are only paying a little over 1 divinity each per day because all 9 of them count as one. That is a bargain price for total protection.

The clones entered the large building. Then their angel helped them perform the registration. They were teleported into their room as soon as they paid the fees.

Legion-1 said in appreciation, "We are really getting our money's worth out of this. No one will know what room we are staying in, so they won't be able to track us. They will only know that we keep our altar in the hotel and that we can afford the fees."

The room is very large. They can't actually see the ends of it. Only the part they are occupying is illuminated, but they can see beyond the darkness around them to know that the room is limitless.

They are liking the hotel more and more. The teleportation will also cover the fact they are all using one altar since no one will know their destination.

"Let us begin."

Legion-2 held the black cube and activated it. He received a notification.

-Consume 100 Divinity to activate?

-Yes or No?

He selected yes. The golden runes began to glow. But then he received another notification. -Altar core activated.

-Consume 100 mortal souls, 100 mortal gold and 10,000 divine crystals to build?

-Yes or No?

They didn't have much of a choice so he selected yes again. The materials were pulled out of his inventory and consumed by the black cube. This made it expand in his hands.

It expanded rapidly, so it soon became too heavy to hold on one hand. So placed it on the ground. It finally grew to be 3 meters by 3 meters. It looked like a black boulder that had been carved into a cube and decorated with golden runes and gems.

Legion-2 chuckled and said, "I don't think anyone will be carrying this around. It is too large and too heavy."

Legion-3 agreed, "Not if they don't want everyone to swarm them."

Legion-7 asked their angel, "Can something be done about its size?"

The angel replied, "The altar can be reduced in size but its weight will remain constant. A god will need about 1,000 divinity in their strength to be able to carry it without stress."

They received a notification while they mulled over that information.

-Congratulations for building your altar.

-You have become a godling.

-Your connection with the mortal realm has strengthened and your place in God's Domain has been secured.

-Congratulations! You have completed the main quest. You can become a true god now.

-You have completed the side quest. You will have a free pick of heroes.

The first thing they noticed after the altar began working was that they could now see through Warshaw's eyes and experience everything happening to her. It was as if they were in her head. She noticed their presence in her mind and bowed in respect.

All of Legion was impressed. Legion-3 said, "With this we won't need to sit by the altar all day long to communicate with our Oracles. I can finally let loose myself. Not bad at all." The other clones chuckled at that. The strengthened connection to the mortal realm is just the least of what has put them in a good mood. Not only did they make it to the top 1,000,000 godlings, they also made it to the top 100.

That last part is the most valuable one. They don't know what heroes are, but they are looking forward to it.

They received even more notifications.

---QUEST RECEIVED.

(Main Quest 1: Become A True God)

(Main Quest 2: Chose A Hero)

(Main Quest 3: Acquire A Domain)

(Ultimate Quest: Become The Supreme God)

-Check Your Altar For More Information.

Then a regional announcement appeared soon after.

-Regional Announcement.

-Congratulations to 9 Crowns for being the 33rd Godling in the Northern Realm.

Legion-5 waved away the notifications and said with anticipation, "Let us see what this altar can do."

GREED: ALL FOR WHAT? #Chapter 1771: Benefits Of An Altar. - Read GREED: ALL FOR WHAT? Chapter 1771: Benefits Of An Altar.

Chapter 1771: Benefits Of An Altar.

They interacted with the altar and it brought up a list of prompts for them to peruse.

ALTAR (Tier 1)

Capacity: 1000/1000

Resurrection Speed: 24 hours.

-Upgrade Altar

-Acquire Divine Spells.

-Upgrade Divine Spells.

-Quests Catalog.

-Forge Weapons.

-Trade Wealth.

-Create and Convert Materials.

-Bestow Blessings.

-Evolve Godhood.

The altar has taken the place of the divine investiture in storing their prayers. Unfortunately, it has a limited capacity. The extra prayers they have been saving went to waste because the altar couldn't contain them all. They have to increase its capacity with divine crystals or it will repeat itself.

They went through the other prompts of the altar. The first one was the prompt to acquire more divine spells. They selected it and it brought out a list to them. It was the same list they got from the divine investiture. They have already purchased them so they were not interested in them.

They tried upgrading the divine spells, but it said they needed to be True gods to do so. But the cost of upgrading looked expensive to them.

"100 divinity to upgrade? Didn't we get them for like 5 divinity? This is extortion!"

"Looks like we will need to hunt again."

That conjecture was confirmed when they saw the rest of the things that their altar can do for them. Upgrading and forging divine weapons also require divinity.

The option to trade using their altar makes it so that they don't need to fight to gain divinity. They can trade with other gods who have their own altars. The trade option gives them access to a virtual market place where they can buy things and sell.

The currency they need can be acquired with the create and convert materials options of the altar. Normally, divinity cannot be exchanged directly between gods apart from divine orbs. But divine orbs can now be converted into divinity gold and used as currency.

What's more, Divinity itself can be created using the create and convert function of the altar. They can convert prayers into divinity as long as they have divine crystals.

Divinity gold is not the only thing they can use as currency. They can also use soul gold or divine gold. But divine gold is the least valuable currency. It is mostly used in forging.

They brought up the prompt to see what their altar was fully capable of.

-Create and Convert Materials.

1: Divinity.

Raw Material: 100 Prayers + 1 Divine Crystal.

2: Divine Gold.

Raw Material: 1 Divine Crystal + 1 Mortal Gold coin.

3: Divinity Gold.

Raw Material: 1 Divine Gold + 1 Divinity.

4: Soul Gold.

Raw Material: 1 Divinity Gold + 1 Mortal Soul.

The main raw materials that they need are souls, divine crystals, gold coins, and prayers. With those three, their altar will be able to create any currency they need. Plus the currency can also be reverted back to their constituents components without any loss.

So with the altar, gods don't need to fight anymore to grow stronger. They can trade with other gods to get the materials they need or they can have their mortals get them some materials. Then they can combine these materials into whatever they need.

Legion-5 said in appreciation, "This is not bad. But nothing beats hunting and being in the receiving end of the generosity of others."

They chuckled to themselves at that. Then they checked out the rest of the prompts. They noticed that every quest they have is currently under the quest option. They can acquire more information about the quests there and track their progress.

What stood out to them next was the bestow option. With it, they can send things to their believers in the mortal realm. It has always been their believers sacrificing things to them, but now they can reciprocate.

They asked their angel, "What would mortals need from us?"

The angel replied, "Weapons, divine crystals, and divinity."

"Mortals can also use divine weapons."

The angel became excited as it replied, "Only your Oracles and priests can use divine weapons. Even then, it will only be low ranked divine weapons. But at least it will be better than the trash weapons that they can forge."

Legion-1 nodded and said, "That's true. What about the other two things?"

"Divine crystals can increase their stats. With it you can use it to create a champion as soon as possible. It is not a shortcut for evolution. As it can only increase their raw stats. They still need to evolve through mana. As for divinity, only when mortals have evolved to demigods can they use it."

"So mortals can become gods here too?"

It nodded and said, "Yes. But it will not be easy."

Legion-7 muttered, "This world is turning out to be just like any other world. It truly doesn't appear to be made for just Origin gods."

The clones digested that information before they moved on to the evolve option. There was only one option there, so they clicked on it.

-Evolve to True God.

Requirements: Level: 100 Godling and 1,000 Authority.

Their eyes widened when they saw this. Currently they all have level 100 and 1249 Authority after acquiring three orc tribes.

Legion-1 said in disbelief, "I thought the requirements would be difficult because no one has become a true god yet."

Their angel provided an explanation, "Many of the godlings before you were quick to create their altars because they prioritized the acquisition of divinity or divine crystals. They

neglected their believers, so they are making up for it now."

"Some of them even sacrificed their believers to acquire the souls needed to create the altar. That made their believers afraid and reduced their faith instead. Now they need to acquire Divinity and Authority very quickly in order to become true gods."

Legion-3 said with some excitement, "But we are different. We worked towards acquiring

divinity, divine crystals, and believers. So we are not lacking in any aspect. In fact, it seems we are doing very well in terms of Authority. It turned out that being jack of all trades can actually make one become a master of one."

GREED: ALL FOR WHAT? #Chapter 1772: No Greed. - Read GREED: ALL FOR WHAT? Chapter 1772: No Greed.

Chapter 1772: No Greed.

The angel continued, "You are indeed correct. But not everything was about hard work or the lack of it. There's also the factor of bad luck. Some of the godling's territory was also attacked while they were busy hunting. They didn't know about it because they rarely went to the temple to hear the prayers of their Oracles."

"It wouldn't have changed much as godlings won't be able to offer tangible help, but they could have retained some of their believers if they had been there to work together with their Oracles."

The clones didn't want to waste time anymore. They clicked the option to evolve.

A prompt appeared asking for their permission.

-Do you want to become a True God? All of your divinity will be consumed for the evolution. -Yes or no?

Legion-7 asked their angel, "We will go back to level 0 if we choose to evolve?"

"Yes. But you will gain other benefits that will make the evolution worth it."

Legion-9 asked, "Will we be stronger than a level 100 godling at level 0?"

"No. Certainly not with divinity. But your."

They were in a dilemma. They could either become true gods or lose the bulk of their power. Or they can choose to maintain the strength of their divine bodies but miss out on becoming the first true god.

It didn't take them long to come to a decision.

Legion-2 said, "We have to become true gods. The faster we do, the better."

Legion-4 agreed, "Plus, we still have authority. We will not be entirely useless."

Legion-6 added, "We also don't need to hunt anymore to acquire divinity."

Legion-1 was about to go ahead with the decision when Legion-3 suggested, "We could also stockpile divinity now and use it when we evolve. That way we will have both evolution and divinity."

Legion-2 didn't agree. He said, "But it will delay us from being the first to become True gods."

Legion-1 asked the angel, "Does being the first matter?"

They decided to ask their angel about it.

It replied, "Yes. There is always a hidden reward for anyone who is the first to achieve milestones in power. Crystal hoarder received his for being the first godling."

They want to be the first true god, but they also don't want to become so weak that they rely on authority.

At the end of the day, they decided to go ahead with the evolution. It is because they don't want the advantage they have created by simultaneously prioritizing Divinity, Divine Crystals, and Authority to go to waste.

They are greedy, but they know when to stop. If they try to hunt for divinity right now and someone else becomes the first true god, they will regret it.

Legion-1 made up his mind and said, "It is a gamble we can't afford to lose. Let's hope the reward for being the first true god is truly worth it."

So they picked yes.

--Congratulations On Your Evolution.

-You have become a True God.

-You have Gained Priesthood.

-You have gained one more Oracle slot.

-You have gained Ten Priest slots.

-You have gained more Divine spells.

-You have gained Oracle Possession Divine Ability.

-You have gained Soul Harvesting Divine Ability.

-You have gained Greater Miracle Divine Ability.

-You Can Now create a Pantheon of gods.

-Reward

-For being the first True God choose one of the three rewards.

1. Pantheon Spire.

2. Domain quest.

3. Unique Divine Weapon.

They didn't know what to choose, so they asked their angel. It explained to them that a Pantheon Spire is a building in the city that the gods in their pantheon can keep their altar and use for meetings. They can buy it on their own, but it is very expensive. If they have it, it will make their pantheon attractive so many gods will join it, and it will in turn strengthen the god who created the pantheon.

The Domain Quest is a hint that will point them in the direction of a domain, which is something they need to become Tier 2 gods. Without a quest, they will have to wander about the divine realm looking for a domain. If they are lucky, they will eventually find it. If not, they will waste their time looking for a domain and will be delayed.

The unique weapon is something that can't be forged. It will be something unique to them in the whole of God's domain. They can't buy it, and no one else can create it.

They decided to go with the third option simply because it is something they can't acquire on their own in the future.

-Unique Divine Weapon Selected.

-You have received Myriad Armament.

(Myriad Armament)

(Tier 0 (Evolvable): 0/10,000)

(Strength: x1.1)

(Ability: Can change form and has many sub-parts)

(Description: A weapon fit for a being with many forms)

(Non-transferable)

A bright light flashed in front of all of them. Then it disappeared, leaving behind a whip in front of each of the clones. There were 9 whips in total, but none of them looked alike. They had varying lengths, thicknesses, and colors.

They grabbed the whip, and its information was transmitted to their minds. Their angel was chattering non-stop on the side about its properties, so they knew what the Myriad

Armament can do.

They willed it, and the whip changed shape. It became a dagger or a sword or a spiked club or a spear. It became whatever they wanted it to become. It was an all-purpose weapon made just

for them.

Legion-3 said with a smile, "Ok, it was worth it to become the first true god. It is at least a 9-in-1 weapon. If we consider that it can change shape, it is 81 in 1."

Legion-9 wondered aloud, "It can also evolve. I wonder how they made this. Can it be replicated in the void universe?"

They were admiring their new weapon and already planning for how they would use it when

they received another notification.

-Regional Announcement.

-Co

GREED: ALL FOR WHAT? #Chapter 1773: True God Advantage. - Read GREED: ALL FOR WHAT? Chapter 1773: True God Advantage.

Chapter 1773: True God Advantage.

-Regional Announcement.

-Congratulations to 9 Crowns for being the 1st True God.

-The Pantheon Ranking List is open now.

-The Divine Council Hall is operational now.

-Global communication system is now open.

They looked at their stats screen and said depreciatingly, "Some god we are. We are too weak."

NAME: Number 3

RACE: True God (Orc)

TITLE: Third Crown.

TIER: 1

LEVEL: 0

DIVINE ENERGY: 1249

STRENGTH: 1

ENDURANCE: 1

SPEED: 1

AUTHORITY: 1249

DIVINE ABILITIES: DIVINE NETWORK. INSIGHT. BLESSING. GREATER MIRACLE.

PRIESTHOOD. ORACLE POSSESSION. SOUL HARVESTING.

DIVINE SPELLS: DIVINE STRIKE, DIVINE SHIELD, DIVINE HEALING. DIVINE STRENGTH. DIVINE SPEED. DIVINE ENDURANCE.

WEAPONS: Myriad Armament.

Their angel explained, "You are currently at your weakest. This is normal and will happen every time you evolve. But you are stronger this way."

Legion was skeptical. "We don't feel stronger. What are the biggest differences between a godling and a true god that will make a true god more powerful than a godling?"

"The most important difference is the limit of divinity. Godlings are limited to 10 divinity for every level for a total of 1,000. But true gods can have 100 divinity in every level for a total of 10,000. So a peak true god will be able to decimate the strongest godling."

"Then there is the advantage in the aspect of Authority. Being a true god doesn't increase the amount of Authority a god has, but it provides better avenues for the use of Authority. Not only are there more Divine spells, but those divine spells can be upgraded now."

"There is also the advantage that true gods have in the mortal realm through the ability of Priesthood. With this ability, you will be able to share your divine spells with your priests, so that they will be able to display the power of the god in the mortal realm and accumulate more Authority for their god."

The information from their angel made them admit that true gods have more potential than godlings. But it is only more potential, not immediate strength.

As they are, a bunch of Godlings will be able to kill them with a punch because of their weak divine bodies. They have to transform their potential into strength. So they began making plans on how to do that.

The first thing they did was look at the new divine spells they had unlocked.

1: Avatar.

Effect: Descend to the mortal realm with an energy form in order to directly interfere with the mortal realm.

Cost: 100 DE to activate and 1 DE per second.

2: Divine Judgement.

Effect: If Authority is greater than target, the target will lose 10% of total hit points.

Cost: 10% of current DE.

3: Divine Retribution.

Effect: If Authority is greater than source of attack, then attack will be reflected back to the

source.

Cost: 10% of current DE.

4: Divine Crippling.

Effect: If Authority is greater than target's, reduce target's stat by 10% of Authority.

Cost: 10% of current DE.

They groaned when they saw that each one required at least 100 divinity. They also need 100 divinity to upgrade their previous divine spells.

Legion-3 said, "There's just no end to the need for divinity."

Legion-9 didn't care about that. He said, "We should create a Pantheon. I never had the chance to make one. Plus, the title of King of Gods will strengthen us."

Legion-3 asked, "And how are we going to come about that? We don't have the divinity to create a Pantheon. We will need 10,000 divinity for it."

Legion-1 nodded in contemplation and said, "The most important thing right now is to increase the number of believers. It will increase our Authority and provide prayers that we need to create divinity."

"For that, we need to assign priests and take over all the tribes around. Our champion should be selected too. We must do all of these very quickly so as to take advantage of the fact that we are the only true gods."

Legion-9 was still thinking about making a Pantheon. He said, "If we are lucky, we might find the relics of the past gods in the mortal realm. They should have divinity in them. Maybe we can use it to create a Pantheon."

Legion-4 agreed, "The angel did say that the Ancient Orc Empire was very powerful. They should have some divine weapons bestowed by the gods. Let's focus on finding them." Legion-3 shot them down, "No, we are not going to spend our time on a wild goose chase. It is better to go out and kill some gods. We can even use divine spells, for that we need more

faith."

They don't plan to all go out at all until they are confident of their survival. It is because they don't have enough divine energy to risk going out.

Currently, they will not lose any divinity if they die. But they will lose divine energy and time. Divine Energy is precious now that their altar can only store 1,000 prayers.

1,000 prayers is not even enough for one of them to replenish their maximum divine energy. So they would rather focus their supply of divine energy on a single clone.

Not only is divine energy going to waste if they die, they will also lose 24 hours because their altar can't respawn them as fast as the divine investiture. A lot of things can happen in 24 hours. So it is best that they not die.

These two major reasons are why they are focused on increasing their believer base with all their might. They plan to mow through the surroundings of the Bull's Horn tribe and unify the orcs first. Only then will they turn their sights on other gods and go godhunting again.

They have a lot to use divinity for. Not only to strengthen themselves, but to buy and upgrade their divine spells. That means that they have to try both the safe and the dangerous methods of acquiring divinity if they want to get stronger quickly.

A/N: Check out DESTINY GAMES. If you enjoy GREED then you might enjoy it.

<http://wbnv.in/a/4fidVs5>

GREED: ALL FOR WHAT? #Chapter 1774: Priesthood. - Read GREED: ALL FOR WHAT? Chapter 1774: Priesthood.

Chapter 1774: Priesthood.

In the meantime, they spent the little extra divinity they had on them in divine orbs to buy more divine spells until they became broke. So they were very dedicated when they turned their attention towards the mortal realm.

-Bull Horn Tribe.

Warshaw was praying as she always does when she is not preaching or making sacrifices. She sometimes receives replies, but that is not the reason why she prays. She prays because she knows that her God is listening to her. The 9 Crowns don't need to reply for her to relish moments when she gets to pray.

This prayer session happened to draw a reply from the 9 Crowns. Their voice boomed mightily in her mind like resounding thunder.

"I have seen your faithfulness. I have seen your works, and I know your mind. So I have decided to make you into a better tool."

She received a notification immediately.

-You Have Received Access To Divine Spells.

1. DIVINE STRIKE.

2. DIVINE HOLD.

3. DIVINE SHIELD.

4. DIVINE STRENGTH.

5. DIVINE SPEED.

8. DIVINE ENDURANCE.

She bowed and wept. Her voice rose as she praised, "Glory to the 9 Crowns."

There was more. The 9 Crowns said to her, "Bring to me 5 of the most faithful believers. I shall make them into better tools that I will use to unify the Orc race and recreate the Orc Empire."

What she heard almost blew her mind. She was so excited that she almost jumped. She didn't jump, though. That would be disrespectful to the 9 Crowns. Instead, she settled for unbridled happiness and continuous praises as she ran about to find the tools for God's work.

She searched all over the tribe using the eye of faith. With the eye of faith, she can tell those who believe in the 9 Crowns or other gods. She can also tell the level of their faith too. So no one can deceive her by pretending to be a believer.

She was looking around for the most faithful to bring to the 9 Crowns, so she only paid attention to those whose aura of faith was almost too bright to see. She found 7 of them with excellent faith, which caused her to be in a dilemma because the 9 Crowns wanted just 5. But her conundrum was solved when the 9 Crowns told her to bring all 7.

The 7 believers included Hogging, the previous chief of the tribe, Axec, the current chief, and Antios Warshaw's acolyte. They and the other four were brought before the altar.

They bowed and prayed for the blessing of the 9 Crowns. Their prayer was answered in a way they never thought before. A golden figure formed above the altar. The 7 of them didn't see this golden figure. Only Warshaw did, and it made her weep for joy.

Legion-1 then possessed Warshaw. She stopped weeping, and her eyes turned golden. She stood up straight as a power beyond the realm of mortals began to emanate from her body. Even the ignorant 7 orcs felt this change. They were forced to prostrate before her as they said, "God is here."

Legion-1 spoke through her to them, "I have seen your good works, so I have come to reward you for your faith."

Her lips weren't moving at all as she spoke. She simply opened her mouth to allow the golden light within her to come out through it, accompanied by words. The voice that came out of her mouth echoed and reverberated in such a way that it sounded like nine people speaking at

once.

"From henceforth, I shall take all that you have to offer and use you for my purpose. You shall be my tools to unify the scattered orc tribe. From today onwards, you are no longer mere mortals; you are my tools here in the mortal realm."

They received a notification to that effect.

-You Have Been Offered The Priest Class.

-Do You Accept?

They all accepted, so they received another notification.

-You have unlocked the Faith stat.

-You have gained Eye of faith and Divine Spells.

Legion-1 thought to himself, "This will have to do."

Priests are different from oracles. They don't have the insight and spirit communication. This means that they can't gain information about things just from looking at them, and the 9 Crowns can't communicate with them.

He also can't possess them and act through them. But they have access to his divine spells, which they can cast with their faith stat, so the stronger their faith is, the more powerful the spell will be.

Of course the spells are not the full version of the ones gods use. It relies mostly on their faith and, to a lesser degree, the Authority of their god. This makes it a class of spells that the best mortal mages can't match. So despite the priests being half the value of an Oracle, they are many enough to be very useful for what Legion is about to do.

He said to them, "Spread the word and begin creating an army worthy of an empire. You will lead this army to reclaim the lands of the orc back into the fold of the only true god. Go and bring my religion to the ends of the earth."

Then he let go of Warshaw's body and left with his avatar to scout the surroundings. This is the reason he created an avatar instead of just possessing Warshaw. He didn't have to create an avatar, but he wanted the new priests to experience his Majesty and also be able to move through walls to scout all the tribes in the surroundings.

They have another slot for an oracle, but they are holding off on choosing another one for now. They want to select a child next. Warshaw is old and about to die. This is especially so if they will be possessing her often. The burden of a god's consciousness is not something a mortal can bear easily.

GREED: ALL FOR WHAT? #Chapter 1775: Liberation Of The Mortals. - Read GREED: ALL FOR WHAT? Chapter 1775: Liberation Of The Mortals.

Chapter 1775: Liberation Of The Mortals.

The few seconds they spent possessing her already took a few months away from her lifespan, so it is a good idea to choose an oracle that can last a long while.

They want a child that has been raised with their doctrine and is in perfect synchronization with them to be their next Oracle. This way the burden won't be so much and the new Oracle will last longer.

It will take a while to create such a child. In the meantime, they plan to take over every tribe around them. The first thing they have to do is gather information about the gods in their surroundings. The second most important thing is to eliminate those gods if they can.

That's why he went to the tribe nearby with two god seeds who haven't ascended yet. He discovered that one of the god seeds had been eliminated in the struggle. He had died, and since he hadn't ascended yet, he couldn't resurrect.

"Fighting before ascending is truly inefficient. But I guess they didn't have much of a choice."

He felt pity for the two god seeds, but that didn't stop him from killing the remaining one and her Oracle. Then he sent a message to Warshaw to come and assimilate the tribe too.

Next, he went beyond the three tribes close by. The first tribe he encountered was occupied by a god seed who hadn't ascended yet. However, he couldn't see the god seed around.

He was intrigued, so he looked around and overheard a lot of discussions to put together a preliminary image of this god. He was able to understand why the god has failed to ascend despite having the whole tribe to herself.

It turned out that the god seed had killed the loved one of someone in power. That person was willing to die, so they antagonized the Oracle and her god.

The god didn't smite the blasphemer for various reasons. Legion would like to believe that it is because they were out of divine energy. It is highly likely that killing the first mortal had drained them of their divine energy.

Whatever the reason was, the inaction of the god put them on the back foot. People lost faith in the god, which made it difficult to acquire prayers needed for divine energy. Things became worse when this angry councilman went after the life of the Oracle. The Oracle had to run away, which made it rather difficult for the god to establish their religion and ascend.

Legion-1 muttered to himself, "So the god hasn't ascended, not because they didn't want to. They can't ascend even if they want to. They are stuck in the mortal realm battling mortals." Legion-2 mocked, "And here we thought the god would be difficult to deal with since they would have amassed a lot of Authority. It turned out that they are not in the tribe because their Oracle would be killed if he so much as stepped a foot in."

Legion-4 said cautiously, "It is good that the god is weak. But taking over this tribe will be more difficult now that they have resisted a god and won. It is not a job for Warshaw alone."

Legion-1 agreed but didn't think it was much of a problem. He said, "It will only be more difficult. We just have to show them that there is a difference between a local deity and a true god. One can be blasphemed while the other cannot."

They didn't find the god in this tribe, so they made do with sending the information to Warshaw so that she would be able to take down the tribe very well. Then they moved on to other tribes.

They killed every Oracle and god they found around the tribes. They didn't discuss with them or ask them to surrender. Only the surrender of a true god is useful to them. God

seeds and unascended dieties can't join their pantheon, so they would rather kill them than allow them to grow to the stage where they can refuse to join their pantheon.

Besides, they don't have a Pantheon yet. So they won't even be able to accept a true god that wants to submit to them. He simply killed them and continued looking for more god seeds or Oracles to kill.

He moved around in a progressively larger circle around the Bull Horn's tribe. This way, he didn't miss any tribe. Eventually, dispelled the avatar divine spell after an hour of work.

By that time, the single avatar had cost them 4,160 DE for the time they spent using the spell. 100 DE for the cost of its initial activation, 1 DE for each of the 3,600 seconds they used it, and 460 DE for the 46 divine strikes they used to kill Oracles and god seeds.

It is their largest expense of divine energy, but they believe it is worth it. They were able to liberate 27 tribes from the control of false gods with this sacrifice of divine energy. It will take time for them to reap the benefits of their good deed, but it will come, and it should be quite substantial.

The nine of them sat around their altar watching the affairs of the mortal world. The map of the area around their tribe and everywhere they had explored was projected by the altar into the surroundings so that they could see it.

It is not a real-time map, but it shows the area they have subjugated, the tribes under their control, and the other hostile territories. The actions of Legion-1's avatar in the mortal realm caused the map to expand and for missing details to be updated. That ended when he dispelled the avatar.

He commented idly, "This avatar spell is not so bad."

Legion-2 agreed, "It is not bad as long as we have divine energy."

Legion-9 said with jest, "If we don't have divine energy, then we are dead. An avatar will be the last of our concerns."

GREED: ALL FOR WHAT? #Chapter 1776: Mortal Tools. - Read GREED: ALL FOR WHAT? Chapter 1776: Mortal Tools.

Chapter 1776: Mortal Tools.

They chuckled at that. It is expensive, but they are of one mind in that the avatar divine spell is useful. Their main bodies will still be in the divine realm when using it. It is only a

spiritual form created with 100 divine energy that gets to act on their behalf in the mortal realm. Because of this, they act both in the divine and mortal realm.

The first major disadvantage is that their divine bodies can't move when they are using the avatar spell. The second disadvantage is that the avatar can't be created anywhere. They can only be created at altars built and consecrated in their names.

The third major disadvantage is the need to maintain it with divine energy. Every second of it will cost them divine energy. All of these are further worsened by the fact that the avatar doesn't have divinity, so it can't interact physically with the mortal realm. They only use Authority and divine spells through it.

Possessing an oracle, on the other hand, doesn't need 100 divine energy to activate it. It will only use 1 DE per second to maintain it and will still require divine energy to use divine spells. But they can possess their Oracle anywhere, which extends their range. Of course, all of these come at the cost of the life span of their Oracle, so they don't plan to use it until they have to.

Now that they have cleared the surroundings of immediate threat to the expansion of their religion. The next thing they did was to bless all the warriors in their army and bestow divine crystals on their chosen champions. This way no mortal will be able to stand in the way of their army. Not until the mortals begin to evolve using mana.

Divine crystals are like divinity to mortals. Mortals can use it to increase their stats. Unfortunately, until they evolve to become Epic beings, they won't be able to have more than 100 levels. That means they can only have a total of 100 stats for now.

Seeing as the gods just arrived and the mortals just gained access to Mana through the blessings of the gods, it will take a long while before they reach Tier 4. In the meantime, a 100-level mortal would be able to become their champion and further their cause for a long while. It will serve as a stopgap until they get heroes.

They bestowed the divine crystals quickly. They did so in some of their priests in a way that the divine crystals only went into one stat. This would cause those priests to be outstanding in one aspect and unmatched in it. Then they looked back on their work with satisfaction.

NAME: Warshaw Shanking

AGE: 211(250)

FAITH: The 9 Crowns (Fanatic)

CLASS: Oracle

SUB-CLASS: Priest

TIER: 0

LEVEL: 100

HP: 60/60

CONSTITUTION: 6

STRENGTH: 5

VITALITY: 5

SPEED: 5

SPIRIT: 10>>>79

FAITH: 100

MANA: 1%

ABILITIES: EYES OF FAITH, INSIGHT, SPIRIT COMMUNICATION.

DIVINE SPELLS: DIVINE STRIKE. DIVINE HOLD. DIVINE SHIELD. DIVINE STRENGTH. DIVINE SPEED. DIVINE ENDURANCE.

STATUS: Excited

Warshaw's faith in them had reached the limit after she experienced Possession. That means she would be able to wield her divine spells to the maximum potential that a mortal is capable of. This made Legion choose her spirit stat to dump the divine crystal into. This way she would be able to cast the divine spells with more power and frequency.

What's more, faith and spirit will ensure that the cost of possession on her will be reduced. So not only has she become a better tool to acquire believers for them, she has become a more durable tool. They very much like that.

The next person they reforged into their tool is the previous chief of the tribe.

NAME: Hogging Buck

AGE: 170(276)

FAITH: The 9 Crowns (Fanatic)

CLASS: Priest.

TIER: 0

LEVEL: 100

HP: 600/600

CONSTITUTION: 10>>>50

STRENGTH: 10>>>20

VITALITY: 10

SPEED: 10

SPIRIT: 10

FAITH: 91

MANA: 1%

ABILITIES: EYE OF FAITH.

DIVINE SPELLS: DIVINE SPELLS: DIVINE STRIKE. DIVINE HOLD. DIVINE SHIELD.
DIVINE

STRENGTH. DIVINE SPEED. DIVINE ENDURANCE.

STATUS: Fanatical.

They dumped most of the divine crystals into his constitution. As the designated bodyguard of Warshaw, his job is to be her shield. He is to protect her with his body, so it is best that he is very difficult to kill. She will support him with her divine spells, so the two of them will make for a terrifying combination.

The third recipient of their ministrations is the current chief of the tribe.

NAME: Axc Byorn

AGE: 112(275)

FAITH: The 9 Crowns (Fanatic)

CLASS: Priest.

TIER: 0

LEVEL: 100

HP: 100/100

CONSTITUTION: 10

STRENGTH: 62.

VITALITY: 10

SPEED: 9

SPIRIT: 9

FAITH: 92

MANA: 1%

ABILITIES: EYE OF FAITH.

DIVINE SPELLS: DIVINE SPELLS: DIVINE STRIKE. DIVINE HOLD. DIVINE SHIELD.
DIVINE

STRENGTH. DIVINE SPEED. DIVINE ENDURANCE.

STATUS: Elated.

Axec is to lead their army, so strength is to be her forte. Like the others, if she is lacking in any

other aspect, she can use Divine Strength to gain more strength, Divine Speed to gain more speed, and Divine Endurance to gain more constitution and vitality.

Plus, she will have Divine Strike to empower her attacks, Divine Hold to gain an advantage over stronger opponents, and Divine Shield to protect her life. This way, she will be unstoppable on the battlefield.

The rest of the four priests were divided into two. One group was bestowed with speed until they reached level 100. One of them uses a blade, while the other uses bows. The increase in speed increased both their movement and attacking speed.

The last two priests were bestowed with spirit so that they would be able to support the army with divine spells. All of these meant that the initial setup of their army was done. Then they set them loose on the tribes they had liberated.

Their army has mana, priests, divine spells, and champions. Nothing could stand in their way

in the absence of gods.

GREED: ALL FOR WHAT? #Chapter 1777: Divine Tools. - Read GREED: ALL FOR WHAT? Chapter 1777: Divine Tools.

Chapter 1777: Divine Tools.

The avatar spell can allow them to interfere in the affairs of the mortal realm directly, but they can't be like how they were when they first came to God's Domain. They can't follow Warshaw about without any costs anymore. They certainly can't go about the tribes converting the people into believers themselves. That's why they have to rely on their Oracle and their mortal army.

Now that they have sorted that out, the next thing they focused on was creating divine weapons. It is just right that they focus on forging divine tools after they were done with forging mortal ones.

They can buy divine weapons from Gemmis, but the weapons are tier 2 at best. So if they want stronger weapons, they have to be able to make them themselves or find them somewhere out there.

They chose to depend on themselves. So the divine weapons they are trying to make are mostly for them, but they will first experiment with some that they intend to bestow to the priests. Then they will scrap whichever one they don't need and use it to create superior divine weapons for themselves.

The good thing about making divine weapons is that they can never fail. They will always succeed in their attempts, but the quality of the divine weapon might be questionable.

Even so, they can still scrap the weapon and start again. Less than 10% of the materials will go to waste. Only materials from divine beasts like the claws of ice wolves will go to waste. As for the gold, divine crystals, and divinity they spend, those can always be recovered.

So they spent their time working on forging divine weapons while they watched their army spread like wildfire, razing down every opposition in their way and bearing the fruit of faith for them. Meanwhile, the Divine Realm had also been thrown into an uproar.

Crystal Hoarder was moving a cart of divine orbs into Gemmis before she heard the

notification about the first true god. Her form is that of a goblin, so she is very ugly and short. She is a goblin god through and through.

Goblins are a weak race with a potential of just 20 out of 100. That means they have an average stat of 4 between all 5 stats. Yet she chose them to be her race because they like hoarding crystals and precious gems.

As a dragon in the void universe, hoarding precious items is her favorite past time. Unfortunately, dragons were not an option for a source of faith. So she couldn't become a dragon god, but the goblins were available. As the next best thing, she liked them at first sight.

They are weak, but that didn't make much of a difference to her because she considers everyone else to be weak. Besides, she doesn't think she will need their strength for anything. What she needed were gems and crystals.

It is not just her pride speaking. She doesn't see any qualitative difference between the races because they are all mortals, and mortals are all trash regardless of their potential. The only good thing they can do for her is to believe in her. As long as they do so, she is confident of taking on any enemy on her own.

If the mortals also like to collect precious things, then they will stand out from the rest. That's why she went ahead with goblins.

She would have gone with dwarves, but like elves, they are incredibly xenomorphic and resistant to other races or gods. They sounded like they would be too stubborn to work with, so she went with goblins.

She hasn't regretted this decision apart from the fact that it made her divine form ugly. The rest have been good. The goblins had a lot of wealth hidden away, and they live underground where mining for more is good, so she didn't lack for gold.

They are stupid and weak, so they were easily impressed. They believed in her very quickly, so she was able to ascend very early. They also reproduce easily and have a large population, so her authority is very high.

In fact, the first tribe she came across was very small, but many other tribes came to worship her as soon as they heard about her. She didn't need to put in much effort for goblins to migrate en masse to her. They came while she was busy hunting in the divine realm.

All of these, plus her fighting prowess and luck, made it easy for her to become the first godling. It also made her meet the Authority requirement to become a god soon after.

The only thing she needed was to reach level 100. So she went out to hunt. Unfortunately for her, it was too late to become the first true god. She was just about to

return to her altar and start the evolution when she heard the announcement about 9 Crowns becoming the first true god.

Her eyes narrowed when she heard the announcement.

She roared in anger, "Who dared to steal my prize?"

No one replied her. In fact, there's no one around her apart from her angel. Everyone is avoiding her like a plague. So it was up to her angel to give a reply.

"Unfortunately, there is no way to know that directly. But there is a way to identify a true god. They will feel more powerful and threatening. You will be able to tell once you see them. If you see a true god now, then they must be the first true god, as there is currently only one true god."

The angel didn't point out the fact that Crystal Hoarder didn't need the cart of divine orbs she was pushing around. Acquiring the cart had delayed her from being the first true god. She might have become the first true god had she stopped hunting when she reached level 100. So she was the one that delayed herself when she became greedy for more divinity.

GREED: ALL FOR WHAT? #Chapter 1778: Divine Extortion. - Read GREED: ALL FOR WHAT? Chapter 1778: Divine Extortion.

Chapter 1778: Divine Extortion.

The explanation the angel provided was lacking, but Crystal Hoarder was satisfied with it. The situation was very clear to her. Here she is pushing a cart of divine orbs when someone else became a true god.

It is obvious that if she had been earlier by a few minutes, she would have reached Gemmis earlier and become a true god. Now she has to go about looking for a true god out of the tens of thousands in the divine city. It is like searching for a needle in a haystack, but Crystal Board didn't complain about that.

She knew what she did and where it had led her. But that doesn't mean she will accept her lot so easily. That has never been her choice. She has always had her way. She doesn't want this situation to be any different, so she is not going to accept things as they are.

She nodded and said, "Good. I will find them and take back what's rightfully mine."

Being first or second wouldn't matter to her if she didn't know about the hidden reward that she got for being the first godling. That reward is what she cares about, and she is determined to get it back from the god that stole it from her.

Her reward can be taken or exchanged with others, so she expects theirs to be the same. All she needs to do is find them. Then she will use any means possible to get back that reward.

But first she continued on her way to her altar to become a true god. She has rented a room in a hotel there where she can be safe to perform the evolution.

She can't underestimate a true god, even if she can find them. Especially not the first of millions of god seeds to become a true god. That would be folly on her part. It would be extra folly if the reward this true god acquired is something dangerous.

No, she would do the smart thing by becoming a true god first. Then she would use all the divine orbs she has acquired to restore her strength to a certain level. Only then will she have the confidence in fighting and claiming the reward.

Soon another notification was heard in the Northern Realm.

-Regional Announcement.

-Congratulations to Crystal Hoarder for being the 2nd True God.

She gained the ability to create a Pantheon and to use the global communication system after becoming a true god. She noticed that there wasn't a Pantheon yet, so she created one so as to be the first.

-Determine the name of the Pantheon.

She did so.

-Consume 10,000 Divinity to create the Crystal Hoard Pantheon?

-Yes or No?

She roared with dissatisfaction, "10,000 divinity? Is that too expensive?"

Her angel shrugged and said, "I don't make the rules."

She doesn't have 10,000 divinity after raising her level to 100 again. That had cost her 10,000 divinity, to be exact. But she wants to be the first true god to create a Pantheon, so she wasn't willing to give up.

"I bet the 9 Crowns don't have 10,000 divinity either. They are probably out hunting right now. I might be able to catch them if I am lucky."

Her angel advised, "The 9 Crowns might not be present in your divine city. They might be at the other 9 divine cities, so you might be disappointed."

"I know. That's why I said I might be able to catch them if I am lucky."

Her dour angel couldn't douse her enthusiasm. She went out immediately to hunt while looking for signs of a true god.

Unfortunately, she had no luck with the latter. As for the former, she was very successful at it. With ten times the divinity, she was able to bully godlings easily and take their divinity for herself.

Things might have been difficult for her if she were a level 0 true god, but she wasn't. She was able to get the 10,000 divinity she needed quickly and return to her altar to create her pantheon.

She was happy to find out that a Pantheon still hadn't been created, even after so long. She felt lucky about it, so she gritted her teeth and made the decision to invest the same amount of divinity in her level 100 true god divine body into making a Pantheon.

Thus, her pantheon, the Crystal Hoard, was created. Unfortunately, there was no announcement and no reward. It made her disappointed and very angry. It was with this great anger that she tried the global communication system.

The global communication system is a system that allows long distance communication between godlings and true gods. It can only be used by those with altars, so there are few people she could talk to. Fortunately, the only person she wants to talk to right now is accessible.

She went to the ranking list and selected the person's identity. Then she sent a request for an open channel. She didn't wait long before the request was accepted.

A voice came from the other side of the channel and appeared through her altar asking, "What do you want?"

She was a little dissatisfied that the person only allowed for a temporary audio communication, not an audiovisual one where she could see the appearance of the other party and their location. But she still replied imperiously, "I am the Crystal Hoarder. Need I say more?"

"I am the 9 Crowns. I'm guessing that's all you need to know too."

Her anger exploded immediately. She asked with a roar, "Are you toying with me? Do you know who I am? I am a fearsome dragon. You will bow to me and offer me your precious things."

A scoff came from the other side. "So it is a dragon. I have killed many of them. In fact, dragons are terrified of my name."

She laughed, "You dare lie to my face? Dragons are terrified of no one. We are the greatest and strongest."

GREED: ALL FOR WHAT? #Chapter 1779: Haughty Ignorance. - Read GREED: ALL FOR WHAT? Chapter 1779: Haughty Ignorance.

Chapter 1779: Haughty Ignorance.

Legion didn't bother to argue with this strange god. She doesn't know their true identity and how they were responsible for killing tens of thousands of dragons and destroying their home plane in his realm. They are not going to tell her either because that would be exposing their identity in the void universe. As beings of great power, they know that information is power and can be used to track people. So they don't want to be baited into revealing their identity. Instead, they want to end this conversation as quickly as possible.

So Legion-1, "I will repeat for the last time. What do you want?"

She was bristling, but she forced herself to calm down. Even so, she still maintained an imperious tone as she spoke. "I have created a Pantheon. You should join it. It will be in your favor to do so."

She spoke as if she were doing them a favor. She thinks she is, but unfortunately, the 9 Crowns don't think she is doing them a favor.

They replied with haughty ignorance, "No thanks."

She almost lost her restraint then. Still, she continued, "You don't know what's good for you, so I will make it easy for you. Hand over your reward for being the first true god, and I will let this be bygones."

Legion-1 asked with genuine surprise, "Why would I do that?"

She explained to the dumb creature, "Because I can be a very terrible enemy. Since you have refused to be my ally, it would be in your best interest not to make me your enemy."

"So you are not even offering money?"

She said with pride, "My promise not to hunt you to the ends of the divine realm is priceless." A reply didn't come. The channel was broken because the other side switched it off.

Crystal Hoarder's ugly face became uglier as she scowled. But she wasn't angry anymore. Instead, her eyes were twinkling as she thought about the conversation they just had.

"This 9 Crowns sounds confident and proud. It could be because his achievement has gotten to his head or because he truly has something to rely on. Either way, he is not going to give up his reward without a fight."

"But this is good too. The higher the resistance, the greater the pleasure of snatching treasure. Let the dance begin."

Her eyes narrowed in thought as she began to scheme.

She actually meant well when she asked the 9 Crowns to join her Pantheon. The 9 Crowns would have had to offer his reward to her to enter because it is a tradition she intends to enforce for every god that wants her protection. After all, her Pantheon was created so that she would be able to create the biggest hoard. So it wouldn't be extortion. It would just be a rite of passage.

But the 9 Crowns didn't know what was good for himself. Now she has to put in more effort to get what she wants. It is a bad decision that is clearly going to lead to stressful consequences for the two of them.

The first thing she did was announce a bounty for any information about the 9 Crowns through the communication system. Unfortunately, that didn't lead anywhere because no one knows who the 9 Crowns is, much less consider that they are 9 gods as one.

The main effect of that bounty was that it spurred the gods into action. Many of them wanted to earn the prize of divinity, so they put in a lot of effort into searching for the 9 Crowns. Unfortunately, as things are, their efforts might go to waste because the 9 Crowns haven't left the safety of their hotel since they became true gods.

The second thing the crystal hoarder did was try to expand her Pantheon so that she would gain more wealth and power to find and fight the 9 Crowns. Unfortunately, there were not many true gods around that could join or create a Pantheon.

She had to wait a long while for the population of true gods to increase. But the god seeds that became true gods were too proud to subordinate themselves to her. This became extra difficult to do when she was asking for a treasure for them to join her Pantheon. So that plan was a bust.

Days turned into weeks. Weeks into months. And months into a year.

Nothing major happened in the divine realm apart from the occasional regional announcements about the various achievements of others. Many of the god seeds managed to

build their altar after a year, and many more succeeded in becoming gods.

The gods have become used to numerous announcements. But then a special announcement drew everyone's attention.

-Regional Announcement.

-4,000,000 god seeds have become Godlings.

-This marks the end of the trial period.

-The Ancient Titans have sensed the growing threat of the gods and have begun to awaken from their slumber.

-Prepare yourself for their imminent attack.

This announcement caught the gods off guard. They don't even know who the ancient titans are, much less how to prepare for their attacks. Fortunately, they had the divine spirit of their various divine cities to inform and mobilize the gods for the resistance.

Gemmis sent a message to every god-king. Legion also received the notification because they had finally created a Pantheon.

-You have been invited to the Divine Council of Gemmis.

-This is the inaugural session of the Divine Council.

-Do you accept the invitation?

-Yes or No.

Anyone of the clones could accept it, but they decided to send only one. Legion-1 accepted it and disappeared from the hotel. He appeared in a large domed cathedral with walls lined with stairs that reached the top. The stairs extend into platforms with thrones on them.

Legion-1 appeared in one of the thrones. Other god-kings also appeared after he arrived. They were busy examining each other and checking out their competition. They did so openly and sometimes with hostile gazes.

GREED: ALL FOR WHAT? #Chapter 1780: Dubious Information Broker. - Read GREED: ALL FOR WHAT? Chapter 1780: Dubious Information Broker.

Chapter 1780: Dubious Information Broker.

Legion-1 also checked out the competition from his throne. There was a lot of them to see, but only one in particular that he cared for. But he didn't stare at that particular true god. He behaved just like everyone else watching each other.

There were a lot of god kings in the Divine Council now that true gods are becoming the norm. In Gemmis alone, there are about 10,000 of them. That's 10% of the divine population of the divine city. This has made it so that there are about 1,000 god kings in the Divine Council.

He observed to himself, "It seems we are distributed at random. At least I don't see any order to our arrangement."

The seats line the platforms from the bottom of the cathedral to the top, but the gods sitting on them appeared to be at random because the gods near him are not orcs. They are elves and ogres.

It is unexpected to him because that's not how things were done in the divine plane realm of high heaven. Gods are either arranged in the order of their ascension, level of power, domains, or race. It all depended on the whims of the Celestial Supreme.

But he doesn't see any of such order around him. He should know since he is the first god and he also knows who the second true god is. But the second true god is nowhere near him, and there are no similarities between him and the god kings around him.

He didn't concern himself with that for long. Observing the similarities between him and other god kings is, after all, a false pretense. After he was done examining his true target, he switched to the Divine Council itself.

He could see down below because the center of the cathedral is empty. He could even fall over from his seat down to the bottom through the center. It would be easy to do as there is no railing or obstacle to stop him from plunging to what might be his death.

The gods were examining each other, but some of them wanted to do more than that. Especially one particular goblin goddess.

She stood up from her throne and yelled, "Which one of you is 9 Crowns? Show yourself!"

Some gods looked around, hoping to spot this reclusive god, but they were disappointed. No one stood up to claim the identity.

Crystal Hoarder was dissatisfied. She sneered and said, "Are you so cowardly? I expected more from the first true god. Didn't you claim that dragons are scared of you? Why don't I see the spine of a dragon killer in you?"

Someone spoke up. It was an orc. The orc said, "I have information about the 9 Crowns. I have come across his religion, so he should be an orc."

Crystal Hoarder asked excitedly, "Give me the location of his religion. I will pay you handsomely. I'll pay anyone with useful information well."

Another orc spoke up, "I have never heard about him, but I'll look out for me."

One of the other orcs said, "I have, and I heard he is fearsome."

They began discussing the identity of the 9 Crowns while Legion-1 went ahead to exchange

the false information about the location of his religion with Crystal Hoarder.

He thought to himself in derision, "She didn't even ask for a contract. She must be so confident in herself."

He is the orc that spoke up first about coming into contact with the religion of the 9 Crowns. He did so to take advantage of the information others might have about him to earn some money and mislead Crystal Hoarder.

In a year, they have done well for themselves in the mortal realm. Their religion is expanding rapidly, so it is a matter of time before information about the nation of orcs that they are building will become known to the public. So he might as well earn something before that time comes. 1,000 divinity gold is not something he can disregard at this point.

This conversation was just one of many going on. But soon the cathedral fell into silence when what appeared to be a large gem appeared in the middle of the gods.

The gem looked different from every direction, but anyone who gazed at it would admit that it was beautiful. Crystal Hoard in particular was entranced by it.

The Gem said to them, "Greetings. I am the divine spirit of Gemmis. I am to be the moderator of the divine council."

"The divine council is where decisions that will affect the whole divine city will be voted on. As the king of gods, you represent the will of the other gods and, as such, are qualified to have a say in the affairs of the divine city."

"This is the inaugural session of the divine council, so you are not familiar with the rules. I will give your angels permission to make it known to you now."

It waited a few seconds for them to have a chat with their angels. Then it resumed its duty.

"On to the first agenda. The matter of rankings. It is time to decide if the city is to begin paying those at the top of the ranking for their excellence. You god kings can vote to allow it or prevent it."

"Take note that allowing it will also enable me to grant quests. One of those quests is the quest for domain. So please consider this agenda carefully before you vote. If you have any questions, direct them to your angels."

"You have a minute to consider. You can either vote Yes, No, or Abstain. The agenda will pass when there are more votes in its favor than those against it. If you don't vote after 1 minute, you would have automatically abstained from voting."

A prompt appeared in front of every god king. It displayed the three options for them. They have a minute to make a decision or a decision to abstain will be made for them.